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Advanced
Dungeons&Dragons®

Player's Handbook

Rules Supplement

The Complete
Ninja's
Handbook



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The Complete Ninja's Handbook

By Aaron Allston



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CHAPTER 1

The Ninja Class

In seventh century Japan, Prince Shotoku Taishi won a war against an enemy named Moriya. The prince's success rested on information brought to him by a spy named Otomo-no-Saijin, whom Shotoku Taishi honored with the name Shinobi, meaning "stealer in." It is probably from this incident that the use of the term *shinobi* has come to refer to highly trained, clan-based Japanese spies.

(In Japanese and Chinese, there may be two or more ways to pronounce the same written characters. An alternate pronunciation for *shinobi* is *ninja*.)

Japanese techniques of military intelligence, heavily influenced by espionage advisors from China and Sun Tzu's classic manual *The Art of War*, developed over a period of several hundred years.

During the Kamakura era, from the late twelfth to early fourteenth centuries, many samurai and their families fell out of favor with the court. Some of these families fled to distant Iga and Koga provinces and settled there in reduced circumstances to make their living as farmers. Among them were experts in military intelligence, who began selling their expertise to *daimyo*, Japanese feudal lords. It was in this setting that the modern idea of the ninja—an agent with espionage skills for hire but whose loyalty belongs first to his own clan—truly took hold.

In their isolated villages, the ninja clans developed specific espionage and combat techniques. These are collectively referred to as *ninjutsu*, though that term is also used to refer to only their unarmed and weapon combat techniques.

Spies and ninja found many opportunities for employment in the great anarchic periods of the twelfth to sixteenth centuries. In the more stable Tokugawa shogunate of the seventeenth through nineteenth centuries, they were used less often, and it is reasonable to assume that their numbers declined. Some modern historians believe that the last of the true ninja died during World War II (or earlier), while others believe that the modern combat and espionage techniques now being taught under the name ninjutsu are genuine, linear descendants of the real ninja skills.

Ninja and Rogue

The ninja character class, like the thief and the bard classes, belongs to the rogue group. However, the ninja's similarity to other rogues lies not in temperament (ninja do not believe that the world owes them a living, and are not known as carefree, happy-go-lucky people) but in skills. (Ninja are proficient in matters of stealth, intrusion, and investigation.)

Like other rogues, ninja combine traits from several character classes. They have many of the skills of the thief and some of the combat options of the fighter. A few are able to learn some magical spells.

Table 1: Rogue Experience Levels

Level	Ninja	Hit Dice (d6)
1	0	1
2	1,250	2
3	2,500	3
4	5,000	4
5	10,000	5
6	20,000	6
7	40,000	7
8	70,000	8
9	110,000	9
10	160,000	10
11	220,000	10+2
12	440,000	10+4
13	660,000	10+6
14	880,000	10+8
15	1,100,000	10+10
16	1,320,000	10+12
17	1,540,000	10+14
18	1,760,000	10+16
19	1,980,000	10+18
20	2,200,000	10+20

Ninja Experience Levels

Ninja earn experience levels as other rogues do. Table 25 from the *Player's Handbook* is reproduced on page 5.

One type of ninja, the Spirit Warrior (see Chapter 2) may learn magic spells and must earn more experience points to gain levels.

Ninja of experience levels 1–5 are *genin*, the lowest-ranking ninja. Those of experience levels 6 through 9 are *chunin*, the middle management of the ninja clan—sometimes getting their hands dirty and sometimes hobnobbing with the upper ranks. Those of experience level 10 and above are *jonin*, the upper management of the clan.

Ninja Class Requirements

Ability Requirements
- Dexterity 13
- Intelligence 10

Prime Requisite
- Dexterity

Races Allowed
- Human
- Dwarf
- Halfling

The ninja must have a Dexterity score of at least 13 (reflecting intensive training from childhood in ninja arts) and an Intelligence score of at least 10.

The ninja PC, regardless of race, must have been raised from youth by a human ninja clan. There are no demihuman ninja clans, and the DM and players will have to be very creative to account for a ninja clan's fostering of a dwarf or halfling. For exceptions to this requirement, see the section on "Spies" in Chapter 3.

The DM has the right to decide whether a player can run a ninja character. Ninja bring new levels of secrecy and intrigue into a campaign. The DM who does not wish to complicate the campaign to this extent may forbid the use of ninja PCs.

Alignment

Technically, a ninja may be of any alignment. However, each ninja belongs to a clan (see Chapter 6), and each clan's members are restricted to a range of alignments. A player might be able to choose the character's clan but cannot then choose an alignment inappropriate for that clan.

The standard ninja clan allows its members to be of any lawful or neutral alignment (LG, LN, LE, NG, N, NE). The "lawful" aspect of the alignment applies to the rules of conduct of the clan, not those of the society or the nation.

Weapons and Armor

The ninja can use any weapon, giving a much wider range of choices than a thief has. Armor choices are limited to leather, padded, studded leather, ring mail, brigandine, scale male, hide armor, and chain mail. The ninja can use a shield and fights as a rogue.

To avoid any adverse effect, ninja avoid wearing armor heavier than leather when they plan to use their thieving skills.

Thieving Skills

Like other rogues, ninja can learn thieving skills. They are not as proficient in most of these skills as thieves are, but a ninja who becomes very experienced and specializes in two or three thieving skills can achieve great proficiency.

Table 2 shows the base scores for ninja thieving skills.

To these base scores, apply appropriate bonuses and penalties for Dexterity (Table 3, reproduced here from Table 28 in the *Player's Handbook*), for race (below), and for armor worn (Table 5, replaces Table 29 from the

Player's Handbook and is compatible with Table 38 in *The Complete Thief's Handbook*).

Table 2: Ninja Thieving Skill Base Scores

Skill	Base Score
Pick Pockets	0%
Open Locks	0%
Find/Remove Traps	0%
Move Silently	20%
Hide in Shadows	20%
Detect Noise	10%
Climb Walls	40%
Read Languages	0%

- Dwarf: +10% Open Locks, +15% Find/Remove Traps, –10% Climb Walls, –5% Read Languages
- Halfling +5% Pick Pockets, +5% Open Locks, +5% Find/Remove Traps, +10% Move Silently, +15% Hide in Shadows, +5% Detect Noise, –15% Climb Walls, –5% Read Languages

Ninja receive extra training in their thieving skills as their careers progress. Each ninja at 1st level receives 60 discretionary percentage points to add to the base scores. (The ninja may put no more than 30 points into any one skill.) At each additional experience level, he receives another 30 points to distribute (and may put no more than 15 points into a skill).

As with the thief, the ninja cannot raise any skill above 95%, including all adjustments for Dexterity, race, and armor.

Backstab

The ninja has the same backstab ability as the thief.

Table 4: Backstab Damage Multipliers

Ninja's Level	Damage Multiplier
1–4	×2
5–8	×3
9–12	×4
13+	×5

Clan Signs

Instead of thieves' cant, ninja know clan signs.

Clan signs form a language of hand-signs and written ideograms. Clan signs can convey entire sentences and complex sets of instructions. However, clan signs are not sophisticated enough to convey poetry, and do not include technical terminology unrelated to the ninja. (Topics such as philosophy, physics, and so forth are best left to normal spoken tongues.)

Each ninja clan knows its own secret set of clan signs. A member of one clan cannot understand the hand-signs or written symbols of another. The nonweapon proficiency Detect Signing (see Chapter 4) allows a character to detect when other clans' signs are being used, though the proficiency does not provide an interpretation of the signs' meaning.

Table 3: Thieving Skill Dexterity Adjustments

Dexterity	Pick Pockets	Open Locks	Find/ Remove Traps	Move Silently	Hide in Shadows
13–15	—	—	—	—	—
16	—	+5%	—	—	—
17	+5%	+10%	—	+5%	+5%
18	+10%	+15%	+5%	+10%	+10%
19	+15%	+20%	+10%	+15%	+15%

Use Scrolls

The ninja does not automatically receive the thief's ability to use scrolls. However, the Spirit Warrior ninja kit (see Chapter 2) does impart this ability.

Ninja's Followers

Ninja do not typically build citadels the way fighters and other classes do.

At 10th level, the ninja achieves the rank of jonin, a group leader within the clan. The clan leader assigns the jonin 2d6 followers who are members of the clan.

All followers are related by blood to the PC ninja. Some may be distant cousins never previously met, but many will be close cousins and the ninja's own younger brothers, sisters, and perhaps even sons and daughters.

Half of the followers (round up) will be of the ninja character class. The other half will be of other character classes bearing shinobi kits. (See Chapter 3.)

The DM rolls 1d6 to determine the experience level of each follower.

The ninja PC is responsible for teaching followers to be better, more effective ninja and shinobi. It's important to remember that the ninja PC has as many responsibilities to these followers as they have to him. They're members of his own family, so the PC should not risk their lives unnecessarily—only under the same circumstances he would expect his life to be risked by his superiors. (See "When a Follower Dies.")

With these followers, the ninja PC can begin to contribute more to the goals of the family. The ninja will now have to plan missions more carefully, deciding whether to undertake a mission alone, send one or more followers, or lead a number of followers in the assignment.

None of this precludes the PC from taking followers along when adventuring with other PCs. In fact, it's appropriate for the ninja PC to take one or more followers along on non-clan adventures to give them experience in the real world.

When a Follower Dies

If a follower dies while obeying the orders of the PC, the clan lord will gather information and the testimony of witnesses. A clan lord who determines that the ninja was unnecessarily careless with the follower's life may punish the PC by taking all followers away until the PC demonstrates more sense. If the PC has been grievously negligent,

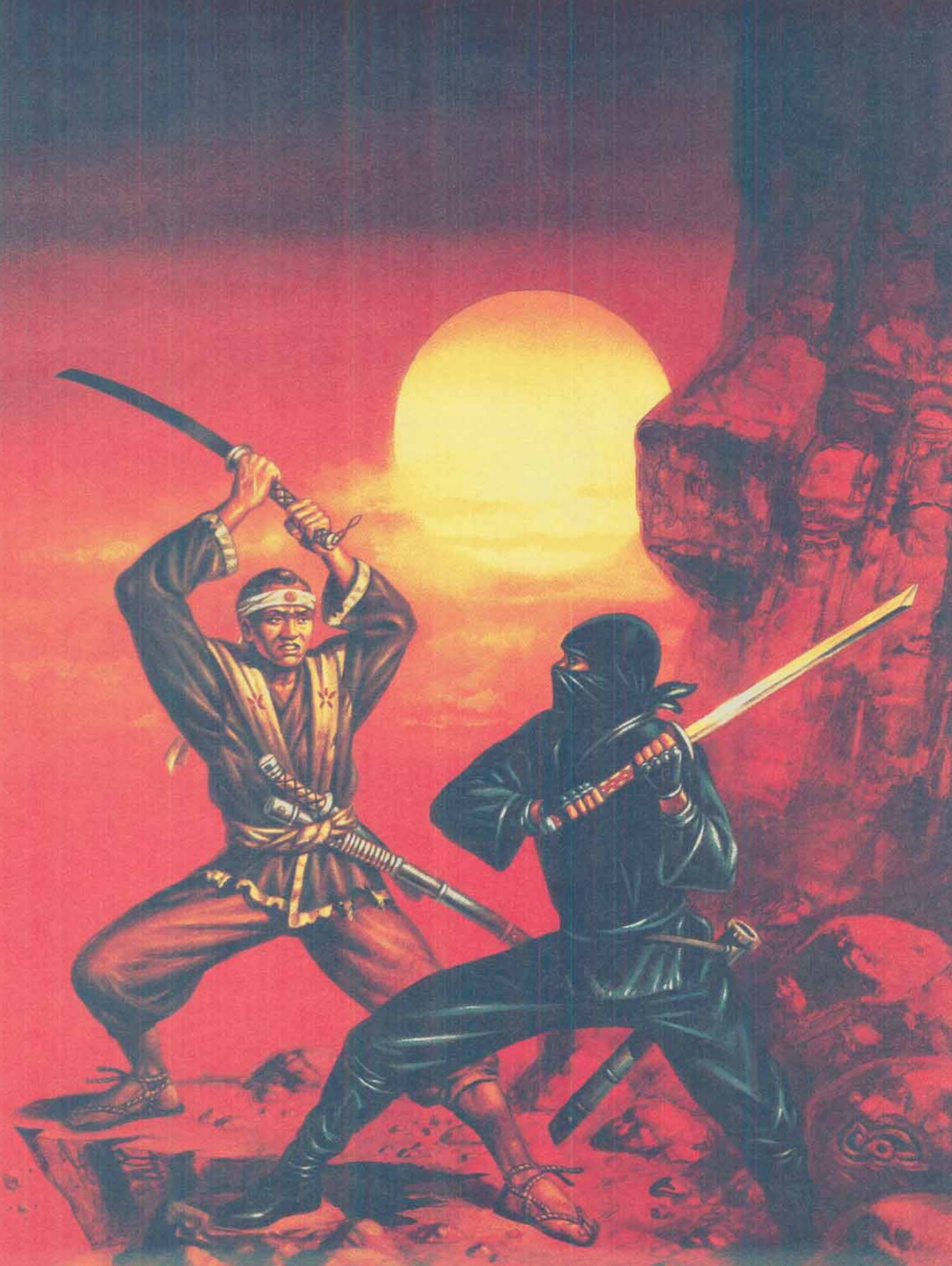
Table 5: Thieving Skill Armor Adjustments

	No Armor	Leather	Elfin Chain	Studded/ Padded	Hide	Ring/ Chain	Brigandine/ Splint	Scale/ Banded	Shield
PP	+5%	—	–20%	–30%	–60%	–40%	–40%	–50%	–60%
OL	—	—	–5%	–10%	–50%	–15%	–15%	–20%	–20%
F/RT	—	—	–5%	–10%	–50%	–15%	–25%	–20%	–20%
MS	+10%	—	–10%	–20%	–30%	–40%	–40%	–60%	–10%
HS	+5%	—	–10%	–20%	–20%	–30%	–30%	–50%	—
DN	—	—	–5%	–10%	–10%	–20%	–25%	–30%	–10%
CW	+10%	—	–20%	–30%	–60%	–40%	–50%	–90%	–30%
RL	—	—	—	—	—	—	—	—	—

* These numbers for the shield are all cumulative with other modifiers. Thus, climbing walls in chain mail with a shield yields a –70% adjustment.

** This adjustment applies only if the character is tyring to pick pockets with the hand carrying the shield.

*** This adjustment applies only to removing traps, not to finding them.





demotion and permanent loss of all followers is a likely punishment.

Whenever a follower dies, the DM should make reaction rolls for all other followers present. Use Table 59: Encounter Reactions, from the *DUNGEON MASTER® Guide*, under the "Friendly" column. If the PC was careless with the life of his follower, the DM should apply a +4 modifier to the roll and use the "Threatening" column. On any result of "Hostile," the ninja follower making the roll decides that the PC callously sent his minion to certain death, thus offending the family honor. This follower attacks the PC on the spot, fighting to the death. If the follower survives, he will be the PC's enemy forever.

Nonweapon Proficiencies

The ninja PC receives initial weapon and nonweapon proficiency slots and earns additional slots as a rogue.

The ninja character class has the following nonweapon proficiency group crossovers: Rogue, Warrior, General. The ninja who selects nonweapon proficiencies from these groups pays the listed number of slots. Proficiencies selected from other groups cost one extra slot per proficiency.

Starting Money

Ninja receive the same starting money as other rogues: 2d6 x 10 gp. This rule is in effect regardless of the relative wealth of the ninja clan. Very poor clans save up enough money to give their agents an adequate stake, while rich ones choose not to spoil their members with excess funding.

Multiclass Ninja

Demihuman ninja cannot be multiclassed. Even if the DM decides to ignore the character

race restrictions on the ninja class—in order to have elf ninja or some other combination appropriate to the campaign—such ninja should still always be single-class characters.

Dual-Class Ninja

It is not recommended that the DM allow dual-class ninja. Ninja have such a rich range of opportunities that allowing the dual-class option is overkill. However, if the DM is determined to allow dual-class ninja, here are the guidelines to use.

If the campaign uses ninja kits, characters switching to the ninja class can take only the Stealer-In or Shadow Warrior kit.

Ninja Class Becoming Another Class: A ninja clan will not allow one of its members to start out as a ninja and then switch to another class. Only the Lone Wolf ninja (see Chapter 2) can switch to another class.

Another Class Becoming Ninja Class: This can happen in one of two ways.

— The PC starts out as a shinobi (see Chapter 3) in a ninja clan and decides to switch to the ninja class. The clan leader will discourage this, but generally will not forbid it.

— A PC from outside the clan has become good friends with a ninja and asks to be taught the secrets of the ninja class. The ninja clan lord must be convinced tht the PC is sincere and loyal. The PC will be put through a variety of tests to determine his loyalty before being adopted into the clan. Not all the tests will be obvious ones, such as risking one's life to save a clan member or turning down a bribe from a member of another clan.

If the ninja candidate fails to convince the clan lord of his loyalty, the clan must eliminate him because he knows their secret. Naturally, the friend who sponsored the PC candidate will be assigned this task as a test of his own loyalty.

Other Character Creation Notes

Players also need to decide their characters' names and determine their status in society.

Status

On Table 6, players roll to determine the social status of their characters' clans. From highest to lowest status they are: samurai, farmer, artisan, merchant, nonperson.

The PC's clan status has little effect on his usefulness in a campaign. A ninja will always pretend to be of the social class appropriate to the current mission.

The DM may assign the PC's social class, particularly if the DM has already assigned the PC ninja to a clan. In a campaign where the players won't automatically stampede for the highest social status, the DM may allow the players to choose social classes for their PCs.

Table 6: Clan Status

1d20	Result
1–2	Nonperson (animal renderers, actors, prostitutes, etc.)
3–6	Merchant
7–10	Artisan
11–18	Farmer
19–20	Samurai

Names

A PC of the artisan, merchant, or farmer social class chooses a given names only. Such characters refer to themselves by appending their village, shop, or farm name to the given name. For example, Ai of Misasa village would be known as Misasa no Ai.

A character of the samurai social class chooses a family name and a given name. Most Oriental names are presented family name first.

The family name is not necessarily the same as the clan name. Only the close family of the clan lord bear the clan name as family name. The DM, rather than the player, should choose the name of the PC's clan.

CHAPTER 2

Ninja Kits

By using kits in a campaign, the DM can encourage players to further develop their characters and distinguish them from one another. A kit's package of requirements, bonuses, and penalties help to define the character more specifically than the broad archetypes of the *Player's Handbook*. Two characters belonging to the same class but taking different kits may have abilities and orientations almost as distinctive as characters belonging to different classes.

Kits are entirely optional; the DM does not have to use them in the campaign.

Kit Descriptions

In this chapter, each kit is described in the following way:

Qualifications: Some kits require the character to have abilities beyond the ordinary demands of the character class.

Description and Role: This ninja is described in terms of his areas of specialty and prominence.

Secondary Skills: If the campaign uses secondary skills, the ninja must take the required skills listed here rather than choosing a different skill or rolling randomly.

Weapon Proficiencies: Some ninja receive *bonus* weapon proficiency slots devoted to specific weapons. Some are *required* to spend their normal allotment of weapon proficiency slots on specific weapons. Some are *prohibited* from spending weapon proficiency slots on certain weapons. Special ninja weapons are described in Chapter 5.

Nonweapon Proficiencies: Likewise, some nonweapon proficiency choices are granted as bonuses while others are required or prohibited. New nonweapon proficiencies introduced in this book are marked with an asterisk (*) and are described in Chapter 4.

Special Benefits: Many kits provide the ninja with additional options and benefits not granted to other ninja.

Special Hindrances: Most kits also impose additional restrictions on the ninja character. These restrictions may be added clan obligations or limits on abilities.

Ninja Kits

All of the ninja kits are listed on the following pages. Additional kits for characters related to the ninja appear in Chapter 3.

Stealer-In

Qualifications: None beyond normal ninja requirements.

Description and Role: This is the basic ninja. If your campaign uses kits but none of the more specialized ones appeal to you, use this one. This kit is identical to the basic ninja character class.

Secondary Skills: None required.

Weapon Proficiencies: *Required:* Ninja-to.

Nonweapon Proficiencies: *Required:* Blindfighting.

Special Benefits: None.

Special Hindrances: None.

Shadow Warrior

Qualifications: The Shadow Warrior must have a Strength score of 13 or better. This kit is available to only humans, dwarves, and half-elves.

Description and Role: The Shadow Warrior has more fighting abilities but weaker thief skills than the average ninja. The Shadow Warrior is more adept with weapons than other ninja and is able to convincingly disguise himself as a fighter.

Secondary Skills: None required.

Weapon Proficiencies: *Required:* Ninja-to.

Nonweapon Proficiencies: *Required:* Running.

Special Benefits: In a campaign that uses weapon proficiency rules, the Shadow Warrior can specialize in weapons and martial arts, but is much more limited in this than a fighter.

The Shadow Warrior may specialize in one weapon at 5th level, a second weapon at 9th level, and a third weapon at 13th level. (This follows the rate of improvement with the backstab ability.) He may not specialize in more than three weapons (or two weapons plus one martial art). He does not get the additional attacks per round of a weapons specialist (from Table 35: Specialist Attacks Per Round, in the *Player's Handbook*), nor receive any extra attacks per round like a fighter.

Special Hindrances: The Shadow Warrior can learn thieving skills but is not as good at them as other ninja. All his thieving skills begin at 0%, and he receives only 30 discretionary points at 1st level. The Shadow Warrior earns subsequent discretionary points at the same rate as other ninja (30 at each additional level).

Intruder

Qualifications: The Intruder must have an Intelligence score of 13 or better.

Description and Role: This ninja's skills are optimized for espionage, particularly intrusion into dangerous sites.

Secondary Skills: Scribe.

Weapon Proficiencies: *Required:* Ninja-to.

Nonweapon Proficiencies: *Required:* Reading/Writing; *Recommended:* Quick Study*, Information Gathering.

Special Benefits: The Intruder can use all Intelligence-based Rogue and General nonweapon proficiencies that she possesses as though her Intelligence score were 2 points higher than it is. (Thus, if her Intelligence is 14 and she has Appraising proficiency, her skill is a 16.) Even with this bonus, however, the Intruder's proficiency cannot have a score higher than 18.

Special Hindrances: Unlike other ninja, who are occasionally called on to perform missions for the clan, the Intruder is always on duty. She is required to perform missions two or three times as often as other ninja, and even when not on a mission, she must report constantly on her movements and the activities of her allies. She is often placed in a position of juggling clan obligations with obligations to friends. A player should choose this kit only for a ninja with especially close ties to the clan (and only if the DM is willing to utilize the clan to that extent).

Consort

Qualifications: The Consort must have a Charisma score of 14 or better. Charisma is not mere physical beauty. A Consort needs the ability to be charming and to arrest the attention of onlookers.

Description and Role: This ninja's skills have been optimized for social interaction. A Consort achieves mission goals through romance or seduction. Both male and female characters may take the Consort kit, but female Consort ninja have a special name in Oriental cultures: *kunoichi.*

Secondary Skills: None required.

Weapon Proficiencies: *Required:* None.

Nonweapon Proficiencies: *Required:* Acting, Etiquette, Enamor*; *Recommended:* Disguise.

Special Benefits: The Consort can use all Charisma-based Rogue and General nonweapon proficiencies as though his Charisma score were 2 points higher than it is. (If his Charisma is 15 and he has Etiquette proficiency, his skill is a 17.) Even with the bonus, however, his proficiency cannot have a score higher than 18.

Special Hindrances: This ninja must spend months in false identities wherein he consorts (so to speak) with NPCs being spied on. Though most of these missions can be presumed to take place outside normal campaign activities, the Consort is in constant danger of being recognized later by people he has known during these missions.

Periodically, the DM should decide if one of these previous victims shows up to compli-

cate matters. The NPC does not automatically recognize the ninja, particularly with Disguise proficiency complicating things, but the ninja may find it necessary to take extraordinary steps in order to limit contact with the character.

Pathfinder

Qualifications: None beyond normal ninja requirements. This kit is available to humans, half-elves, and halflings.

Description and Role: Pathfinder ninja possesses special wilderness experience and abilities.

Secondary Skills: Forester, Hunter, Trapper/Furrier (choose one).

Weapon Proficiencies: *Required:* Half-bow (hankyu), ninja-to.

Nonweapon Proficiencies: *Bonus:* Tracking. *Required:* Hunting.

Special Benefits: The Pathfinder receives extra bonuses to Tracking proficiency: +1 at 5th level, another +1 at 9th level, and another +1 at 13th level.

Special Hindrances: This ninja gathers no followers.

Lone Wolf

Qualifications: None beyond normal ninja requirements.

Description and Role: The Lone Wolf ninja has no clan. Either he has disgraced himself before the clan and been exiled (or escaped before being killed), or his clan was wiped out by an enemy clan. Most Lone Wolf ninja wander the world, selling their skills to a variety of employers and trying to keep a step ahead of their enemies. They usually pretend to be thieves or warriors.

Secondary Skills: None required.

Weapon Proficiencies: *Required:* Ninja-to.

Nonweapon Proficiencies: *Required:* Survival.

Special Benefits: Because the Lone Wolf ninja has no clan obligations, he is not required to follow the dictates of a clan superior.

Special Hindrances: This ninja cannot call on the resources of a clan and will never have followers.

The Lone Wolf ninja begins play opposed by a powerful campaign enemy, normally an entire clan, that will haunt him throughout his career. If he is an exile, the enemy is his own clan. If he is the survivor of a massacre, his enemy is the clan that destroyed his.

Initially, a Lone Wolf will be far too weak to eliminate this enemy, but he is obligated to try to remove the threat once he's achieved a high enough level, learned enough information, and gained the help of other powerful adventurers. He might renew ties with his clan or even assume its leadership, or destroy the clan that has haunted him throughout his career.

Guidelines for use of the Lone Wolf's campaign enemy appear in Chapter 7.

Spirit Warrior

Qualifications: The Spirit Warrior must have an Intelligence score of 13 or better. This kit is available to humans and half-elves only.

Description and Role: The Spirit Warrior ninja possesses some magical abilities. Such characters can, at high experience levels, pass themselves off as low-level illusionists. Because of their magical powers, high-level Spirit Warriors sometimes accomplish missions that create superstitious dread in the average person and go down in local legends.

If you are updating ninja characters from the original *Oriental Adventures* game book, you'll want to use the Spirit Warrior kit for characters you feel must retain the extraordinary abilities provided by those rules.

Secondary Skills: Scribe.

Weapon Proficiencies: *Required:* Dagger or knife.

Nonweapon Proficiencies: *Required:* Reading/Writing, Spellcraft.

Special Benefits: The Spirit Warrior has access to proficiencies from the Wizard proficiency group without cost penalties.

At 5th level, the Spirit Warrior can walk across short distances of smooth water. In a single day, she can cross 10 yards of water per five experience levels (thus a 15th-level Spirit Warrior ninja can cross 30 yards of water), moving at a rate of 10 yards per round at a Movement Rate of 1). If the ninja is injured while walking on water, her concentration is broken and she falls in. If the ninja carries so much weight that her normal (land) walking rate would be 6 or less, she cannot walk on water regardless of her level.

At 9th level, the Spirit Warrior ninja may begin learning Illusionist spells. She may learn spells of the Illusion school only, plus the special ninja spells described later in this chapter. She learns spells at the same rate paladins do:

Table 7: Spirit Warrior Spell Progression

Ninja Level	Casting Level	Illusionist Spell Level 1	2	3	4
9	1	1	—	—	—
10	2	2	—	—	—
11	3	2	1	—	—
12	4	2	2	—	—
13	5	2	2	1	—
14	6	3	2	1	—
15	7	3	2	1	1
16	8	3	3	1	1
17	9	3	3	2	1
18	9	3	3	3	1
19	9	3	3	3	2
20*	9	3	3	3	3

* Maximum Spell Ability

The Spirit Warrior also receives a thief's ability to read scrolls.

At 13th level, this ninja gains her ultimate power, the ability to pass through walls. She must spend three rounds concentrating and preparing before entering the wall. During this time she can take no other actions; if attacked or disturbed while concentrating, she loses the use of this power for the day. The power to walk through walls lasts for one round per the ninja's experience level. The Spirit Warrior moves 1 foot per round (1 foot per experience level). If the ninja is not completely through the obstacle at the end of the round, she dies inside it (so it is a good idea to be sure of the thickness of a wall before attempting to walk through it).

Special Hindrances: The Spirit Warrior has a limited selection of weapons. She may use only dagger, knife, tanto, yoroi-toshi, short sword, ninja-to, staff, dart, blowgun, or sling. The Spirit Warrior may wear only leather or padded armor and may not carry a shield.

The Spirit Warrior must earn the same amount of experience as a wizard but rolls six-sided dice for hit points and receives additional bonus hit points from 11th level up.

Table 8: Spirit Warrior Experience Levels

Level	XP Cost	Hit Dice (d6)
1	0	1
2	2,500	2
3	5,000	3
4	10,000	4
5	20,000	5
6	40,000	6
7	60,000	7
8	90,000	8
9	135,000	9
10	250,000	10
11	375,000	10+2
12	750,000	10+4
13	1,125,000	10+6
14	1,500,000	10+8
15	1,875,000	10+10
16	2,250,000	10+12
17	2,625,000	10+14
18	3,000,000	10+16
19	3,375,000	10+18
20	3,750,000	10+20

Ninja Spells

The Spirit Warrior ninja is able to learn some wizard spells. So can the Shinobi Mage and Shinobi Illusionist, described in the next chapter.

The following spells are known only by members of ninja clans. The Spirit Warrior can learn spells of the Illusion school only. The Shinobi Illusionist can learn all spells except those of Invocation/Evocation, Necromancy, and Abjuration. The Shinobi Mage can learn all spells.

Ninja spells are unlike most other types of spells because the only components they require are *kuji-kiri* finger exercises. These stylized hand manipulations, used by the ninja to enhance meditation, are usually performed from a kneeling position.

First-Level Spells

Face-Blur (Illusion)

Range: 0
Components: S
Duration: 1 hour/level
Casting Time: 4 rounds
Area of Effect: One creature
Saving Throw: none

The ninja casts this spell on himself or on another. It may be cast only on a willing target, who gets no saving throw.

The spell alters the target's features slightly, making them unremarkable—neither handsome nor ugly. The gaze of any witness slides right off the features of a ninja affected by this spell.

A person who is keenly and alertly looking at the faces of everyone he sees—such as a dedicated guard scanning a crowd to find someone who has just disappeared into it—gets a saving throw against the effects of the spell. If the observer makes his saving throw, he sees the ninja's actual features instead of the nondescript face. Immunity to the spell lasts the length of the spell duration, but the spell itself is not dispelled and will work on people who have not made their saving throws. The person who successfully saves against this spell has no idea that a spell is in effect; he does not see the false features fade away and feels no hint of magic.

This spell's success depends on the ninja's maintaining a mental attitude of dullness and boredom. When a ninja deliberately does something interesting while wearing this spell—if he attacks someone, saves a life, or robs a merchant—the spell ends and every witness can see his true features.

This spell can be canceled by a *dispel magic* spell.

False Tracks (Illusion)

Range: 0
Components: S
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: the caster
Saving Throw: None

For the duration of this spell, the ninja leaves tracks appropriate to a common normal animal (herd beast, deer, fox, etc.). The ninja chooses the species when the spell is cast. His footprints will be those of an animal, moving at whatever pace the ninja maintains. (If the ninja is running, he leaves behind the running footprints of the animal.) If bits of the ninja's clothing become snagged on underbrush, they will appear to be bits of animal hide. However, if the ninja drops an item of equipment or a garment, this spell will not conceal its nature.

No saving throw is allowed. However, the spell can be removed by casting a *dispel magic* spell. If such a spell is cast on any part of the trail the ninja has left behind, the entire spell is canceled and all tracks revert to normal.

The effects of this spell are entirely illusory.



When the spell duration ends, all affected footprints revert to normal.

Ninja use this spell to elude pursuers. When someone a ninja wishes to ambush is hunting a specific type of animal, the ninja will leave tracks of that animal for the quarry to follow.

Find Direction (Divination)

Range: 0
Components: S
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

By performing kuji-kiri finger exercises, the ninja obtains a momentary understanding of her current direction. This can be very helpful when she has become lost.

The ninja understands the actual direction in relation to true north, south, east, and west; the presence lodestones will not affect the spell. The spell works underground, in darkness, when the ninja is upside down, and in any sort of disorienting circumstance.

Lesser Distraction (Illusion)

Range: 5 feet/level
Components: S
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: Neg.

With this spell, the caster causes the victim to hear a faint noise or see something indistinct out of the corner of his eye. The caster must decide if the illusion will be auditory or visual but cannot choose to further define the distraction. It will be a sound, but not a footstep or a low moan. Or it will be a glimpse of



something, but not of a person.

The victim who does not successfully save vs. spell believes the sight or sound to originate from a direction of the spellcaster's choice. (The spellcaster *cannot* choose distance. A victim can be made to believe that he heard a sound behind him, but not that it was something moving 30 feet behind him. He can be made to think that he saw motion off to his right, but not that it was something moving at the top of a wall 50 feet from him.)

The victim is free to act as he chooses on the illusion. He may ignore it or may be moved by duty or curiosity to investigate.

Because the illusion is quick and not detailed, the victim has a –4 penalty to his chance to save. If he fails the saving throw, he believes the sight or sound to be real but does not know what made it. If he makes the saving throw, he assumes that he was "seeing things" or "hearing things" and does not act on the distraction. Even if he makes his saving throw, he does not know that he was the target of a spell.

This spell is used by ninja attempting an escape or infiltration. It is designed to encourage a guard to leave his post for a moment.

Second-Level Spells

Deepen Shadows (Illusion)

Range: 0 or 6 yards (see below)
Components: S
Duration: 1 hour/level
Casting Time: 5 rounds
Area of Effect: One 10'×10' area/spellcasting level
Saving Throw: None

This spell slowly, inconspicuously darkens the room where the ninja is. The change is gradual, taking five rounds (five minutes). With a successful saving throw at a –4 penalty, someone inside the room can notice that it is getting darker, but this observation does not affect the spell's progress.

When the spell is completed, the room is as full of shadow and darkness as possible without arousing suspicion. If it is daylight outside, it will seem that a cloud has passed over the sun. If it is nighttime, the candles and fire seem to have burned low. The dimming of the light does not appear at all menacing to people in the area, though a *detect magic* spell will reveal the presence of the *deepen shadows* spell.

The caster receives a +2% bonus per experience level to her hide in shadows roll within the effect of the *deepen shadows* spell. Only the caster receives this bonus, because only she has complete understanding of the way the shadows fall.

This spell is useful to a ninja who cannot use her ability to hide in shadows because the area is too bright. The shadows created by this spell can help ninja to escape, to infiltrate, to pull sleight-of-hand switches, etc.

If the casting ninja is in a portal or doorway between rooms, she may choose which room is darkened by this spell.

If the ninja is of sufficient level that she could cover more than the area of the room she occupies, the excess area is lost unless there is an open portal between the ninja's room and an adjacent room, and the ninja's spell can affect enough area to cover both rooms completely.

If the ninja is not of sufficient level to affect the entire area of a room, the spell automatically fails.

> **Example:** As a 10th-level Spirit Warrior, Noriko casts magic as a 2nd-level spellcaster and thus can cover a 10'×20' area with her *deepen shadows* spell. However, she is standing in a 20'×20' room and so cannot cover the entire area. If she attempts to cast her spell here, the casting will fail.

Featherfoot (Alteration) Reversible

Range: Touch
Components: S
Duration: 1 turn
Casting Time: 5 rounds/level
Area of Effect: One creature
Saving Throw: None

The person affected by this spell gains the magical ability to move quietly and weightlessly at a normal walking pace or slower. If he tries to go any faster, the effect of the spell is lost.

While the spell is in effect, the character gains +30% to his move silently roll. (If he does not possess this skill, for the duration of the spell he performs as though he does possess the skill with a score of 30%.)

The person affected by this spell does not leave any footprints, nor does he set off weight- or pressure-based traps.

The reverse of this spell, *leadfoot*, affects one creature. The victim is allowed a saving throw to avoid being affected by the spell.

The victim of a *leadfoot* spell moves loudly and heavily. He cannot move silently or hide in shadows, and automatically sets off any pressure-based traps he steps on. (No roll is necessary.)

A *leadfooted* character inside the area of a *silence* spell moves normally; he can be heard if he fails to make a move silently roll.

Third-Level Spells

Age to Destruction Alteration/Necromancy)

Range: 2 feet/level
Components: S
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: 1 object (3 cubic feet)
Saving Throw: Neg.

With this spell, the ninja can age any nonliving material (of a maximum volume of 3 cubic feet) by about 100 years. An object affected by the spell may make a normal saving throw vs. disintegration (see the *DUNGEON MASTER Guide*, Chapter 6) to avoid the spell's effect.

An object that fails its saving throw suffers the ravages of a hundred years of aging, on the inside. On the outside it appears normal, but a little more weathered than before. Stone items are affected very little, but wood rots, metal rusts or corrodes through, and other materials suffer similar results. The next time an object affected by this spell is picked up or otherwise used, it crumbles into ruin. If the object is already under strain when the spell is cast on it, it gives way immediately.

This spell allows a spellcaster to sabotage crucial objects or pieces of equipment: a ladder rung, a wooden step, the sword of an enemy, etc. A fleeing ninja can use this spell to drop a portcullis, booby trap the stairway she has just descended, or destroy a weapon about to be wielded against her. It will not allow the character to sink a boat; the keel exceeds the spell's volume limitations. (However, a hull patch that does not exceed the volume limitation could be destroyed by the spell.)

This spell does not affect living creatures. It will not cancel the effects of a potion of *longevity*. If cast on such a potion, the spell permanently renders the potion useless. A potion of *longevity* is the only item that does not receive a saving throw against this spell.

Detect the Living (Divination)

Range: 0
Components: S
Duration: 3 turns
Casting Time: 1 round
Area of Effect: 60 feet + 10 feet/level
Saving Throw: None

This spell acts much like a *detect undead* spell but allows the ninja to detect the pres-

ence of living beings.

The spell works on living beings belonging to animal species with half a hit die or more of hit points. Thus the spell will not detect members of very small animal species or any plant species.

The spell's area of effect extends in a path 10 feet wide and 60 feet long (plus 10 feet longer per spellcasting level of the ninja) in the direction the caster is facing. Scanning a direction requires one round, and the caster must be motionless except for the somatic element of his spell (kuji-kiri finger exercises). When the spell is successful, the caster sees a glow in the direction of the life-form; no one else can see the glow. The spell indicates direction only; it does not give specific location or distance.

This spell can detect living beings through walls and obstacles but is blocked by 1 foot of solid stone, 1 yard of wood or loose earth, or a thin coating of metal. The spell does not indicate the type (species or level) of creature detected, only that such a being is present.

Ninja use this spell to detect someone hiding behind a paper room divider or a false wall. They can then attack through the wall to surprise their prey. Such attacks, when they are successful, are startling and sometimes deadly, but even when aided by a *detect the living* spell, a ninja striking in this way suffers a –4 penalty to his attack roll.

Greater Distraction (Illusion)

Range: 10 feet/level
Components: S
Duration: 1 turn/levels
Casting Time: 3
Area of Effect: One creature
Saving Throw: Neg.

With this spell, the caster causes the victim to become distracted by a sensation. The caster decides what the sensation will be before he casts the spell. Typical sensations include itching, the feeling that one's hands are grubby, or the need to answer nature's call.

If the victim fails the saving throw, the sensation will not stop distracting him until he deals with it (by scratching the itch, washing his hands, etc.) or until the spell duration ends. Once either of these conditions is met, the distracting sensation ends. If the victim makes the save, he feels the sensation momentarily but it goes away almost immediately. The victim is never aware that a spell was cast on him, whether he saves or not.

This is another spell used by intruding ninja to maneuver guards or intended targets out of position.

Fourth-Level Spells

Improved Featherfoot (Alteration)

Range: Touch
Components: S
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: None

This spell improves on the 2nd-level *featherfoot* spell by additionally allowing the ninja to walk across still or gently moving water surfaces (the water of a pond or a slow river, for example).

Such travel leaves the bottoms of the ninja's feet wet, so she must take care to leave no trail after leaving the water.

Improved Mirror Image (Illusion/Phantasm)

Range: 0
Components: S
Duration: 3 rounds/level
Casting Time: 2 rounds
Area of Effect: 30-foot radius
Saving Throw: None



This spell works much like the 2nd-level wizard spell *mirror image*, with some important differences.

The *mirror images* appear in the vicinity of the caster, but they can move up to 30 feet away. Although the images must face the same target or enemy (whichever one the spellcaster is facing), they do not have to perform exactly the same actions. They can draw different weapons or appear to choose different tactics in combat.

When struck in combat, these images collapse as if injured or killed, feeling solid to the person attacking them. Only at the start of the next combat round do "injured" images disappear.

Like the images created by a *mirror image* spell, these visions can do no actual damage. If they attack an enemy in combat, all their attacks seem to miss until they are struck or the spell duration ends.

To determine how many images appear, the DM rolls 1d4 and adds 1 for every three levels of the ninja's spellcasting experience.

Fifth-Level Spells

Shadow-Form (Illusion/Phantasm)

Range: Unlimited
Components: S
Duration: One hour or until struck
Casting Time: 5 rounds
Area of Effect: One creature
Saving Throw: None

With this spell, the ninja creates a transparent duplicate of himself. The duplicate, or *shadow-form*, appears adjacent to the spellcaster. It wears all the clothing and carries all the equipment that were in the ninja's possession when he cast the spell, leaving him unclothed and unarmed; the clothing and equipment are not transparent.

For the duration of the spell, the ninja controls the *shadow-form*'s actions and sees through its eyes. It is an extension of him and possesses all of his physical and mental skills but not his magical abilities. (In other words, it moves, sounds, and fights just as he does but cannot cast spells.) The ninja sees through both sets of eyes at once. When the *shadow-form* is waiting or resting, the ninja can take actions on his own, but he cannot make both his real body and his *shadow-form* act at the same time.

If the *shadow-form* is hit in combat or struck with a *dispel magic* spell, it disappears—leaving behind all the clothing and equipment it was carrying. Also left behind is a handful of leaves inside the clothes, all that remains of the insubstantial body.

Spirit Warriors and spellcasting shinobi use this spell to perform particularly frightening short-term assignments. The *shadow-form* may be sent off to attack someone, to deliver a message, to scout a dangerous area, or to undertake any sort of action in which the ninja cannot afford to be caught. Usually the spellcaster dresses in a ninja night-suit before casting this spell, so that it is not readily obvious that the person within the clothing is transparent. When the *shadow-form* wears a night-suit and moves around in the dark, it is difficult to see that it is not a physical being.

Sixth-Level Spells

Sense Treason (Divination)

Range: special
Components: S
Duration: Instantaneous
Casting Time: 5 rounds
Area of Effect: the caster
Saving Throw: None

With this spell, a shinobi spellcaster can determine that the clan has been deliberately betrayed.

The DM determines what constitutes such betrayal, but the spell normally reacts when a clan member has deliberately taken an action that puts his own welfare above the clan's.

However, the spellcaster cannot determine the identity of the betrayer or reveal details of that betrayal. The spell has no range, so the traitor could be anyone in the clan.

The spell does not react to exiles, outcasts, or clan members the spellcaster believes to be dead.

This is a spell used most often by Shinobi Mage advisors to clan leaders. Though it is necessary to know about such betrayals in order to protect the clan, this spell can be as much a curse as it is a blessing, because it makes the clan lord and his advisors paranoid.



CHAPTER 3

Shinobi, Spies, and Killers

It's possible to have ninja-like characters who don't belong to the ninja character class, and to use the ninja character class rules without playing Oriental ninja characters. This chapter describes how.

Shinobi

No ninja clan is made up solely of ninja. At most, half the people belonging to a ninja clan will be of the ninja character class. That means the other half are normal (zero-level) humans or, more commonly, representatives of other character classes. In the AD&D® game, we call these clan members *shinobi.*

In the Japanese language, the words *ninja* and *shinobi* have similar meanings. They are two different pronunciations for the same written word. In *The Complete Ninja's Handbook,* however, we make an artificial distinction between ninja and shinobi.

Here, *ninja* are people of the ninja character class who belong to a ninja clan. *Shinobi* are people of other character classes who belong to a ninja clan.

Shinobi are not ninja and cannot take ninja kits. Instead, they have their own kits. A shinobi who is a fighter must take the Shinobi Fighter kit; a shinobi who is a wizard must take the Shinobi Mage or Shinobi Illusionist kit.

With the DM's permission, players of non-ninja character classes may belong to ninja clans and take appropriate shinobi kits.

Shinobi have the same clan obligations as ninja. (See Chapter 6.)

Shinobi Fighter

Qualifications: This kit is available to human, dwarf, and half-elf fighters (not paladins or rangers).

Description and Role: This character is a fighter belonging to a ninja clan. He is ordinarily not chosen for stealth-based missions but accompanies ninja on assignments where heavy-duty fighting is required (often in the company of ninja with the Shadow Warrior kit). In addition, the Shinobi Fighter may adventure out in the world the way other ninja do, so long as he does not reveal his ninja clan associations.

Secondary Skills: None required.

Weapon Proficiencies: *Required:* Ninja-to, daikyu (Oriental long bow) or hankyu (half bow).

Nonweapon Proficiencies: *Required:* Blind-fighting.

Special Benefits: The Shinobi Fighter is able to learn a few thieving skills. At 1st level he can move silently, hide in shadows, and climb walls with base scores of 10% each (modified by all racial bonuses and penalties). With each subsequent experience level, the Shinobi Fighter gets 10 discretionary points to divide among the three thieving skills.

Special Hindrances: None.

Shinobi Ranger

Qualifications: This kit is available to human and half-elf rangers only.

Description and Role: The Shinobi Ranger is the clan wilderness specialist. However, this character's primary concern is neither protecting the wilderness nor making her livelihood there. The Shinobi Ranger's skills are used to scout enemies and lead clan members through the wilderness so they can perform missions successfully.

Secondary Skills: Trapper/Furrier.

Weapon Proficiencies: *Required:* Hankyu (half-bow).

Nonweapon Proficiencies: *Required:* Running.

Special Benefits: Like the Shinobi Fighter, the Shinobi Ranger can learn thieving skills. Her skills are move silently, hide in shadows, and detect noise, with the same base scores and progression as a Shinobi Fighter.

Special Hindrances: None.



Shinobi Mage

Qualifications: This kit is available to human and half-elf wizards only, with minimum Intelligence scores of 12.

Description and Role: All ninja clans need members with more magical knowledge than the Spirit Warrior possesses. The Shinobi Mage is a normal generalist wizard who has a little bit of ninja training. Because his training has been divided between magic and ninjutsu, he is not quite as accomplished a wizard as those who do not belong to ninja clans.

The Shinobi Mage is often appointed as an advisor to the clan leader.

Secondary Skills: Scribe.

Weapon Proficiencies: *Required:* None.

Nonweapon Proficiencies: *Required:* Reading/Writing.

Special Benefits: The Shinobi Mage is able to learn a few thieving skills, receiving move silently, detect noise, and read languages at 1st level. Subsequently, he progresses in these skills in the same way as a Shinobi Fighter. The Shinobi Mage can also learn to use the ninja-to, but proficiency in this weapon requires two slots; he is not required to learn the ninja-to.

Special Hindrances: Because his training is divided between the study of magic and the practice of ninja skills, the Shinobi Mage cannot attain the same mastery of magic as a normal mage. To determine the Spell Level limit, Chance to Learn Spell, and Maximum Number of Spells per Level (all from the *Player's Handbook*, Table 4), treat the Shinobi Mage as having an Intelligence score 2 points lower than it actually is. (Thus a Shinobi Mage with an Intelligence score of 17 learns spells as though he had an Intelligence score of 15.)

Note: The followers of a Shinobi Mage are always Shinobi Mages, Shinobi Illusionists, and Spirit Warriors.

Shinobi Illusionist

Qualifications: This kit is available to human illusionists only.

Description and Role: The Shinobi Illusionist has much in common with the Spirit Warrior ninja but chooses to concentrate more on magical skills than physical skills. This shinobi's special powers of illusion give the clan greater versatility and help embellish the frightening reputation of the ninja.

Secondary Skills: Scribe.

Weapon Proficiencies: *Required:* None.

Nonweapon Proficiencies: *Required:* Reading/Writing.

Special Benefits: In addition to those spells available to normal illusionists, the Shinobi Illusionist can learn some of the ninja spells described in the previous chapter. This shinobi is also able to learn a few thieving skills (move silently, hide in shadows, read languages) at the progression rate described for the Shinobi Fighter. Like a Shinobi Mage, the Shinobi Illusionist can also learn to use the ninja-to.

Special Hindrances: Because her training is divided between magic and ninjutsu, the Shinobi illusionist cannot attain the same mastery of magic as a normal wizard. When consulting Table 4 in the *Player's Handbook,* treat the Shinobi Illusionist as having an Intelligence score 1 point lower than it actually is.

Note: The followers of a Shinobi Illusionist are all Shinobi Illusionists, Shinobi Mages, and Spirit Warriors.

Shinobi Priest

Qualifications: This kit is available to human, dwarf, and half-elf clerics.

Description and Role: Although such characters are rare, there is nothing to keep a ninja clan from producing a cleric. A Shinobi Cleric must fulfill all normal clerical duties for his order, and additionally—and secretly—perform those services for his ninja clan.

The Shinobi Cleric will never receive a calling to the priesthood of any god whose worship would cause a division of loyalty between his clerical order and the ninja clan.

Secondary Skills: Scribe.

Weapon Proficiencies: No bonuses, requirements, or prohibitions.

Nonweapon Proficiencies: *Required:* Reading/Writing.

Special Benefits: The Shinobi Cleric can use any weapon allowed to other clerics and can use one-handed bladed weapons as well. This shinobi can also learn thieving skills as a Shinobi Fighter.

Special Hindrances: The Shinobi Cleric cannot use any armor providing better defense than scale mail or hide armor (though he may wear magical versions of these armors).

Note: Shinobi priests of specific mythoi can also be built using this kit.

Shinobi Thief

Qualifications: This kit is available to humans, dwarves, half-elves, and halfling thieves.

Description and Role: In a ninja clan, the character who wants to have a good balance between fighting and thief skills becomes a ninja. The Shinobi Thief is a specialist in thieving skills, as dedicated to them as a graybeard scholar is to reading musty scrolls by candlelight. The Shinobi Thief's fighting skills are not on a par with that of the ninja or the ordinary thief, but his thief skills are superior.

The Shinobi Thief often works on missions side by side with true ninja and is a welcome brother-in-arms. In missions requiring several party members, the Shinobi Thief is the intrusion specialist, the one relied on for finding and removing traps and other security devices.

Secondary Skills: None required.

Weapon Proficiencies: *Required:* Ninja-to.

Nonweapon Proficiencies: No bonuses, requirements, or prohibitions.

Special Benefits: The Shinobi Thief starts out with thieving skills superior to those of a regular thief.



Table 9: Shinobi Thief Base Scores

Skill	Base Score
Pick Pockets	20%
Open Locks	15%
Find/Remove Traps	15%
Move Silently	20%
Hide in Shadows	20%
Detect Noise	20%
Climb Walls	65%
Read Languages	5%

Like a regular thief, the Shinobi Thief receives 60 discretionary points at 1st level (no more than 30 points may be added to any one skill) and receives 30 points at each additional experience level. (No more than 15 points may be added to any one skill.)

Special Hindrances: The Shinobi Thief can wear only padded or leather armor, and can use only the same weapons as wizards (dagger, knife, staff, dart, sling). Like a wizard, the Shinobi Thief uses a four-sided die to roll for hit points.

Shinobi Bard

Qualifications: This kit is available to humans and half-elf bards only.

Description and Role: The Shinobi Bard is specially trained to entertain people and to lend magical knowledge to a ninja mission. She is often paired with Intruder and Consort ninja, whose abilities are most suited to interacting with other people.

The Shinobi Bard is weaker in spellcraft than an ordinary bard but is somewhat better at thieving skills.

She is often called on to strike up a song or put on a show to distract people while her brethren carry out the quiet and sneaky parts of a mission. For this reason, a player who wants to be where the action is should not take this type of character, while a PC who likes being the center of crowd attention while his allies are doing the dirty work would have a good time in this role.

Secondary Skills: Scribe.

Weapon Proficiencies: No bonuses, requirements, or prohibitions.

Nonweapon Proficiencies: *Required:* Reading/Writing.

Special Benefits: The Shinobi Bard has a wider range of thief skills and generally higher starting values than an ordinary bard.

Table 10: Shinobi Bard Base Scores

Skill	Base Score
Pick Pockets	10%
Open Locks	5%
Find/Remove Traps	5%
Move Silently	5%
Hide in Shadows	5%
Detect Noise	30%
Climb Walls	50%
Read Languages	10%

Subsequent progression of thieving skills follows the normal bard class.

Special Hindrances: The Shinobi Bard learns bard spells at a slower rate than ordinary bards. Treat her as though she were two experience levels lower when determining spell progression. Thus, a Shinobi Bard learns her first spell at 4th level.

Spies

Naturally, not all cultures can have ninja clans. However, other cultures can have characters similar to ninja.

These characters are built with the ninja character class guidelines, but we call them *spies*.

Not every campaign setting should have characters of the spy (ninja) class; a setting should have spies only if the DM allows. Certainly, every culture can have rogues who perform espionage tasks, but for a culture to produce specialized spies belonging to their own character class, it must:



- Be considered culturally advanced and sophisticated compared to the cultural average for the world, and
- Have a tradition of attempting to resolve problems with cunning, guile, pressure, blackmail, trickery, and even treachery (in addition to that familiar old standby, war).

The Foreign Service

Spies belong to the Foreign Service, a branch of the government whose specific task is to manage international relations. The Foreign Service's main task is to operate a corp of ambassadors and negotiators, but intelligence work also falls under its umbrella.

Unlike the ninja, the spy was probably not born to a family of spies. He or she was noticed by the Foreign Service during adolescence or early adulthood and recruited into the service.

However, in most ways the service is like a ninja clan. It is ruled by a powerful, autocratic leader. It has a goal, an alignment, a range of resources, a set of allies, a number of enemies. It demands loyalty of its agents and punishes betrayal. It sends its members out on life-or-death missions.

Ninja Kits and the Spy

All ninja kits are available to the spy except for the Lone Wolf kit.

The **Stealer-In**, or basic spy, is actually uncommon. Spies prefer to specialize.

The **Shadow Warrior**, or fighting spy, is common but is almost always used in association with other spies. A Shadow Warrior spy is seldom sent on a solo mission or as the leader of a mission.

The **Intruder** is the most common sort of spy, and the type tapped most often to lead a group or to undertake a solo mission.

The **Consort** spy is also very common, and is second most likely to lead a group or undertake a solo mission. When a mission leader is sent into an area, a Consort spy may already be in place, maintaining a cover identity established years earlier.

The **Pathfinder** spy is uncommon; spy missions tend to be more urban.

The **Spirit Warrior** spy is often used as a mission specialist, seldom as a mission leader.

What the Spy Does

Chapter 8 includes notes on campaigning spy characters.

The spy goes on missions much like the ninja, but these missions relate more to national security than clan concerns. The spy is more prevalent in campaigns set in western cultures, and is perhaps most appropriate to campaigns settings somewhat like the European Renaissance.

Demihuman Spies

Whereas ninja clans are always human clans, an intelligence agency employing spies can belong solely to another race. Because dwarves and halflings can be ninja, predominantly dwarf and halfling spy organizations can exist.

Killers

Another type of character derived from the ninja character class is the *killer*. This variant NPC is a murderer who needs ninja abilities to get to his target.

Any culture can produce killer organizations. Killers with the Eliminator kit are best suited to the same types of cultures that produce spies, while those with the Punisher and Ravager kits most often appear in cultures considered foreign and exotic.

Restrictions

Player characters cannot belong to the killer (ninja) class. These rules are included for the DM who wants to create extremely dangerous opponents for his PCs.



Killer Kits

There are three kits available for killers: Eliminator, Punisher, and Ravager.

Eliminator

Qualifications: NPCs with good alignments cannot be Eliminators. The Eliminator must have an Intelligence score of 13 or better.

Description and Role: The Eliminator is a loner who assassinates high-profile, carefully protected targets. Eliminators are solitary hunters; they work in groups only when they feel it is impossible to get to the target alone.

Each Eliminator specializes in one specific technique of elimination, performing assassinations with the same type of weapon every time. Highly egotistical Eliminators choose uncommon or unusual weapons as their "signatures."

Secondary Skills: None required.

Weapon Proficiencies: *Required:* None.

Nonweapon Proficiencies: *Required:* None.

Special Benefits: In a campaign that uses weapon proficiency rules, the Eliminator can specialize in weapons but is much more limited than a fighter.

The Eliminator may specialize in one weapon at 5th level, a second weapon at 9th level, and a third weapon at 13th level. He may not specialize in more than three weapons (or two weapons plus one martial art). He does not get the additional attacks per round of a weapons specialist (from Table 35 in the *Player's Handbook*), nor receive extra attacks per round based on level advancement like a fighter.

Special Hindrances: There are two types of Eliminator: free-lancers, who contract for killings on a mission-by-mission basis with many employers, and those belonging to criminal organizations.

Both types of Eliminator exist mainly as skillful opponents for the PCs. The most suspenseful sort of adventure involves PCs (perhaps some of them are spies) assigned to protect the target of an Eliminator.

Eliminators belonging to criminal organizations suffer the same clan obligations as ninja. (See Chapter 6.)

Punisher

Qualifications: NPC only.

Description and Role: The Punisher belongs to an organization with a goal. The goal itself might not be evil, but the way the organization attempts to reach its goal—through a program of murder and terror—certainly is.

For example, two covert groups might have the same goal: to force a group of occupying invaders to withdraw.

One group, consisting of spies, would try to accomplish this goal by sabotaging enemy missions, planting spies within the enemy forces, subverting enemy leaders, and thwarting the enemy's military operations through superior intelligence.

A group consisting of Punishers, however, would not hesitate to send in agents to murder enemy leaders and their families.

Some Punisher societies are priestly orders following the dictates of evil gods. Such an organization is led by clerics or priests of the god, but most of the group's dirty work is carried out by killers with the Punisher kit.

Every Punisher organization has a signature weapon that its members use so that everyone will know that victims were killed by the organization. When a Punisher is initiated into the organization, a small symbol in the likeness of this weapon is tattooed in an inconspicuous place on his body.

Secondary Skills: None required.

Weapon Proficiencies: *Required:* Proficiency with the organization's signature weapon.

Nonweapon Proficiencies: *Required:* None.



Special Benefits: Members of the organization receive +2 to hit with the precise weapon used as the symbol of the order.

Special Hindrances: Punishers suffer the same clan obligations as ninja. (See Chapter 6.)

Ravager

Qualifications: A Ravager must be an NPC with a Constitution score of at least 13.

Description and Role: Ravagers have the same goals and methods as Punishers, but Ravagers do not have signature weapons. Instead, they consume dangerous potions before going on their missions. These potions make them fearless and unusually hard to defeat in combat.

Secondary Skills: None required.

Weapon Proficiencies: *Required:* None.

Nonweapon Proficiencies: *Required:* Endurance.

Special Benefits: The Ravager who partakes of the organization's potion before the mission starts receives several benefits. See the Ravager potion under "Miscellaneous Equipment" in Chapter 5.

Special Hindrances: The only types of armor a Ravager can wear are leather or padded armor plus shield. Ravagers suffer the same clan obligations as ninja. (See Chapter 6.)

In this chapter, we'll discuss weapon and nonweapon proficiencies and the combat styles of Oriental martial arts.

CHAPTER 4

Proficiencies and Martial Arts

Weapon Proficiencies

These rules are adapted from the ones introduced in *The Complete Fighter's Handbook.*

Under the rules in Chapter 5 of the *Player's Handbook*, a DM can decide to use weapon proficiencies in his campaign. When using these rules, a character does not know how to wield a weapon well unless he spends a weapon proficiency slot on it. If he has proficiency with a weapon, he uses it normally; if he does not have proficiency, he suffers an attack roll penalty whenever he tries to use the weapon. (The penalty is –2 for warrior characters, –5 for wizards, and –3 for priests and rogues.)

With the new rules given here, a character can devote extra weapon proficiency slots to become proficient with an entire group of weapons.

There are two types of weapons groups: *tight groups* and *broad groups*. A tight group, usually consisting of three to eight weapons, includes weapons very closely related in function and effect (for example, fencing blades). A broad group, consisting of several tight groups, includes weapons that are more loosely related in function and effect (for example, all blades).

Table 11 shows the cost of purchasing proficiency with different categories of weapons.

Table 11: Proficiency Costs

Cost	For Proficiency With
1 slot	One weapon
2 slots	Tight group of weapons
3 slots	Broad group of weapons

Broad and Tight Weapon Groups

Ninja characters can purchase weapon proficiencies in the broad and tight groups listed in the sidebar on pages 32 and 33.

You'll notice there's a little overlap between some of the groups; many weapons can found in more than one group. Both the medieval thief who is proficient with short blades and the Renaissance dandy who knows only fencing weapons are likely to be proficient with the dagger, for example. However, the PC who purchases several tight groups with overlapping sets of weapons receives no proficiency slot cost reduction.

These broad categories are very close to the related weapon groups from Chapter 5 of the *Player's Handbook*. The DM can use these categories as related groups. This helps determine whether or not a combatant gets the full attack roll penalty when he uses a weapon unfamiliar to him, or whether he receives only half the penalty for using a weapon similar to one with which he has proficiency.

Weapon Specialization and Weapon Groups

It is not possible to specialize in an entire group of weapons except by spending an additional weapon proficiency slot on every weapon in the group. You cannot, for example, spend two proficiency slots to have weapon familiarity with the Oriental Blades tight group, and then an extra proficiency slot to specialize in every weapon in the group. You would need to spend one additional slot each for katana/bokken, ninja-to, no-daichi, tetsu-to, tanto/yoroi-toshi, and wakizashi, for a total of eight weapon proficiency slots.

Nonweapon Proficiencies

As you'll recall from Chapter 1, ninja purchase nonweapon proficiencies from the General, Rogue, and Warrior groups without penalty, and from the Wizard and Priest groups with the standard penalties. Ninja with the Spirit Warrior kit can take proficiencies from the Wizard group without penalty.

Nonweapon Proficiencies from the *Player's Handbook*

Some nonweapon proficiencies are appropriate to all ninja characters. These include:

General Group: Artistic Ability, Cooking, Dancing, Direction Sense, Etiquette, Firebuilding, Heraldry, Languages (Modern), Riding (Land-based), Rope Use, Singing; (from *The Complete Book of Dwarves*) Alertness, Locksmithing, Slow Respiration.

Priest Group: (with appropriate penalty) Engineering, Healing, Reading/Writing.

Rogue Group: Blind-fighting, Disguise, Forgery, Gaming, Juggling, Jumping, Musical Instrument, Reading Lips, Set Snares, Tightrope Walking, Tumbling, Ventriloquism; (from *The Complete Thief's Handbook*) Alertness, Information Gathering, Observation; (from *The Complete Bard's Handbook*) Acting.

Table 12: Nonweapon Proficiency Groups

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
General			
City Familiarity	1	Intelligence	0
Warrior			
Style Analysis	1	Intelligence	–1
Rogue			
Acting	1	Charisma	–1
Assimilation	1	Intelligence	0
Detect Signing	1	Intelligence	+1
Enamor	1	Charisma	–2
Escape	2	Dexterity	0
Feign/Detect Sleep	1	Intelligence	0
Giant Kite Flying	1	Dexterity	–3
Hold Breath	1	Constitution	0
Information Gathering	1	Intelligence	Var
Night Vision	1	Wisdom	–2
Observation	1	Intelligence	0
Toxicology	2	Intelligence	0
Quick Study	2	Varies	–3
Underclass	1	Wisdom	0
Voice Mimicry	2	Charisma	Var
Water Walking	1	Dexterity	–1

Warrior Group: Running, Tracking.

Wizard Group: (with appropriate penalty) Languages (Ancient), Reading/Writing.

Psionicist: (from *The Complete Psionics Handbook*, with appropriate penalty) Hypnosis.

New Nonweapon Proficiencies

Ninja know several nonweapon proficiencies that have not appeared in earlier *Player's Handbook* supplements. Many of these proficiencies are appropriate to other character classes as well as ninja.

New Nonweapon Proficiency Descriptions

Acting: This proficiency, originally presented in *The Complete Bard's Handbook*, allows a character to skillfully portray another person. Although acting is usually considered a form of entertainment, it can be useful in helping the ninja accomplish mission goals. If the ninja has both the Acting and Disguise proficiencies, the proficiency check for either is made with a +1 bonus.

Proficiency checks for Acting are required only if the actor must portray a particularly difficult character or is attempting to *ad lib* a role (a nonrehearsed role or a performance on short notice).

Assimilation: The character with this proficiency is able to study a different culture well enough to pretend to be a member of it. Assimilation allows the character to pick up cultural mannerisms (common rituals, expressions of speech, taboos, etc.). It is distinct from Acting but helpful to that proficiency. A character who has both Acting and Assimilation proficiency receives a +1 bonus to checks with either proficiency when portraying a member of another culture. (This is not cumulative with the Acting/Disguise bonus; if a character has all three proficiencies, she does not receive a +2 bonus.)

City Familiarity (specific city): A character



Table 13: Broad and Tight Weapon Groups

Broad Group: Arrow-Firing Missile Weapons

Tight Group: Bows
- Daikyu*
- Hankyu*
- Long bow
- Long bow, composite
- Pellet bow*
- Short bow

Tight Group: Crossbows
- Cho-ko-nu (repeating crossbow)*
- Hand crossbow
- Light crossbow

Broad Group: Blades

Tight Group: Fencing Blades
- Dagger/Dirk
- Knife/Stiletto
- Main-gauche (*CFH*)
- Rapier (*CFH*)
- Sabre (*CFH*)

Tight Group: Long Blades
- Bastard sword
- No-daichi*
- Tetsu-to*
- Two-handed sword

Tight Group: Medium Blades
- Broad sword

Cutlass
- Katana/Bokken*
- Khopesh
- Long sword*
- Ninja-to*
- Scimitar

Tight Group: Oriental Blades
- Katana/Bokken*
- Ninja-to*
- No-daichi*
- Tetsu-to*
- Tanto/Yoroi-toshi*
- Wakizashi*

Tight Group: Short Blades
- Chopsticks*
- Dagger/Dirk
- Gaff/Hook (*CFH*)
- Knife/Stiletto
- Main-gauche (*CFH*)
- Parang*
- Short sword*
- Shuriken, large star*
- Nekode*
- Tanto/Yoroi-toshi*
- Wakizashi*

Broad Group: Chain/Rope Weapons

Tight Group: Chain Weapons
- Kau sin ke*
- Kusarigama*
- Manriki-gusari*
- Three-section staff*

Tight Group: Lash Weapons
- Scourge
- Whip*

Tight Group: Rope Weapons
- Bola
- Kawanaga*
- Kyogetsu-shogi*
- Lasso* (not part of a tight group)
- Net (not part of a tight group)

Broad Group: Cleaving/Crushing Weapons

Tight Group: Axes
- Battle axe*
- Hand/Throwing axe*

Tight Group: Clubbing Weapons
- Club
- Footman's mace
- Hanbo*
- Horseman's mace
- Jo*
- Kiseru*
- Morning star
- Tonfa*
- War hammer

Tight Group: Flails
- Footman's flail
- Horseman's flail



Tight Group: Karate Weapons
- Kama*
- Nunchaku*
- Quarterstaff/Bo*
- Sai/Jitte*
- Tonfa*

Tight Group: Picks
- Fang*
- Footman's pick
- Horseman's pick

Tight Groups: Sickles
- Kama*
- Sickle
- Scythe

Tight Group: Staves
- Kumade*
- Lajatang*
- Quarterstaff/Bo*
- Tetsu-bo*
- Gunsen (war fan)* (not part of a tight group)
- Siangkam* (not part of a tight group)

Broad Group: Pole Weapons

Tight Group: Bladed Poles
- Bardiche
- Bec de corbin
- Bill-guisarme
- Fauchard
- Fauchard-fork
- Glaive
- Glaive-guisarme
- Guisarme
- Guisarme-voulge
- Halberd*
- Hook fauchard
- Lajatang*
- Lucern hammer
- Man catcher*
- Military fork
- Nagimaki*
- Naginata*
- Partisan
- Ranseur
- Sang kauw*
- Sode garami*
- Spetum
- Trident*
- Voulge

Tight Group: Lances
- Heavy horse lance
- Light horse lance*
- Jousting lance
- Medium horse lance

Tight Group: Spears
- Awl pike
- Chijiriki*
- Harpoon
- Javelin
- Long spear (*CFH*)
- Shakujo yari*
- Spear
- Trident
- Uchi-ne*

Broad Group: Small Throwing Weapons

Tight Group: Bladed Throwing Weapons
- Dagger (thrown)
- Knife (thrown)
- Stiletto (thrown)

Tight Group: Grenades
- Eggshell grenades*
- Nage teppo*

Tight Group: Shuriken
- Bo shuriken*
- Small shuriken*
- Large star shuriken*
- Dart (not part of a tight group)
- Tetsu-bishi* (not part of a tight group)

Tight Group: Blown Weapons
- Blowgun*
- Fukimi-bari*
- Metsubishi*
- Needle*

Tight Group: Primitive Firearms
- Arquebus

Tight Group: Slings
- Sling*
- Staff sling*

* Appears on weapon lists in this supplement.

CFH: Introduced in *The Complete Fighter's Handbook.*

with this proficiency is unusually knowledgeable about one specific community, chosen when the proficiency is purchased. City Familiarity gives the character a good knowledge of the important political and financial figures in the community, an understanding of which families (and criminal organizations) are most important and how they relate to one another and a good grasp of the city's main streets and byways. The character needs no skill check to call on this information. When the character wants more detailed information—such as the precise layout of streets when he's running away from city guards, the name of the number-two man in a specific crime organization, or the knowledge of which politicians are cheapest to bribe—the character must make a proficiency check with a difficulty modifier determined by the DM.

A character can must have lived in a city for at least three months before he can purchase the City Familiarity proficiency and—except for the town in which he grew up—he can do so only with DM permission.

Detect Signing: This proficiency allows a character to realize when ninja from other clans are communicating using their own clan signs. The character who makes a Detect Signing roll recognizes seemingly meaningless symbols as writing and ordinary speech as having special meaning, although she just will not know the content of the communication.

At the DM's discretion, a Detect Signing roll made by 2 or more will allow the character to recognize when other sorts of subtle communication are being used, such as thieves' cant.

If a character makes her Detect Signing roll by 6 or better, she can recognize one word or symbol in a specific communication and understand its meaning. The DM chooses which word the character recognizes. (This is an opportunity for the DM to pass an intriguing clue on to the ninja character.)

Enamor: This proficiency allows a ninja to trick an NPC into falling in love with him or her. It is more than the skill of knowing which flowers to send or garments to wear. Enamor proficiency allows the ninja to study his target like a thief studies a vault, looking for weak points to exploit.

Standard use of the Enamor proficiency takes a week of constant contact for a susceptible victim, a month or more for a more difficult target. The DM can allow bonuses to the proficiency roll for a PC who is thorough and clever in his research into the victim's psyche and who takes extra time, and can assign penalties to one who spends too little time or makes wrong assumptions.

At the end of the contact period, the DM rolls the Enamor proficiency for the ninja and compares the results with those listed in Table 14.

Table 14: Enamor Proficiency Results

Ninja Lost by 4+
The victim has been (accidentally) insulted during the romantic pursuit. The victim may attack the ninja, may arrange to have the ninja assaulted, may pretend to be seduced in order to cause the ninja some great harm later, etc.

Ninja Lost by 2–3
The victim is not interested in the ninja and may become irritated with continued pursuit.

Ninja Lost by 1
The victim is flattered but not convinced. The ninja can start over with a –2 penalty to his Enamor check, or can abandon pursuit, perhaps leaving behind some hard feelings.

Even Roll
The victim is flattered but not convinced. The ninja can start over or can abandon pursuit with no hard feelings.

Ninja Won by 1
The victim is flattered but not convinced. The ninja can start over with a +1 bonus to his Enamor check, or can abandon pursuit with no hard feelings.

Ninja Won by 2–3
The victim is infatuated by the ninja but will not change ethics, goals, or loyalties.
Ninja Won by 4–6
The victim is in love with ninja and will help ninja in any way that does not violate important ethics and loyalties.
Ninja Won by 7+
The victim is madly in love with the ninja and will abandon all ethics, goals, and loyalties.

The DM, at his discretion, can additionally make a Wisdom check for the victim. If the victim makes the Wisdom check by more than the ninja made his Enamor proficiency check, the results are as for an Even Roll.

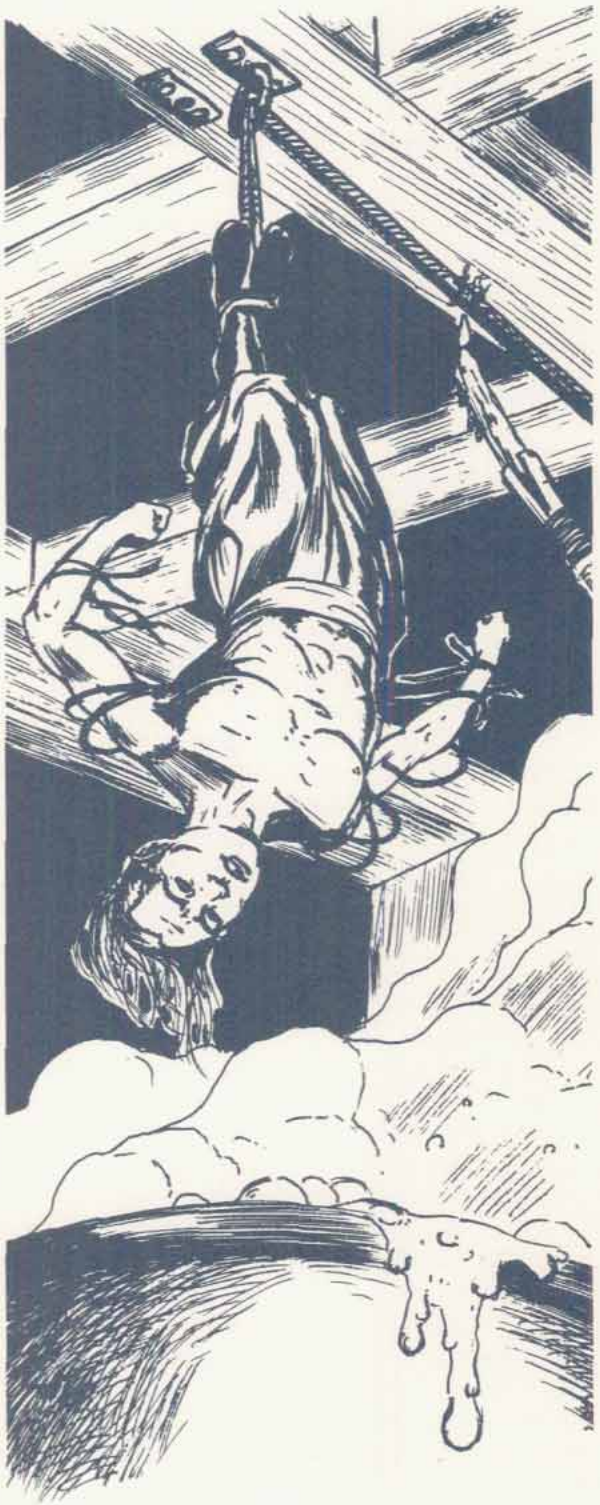
Ironically, the more complete the ninja's success, the more dangerous the situation becomes. A victim who is madly in love may do everything the ninja wishes, including betraying state secrets and turning traitor, but expects the character with Enamor proficiency to be just as much in love. The victim becomes dangerously jealous of potential rivals (seeing anyone remotely suitable as a potential rival) and could become murderous if he realizes he has been duped.

The relationship built by use of the Enamor proficiency need not be a romantic one. Depending on the situation, the relationship might be a friendship or the winning of someone's loyalty away from an enemy.

Although nothing prevents good-aligned characters from learning the Enamor proficiency, the first time they ruin a life with it may be the last time they use it.

Escape: This nonweapon proficiency allows a character to slip out of ropes and other types of bindings.

When a character is bound or tied, the DM assigns a penalty based on the type and circumstance of the binding. Table 15 shows standard penalties for a variety of situations. The character with Escape proficiency can try to use his skill in order to free himself. He rolls his proficiency and applies the appropri-



ate penalties. If the roll is successful, he can untie himself.

Table 15: Escape Proficiency Penalties

Binding Type	Penalty (Cumulative)
Standard rope	0
Rawhide, dry	–2
Rawhide, soaked and shrunken	–4
Wire	–3
Fingers individually tied/taped	–4

Circumstance	Penalty (Cumulative)
Binding character takes extra time/attention	–2
Binding character takes little time/attention	+2
Binding character is a thief or ninja	–3
Binding character makes find/remove traps roll	–2*
Character with this proficiency tries to untie another character	+4
Bound character with this proficiency tries to untie another character	–4

* The DM may assign a penalty equal to the number by which the binding character makes his find/remove traps roll divided by five. (For example, if the character has a 50% chance but rolls a 30, he has made the roll by 20. The penalty is a –4.)

Example: Ichiro the ninja is bound back-to-back with his fighter friend Olaf. Ichiro has been bound with standard rope, but the character tying him spent extra time on the task and individually tied the ninja's fingers.Ichiro receives a penalty of –6 against his Dexterity –1 roll of 16. The ninja rolls an 11 and fails.

Ichiro then tries to free Olaf. The penalty is the same, but he's trying to untie another person while he himself is bound, resulting in an additional –4 penalty for a total of –10. The ninja manages to roll a 6 and successfully frees his ally.

Escape proficiency does not allow the character to undo locks or escape other sorts of traps. Those tasks require the open locks and find/remove traps skills.

Feign/Detect Sleep: People who pretend to be sleeping seldom do it right. However, most people don't know how to tell the fakers from those really asleep. Characters with this proficiency are trained to feign sleep accurately and to determine when others are feigning sleep.

This skill is of special use to ninja on guard duty and those infiltrating a secure site. A ninja will use this skill when listening to seemingly sleeping guards and guests. If he detects one who is breathing wrong, he can take steps to capture or silence the faker. Likewise, a ninja can use this skill to convince an intruder that he is truly asleep, so that he can creep up on the intruder from behind when his back is turned.

Acting proficiency can convey the ability to feign sleep, but the Acting check is made at a –4 penalty instead of the standard –1.

Giant Kite Flying: This proficiency is of use only to characters who intend to fly the unusual items called *hito washi* (human eagle) and *yami doko* (man-sized kite). It is an expensive skill and difficult to master, so there are very few practitioners. Without this proficiency, a character trying to use a giant kite is certain to crash and do himself great harm, if not kill himself. Even with this proficiency, the character is very likely to do so.

Hold Breath: This proficiency helps a character hold her breath for extended periods of time. (See the rules in the *Player's Handbook*, Chapter 14, for the amount of time a character can normally hold her breath.)

With Hold Breath proficiency, a character can hold her breath for half her Constitution score in rounds (rounded up). If the character is exerting herself, this time is halved (again rounding up). When attempting to hold her breath beyond this time, the character rolls the usual Constitution check each round. The



first check has no penalty, but each subsequent check takes a cumulative –1 penalty. Once a check is failed, the character must breathe; if she cannot reach air, she dies.

Information Gathering: This proficiency, introduced in *The Complete Thief's Handbook*, represents the ability to gather information from the underworld, most commonly about roguish activities and personalities. A character with this proficiency, in appropriate circumstances, will be aware of any major rumors circulating among the lowlife of an area. With a successful proficiency check, he can gather specific information about a person or place. (The DM must decide how specific the information is.)

The following modifiers may adjust the proficiency check:

- Other characters' reaction adjustments (based on Charisma) benefit or penalize the roll.
- Thieves' guild members receive a bonus of +2; they have more contacts (and better-informed ones) than free-lancers.
- A character outside his own territory—usually his home city—suffers a –3 penalty to his check. This penalty can be worsened in territories very different from the character's, due to differences in language, culture or race.

Whenever a proficiency check is required for Information Gathering, the character must invest a small amount of money for bribes to avoid an additional –3 penalty. A total of 1d10 gp is typical for bribes, and is lost whether or not the desired information is learned. The character can continue his Information Gathering the next day, spending more money and making another proficiency check. The DM is free to increase the cost of using this proficiency as suits the situation or campaign.

Night Vision: This proficiency improves a character's ability to see in low-light conditions. It is not equal to infravision but is still useful.

To use his Night Vision, the character must spend five rounds in the type of light he will be moving or waiting in. Until he has spent that amount of time in the dark, this proficiency just does not work. (However, the character can be doing other things while letting his eyes adjust, so long as these other tasks do not expose him to varying light conditions.)

Once his eyes have adjusted, the character can use his Night Vision at any time. Whenever he looks at something, he must make a Night Vision proficiency check. With a successful check, the character's Visibility Ranges (from the *Player's Handbook*, Chapter 13) are doubled in the following conditions: Fog (dense or blizzard), Fog (moderate), Night (full moon), Night (no moon), Twilight. Thus, a character under a full moon at night would be able to spot movement at 200 feet rather than at 100 feet.

If the character with this proficiency is exposed to a change in illumination—such as by having a *fireball* go off within 500 feet or by having a torch or lamp waved in his face—his eyes are dazzled. His Night Vision is gone and cannot be regained until the character has again spent five rounds letting his eyes adjust.

Observation: This proficiency, introduced in *The Complete Thief's Handbook*, gives characters exceptionally acute powers of observation with all five senses. The DM may ask for a proficiency check (or secretly roll one) whenever there is a subtle clue that the character might otherwise overlook. The DM may also allow characters with Observation proficiency to increase their chance of finding secret or concealed doors by 1 in 6.

Quick Study: This proficiency allows a ninja to temporarily learn enough about a skill, a job, or an area of scholarship to pass as someone who belongs to a related profession.

When using this proficiency, the ninja spends one week (eight hours a day) studying the skill she wishes to learn. At the end of the week, the character has a working knowledge of the field studied. Over the next sev-



eral days, she will be able to pass as a practitioner of that skill, though not as an expert.

When she has completed his study and must utilize the skill, the character makes a normal proficiency check with an additional –3 penalty. One week after the character has completed her study, she suffers a –2 penalty because she has forgotten some details of the skill. Each week thereafter, she takes another cumulative –2 penalty.

This proficiency will not allow a character to demonstrate an expert level of ability with the skill being simulated. If the character undertakes a task that, in the DM's estimation, calls for an especially broad or deep knowledge of the subject, the DM can decide that the character cannot perform the task. The character can then make a normal Intelligence check; success means that she realizes that she's in over her head and cannot succeed.

It is not possible to spend extra nonweapon proficiency slots on Quick Study to improve the roll. However, it is possible to buy the proficiency more than once in order to study two skills per mission.

Style Analysis: This specialized proficiency gives the character knowledge about (not skill in) armed and unarmed combat. After watching someone fight for at least one round, a character with this proficiency can make a Style Analysis check to learn some facts about his subject's fighting style.

If the character makes his check by the given amount, he learns the facts following that number.

- **0** The general style used (e.g., karate, kenjutsu, fencing, etc.).
- **2** How good the practitioner is (e.g., a basic student, an expert, a grand master of the style, etc.).
- **4** Which school of the style is being used (e.g., Odo family sumo wrestling).
- **6** Superficial or transitory weaknesses that the practitioner is currently exhibiting (such as favoring an injured leg). The character with Style Analysis receives a +2 on all attack rolls when fighting the practitioner (unless the practitioner switches styles). The +2 wears off after one day.
- **8** Who the practitioner's teacher probably was (e.g., Odo Kusuke).
- **10** General weaknesses in the practitioner's learning (such as a tendency to favor left-side attacks over right-side ones). The character with Style Analysis receives a +2 on all attack rolls when fighting the practitioner. The +2 wears off after one year.

Naturally, there are limits to what the character can learn even at the best levels of success. For example, he cannot learn the true identity of a teacher who is not commonly known, though he might be able to identify a style as being the same as another character's, thus inferring a common teacher.

Toxicology: In the hands of the ninja, proficiency in Herbalism is bent toward knowledge of knockout drugs and poisons. A Toxicologist knows more about such drugs than an Herbalist with a similar Intelligence score (hence the lack of penalty), but will not know anything about other types of chemical compounds.

Underclass: This proficiency imparts an understanding of the way the underclass—the combination of poorer classes and criminal elements—works in a society. The character with this proficiency can roll an Underclass check to learn things about the underworld of any community he visits. The DM should assign time and check penalties based on cultural differences and the sensitivity of the information the character seeks. Attempting to buy an illegal weapon would take about an hour and result in a check penalty of 0 or –1. Looking for the secret hideout of the local master of crime might take weeks and would impose a penalty of –8 or worse.



Voice Mimicry: This proficiency, introduced in *The Complete Thief's Handbook*, is the art of convincingly imitating the voices of others. It is a demanding skill, requiring intense training of the vocal cords.

A character with Voice Mimicry proficiency can imitate any accent she has heard. Success is automatic, but if people who themselves speak in that accent are the character's listeners, a proficiency roll is required (with a +2 modifier).

To imitate a specific person's voice, the character must be familiar with that voice. A proficiency check determines if the imitation is detected, with modifiers based on the listeners' knowledge of the voice being mimicked. Success is certain if the listener has never heard the original voice. There is no modifier to fool an acquaintance of the original speaker, but the roll to fool a friend of the subject is penalized at –2. The penalty is –5 to fool a close friend of the subject, and –7 to fool someone who has had close contact with the person for years (a parent or spouse).

When Voice Mimicry proficiency is used in conjunction with the Disguise proficiency, the decision on which proficiency to check first depends on whether the character is first seen or heard. If the Disguise proficiency check is rolled first and is successful, the subsequent Voice Mimicry check receives a +5 modifier. (The listeners have already accepted the character's appearance, so they are less likely to doubt the voice.) If the Disguise check fails, it doesn't matter how good the Voice Mimicry is. If the Voice Mimicry check is rolled first and is successful, the subsequent Disguise check receives a +1 modifier.

Water Walking: This proficiency allows the character to correctly use *mizugumo*, the special pontoons that ninja use to walk across still water surfaces. The ninja must make a proficiency check each round. An unsuccessful check means the ninja falls into the water with a big splash.

Martial Arts

In a normal AD&D® game campaign setting, all characters know how to punch and wrestle. (See the *Player's Handbook*, Chapter 9.)

In a campaign based in an Oriental setting, the characters do not know mere punching and wrestling; they know martial arts.

These rules, introduced in *The Complete Fighter's Handbook*, allow your character to be proficient (or even a specialist) in eastern-style martial arts. These rules work like the existing punching and wrestling rules, but constitute a whole new set of maneuvers and tactics a skilled character can use in combat.

The martial arts described here aren't any specific real-world fighting style; they're a combination of generic martial-arts maneuvers.

Martial Arts Results

Martial arts combat occurs when a character attacks with his bare hands, feet, or even head. No weapons are used, although a character holding a weapon in only one hand can attack with his weapon in one round and with his martial arts skill in the next.

The damage from any bare-handed martial arts attack is broken into two parts: 25% of the damage from the attack is normal damage; the remaining 75% is temporary damage. (See the *Player's Handbook*, Chapter 9, for a discussion of temporary damage.)

A character with martial arts skill makes a normal attack roll against the normal Armor Class of the target. (An armored attacker suffers the penalties from Table 57: Armor Modifiers for Wrestling, in the *Player's Handbook*.)

If the attack roll is successful, consult Table 16, using the original, unmodified die roll to determine the martial arts maneuver accomplished. The attacker may add any bonus for Strength to the damage done by the blow.

If, for example, the character rolls a 13 to hit, the result is a vitals punch doing 2 hp



damage (plus the attacker's Strength bonus for damage).

Table 16 replaces the Martial Arts Results Table in *The Complete Fighter's Handbook*. It is arranged so that better blows result in more damage.

Table 16: Martial Arts Results

Attack Roll	Martial Arts Maneuver	Damage
19—20	Head Kick	4
17–18	Head Punch	3
15–16	Vitals Kick	3
13–14	Vitals Punch	2
11–12	High Kick	2
9–10	Side Kick	2
6–8	Body Punch	1
3–5	Low Kick	1
1–2	Graze	0

In an Oriental campaign, do not use the "%KO" column that appears with the equivalent table in *The Complete Fighter's Handbook*. Instead, knockout chances are covered by the Advanced Martial Arts rules under "Stunning and Incapacitating."

Specializing in Martial Arts

Characters can specialize in martial arts by spending a weapon proficiency slot on the skill. Ninja, shinobi, and other fighters can specialize in martial arts regardless of restrictions on weapon specialization based on class or kit. No character is required to specialize in martial arts.

Note: Campaigns using the Advanced Martial Arts rules (described later) should *not* also use these specialization rules.

A martial arts specialist gains the following benefits:

- +1 bonus to all attack rolls with martial arts;
- +1 bonus to all damage with martial arts;
- +1 *chart bonus* with all martial arts attacks;
- One additional martial arts attack per combat round. The character may not hold anything in either hand to gain this benefit; and
- The character may pull the attack, not causing any damage, and may also refuse to do the +1 hp damage bonus for specialization.

It is possible for some types of ninja or other characters to continue to improve their martial arts abilities beyond the values given previously. This option is available to only single-class fighters, fighting-monks (from *The Complete Priest's Handbook*), and ninja with the Shadow Warrior kit.

A character who continues to devote weapon proficiency slots to martial arts *after the initial specialization* gets the following benefits. For each additional slot devoted to martial arts, the character gains:

- +1 bonus to all martial arts attack rolls;
- +1 bonus to all martial arts damage; and
- +1 chart bonus with all martial arts attacks.

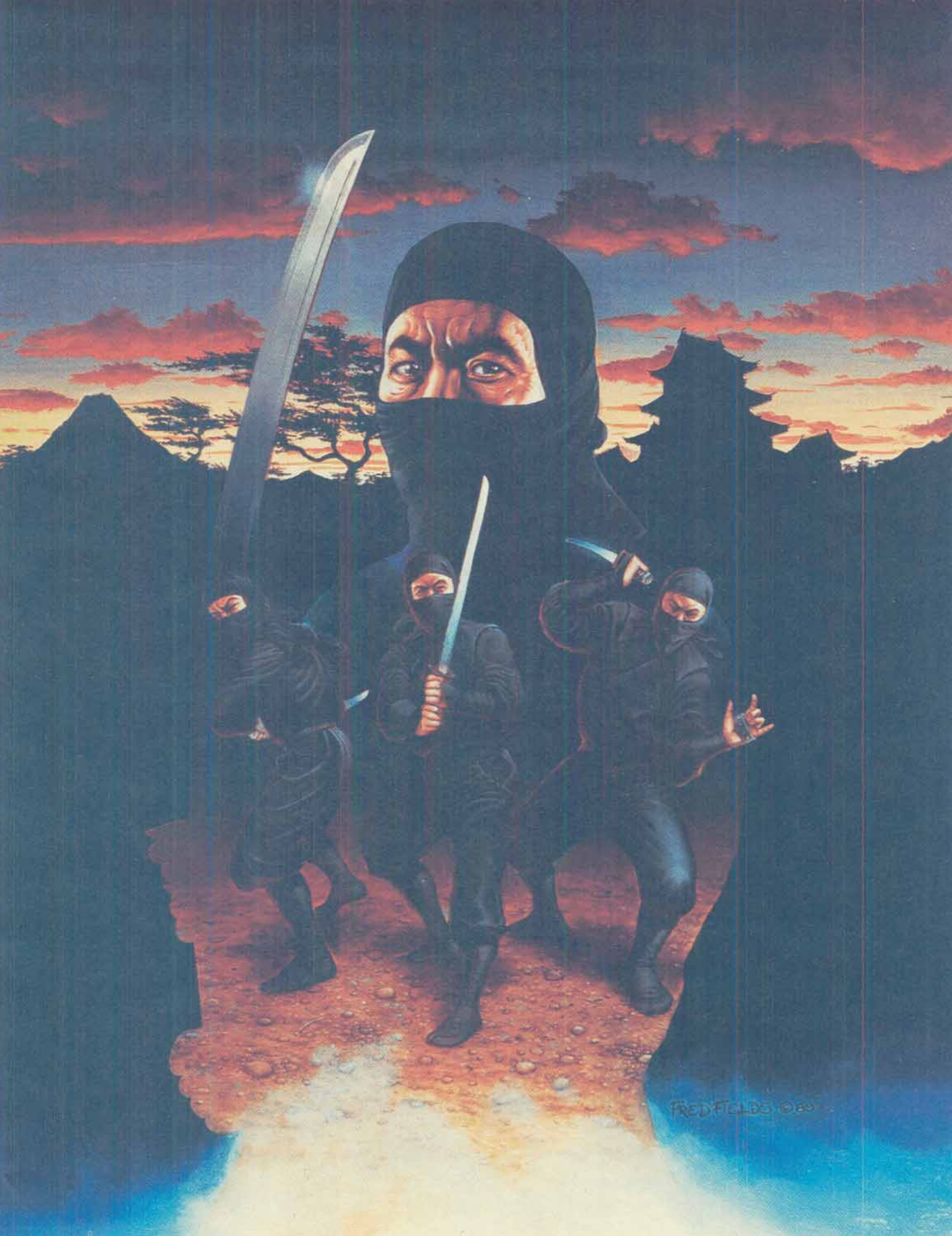
The *chart bonus* allows the character to affect the location of the attack. When a martial arts specialist makes an attack, he can accept the location indicated in the middle column of Table 16, or adjust it up or down the chart by a number of lines equal to the chart bonus. For example, if a martial arts specialist hits with a roll of 14, the indicated blow is a vitals punch. By using the +1 chart bonus, the martial artist can change that blow into a vitals kick for more damage, or a high kick if some other effect is desired.

Mixed Campaigns

In campaigns based around an Oriental culture, characters start play knowing martial arts.

In campaigns based around a more mainstream or western culture, characters start play knowing punching and wrestling.

In campaigns featuring characters from a mixture of backgrounds, each character


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should start play with the type of unarmed combat appropriate to his culture. The character, if given an opportunity, can later learn an unarmed combat style originating in a different culture, and even specialize in it.

It takes a long time to learn a combat style. For game purposes, consider that it takes a year of average effort and devotion to learn martial arts at the basic (proficient) level and four years of average effort and devotion (plus reaching the 4th experience level or above) to specialize in martial arts, the equivalent of a black belt.

Any character can specialize in one unarmed combat style (punching, wrestling, martial arts). Single-class warriors can specialize in more than one.

Advanced Martial Arts (Optional)

These rules are adapted from guidelines originally presented in *Oriental Adventures*. The DM is not required to allow the use of these rules, but they can expand character options and make for more colorful campaigns.

Prerequisites to Learning Martial Arts

Learning an advanced martial art is like learning any other proficiency, with some important exceptions.

Martial arts styles are powerful abilities that require the expenditure of many proficiency slots to learn well. It takes only one slot to learn a specific art at its basic level, but it can take a character's entire stock of slots to learn an art at a very advanced level.

A character can learn any element of an advanced martial art by expending either a weapon proficiency slot *or* a nonweapon proficiency slot on it. A character learning a lot of martial arts elements could end up spending many weapon proficiencies *and* nonweapon proficiencies on it.

A character wishing to learn advanced martial arts must first know basic martial arts. Characters originating in an Oriental culture are assumed to have proficiency in basic martial arts, but foreigners must spend a proficiency slot to learn basic martial arts before entering advanced study.

Once that condition is met, the character must find a master to study under. A ninja receives training from childhood in the clan's special maneuvers and weapons but must seek out a master on his own if he desires to go beyond his clan's specialties. A Lone Wolf ninja who desires further training must also find a master to study with.

Finding a Master

Finding a master is not necessarily an easy task. Many masters regard their skills as valuable secrets to be taught to only a select few. Many a style has disappeared because the master refused to reveal his art. Most masters do not advertise or even display their skill. They feel that to do so would be proud and boastful, characteristics that are undesirable in a master (and, incidentally, may incur the wrath of the gods). For many, the ultimate goal of training is to avoid having to use one's skills. Others feel that their art can be learned only in the most tranquil and secluded surroundings, deep in mountain forests and the like. Such men seldom appear in civilized lands.

Politics are another reason masters can be hard to find. Conquered peoples may be forbidden to practice their arts lest they become troublesome and rebellious. Powerful temples (often the center of such training) may be destroyed by nervous emperors, warlords, or daimyos. The master and his students are forced to scatter with the winds and many disappear without a trace. In such cases, they may join or form secret societies, clandestinely meeting on rare occasions to train.

Not all masters are such recluses, or the skills of martial arts would long since have died away. A large town or city may have a school run by a master. If his skill is well



known, potential students will travel great distances to study under him. As characters adventure in the campaign, they will undoubtedly hear of these schools or may even learn the whereabouts of one of the more secretive masters of the martial arts.

Training Under the Master

After a character has been accepted by a master, the DM should determine the depth of the master's knowledge of his style.

Basics: A master automatically knows the basics of his style (which provide the Armor Class and other basic elements).

Maneuvers: The DM determines how many special maneuvers are available in the style (see Table 16) and rolls the smallest die that is equal to or greater than this number. The result is the number of maneuvers the master is proficient in. Masters are under the same restriction as characters for the order in which they learn special maneuvers, as discussed later.

Weapons: The DM determines how many weapons (if any) are used by the style, then rolls the smallest die that is equal to or greater than this number. (If the style uses five weapons, the DM rolls 1d6.) The number rolled is the number of style weapons the master is proficient in (and can teach).

Once these facts are determined, the master's abilities are known, and these are the only things the master can teach. The master never increases in knowledge unless the DM rules that special circumstances dictate otherwise.

Learning the Style

Once the character has been accepted by a master, he must remain and study under him for at least one month.

At the end of this time, the character spends one proficiency slot and gains the basics of the style (Armor Class, number of attacks, and basic damage). He does not gain any of the special maneuvers or weapons that may be taught by the style.

After the initial month's training, the character does not need to remain with the master constantly; he is free to travel and adventure. However, he must practice his style for at least one hour a day and must spend an average of six hours per week working with his master. There can be some variance in his schedule, so long as the character spends 24 hours of study with his master per month. Characters who do not fulfill this obligation cannot add special maneuvers and weapons.

To learn the special maneuvers and weapons of a particular style, the character must spend additional proficiency slots. For each proficiency slot expended, the character can add one special maneuver or weapon proficiency from the style. This does not mean the character instantly knows how to perform the maneuver or use the weapon, but assumes that he has been practicing prior to gaining the maneuver or weapon proficiency.

No more than two proficiency slots can be expended on a single martial arts style per experience level.

Special maneuvers must be learned in order of difficulty. All difficulty 1 maneuvers (see Table 19) must be learned before the character can progress to difficulty 2 maneuvers, and so forth.

When a character has learned all the knowledge the master possesses, there is no point in continuing to study under this master. The character can now go off in search of another master—one who knows more about the style or one who teaches a different style.

Pre-Campaign Learning

The DM can allow the character to have learned some advanced martial arts before entering play in the campaign.

In such a case, the DM allows the player to purchase those elements of the martial art he



will allow at the start of play. However, whatever the character buys is the limit of what his master could teach him. Once the character enters play, he will have to find a new master if he wants to further his martial arts training.

Multiple Styles

Player characters can learn more than one style of martial arts at a time. This requires the character to find more than one master, have sufficient available proficiency slots, and possess great dedication.

When fighting, the character with multiple styles can change his style from round to round. When using one style, he gains all the abilities he possesses of that style, but no abilities of any other style he knows. He can use only the special maneuvers of the style he is currently using (unless they are special bonuses that are constantly in effect).

Style Characteristics

Under these rules, the martial arts are classified by six different characteristics. Items 1-4 are called the *basics*.

1. Number of Attacks
2. Damage
3. Armor Class
4. Principal Attack Form
5. Special Maneuvers
6. Allowed Weapons

A combination of these six characteristics is called a *style*. There can be as many styles as there are possible combinations of these elements. Each style is different and must be learned separately.

Styles are often given descriptive or poetic names, based on how the style works, its appearance when used, or the source of its inspiration. There are animal names (Snake Style, Monkey Style, Tiger Style, etc.), poetic names (Eight Drunken Fairies), and descriptive names (Empty Hand, Springing Legs, Nine Fists, etc.).

In addition, styles are identified by the way they are used. Some are highly defensive, relying on the inner power of the user to overcome the opponent. Others are aggressive, stressing form and channeled power in hard and sudden attacks.

Table 17 lists some common styles and their characteristics.

Explanation of the Chart

#AT: Add this bonus to the character's number of attacks per round when using this martial arts style—but only unarmed. If the character uses the style with a weapon, he receives only his normal number of attacks per round.

Dmg: This is the base damage done when using the style unarmed.

AC Mod: Add this bonus to the character's Armor Class when using the style. The bonus applies whether or not the character wears armor. It represents his ability to dodge and block attacks that someone with lesser training cannot counter. In some circumstances, however, the AC bonus doesn't help; see "Unarmed vs. Armor" later this chapter.

Principal Attack: This is the usual attack form of the style. When the Principal Attack of the style is "foot," a majority of attacks made with the style will be kicks. However, the style may include any other sort of attack.

Special Maneuvers: These special maneuvers, described later, are associated with the style. Each special maneuver costs one weapon proficiency slot to learn.

Weapons Allowed: The listed weapons may be used in combination with the special maneuvers of the style. For example, if a karate practitioner knows the iron fist maneuver and has knowledge of kama use, he can perform the iron fist maneuver with his kama. It costs one weapon proficiency slot to learn to use one entire tight group of allowed weapons with the special maneuvers of a martial arts style.

Table 17: Common Martial Arts Styles

Name	#AT	Dmg	AC Mod	Principal Attack	Special Maneuvers	Weapons Allowed (Tight Groups)
Aikijutsu	+1	1pt	–3	Body	Lock 1,2,3 Block 1,2,3,4 Movement 1,3 Throw 1,2,3,4 Mental 1,2,3,4,5	Staves Fencing Blades, Oriental Blades, Medium Blades
Atemi	+1	1d4	–1	Hand/Foot	Block 1,2 Movement 1 Push 3 Strike 1 Vital Area 1,2,3	Clubbing Weapons, Staves
Jujutsu	+1	1d2	–2	Body	Lock 1,2,3,4 Throw 1,2,3,4 Movement 1,3 Vital Area 1,2 Mental 1,2,3	Fencing Blades, Oriental Blades, Medium Blades
Karate	+1	1d4	–1	Hand	Strike 1,2,3 Kick 1 Block 1,2 Movement 1 Mental 1,4	Karate Weapons
Kung fu	+1	1d3	–2	Hand	Lock 1 Strike 1,2 Kick 2 Block 1,2,3,4 Mental 4,6	Any Tight Group of Melee Weapons
Ninjutsu	+1	1d2	–2	Legs	Kick 1,3 Lock 1,3 Movement 1,2,4 Strike 1 Throw 1,2 Block 1,3,4 Mental 2,4	Short Blades, Oriental Blades, Chain Weapons, Rope Weapons
Sumo	+1	1d2	–2	Hand	Lock 2 Movement 3 Push 1,2 Throw 1,3 Block 1	None
Tae Kwon Do	+1	1d4	–1	Foot	Kick 1,2,3 Strike 1 Throw 4 Block 1,2 Movement 4	Medium Blades, Staves, Clubbing Weapons



Explanation of the Styles

All the styles listed in Table 17 are real-world martial arts.

Aikijutsu: This Japanese style dates back several centuries; it is one of the foundations of modern aikido. Though it includes more aggressive blows and techniques than aikido, it is still more a defensive than offensive style, principally concerned with throws and evasion. In some schools, sword and staff techniques are taught.

Atemi: This art was derived from the much older Chinese *ch'uan-fa* arts by the warrior caste of Japan. A technique for attacking vital points of the opponent, its usefulness faded as the Japanese sword arts developed. To the modern martial arts student, "atemi" is a generic term for certain types of blows.

Jujutsu: This art was systemized from earlier fighting styles in the sixteenth century. Though the modern form, judo, is principally thought of as a wrestling art, older jujutsu forms included more strikes, chokes, and even weapon techniques. It was a fall-back art for the warrior temporarily separated from his principal weapons.

Karate: This style, under the name of *te* ("hand"), was developed in Okinawa over a period of many centuries. This process was accelerated after the 17th-century conquest of Okinawa by Japan and subsequent laws banning weapons and martial arts. Te's development incorporated use of ordinary farming implements, such as the threshing nunchaku and scythelike kama, which were not banned. Karate ("empty hand") was not popularized in Japan until the 20th century, but it is not too much of a stretch to assume that a Japan-like fantasy culture will have a style like karate.

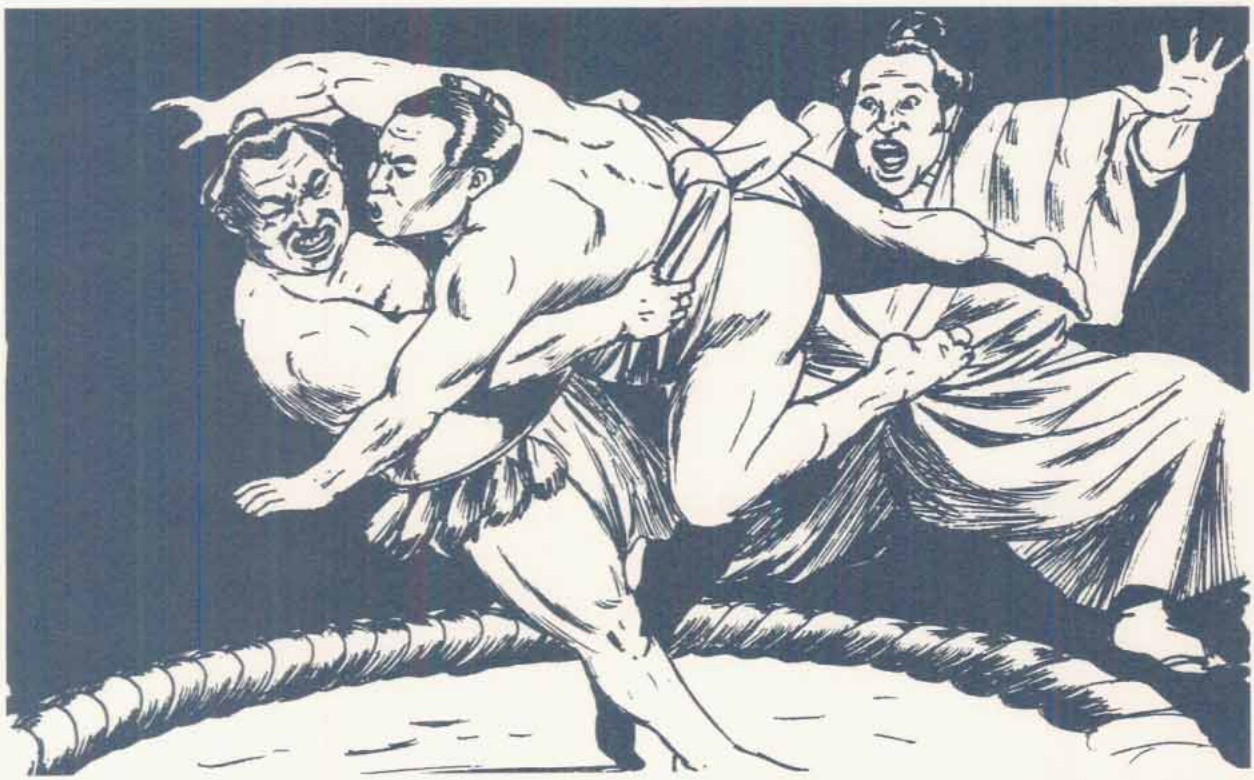
Kung fu: Systemized study of the fighting arts dates back into the mists of history in China, but legend attributes much of the origin of Chinese martial arts to Bodhidharma, a Buddhist monk from India. In the sixth century of the common era, it is said, he came to Shao-lin temple in China and taught his Indian style of boxing, which became the basis for many of the kung fu styles.

Ninjutsu: The martial art style of the ninja developed gradually in parallel to the ninja's espionage art. It is a deceptive style with hard and soft elements, a style in which it is as important to be able to throw down an opponent and run away as it is to damage him. A character proficient in Style Analysis can make a nonweapon proficiency check to determine that a ninja is using ninjutsu. It is therefore useful for a practitioner of ninjutsu also to know some other style, such as karate, at least at a basic level. That way, if forced into unarmed combat when in the presence of friends who are not ninja, the ninja character is less likely to give himself away.

Sumo: One of the most ancient forms of Japanese combat, sumo wrestling's origins vanish into Japanese mythology. Legend attributes the first sumo match to a fight between a mortal hero and a demigod. A more historical account describes a type of sumo match taking place in the first century of the common era. Though the goal of modern sumo calls for the opponents to try to push one another out of a ring, older forms included hand strikes, kicks, and head butts. The modern form still includes a painful and distracting slapping technique.

Tae Kwon Do: This Korean martial art was originally derived from Chinese techniques and systemized in the seventh century of the modern era. It is a hard style, emphasizing punching and kicking.

Naturally, it is a gross oversimplification to lump all styles of kung fu, or karate, or most of the other styles described here under one set of maneuvers. A DM who knows enough about a martial arts style to object to the way it has been presented here is free to develop his own set of guidelines for it, using the rules presented next.



Creating a New Style: Basics

In addition to the styles listed previously, the DM can create new styles for use in his campaign. These should be styles unique to the campaign world—some common, some mysterious and little known.

The DM creates a style by choosing its general characteristics, special maneuvers, and allowed weapons.

Hard, Soft, or Hard/Soft

The DM first decides whether the style is hard, soft, or a combination of the two.

Hard styles emphasize the use of the muscles and bones for power. They usually use direct movements and are generally offensive, stressing the attack.

Soft styles rely more on the inner power of the character to provide the necessary energy, although they too require conditioning of the muscles. Their movements are more fluid and circular and are generally considered more defensive. These movements divert the attacker, using his own force against him, responding only after the enemy has committed himself. The training is more mentally oriented, showing the student how to focus and use his inner power.

Styles that combine both hard and soft aspects attempt to use the best practices from each. Circular and gentle defensive movements are combined with swift and direct attacks. Physical training is balanced with mental training.

Principal Method

Next, the DM must choose the principal method, the fighting method most commonly used by the style. When a character attacks, he uses the principal method of the style more often than not.

Each principal method describes the most

common means of attack. Those with kicking method use many kicks; those with throwing rely on grappling and leverage, etc.

However, every style incorporates moves from other methods, because reliance on a single form would certainly mean defeat.

Martial Style Combinations (Basics)

Table 18 lists all the different choices available for creating the basics of a style. As the DM makes selections, his choices determine the Armor Class, number of attacks, damage, and principal attack form used most commonly by the style.

Table 18: Martial Style Combinations

Form	#AT Mod	AC Mod	Dmg Mod
Hard	+1	–1	2
Soft	+1	–3	0
Hard/Soft	+1	–2	1

Principal Method	Dmg Mod	Principal Attack
Block	1	Hand
Kick	2	Foot
Lock	1	Body
Movement	1	Legs
Push	1	Hand
Strike	2	Hand
Throw	1	Body
Vital Area	2	Hand/Foot
Weapon	By Weapon	Hand/Arm

Form/Principal Method: The DM must select one form and one principal method for each style.

#AT Mod: All martial arts styles add 1 to the number of attacks per round the character can perform when fighting unarmed. If he uses the martial arts style with a weapon, he receives only his usual number of attacks.

AC Mod: Add this modifier to the character's Armor Class.

Dmg Mod: Total the Dmg Mod from the form and the principal method. Round this number up to the nearest die size used in the game. Thus, a total Dmg Mod of 5 equals 1d6; a total of 4 equals 1d4. This die roll constitutes the basic amount of damage done when fighting unarmed in the style.

Principal Attack: This part of the body is most commonly used with the listed principal method. Kicking relies on the feet, while throwing makes use of the whole body. So long as a character has the listed body part unbound or free to move, the character can still attack effectively with that principal method.

Examples of Martial Arts

The basics of the martial arts described earlier were built this way:

Aikijutsu: Soft: #AT +1, AC –3, Dmg Mod 0). Throw: Dmg Mod 1, Body.

Atemi: Hard: #AT +1, AC –1, Dmg Mod 2. Vital Area: Dmg Mod 2, Hand/Foot.

Jujutsu: Hard/Soft: #AT +1, AC –2, Dmg Mod 1. Lock: Dmg Mod 1, Body.

Karate: Hard: #AT +1, AC –1, Dmg Mod 2). Strike: Dmg Mod 2, Hand.

Kung fu: Hard/Soft: #AT +1, AC –2, Dmg Mod 1. Strike: Dmg Mod 2, Hand.

Ninjutsu: Hard/Soft: #AT +1, AC –2, Dmg Mod 1. Movement: Dmg Mod 1, Legs.

Sumo Wrestling: Hard/Soft: #AT +1, AC –2, Dmg Mod 1. Push: Dmg Mod 1, Hand.

Tae Kwon Do: Hard: #AT +1, AC –1, Dmg Mod 2. Kick: Dmg Mod 2, Foot.

Creating a New Style: Weapons

Most styles incorporate the use of melee weapons. However, not all styles use all weapons. The weapons that can be used with a style are listed in the "Weapons Allowed" section of Table 17.

In order to use a weapon with a martial arts style, a character must spend a weapon proficiency slot on the tight group that includes that weapon. Earlier, the character must have spent a slot for proficiency with the weapon if he wants use the weapon tight group with his martial arts style.



When the character spends his proficiency slot to use the tight group of weapons with his style, he can use any weapon he knows from the group with any special maneuver that permits it. The description of each special maneuver indicates the weapons that can be used with that maneuver

When the character uses a weapon with a special maneuver, he may choose whether he uses the damage for the maneuver or the damage for the weapon. Normally he chooses the one that is higher. In addition, he receives any benefits from the special maneuver. Additionally, on the rare occasions when it matters, the character using a weapon with his martial arts style gains any benefits arising from the size of the weapon and may suffer penalties for the speed factor of the weapon.

The special maneuvers listed under "Principal Method: Weapon" can be used only with weapons.

Creating a New Style: Special Maneuvers

Special maneuvers are actions and abilities that require intensive study and skill to learn. In return, they give the user greater-than-normal results. Some maneuvers are actions that the character can attempt during the course of a fight (flying kick, one finger push, etc.). Others are constant abilities that, once learned, are always in effect (ironskin, blind-fighting, etc.).

Combat maneuvers are risky; failure often leaves the character in an exposed or dangerous position. A combat maneuver costs the character one or more of his attacks for the melee round. A movement maneuver counts as movement, preventing the character from making any attack that round (unless the maneuver notes otherwise).

Principal Method Lists

Each special maneuver belongs to a list corresponding to one of the principal methods of fighting. For example, the principal method Kick has one set of special maneuvers, while that of Weapons has another.

In addition to the maneuvers grouped under the principal method, there is the additional category of Mental and Physical Training. These special maneuvers can be learned in any style through the practice and discipline of the training.

Number of Maneuvers In a Style

The DM determines the number of special maneuvers taught by the style. He can choose any maneuver from any of the lists, with one restriction: There cannot be more maneuvers from any list than there are from the list corresponding to the principal method of the style.

There should be no fewer than six special maneuvers in a martial arts style, and more than 15 is not recommended; the style becomes too unwieldy and characters have little chance of learning a majority of the special maneuvers.

When choosing maneuvers from one of the principal method lists, the DM does not have to choose a consecutive sequence starting at the #1 maneuver and progressing numerically from there. For example, when choosing from the Mental and Physical Training group, he might choose #1, #3, #5, and #6 for his martial arts style.

Order of Learning Maneuvers

The special maneuvers of each method are ranked according to the difficulty of each maneuver. The lower the number of the maneuver, the easier it is to learn and execute.

Characters must learn available maneuvers from a principal method list in the order in which they are presented.

Example: Kazuhiro is studying ninjutsu, which incorporates the special maneuvers Kick 1 (circle kick) and Kick 3 (backward kick). Before learning the backward kick, Kaz must learn the circle kick. (He does not have to learn Kick 2, the flying



kick, and cannot learn it, unless he studies a different martial arts that includes this maneuver.)

This restriction still allows characters learning the same martial art to develop very personal, individual forms of the art.

For example, Akira has decided to concentrate on the principal method of ninjutsu, learning all the movement maneuvers before learning anything else.

Koichi, however decides to learn all the basics first, picking up the maneuvers rated "1" before progressing on to any rated "2." Koichi will not have the movement expertise of Akira but will have a much better grounding in the overall art.

Principal Method: Block

Basic Parry: The basic parry maneuver prevents melee attacks from hitting the martial artist. It does not work against missile attacks.

A character can perform the basic parry if he has not used both his martial arts attacks for that round. Even if his opponent has initiative, the martial artist can announce that he's using one of his attacks to parry. The martial artist rolls an attack against his opponent, taking into account all normal adjustments to his opponent's AC and the "Unarmed vs. Armor" conditions described later this chapter. If the attack hits, the martial artist has parried the first blow struck at him this round by his opponent.

When the Attack Roll Fails: The incoming attack hits.

Weapons Allowed: Any. Characters using sai or jitte weapons receive a +2 bonus to hit with the basic parry maneuver.

Parry All: The parry all maneuver is a more advanced form of the basic parry. It requires two of the character's attacks for the round (the total number of attacks for most characters). With this expenditure, the martial artist gets to roll a block against every melee attack aimed at her this round, so long as she is aware of the attacks. She makes a separate attack roll against each oncoming blow.

When the Attack Roll Fails: The opponent's blow hits.

Weapons Allowed: Any. Characters using sai or jitte weapons receive a +2 bonus to hit with the parry all maneuver.

Grappling Block: With this advanced maneuver, the martial artist parries an incoming weapon attack and is able to grab the weapon, making it harder for the attacker to use it against him. If the martial artist is unarmed, the grappling block requires both his hands to perform; if he is armed, it requires his weapon hand.

The grappling block takes one of the martial artist's attacks, just like the basic parry. If it is successful, the martial artist and the attacker both have a grip on the weapon. The grip is never a dangerous one for the martial artist. For example, the grappling block allows the unarmed martial artist to clap the blade of a sword-wielding opponent between his palms, preventing it from striking.

In order to strike the martial artist with the weapon, the attacker must get it free. To do this, the attacker rolls 1d20 and compares the number rolled to his Strength score. If the attacker succeeds in his Strength check, he recovers his weapon. If he loses his roll by 4 or more, he loses his weapon (it is now in the martial artist's hand). Any other result leaves the two combatants still grappling for the weapon. The attacker may make as many Strength checks per round as he has attacks available, and can release the weapon voluntarily at any time.

The martial artist can make further attacks on his opponent with a +2 to his chance to hit, if the grappling block maneuver has left his principal body part free to make the attack. For example, if he used a chain to catch his opponent's attack, and his principal attack method is the kick, he can attack with a leg. But if he used a two-handed sword to catch his opponent's attack and his principal



Table 19: Special Maneuvers

Maneuver	Effects
Principal Method: Block	
1. Basic Parry	Blocks 1 melee attack
2. Parry All	Costs 2 attacks; blocks all melee attacks
3. Grappling Block	Blocks 1 melee attack; pins weapon
4. Arrow Parry	Costs 2 attacks; blocks all missile attacks
Principal Method: Kick	
1. Circle Kick	Add 1d2 hp to basic damage
2. Flying Kick	Leap; add 1d4 hp to basic damage
3. Backward Kick	Kick person behind; basic damage
Principal Method: Lock	
1. Choke Hold	Takes +1 round; victim passes out
2. Locking Block	Pins weapon/limb; +4 to hit with other attacks
3. Incapacitator	Add 1d4 hp to basic damage; limb useless
4. Immobilizing	Victim immobilized
Principal Method: Movement	
1. Feint	Costs extra attack; +3 to hit
2. Prone Fighting	Suffer no kneel/sit/prone penalties
3. Immovability	Save vs. paralyzation to not budge
4. Leap	Leap great distances
5. Speed	Check Dexterity; result/4=extra attacks
6. Slow Resistance	Immune to *slow* spells
Principal Method: Push	
1. Concentrated Push	Push foe 1'/level; knockdown if push over 3'
2. Sticking Touch	While touching, +2 to hit, –2 to AC
3. One Finger Push	Concentrated push at range
Principal Method: Strike	
1. Iron Fist	1d6 hp damage plus Strength bonuses with blows
2. Crushing Blow	Break inanimate objects; 1 attack/round
3. Eagle Claw	1d8 hp damage plus Strength bonuses; 1 attack/round
Principal Method: Throw	
1. Fall	Take half damage from falls
2. Instant Stand	Stand quickly (negates 1-round penalty)
3. Hurl	Throw target 1d4'; add 1d4 hp damage
4. Great Throw	Throw target 1'/level; 2× base damage
Principal Method: Vital Area	
1. Pain Touch	Victim –2 to hit, +2 to AC, for 1d3 rounds
2. Stunning Touch	Save or be stunned for 1d4 rounds
3. Paralyzing Touch	Save at –2 or be paralyzed for 2d4 rounds
4. Distance Death	Pain, stunning, paralyzation, or 2× base damage at range
Principal Method: Weapon	
1. Weapon Breaker	Automatically breaks normal weapons
2. Steel Cloth	Wield 6'–10' cloth as normal spear
Mental and Physical Training	
1. Meditation	1 hour meditation=2 hours sleep
2. All-Around Sight	Aware of attacks from all around
3. Mental Resistance	+2 on saving throws against mental attacks
4. Ch'i Attacks	Can hit as if a magical weapon
5. Blind Fighting	Only –1 when fighting in darkness
6. Ironskin	–2 to AC when not wearing armor
7. Levitation	Float 5'/round/experience level



attack method is a fist strike, he has no hands free to attack. Additionally, any other character making an attack against either of the two combatants grappling for the weapon gets +2 to hit.

When the Attack Roll Fails: The martial artist has managed to foul his own weapon on that of his opponent. If his opponent can then make a normal attack roll against him—requiring no time and not costing him an attack—the opponent yanks his weapon free, leaving the character disarmed.

Weapons Allowed: Any. Characters using chain or rope weapons receive a +2 bonus to hit with the grappling block maneuver.

Arrow Parry: With this maneuver, the martial artist is able to parry thrown and missile weapons. This maneuver requires two attacks for the round and applies to all attacks that the martial artist is aware of.

When the Attack Roll Fails: The weapon strikes the martial artist.

Weapons Allowed: Any. Characters using shields receive a +2 bonus to hit with the arrow parry maneuver.

Principal Method: Kick

Circle Kick: In this dramatic kick, the attacker builds up power and momentum by spinning in a complete circle before landing the kick (usually on the upper body). The maneuver can also be performed as a snap or thrust kick.

A successful kick (requiring a normal attack roll) adds 1d2 hp to the character's normal martial arts damage.

When the Attack Roll Fails: As she tries to recover his balance, the martial artist loses the next attack she would ordinarily be allowed. Her Armor Class is worsened by 2 points until the next round.

Weapons Allowed: None.

Flying Kick: This spectacular kick requires at least 5 feet of running space. The character leaps high into the air (4–6 feet upward, 5–12 feet forward) and leads with a powerful kick to the head or upper body. If the kick connects, the character adds 1d4 hp to the normal martial arts damage.

When the Attack Roll Fails: The attacker falls to the ground adjacent to the intended target and must spend one round getting back to his feet (unless he knows the prone fighting or instant stand maneuvers).

Weapons Allowed: None.

Backward Kick: This seemingly innocuous kick is extremely difficult to master. The character attempts a normal attack at any creature directly behind him, either kicking his foot forward and straight up (like a Radio City Music Hall Rockette), with his toe ending up behind his own head to connect with the enemy, or lashing out straight backward. He does not have to turn around and face his attacker. The kick does normal damage.

When the Attack Roll Fails: The attacker suffers no ill effects.

Weapons Allowed: None.

Principal Method: Lock

Locking is the art of gripping an opponent in a way that prevents him from acting: twisting an arm so the joint is locked, applying pressure to choke off breathing and blood flow, etc.

Choke Hold: This maneuver teaches the correct way of applying pressure to render an opponent unconscious. To initiate a choke hold, the martial artist must make a successful attack roll. For the maneuver to work as intended, the martial artist must maintain the choke hold until the end of the next melee round. During that time he can take no other action and cannot attack again; he is entirely occupied in gripping and holding his opponent. The opponent can attempt to escape by making a successful attack roll with a –2 penalty. The escape attempt can be tried as many times as the opponent has attacks for the round.

If the opponent fails to escape, he falls unconscious at the end of that round and



remains unconscious for 1d3 rounds. During the time the choke hold is in effect, the opponent cannot cry out for help or cast spells requiring verbal components.

When the Attack Roll Fails: The attacker suffers no ill effects.

Weapons Allowed: Chain weapons, rope weapons, lash weapons, axes (using shafts), clubbing weapons, flails, karate weapons (using shafts), picks (using shafts), sickles, staves, bladed poles (using shafts), and spears (using shafts) tight groups.

Locking Block: This action can be attempted instead of a normal attack. It can be used against unarmed fighters or attackers using melee weapons.

The martial artist makes a normal attack roll. If successful, the attacker has trapped her opponent's weapon, arm, or leg in a scissors arm-lock; the trapped element cannot be used to make attacks. In addition, so long as the opponent is so trapped, the attacker can make other attacks (using the feet only) with a +4 to her chance to hit. The opponent can break the lock by expending an attack and making a normal attack roll for success. This attempt to break free does no damage. The locking block maneuver also causes no damage.

When the Attack Roll Fails: When used against an unarmed opponent, an unsuccessful locking block causes no ill effects except for the loss of an attack. However, when used against a weapon, an unsuccessful locking block results in damage to the martial artist: In attempting to make the block, the character is hit by the weapon. She takes normal damage for the weapon, not modified by the Strength bonus of the weapon wielder.

Weapons Allowed: medium blades, oriental blades, short blades, chain weapons, rope weapons, lash weapons, axes, clubbing weapons, flails, karate weapons, picks, sickles, staves, and spears tight groups. Characters using sai or jitte weapons receive a +2 bonus to hit with the locking block maneuver.

Incapacitator: By gripping the opponent and twisting his joints, the martial artist can render one finger, arm, or leg useless for 24 hours and cause 1d4 hp damage in addition to his normal martial arts damage.

If the incapacitator's attack roll is successful, the maneuver does the damage noted above and the opponent must make a saving throw vs. paralyzation. If he fails the saving throw, the appropriate limb is rendered useless. If he makes the saving throw, the damage remains but there is no paralysis.

Application of a *cure wounds* or *remove paralysis* spell will eliminate the paralyzing effects of this attack.

When the Attack Roll Fails: The martial artist suffers no ill effects.

Weapons Allowed: chain weapons, rope weapons, lash weapons, clubbing weapons, karate weapons, staves, and spears (using shaft) tight groups.

Immobilizing: With one hand the martial artist grips and holds an opponent in such a way that the opponent cannot take any action. The martial artist is still able to make attacks (using either his feet or his other hand), and even apply an immobilizing lock on another opponent. A successful attack roll must be made to initiate the immobilization, but the attack does no damage. Immobilized characters can attempt to escape by spending a melee attack to break the hold. However, the chance of success is modified by –6 to the die roll.

When the Attack Roll Fails: The martial artist suffers a –4 modifier on his next attack.

Weapons Allowed: chain weapons, rope weapons, and lash weapons tight groups.

Principal Method: Movement

This method requires training to control and position the martial artist's own body—posture, stance, and reflexes. From this method, students learn the importance of speed, sudden changes of direction, and footwork. It is seldom very offensive, but when



combined with other styles creates a dangerous and deadly fighter.

Feint: The martial artist begins an attack in one direction and at the last moment changes it to another direction. Or he begins an attack but does not follow through, in order to draw his opponent off balance or make the opponent commit to a futile defense.

The martial artist makes a regular attack but adds the feint, which costs an extra attack and gives him a +3 to hit.

When the Attack Roll Fails: The martial artist's attack does not hit, but he suffers no other ill effects.

Weapons Allowed: Any.

Prone Fighting: Prepared for any circumstance, the martial artist who knows this special maneuver is able to fight effectively even sitting, kneeling, prone, or supine. This special maneuver requires no time and is always in effect; it applies any time the character is knocked from her feet or falls down. However, the character can perform no other special maneuver (except instant stand) when on the ground. She can still use her weapons and the basic damage from her martial arts style, and suffers no Armor Class penalty for being on the ground.

A character without this skill who fights from the ground is easier to hit than a standing character. Attacks against a kneeling character receive a +1 to hit; against a sitting character, +2 to hit; against a character who is flat on the ground, +4 to hit. The character who is down suffers equivalent penalties to hit when attacking someone who is standing: –1 to hit if the attacker is kneeling, –2 if he is sitting, –4 if he is lying flat. The character who knows prone fighting suffers none of these penalties.

Weapons Allowed: Any. Fighters are even trained to use two-handed and long weapons effectively from positions on the ground.

Immovability: By carefully positioning his feet and learning to tense and relax various muscles, the martial artist can avoid being knocked down, lifted, or thrown off his feet. Any time an attack would result in one of these consequences, the character is automatically allowed a saving throw vs. paralyzation. If the save is successful, the character remains standing.

Weapons Allowed: Any. The character using immovability does not attack with these weapons, but uses them to brace himself. They confer no bonus to his immovability.

Leap: The martial artist is able to perform extraordinary feats of springing and leaping by channeling his ch'i, or inner power, mentally making himself as light as a feather.

From a standing start, the character can leap 4 feet into the air and 3 feet forward, plus 1 foot up and forward for each experience level the character possesses. (Thus a 10th-level character with this special maneuver could leap 14 feet into the air and 13 feet forward.) He can also flip in midair to automatically change his facing.

Standing-start leaps do not take an entire melee round, costing instead only one attack allowed during the round. Thus a character could flip over an opponent, land behind him, and execute an attack from the rear with his next melee attack.

From a running start, the character can leap 8 feet upward and 10 feet forward plus 1 foot up and forward for each experience level the character possesses. The character must have room to run at least 10 feet before making such a leap.

With either a standing start or running start leap, the character must make a normal attack roll vs. AC 10 to land safely. If the roll is successful, the leap is successful.

When the Attack Roll Fails: The character leaps the full distance but falls to the ground on landing. See the prone fighting maneuver described earlier for penalties to fighting from the ground.

Weapons Allowed: The character can carry any weapon when using the leap maneuver.

Speed: The martial artist has developed



lightning-fast reflexes and powerful muscles. Once per day, the character can make a Dexterity check. For every four points by which she makes the roll (round fractions to the nearest whole number), she receives one extra attack, which may be used with weapons or martial arts. Such extra attacks last only one round.

> **Example:** Tamako has the speed ability and a Dexterity score of 13. In the midst of a deadly battle, she makes a Dexterity check and rolls a 4. Her check succeeds by 9 points. The result (rounded) of 9 divided by 4 is 2. In this round only, Tamako gets two extra attacks.

This special maneuver is difficult and tiring. Once the battle is done, the martial artist must rest one turn per extra attack she has made, or be reduced to half her normal movement until she is able to rest.

Weapons Allowed: Any.

Slow Resistance: Having developed his body and disciplined his mind, the martial artist is automatically immune to *slow* effects. This condition is in effect all the time; it does not have to be activated like a combat maneuver.

Weapons Allowed: Not applicable.

Principal Method: Push

Pushing is a soft form of combat, relying on the character's understanding of the forces of motion. Many pushing techniques turn the opponent's own force against him, deflecting his attack, throwing him off balance, or knocking him backward with a single touch. Learning this art takes great mental discipline but does not require great strength.

Concentrated Push: The character focuses his inner energy into his hands, giving great results even from a gentle push. On a successful attack roll, the opponent is knocked back 1 foot per level of the martial artist. If the distance is greater than 3 feet, the opponent must make a successful saving throw vs. paralyzation to remain on his feet. If the opponent hits a solid object, he suffers damage as if he had fallen the same distance. Those who know the immovability maneuver can resist being knocked back.

When the Attack Roll Fails: For the remainder of the round, all of the martial artist's opponents get a +2 bonus to their attack rolls.

Weapons Allowed: clubbing weapons, staves, bladed poles (using shaft), pole spears (using shaft), and spears (using shaft) tight groups.

Sticking Touch: The martial artist has so attuned her sense of touch that by lightly placing her hand on an opponent she can follow that person's every move. A normal attack roll must be made, and the touch does no damage. However, so long as the martial artist remains in contact, she gains +2 on all subsequent attack rolls and her Armor Class improves by 2, because she is able to feel the impending moves of her opponent before they happen.

The touch can be broken only by the opponent moving in a way or at a speed beyond the abilities of the character. Thus, an opponent who knows the leap maneuver can use it to break contact. However, if both combatants know that maneuver, the martial artist can automatically choose to leap at the same time as her opponent, keeping the contact unbroken (unless the opponent's leap is longer than the character's).

When the Attack Roll Fails: The touch does not "stick."

Weapons Allowed: None; this is an unarmed maneuver only.

One Finger Push: This skill requires long and difficult practice. It is said that the student first learns to push a suspended heavy bell with the touch of a single finger. He concentrates then on touching it more and more lightly while making the bell swing even more. Finally, he reaches the point where he can make the bell move without actually touching it. His inner power extends out



from his finger and pushes the bell. At this point he has mastered the one finger push.

One finger push gives the martial artist the power of concentrated push without having to touch the target. The character simply concentrates and points his finger at the opponent. The range is equal to 1 foot per character experience level. One finger push requires great concentration and is the only action that can be taken in the melee round regardless of the number of attacks the character can normally make. A normal attack roll must be made. If successful, the opponent is affected as if hit by a concentrated push.

When the Attack Roll Fails: The one finger push does not take effect.

Weapons Allowed: None; this is an unarmed maneuver only.

Principal Method: Strike

Iron Fist: Through various toughening exercises, the martial artist hardens his hands so much that they feel like steel. The character does 1d6 hp damage from each attack (plus bonuses for Strength) if the principal attack uses the hands. If the principal attack is not the hands, the character does 1d6 hp damage on only one attack per melee round.

When the Attack Roll Fails: The blow does not land.

Weapons Allowed: Any melee weapon.

Crushing Blow: The martial artist is able to shatter or break hard objects-wood, ceramics, and masonry, but not metal—with a blow of the hand. The character can break a half-inch of wood or a quarter-inch of brittle stone per experience level. The DM can modify this based on the shape, hardness, and age of the object. If used against a living target, the character causes normal damage plus hit points equal to half his experience level (rounded down); Strength damage bonuses do not apply. (Example: An 11th-level character who normally does 1d4 hp damage with his martial arts attack would do 1d4+5 hp damage per crushing blow.)

The crushing blow requires great concentration and is the only action the character can take in a round regardless of the number of attacks normally allowed. In all cases a normal attack roll must be made. The DM must determine the number needed to hit a stationary object (assigning AC based on its hardness).

When the Attack Roll Fails: If the martial artist attempts to strike a hard object (such as stone) and the attack roll fails, he seriously injures his hand, suffering damage equal to what he would do on a normal attack. The hand is unusable for 24 hours, even if healed before that time has elapsed.

Weapons Allowed: None.

Eagle Claw: Through physical exercise and concentration, the martial artist can summon immense crushing strength into his hands. On a successful attack roll, he can shatter objects (snap spear shafts, crush stones, etc.), crush metal items, and cause 1d8 hp damage (plus damage bonuses for Strength) per attack. This ability requires great concentration and is the only action the character can take during the round.

When the Attack Roll Fails: The attacker does not damage anything but suffers no ill effects.

Weapons Allowed: None.

Principal Method: Throw

Fall: The martial arts student learns to fall and roll correctly, taking the impact of the fall on the safest areas of the body. Once learned, this maneuver is constantly in effect. Thereafter, the character suffers only half normal damage from any fall (if she is conscious and able to move).

Weapons Allowed: The character can carry any weapon when performing this maneuver.

Instant Stand: After learning to fall, the student learns how to gain her feet quickly, either by rolling up to a standing position or using an acrobatic jump. Normally, one round is required for a character to gain her feet, but a character knowing this maneuver can regain



her feet automatically instead of making an attack. She may then perform other actions in the round if she has attacks available.

Weapons Allowed: The character can carry any weapon when performing this maneuver.

Hurl: This type of throw relies a great deal on strength and less on leverage. The martial artist can attempt to pick up an opponent and throw him to the ground 1d4 feet away. The attack adds 1d4 hp to the basic damage of the martial arts style. The attacker must make a successful attack roll for the hurl maneuver to work.

When the Attack Roll Fails: The attacker loses all remaining attacks for the round and automatically loses initiative for the next round.

Weapons Allowed: None.

Great Throw: Using leverage and his opponent's momentum, the martial artist is able to throw his enemy a great distance. The character must make a normal attack roll. If the opponent is stationary, the character can throw him 1 foot per experience level of the martial artist. If the opponent is charging, the distance thrown is 6 feet plus 1 foot per experience level of the martial artist. The opponent suffers double normal damage for the martial arts style.

When the Attack Roll Fails: The opponent counters the move and knocks the martial artist off his feet; the character automatically loses initiative the next round.

Weapons Allowed: chain weapons, rope weapons, lash weapons, staves, bladed poles (using shaft), pole spears (using shaft), and spears (using shaft) tight groups.

Principal Method: Vital Area

This method relies on a blow for effect, much like a strike or kick. However, the strength of the blow is not as important as the location where it lands. The vital area method teaches the martial artist where and how to strike at the weak spots on his opponent's body—throat, ears, foot, nerve points, and other places.

Because the training requires a knowledge of anatomy, the special maneuvers listed can be used against only human and humanoid opponents, unless the practitioner has bought a nonweapon proficiency related to the anatomy of a category of monsters (dragons, equines, etc.).

Pain Touch: Simply be pressing his finger against specific points of the body, the martial artist can cause great pain in his opponent. This can be done in place of a normal attack. The touch causes no damage, but if the attack roll is successful, the opponent feels as though he were on fire. Thereafter, he will suffer a –2 penalty to attack rolls and a +2 penalty to his AC. The effect lasts for 1d3 rounds.

When the Attack Roll Fails: There is no adverse effect on the opponent, and the attacker suffers no ill effects.

Weapons Allowed: Clubbing weapons tight group.

Stunning Touch: With a light slap of the fingers in the correct place, the martial artist can stun and daze her opponent. This can be done in place of a normal attack and causes no damage. The attacker must make a normal attack roll. If the attack is successful, the opponent is allowed a saving throw vs. paralyzation. The opponent who fails to save is stunned for 1d4 rounds, unable to take any action.

When the Attack Roll Fails: If the attack roll fails or the opponent makes the saving throw, the attack has no effect.

Weapons Allowed: Clubbing weapons tight group.

Paralyzing Touch: By placing pressure on specific nerve junctions, the martial artist can paralyze her opponent, leaving him unable to move for 2d4 rounds. The character must make a normal attack roll, but the attack does no other damage. The opponent is allowed a saving throw vs. paralyzation at a –2 penalty.

When the Attack Roll Fails: If the attack fails or the opponent makes a successful saving throw, no damage is done.



Weapons Allowed: Clubbing weapons tight group.

Distance Death: Also known as the *dim mak* attack or "death touch," this ultimate skill of the vital area method requires great practice and concentration. To learn this maneuver, the martial artist must practice at a pool of water, driving his finger at the surface without touching it. As he does so, he concentrates on his ch'i power, trying to extend it from his fingertip. When he can hear the echo of his thrust rebound from the water, he has mastered the maneuver.

Distance death requires great concentration and is the only action the character can make during a melee round. It has a range of 1 foot per experience level of the character.

To use this maneuver, the martial artist must make a normal attack roll. If the attack is successful, the character can choose to apply one of the following effects:

Pain: The opponent is not allowed a saving throw. The effect is identical to pain touch.

Stunning: The opponent is allowed a saving throw vs. paralyzation with a –2 penalty. The effect is identical to stunning touch.

Paralyzation: The opponent is allowed a saving throw vs. paralyzation, with a –4 penalty. The effect is identical to paralyzing touch.

Double Damage: The character does two times the basic damage for his martial arts style. No saving throw is allowed.

When the Attack Roll Fails: No special effects occur. The opponent takes no damage.

Weapons Allowed: None.

Principal Method: Weapon

The martial arts often include training in a number of standard and unusual weapons. The maneuvers described below can be applied only when using weapons. They are exclusive to practitioners of the martial arts.

Weapon Breaker: Just as martial arts weapons are designed to catch and deflect the weapons of others, they are also capable of breaking them. The breaking action is a swift blow or twist with the weapon. The martial artist must be wielding a martial arts weapon and can use this maneuver only against melee weapons, not against unarmed fighters.

The character must make a normal attack roll. If the roll is successful, the opponent's weapon is broken (magical weapons are unharmed). This maneuver does no damage to living creatures or monsters.

When the Attack Roll Fails: The weapon is unharmed.

Weapons Allowed: Any melee weapon.

Steel Cloth: With this maneuver, the martial artist need never be without a weapon. If the character has a 6–10 foot piece of cloth, she can whirl it and snap it tight, keeping it in constant motion and giving it the rigidity of a spear.

The cloth is treated as a spear. If you own *The Complete Fighter's Handbook*, the cloth's length determines what type of spear it is. If it is 6–8 feet, it is a normal spear; above 8 feet, it is a long spear. Note that the steel cloth cannot be thrown. The instant it leaves the attacker's hands, it becomes a normal piece of cloth.

This maneuver is automatically successful. The martial artist does not need to make any sort of roll to turn a cloth into a weapon.

Weapons Allowed: One 6–10 foot length of cloth, or rope weapons tight group.

Mental and Physical Training

The following abilities are gained by the martial artist in the course of training. They reflect superb control over mind and body. They do not belong to the categories of principal methods as they can be learned by practitioners of any method or style.

Meditation: This ability allows the martial artist to enter a mental state in which he can focus and regain his energies. For each hour the character spends in uninterrupted meditation, he gets as much rest as two hours of sleep. While meditating, the character is



oblivious to hunger, thirst, heat, and cold (but he can still take damage from heat- and cold-based attacks). He remains conscious and aware of his surroundings, and suffers no penalties on surprise or initiative die rolls.

All-Around Sight: The martial artist's training makes him more attuned to his immediate surroundings. He is able to detect opponents on all sides, provided they are not *invisible*. The character can never be struck from behind or suffer a penalty from a back attack. This maneuver is constantly in effect.

Mental Resistance: The mental exercises and ordeals of the martial artist's training have toughened and strengthened her will. She receives a +2 on all saving throws against mental attacks, including *charm, illusion,* and *hold* spells. This ability is constantly in effect.

Ch'i Attacks: With this ability, the martial artist summons his ch'i (life force energy) and can use unarmed martial arts attacks to hit monsters that could otherwise be hit only by magic. See Table 20. This ability is constantly in effect.

Table 20: Ch'i Attacks

XP Level	Character Hits As A
1–4	magical weapon
5–9	+1 magical weapon
10–14	+2 magical weapon
15–19	+3 magical weapon
20	+4 magical weapon

Blind-fighting: Under his master's guidance, the martial artist has trained for long periods while wearing a blindfold or in darkened rooms, gaining the ability to detect foes with senses other than sight. The character suffers only a –1 penalty when fighting in darkness, when blinded, or when faced by *invisible* opponents. However, any of these in combination with a *silence* spell renders the character effectively blind. This ability is constantly in effect.

Ironskin: Rigorous physical training has toughened the martial artist's muscles to the strength of iron. The Armor Class of the character is improved by 2, but only when he is not wearing any other type of armor.

Levitation: This is perhaps the rarest of all the martial arts maneuvers because it requires the utmost concentration and mental discipline. Daily the martial artist practices at making her body feel lighter, using mental power to negate her own weight. Finally, the character succeeds in overcoming all her weight and can levitate for a number of rounds equal to her experience level. This maneuver requires one turn of concentration before it takes effect. Thereafter the character can move up, down, or sideways at a rate of 5 feet per round. She can take no actions while levitating and will fall to the ground if her concentration is broken. On completion of the levitation, the character must rest for one round before taking any other action.

Armed and Armored Opponents

A character who knows martial arts is formidable but still suffers some penalties when facing an armed or armored opponent.

Unarmed vs. Armor

Not all martial arts skills are entirely effective against armored opponents. Table 21 shows which martial arts abilities suffer penalties against various types of armor. Compare the maneuver to the type of armor; the result is the penalty to hit.

If a maneuver is not listed on Table 21, it suffers no penalty against an armored opponent

Unarmed vs. Weapons

Likewise, unarmed characters fighting armed characters suffer penalties because they must cope with their enemies' greater striking range.



When an unarmed character fights an opponent with a melee weapon, give the unarmed character a penalty based on the length of the weapon he faces.

Above "Large," it becomes progressively easier for an unarmed fighter to slip within the enemy's effective range, hence the decreasing penalties.

Table 22: Penalties Vs. Armed Opponents

Opponent's Weapon	Penalty to Hit
Small (S)	–1
Medium (M)	–2
Large (L)	–4
Giant (G)	–3
Huge (H)	–1

Table 21: Penalties and Bonuses Vs. Armored Opponents

Maneuver	Leather*, Padded, Hide, Monsters**	All Chain and Mail Armors, Brigandine	Full Plate, Field Plate
Kick			
Circle Kick	—	–1	–3
Flying Kick	–1	–2	–3
Backward Kick	—	–1	–3
Lock			
Choke Hold	–2	–3	–5
Locking Block	–1	–1	–1
Incapacitator	–1	–2	–4
Immobilizing	+1	+2	+3
Push			
Concentrated Push	—	–1	–2
Sticking Touch	—	+1	+2
Strike			
Iron Fist	—	—	–2
Crushing Blow	–1	–2	–3
Eagle Claw	–2	–3	–4
Throw			
Hurl	–1	+1	+3
Great Throw	–1	–2	–4
Vital Area			
Pain Touch	–3	–4	–5
Stunning Touch	–2	–4	–4
Paralyzing Touch	–2	–3	–4
Distance Death	—	–2	–3
Weapon			
Steel Cloth	–1	–3	–5

* Includes studded leather
** All monsters with an AC of 7 or better due to tough hide

Stunning and Incapacitating

In addition to the basic abilities and the special maneuvers associated with martial arts styles, all styles have a chance of stunning or incapacitating a man-sized opponent.

Whenever the martial artist rolls an unmodified 20 on his attack roll, the opponent must make a saving throw vs. paralyzation. If the saving throw is successful, the opponent is not stunned or incapacitated (although he does take normal damage from the attack). If the saving throw fails, the opponent is either incapacitated or stunned. Compare the hit dice or level of the opponent to the die roll. If the number rolled is less than the hit dice or level of the target, the opponent is stunned for 1d6 rounds. If the number is greater than this, the opponent is incapacitated for 1d3 hours.

Hit Locations

Players who like to visualize where their characters' blows are landing can use a variant of the Martial Arts Results Table (presented earlier).

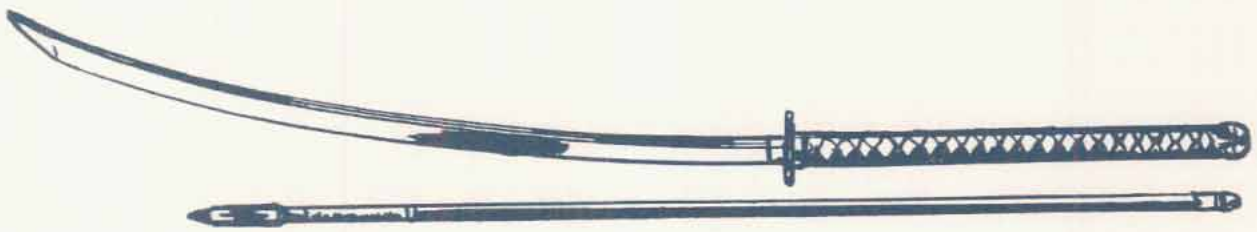
Each time the character attacks with martial arts, he makes a die roll and consults Table 23 to determine the location of the blow. The principal method of the martial art determines the type of roll.

Table 23: Martial Arts Hit Locations

Principal Method	Die Roll
Block	N/A
Kick	1d20
Lock	3d6
Movement	N/A
Push	1d10+6
Strike	2d6+6
Throw	N/A
Vital Area	2d6+6
Weapon	3d6

Roll	Hit Location
18–20	Head
17	Throat
16	Shoulder
15	Upper Arm
14	Elbow
13	Lower Arm
12	Wrist/Hand
10–11	Chest/Back
9	Stomach
8	Groin
7	Thigh
6	Upper Leg
5	Knee
4	Lower Leg
1–3	Foot

The hit location does not affect the damage or effect of the attack; it is for visualization purposes only.



CHAPTER 5

Tools of the Trade

Oriental cultures feature many weapons not commonly found in western cultures, and the ninja uses tools that are uncommon even within his own culture. This chapter describes many of the weapons and gadgets that the presence of ninja will bring to a campaign.

Weapons

Some of the weapons are new to the AD&D® game, while others appeared previously in the *Player's Handbook*. The reason some weapons are repeated here is to show players which "normal" weapons are also available in Oriental cultures. A hand axe may have a different configuration and a different name in an Oriental setting, but it has the same weapon statistics as its cousin from a western setting.

Entangling Attacks

When attacking with a weapon that makes an entangling attack (as noted in many of the weapon descriptions), the attacker must specify that he's aiming for either his opponent's upper body or lower body. If the attack roll succeeds, one end of the weapon wraps around that part of the body and pins it, at least for a moment.

If the upper body is entangled, the opponent cannot make attacks that require use of the arms. If the lower body is entangled, the opponent cannot make attacks that require use of the legs, nor can he move from that spot.

To break free of an entangling weapon, the opponent must make a successful saving throw vs. paralyzation in place of his next attack in combat. The weapon takes no damage. If he is unsuccessful, he remains entangled but can try again to break free on his next available attack.

Once an attacker has made an entangling attack, he can make other attacks on the same. If the attack was made against the opponent's lower body, the attacker can spend his next attack to yank the opponent's feet out from under him, throwing him to the ground. Also, if the attacker's entangling weapon has an attacking part at both ends, as do many of the weapons described in this chapter, he can make subsequent attacks against the target with the weapon's other end.

Prone and Entangled Opponents

A character who is entangled is easier to hit; all attacks made against him get a +2 bonus to the attack roll.

When a character is on the ground, he is also easier to hit; all attacks made against him get a +2 bonus to the attack roll.

The poor character who is both entangled and on the ground suffers doubly; the bonuses are cumulative, and his attacker gets a +4 bonus to the attack roll.

Weapon Descriptions

Arrows: Arrows for use with the daikyu (great bow) or hankyu (half bow) come in a number of different shapes and styles.

Armor piercer arrows have a narrow spike-head and are designed to punch through different types of armor. They receive a +2 bonus to the attack roll when fired at metal armor.

Flight arrows are the most common sort of arrow, with a wedge-shaped head that is useful in both combat and hunting.

Frog crotch arrows have heads that form a V, the inner edge of which is sharp. These arrows are used to cut standards and armor cords, and inflict terrible wounds on anything caught between the jaws. To successfully use the cutting action, the archer must successfully hit a specific point. The DM assigns attack-roll penalties for difficult targets.

Humming bulb arrows are fitted with carved wooden heads that whistle loudly when fired. The sound can be heard up to one mile away. This type of arrow is normally used for signaling, but the bulb can also be fitted with

Table 24: Weapon List

Item	Cost	Weight (lbs.)	Size	Type	Speed Factor	Damage S-M	Damage L
Axe, battle	5 gp	7	M	S	7	1d8	1d8
Axe, hand [3]	1 gp	5	M	S	4	1d6	1d4
Blowgun	5 gp	2	L	—	5	—	—
Dart	1 sp	[6]	S	P	—	1d3	1d2
Needle	2 cp	[6]	S	P	—	1	1
Bo (staff) & Bow	5 cp	4	L	B	4	1d6	1d6
Arrow, armor piercer [2]	6 sp/12	[6]	M	P	—	1d4+1	1d4
Arrow, flight	3 sp/12	[6]	M	P	—	1d6	1d6
Arrow, frog crotch	3 sp/12	[6]	M	S	—	1d6	1d3
Arrow, humming bulb	6 sp/12	[6]	M	P	—	1d2	1d2
Arrow, sheaf (leaf-head)	6 sp/12	[6]	M	P	—	1d8	1d6
Daikyu (great bow)	100 gp	3	L	—	7	—	—
Hankyu (half bow)	75 gp	2	M	—	6	—	—
Pellet bow	20 gp	2	M	—	7	—	—
Chopsticks	1 cp	[6]	S	P	1	1 hp	1 hp
Club	—	3	M	B	4	1d6	1d3
Crossbow							
Chu-ko-nu (repeater)	100 gp	12	M	—	10	—	—
Light crossbow	35 gp	7	S	—	7	—	—
Light quarrel	1 sp	[6]	M	P	—	1d4	1d4
Dagger [3]	2 gp	1	S	P	2	1d4	1d3
Dart, thrown	5 sp	½	S	P	2	1d3	1d2
Fang	5 gp	3	M	P	6	1d6	1d4
Fukimi-bari (mouth darts)	1 sp	[6]	S	P	1	1d2	1d2
Gunsen (war fan)	5 gp	1	S	B	5	1d3	1d2
Hanbo (half staff)	5 cp	1	S	B	2	1d4	1d2
Jitte	2 gp	1	S	B	3	1d4	1d2
Jo (stick)	1 sp	1	M	B	4	1d6	1d3
Kama (sickle)	2 gp	2	S	S	3	1d6	1d4
Kau sin ke (whipping chain) [3]	5 gp	4	L	B	7	1d8	1d6
Kawanaga (grapnel) [1,3]	1 gp	1	L	B/P	6	1d3	1d2
Kiseru (pipe)	1 gp	1	S	B	3	1d4	1d2
Kusari-gama (chain-sickle) [1,3,7]	3 gp	3	L	B/S	6	1d6	1d4
Kyogetsu-shogi (cord-and-dagger)[1,3]	2 gp	1	L	B/S	6	1d4	1d4
Lance, light horse [4]	6 gp	5	L	P	6	1d6	1d8
Lasso [1]	1 sp	2	L	—	7	—	—
Manriki-gusari (chain) [1,3,7]	5 sp	3	L	B	5	1d4+1	1d4

Item	Cost	Weight (lbs.)	Size	Type	Speed Factor	Damage S-M	Damage L
Metsubishi (blinding powders)	1 sp	1	S	—	3	—	—
Nage teppo (grenades)	5 gp	½		B	9	1d6	1d6
Needle	1 sp	[6]	S	P	1	1	1
Nekode (climbing claws)	1 gp	½	S	S	1	1d4	1d3
Nunchaku (threshing flail)	1 gp	3	M	B	3	1d6	1d6
Polearm			S	B	9	1d6	1d6
Kumade (rake) [7]	2 gp	4	L	B/P	7	1d4	1d3
Lajatang [7]	5 gp	6	L	S/P	7	1d10	1d10
Man catcher [7]	30 gp	8	L	—	7	1d2	1d2
Nagimaki (horseman's halberd) [5,7]	5 gp	6	L	S/P	6	1d6	1d8
Naginata (halberd) [5,7]	8 gp	10	L	S/P	8	1d8	1d10
Sai (short trident)	5 sp	2	S	P/B	3	1d4	1d2
Shuriken (throwing star)							
spike	3 sp	[6]	S	P	2	1d4	1d3
large star [3]	5 sp	½	S	P	2	1d6	1d4
small star	3 sp	[6]	S	P	2	1d4	1d4
Siangkam	1 gp	1	S	P	2	1d4+1	1d4
Sling	5 cp	[6]	S	—	6	—	—
bullet	1 cp	½	S	B	—	1d4	1d6+1
stone	—	½	S	B	—	1d4	1d4
Sling, staff	2 sp	2	M	—	11	—	—
bullet	1 cp	½	S	B	—	2d4	1d6+2
stone	—	½	S	B	—	1d8	2d4
Sode garami (sleeve entangler) [1,7]	5 gp	5	L	B	7	1d4	1d3
Spear							
Chijiriki (chain spear) [1,3,5]	8 sp	6	L	B/P	7	—	—
one-handed						1d6	1d8
two-handed						1d8+1	2d6
Sang kauw (two-headed spear) [5]	2 gp	10	L	P	7		
one-handed						1d8	1d6
two-handed						2d6	1d8+1
Shakujo yari (staff spear) [3]	16 sp	6	M	P	6		
one-handed						1d6	1d8
two-handed						1d8+1	2d6
Trident [3]	15 gp	5	L	P	7		
one-handed						1d6+1	3d4
two-handed						1d8	2d8

Item	Cost	Weight (lbs.)	Size	Type	Speed Factor	Damage S-M	Damage L
Yari (spear) [3,5]	3 gp	8	L	P	8		
one-handed						1d8	1d8+1
two-handed						2d6	3d6
Sword							
Bokken (wooden sword)	10 gp	6	M	B	4		
one-handed						1d4	1d2
two-handed						1d6	1d3
Broad sword (darn den)	10 gp	4	M	S	5	2d4	1d6+1
Katana (samurai long sword)	100 gp	6	M	S/P	4		
one-handed						1d10	1d12
two-handed						2d6	2d6
Long sword	15 gp	4	M	S	5	1d8	1d12
Ninja-to (ninja sword)	12 gp	5	M	S/P	4	1d8	1d6
No-daichi (two-handed sword) [7]	50 gp	15	L	S	10	1d10	3d6
Parang (chopping blade)	3 gp	5	M	S	5	1d8	1d8
Short sword	10 gp	3	M	P	3	1d6	1d8
Tetsu-to (iron sword) [7]	35 gp	15	L	S	15	1d12	3d6
Wakizashi (samurai short sword)	50 gp	3	S	S/P	3	1d8	1d8
Tanto (dagger) [3]	3 gp	1	S	S/P	2	1d4	1d3
Tetsu-bishi (caltrops)	3 gp	[6]	S	P	3	1d4	1d4
Tetsu-bo (iron staff) [7]	2 gp	7	L	B	7	1d8	1d8
Three-section staff [7]	10 gp	5	L	B	6	1d6	1d4
Tonfa (handle)	5 cp	1	S	B	3	1d6	1d4
Uchi-ne (short javelin) [3]	2 gp	1	S	P	3	1d4	1d4
Whip [1]	1 sp	2	M	—	8	1d2	1
Yoroi-Toshi [2,3]	5 gp	1	S	P	2	1d4	1d4

The "Type" category indicates bludgeoning (B), piercing (P), and slashing (S) weapons. The type of attack may alter the weapon's effectiveness against various types of armor. See the optional rule in the *Player's Handbook*, Chapter 9.

[1] May be used to make entangling attacks.
[2] +2 to hit vs. all metal armor because of its armor-piercing properties.
[3] May be thrown or wielded in hand-to-hand combat.
[4] Inflicts double damage when used from the back of a charging mount.
[5] Inflicts double damage when firmly set to receive a charge.
[6] These items weigh little individually. Ten of these weigh 1 lb.
[7] Intended for two-handed use only.

oil-soaked cloth or straw and used as a fire arrow. When used this way, it causes an additional 1d3 hp damage from the impact and flame. It also starts fires in flammable materials unless put out quickly.

Sheaf arrows are fitted with broad heads designed to cause great injury. These arrowheads are often carved or pierced with artistic designs, making them works of art.

Axes: Oriental equivalents for the common western battle and hand/throwing axes are readily available.

Blowgun: Many ninja use blowguns, as light weapons or as distractions. Evil ninja may use blowguns as a means to deliver poisons. A blowgun dart is larger and heavier, and does more damage than a blowgun needle. The needle is less expensive but just as good at carrying poisons.

Blowguns can also be used as breathing tubes for swimming underwater.

Special reinforced blowguns are available. A blowgun costing 6 gp can also be used as a jo stick; a 7-gp blowgun can be used as a jo stick or the scabbard for a sword.

Bo (staff): This Oriental equivalent of the quarterstaff is normally 6–7 feet long. Its hard wood makes it difficult to cut or break.

Bokken (wooden sword): This is a wooden copy of the katana, designed to simulate that sword's weight and other characteristics. It is used to practice swordsmanship since it does not cause cutting injuries. Wielded aggressively, however, it can cause injury from the force of the blow. The bokken requires sword proficiency, not club proficiency; it shares a weapon proficiency with the katana.

Bow: See Arrows (various types), daikyu, hankyu, and pellet bow.

Chijiriki (chain spear): A length of weighted chain is added to the butt end of a normal spear. This weapon can be used as a normal spear, or the butt-chain can be swung out, entangling the opponent.

Chopsticks: Chopsticks can be used as a weapon in case of emergency. They are not very effective but are better than nothing, and they are commonly available.

Chu-ko-nu (repeating light crossbow): This crossbow is capable of firing several bolts before it must be reloaded. It is similar to the western light crossbow, but mounted on top is a magazine that can hold up to 10 light quarrels. The cocking and reloading action is worked by a single lever, pushed forward and then pulled back. This allows a faster rate of fire than normal. Up to two quarrels can be reloaded in the magazine per round. Thus, five rounds are required to completely reload the chu-ko-nu. A character cannot fire and reload in the same round. The chu-ko-nu is heavier than a normal light crossbow and has a shorter range. (See Table 25.)

Club: Improvised clubs are as easy to make in the Orient as in western campaigns. Clubs are not commonly manufactured for combat use, so they are not available for sale. See instead the jo and hanbo.

Crossbow: Standard light crossbows are available in the Orient. See also the chu-ko-nu.

Dagger: Ordinary daggers are available in Oriental settings.

Daikyu (great bow): This is the largest type of bow found in an Oriental setting. In some ways, it is similar to the western long bow. It is 7 feet long and bent at the ends for greater power. Unlike most bows, the grip is closer to the bottom, not centered. This allows the bow to be fired from horseback and kneeling positions.

Dart, thrown: Ordinary darts are available in Oriental settings. Many ninja like them for their lightness and ease of concealment.

Fang: This heavy iron weapon is similar to a large-animal goad. It is about the length of a short sword. One end is sharp, with a heavy hooked point below it.

Fukimi-bari (mouth darts): These small darts are held in the mouth and blown into the face of an opponent as a surprise attack.

Up to 10 of them can be carried in the mouth. They can be fired singly or all at once. When fired singly, a normal attack roll is made for each dart; a successful hit does 1d2 hp damage. When fired in bursts, the die equal to twice the number of darts fired is rolled to determine the damage. Thus, if four darts are fired at once, 1d8 is rolled to determine the damage.

Obviously, since the darts are carried in the mouth, they cannot be poisoned (unless the ninja is willing to suffer the effects of the poison as well). Furthermore, the darts have a very poor range and are almost never effective against any type of armor; wielders of this weapon suffer a –6 penalty to the attack roll when firing at an armored target. However, these darts do have the advantage of surprise and distraction because they are a hidden weapon.

Gunsen (war fan): This iron fan's main use is defensive, counting as a small shield. However, it can also be used to strike blows. It is normally considered a fallback weapon.

Hanbo (half staff): This 2-3 foot stick is used as a weapon; practitioners often carry one in each hand. The statistics for the hanbo are used when a sword sheath is used as a weapon. (See ninja-to.)

Hankyu (half bow): This is the small Oriental bow, often used by ninja.

Jitte: This tapered iron bar has a short hook projecting near the handle. It is not sharp. The jitte is used to block attacks and catch weapons. It can also be used to strike blows. The jitte shares a weapon proficiency with the sai.

Jo (stick): This stick weapon is about 4 feet long, between the bo and hanbo in size. It can be used one-handed and in pairs. The jo is a favorite weapon of ninja because it is innocuous; it is also called the *shinobi-zue*.

Kama (sickle): This straight-bladed sickle is a farmer's tool that can also be used as a weapon to great effect. Ninja like this weapon because it can be carried without arousing suspicion. The damage values given for it are for a freshly sharpened weapon. After use in the field for several hours, a kama will be considerably duller, and may, at the DM's discretion, have reduced values for damage.

Katana (samurai long sword): This single-edged, slightly curved sword ends in a chisel point. It is perhaps one of the finest types of sword made, noted for its superior construction and design. Great care is taken in making the katana, and the forging and construction of it is considered a rare and valuable art. The weaponsmith must labor long hours to achieve the correct temper of the blade. When correctly made, the blade is light, well balanced, strong, flexible, and resilient. The quality of the metal and forging allows the blade to be ground to a razor-sharp edge. In addition, such blades are often beautifully decorated with etched designs, prayers, or family lineages. Equal attention is given to the hilt, guard, and scabbard of the weapon. Katanas may have individual names, reflecting deeds of glory in which they have been used.

For the samurai character, the katana is more than just a sword. It is part of his honor and the honor of his family. It is his personal weapon, not to be used by others. To touch the scabbard of the sheathed katana is to insult the samurai. To draw the blade without permission is a graver insult. A single katana may have been in the same family for generations, becoming a treasured heirloom. To lose such a weapon is a shameful disgrace that can be swept clean only by the recovery of the weapon and the punishment of those who have taken it. Many samurai have given their lives to recover a family weapon.

The value of a katana can vary greatly depending on the quality of workmanship and the history of the weapon. The price listed in Table 24 is for an average weapon. Others may be of greater or lesser value, depending on the quality and artistic workmanship of the weapon.

Kau sin ke (whipping chain): This weapon consists of four to six short iron bars connected by several links of chain. Its origins can be traced to the agricultural flail. Used properly, it can be a deadly weapon; the iron bars can wrap around shields to land crushing blows. However, because it is not as flexible as a normal chain or rope weapon, it cannot be used to make entangling attacks.

Kawanaga (grapnel): This a length of rope, with a grappling hook at one end and a weight at the other, is both a tool and a weapon. It can be used as a weapon by swinging the hook or the weight at an opponent. The grappling hook can also be used for climbing, and the rope can be used to entangle an opponent. This type of weapon is popular with ninja because it has several uses and is easily concealed.

Kiseru (pipe): This is a tobacco pipe made of metal. Its innocent appearance disguises its use as a clubbing weapon. It is popular with peasants and monks because it is cheap and easy to make and does not appear to be dangerous. It can also be used for smoking.

Kumade (rake): This dual-purpose tool consists of a spear-length wooden shaft with a rake head fitted at one end. By setting the rake prongs in a crack, ledge, or sill, a ninja can climb up the shaft. The kumade can also be used as a weapon. Because the kumade has multiple uses and can be carried without arousing suspicion, it is a common item for ninja to use.

Kusari-gama (chain-sickle): This variation on the kama (sickle) was designed specifically for combat. It is a kama with a length of weighted chain attached to the butt end of the handle. The kusari-gama can be used in several ways: The user can attack with the kama in hand, he can club and entangle with the weighted chain, or he can whirl the kama at the end of the chain. This weapon is relatively easy to make and is favored by both peasants and ninja.

Kyogetsu-shogi: This is a simple length of rope with a sharp hooked blade at one end and a heavy iron ring at the other. Its uses are similar to those of a standard chain weapon. The rope can be swung to attack with the blade or weight, snapped around the feet or arms to entangle, thrown to entangle, or held while striking with the blade. Although the rope is far easier to cut or break than a chain, the weapon is often used by ninja because it is almost silent. It is easy to conceal and can be worn as a belt or under a sash.

Lajatang: This rare weapon is most often found in the hands of a martial artist skilled in its use. It consists of a 3–5 foot shaft with a crescent blade fitted at each end. Some individual weapons have smaller barbs projecting downward from the outer edges of the crescent. The weapon is held with two hands, much like a bo.

Lance, light horse: This is the normal sort of lance available to horsemen in an Oriental campaign.

Lasso: This weapon does no damage in game terms but can entangle a target. It is used to unhorse riders and pull humanoid targets off their feet. When a lasso wielder attacks a horseman riding past, a successful attack roll automatically unseats the rider. A lasso attack made against the upper body of a humanoid on foot will pull the target off its feet on a roll of 1 on 1d4 if the target weighs no more than half what the attacker weighs, or on a roll of 1 on 1d8 if the target weighs up the attacker's weight.

Man catcher: This is a two-pronged polearm. Each prong is curved to encircle a humanoid creature of man size. Creatures larger or smaller than human size by 50% or more are unaffected by this weapon. The Oriental man catcher, unlike the western version, has spikes and sharpened edges to damage the opponent and prevent the use of hands and arms.

The victim of a man catcher loses all shield and Dexterity bonuses. Furthermore, the

opponent can be pulled and pushed with the weapon. This pushing and pulling automatically causes 1d2 hp damage per round. There is a 25% chance for the opponent to be pulled off his feet, to either a kneeling or prone position.

Anyone caught in a man catcher can break out by making a successful roll to bend bars. Repeated attempts can be made, but the victim takes 1d4 hp damage unless heavy gloves or gauntlets are worn. Characters other than the one caught may rescue the victim by chopping through the weapon's haft (6 points of cutting damage required).

Commonly, the man catcher's wielder will capture an opponent with the weapon, then jerk the victim off his feet or horse, pressing the pole down to pin his neck to the ground. In such a situation, the captive is virtually helpless.

Manriki-gusari (chain): This simple length of chain with weights at each end can be whirled quickly, striking with hard blows from the weights. One end can be swung out to entangle an opponent, or the entire weapon can be thrown, entangling and causing damage at the same time. The manriki-gusari is popular in areas where the lord has forbidden the use or wearing of other weapons, or when secrecy is required. It can easily be worn as a belt or hidden under a sash. It is often used by ninja because it has a great number of uses.

Metsubishi (blinding powders): A small wooden device, similar to a short blowgun (1–2 feet long), is used to blow a puff of powder into an opponent's face. It has a mouthpiece at one end, a chamber for holding the powder, and a small tube at the other end. The most common powders are peppers, ashes, and dust, described under "Miscellaneous Equipment." This weapon is often used by ninja for distraction and escape, and by city constables when attempting to capture a criminal.

Long sword: Several varieties of long sword are available in Oriental settings, chiefly the straight-bladed sword from which the katana evolved.

Nage teppo (grenades): These small grenadelike weapons are popular with ninja. The version detailed in Table 24 explodes on contact with a target. Other sorts of grenades are described later under "Miscellaneous Equipment."

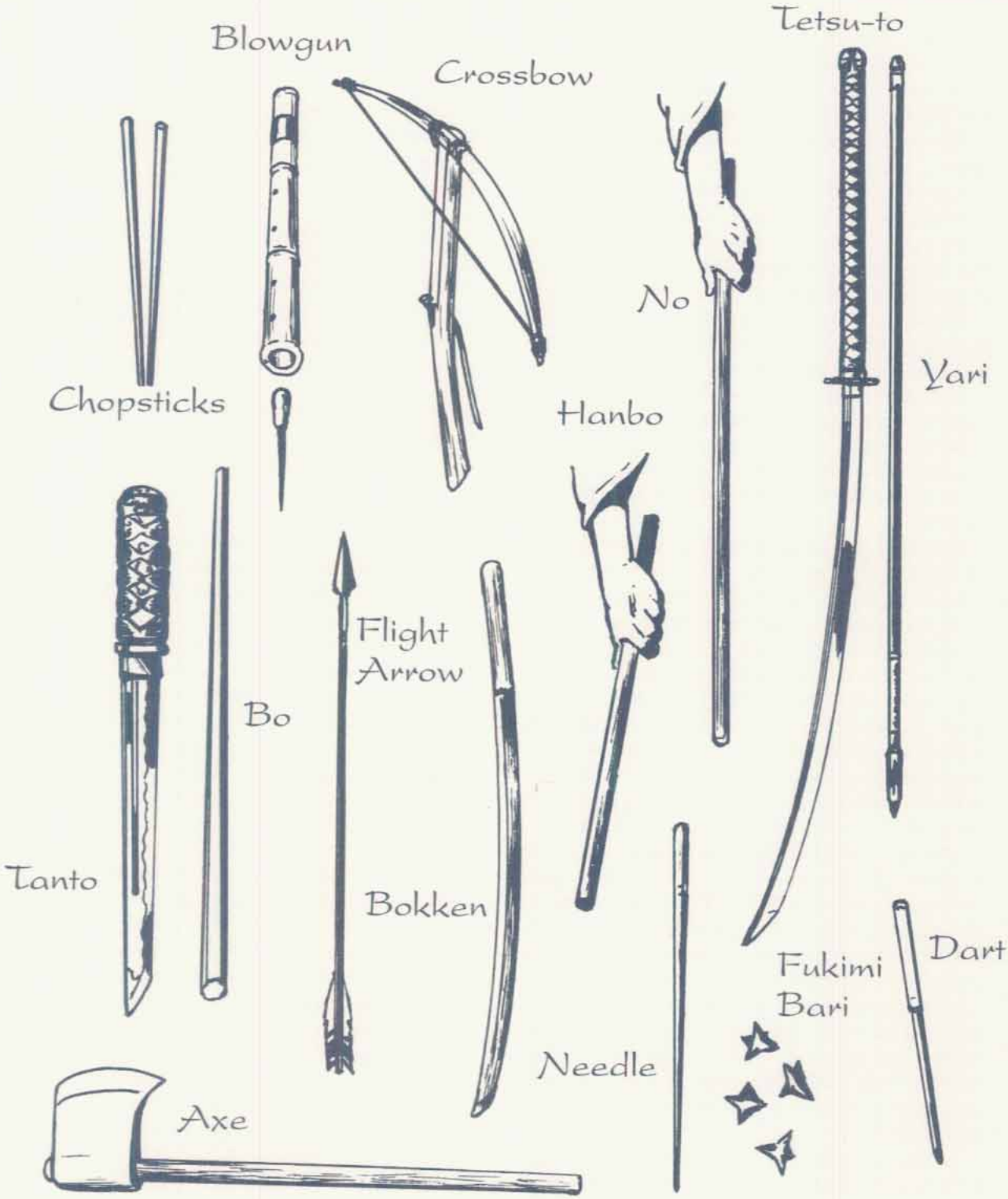
Nagimaki (horseman's halberd): This shortened version of the naginata is used primarily by horsemen. It consists of a 4-6 foot shaft capped by a curved swordlike blade.

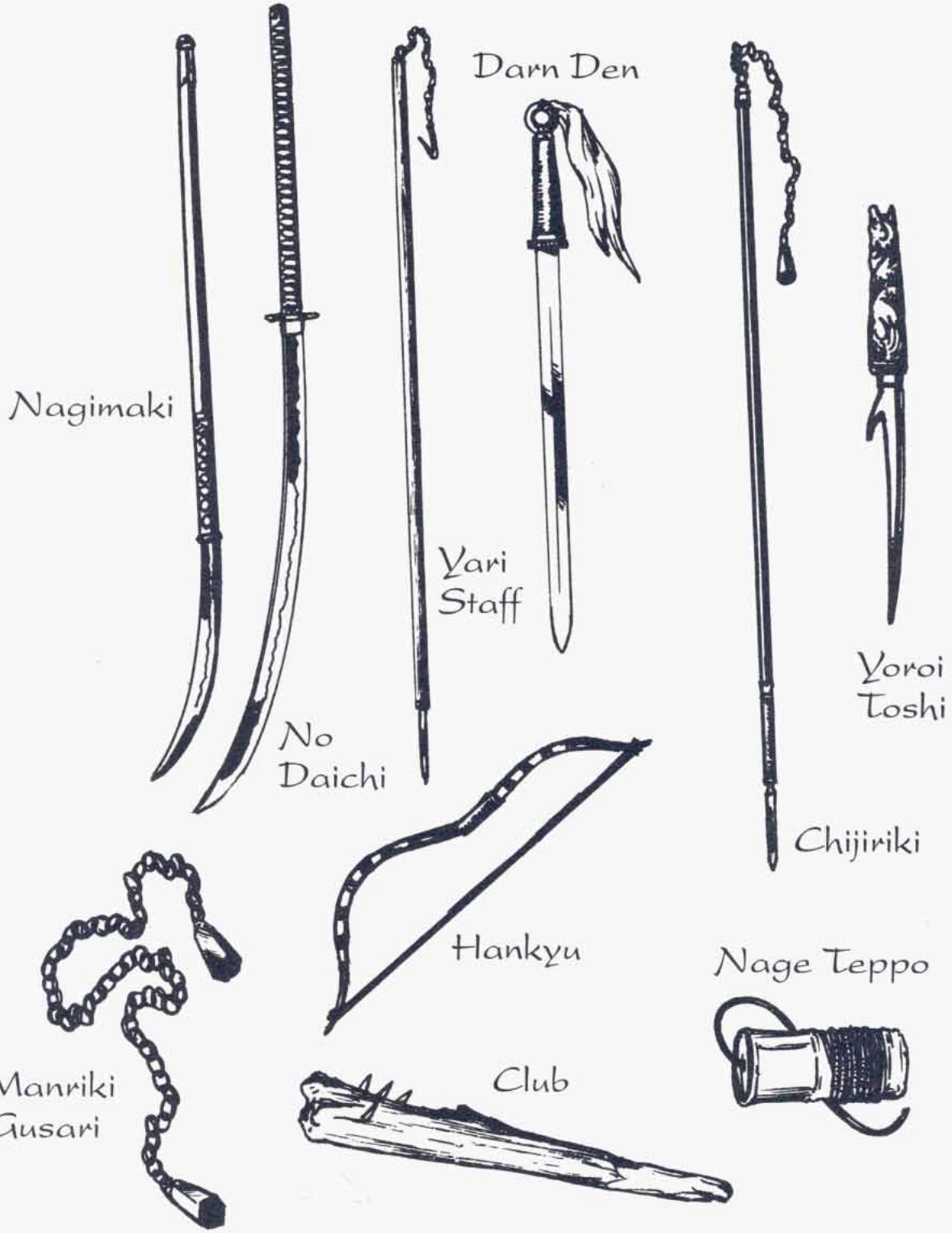
Naginata (halberd): This lightweight but strong polearm is 6–8 feet long and ends in a curved swordlike blade. It is used as a standard polearm. The naginata is often the preferred weapon of women; many female samurai and ninja become proficient with this weapon.

Needle: Although hardly an effective weapon, needles are occasionally carried by ninja for distraction or surprise. Like the fukimi-bari, they are carried in the mouth and fired by spitting or blowing (using the tongue as a blowpipe). Up to 20 needles can be carried in the mouth. The needles can be fired singly or all at once. When fired singly, a normal attack roll is made for each needle with a successful hit doing 1 hp damage. When fired in bursts, the die equal to the number of needles fired is rolled to determine the damage. Thus, if all 20 needles are fired at once, roll 1d20 to determine the damage.

Because needles are carried in the mouth, they cannot be poisoned (unless the ninja is willing to sacrifice herself to complete the mission). As with fukimi-bari, needles have a very poor range and are almost never effective against any type of armor. They suffer the same –6 attack-roll penalty when firing at an armored target.

Nekode (climbing claws): This dual-purpose ninja tool is a pair of straps or gloves fitted with spikes in the palm. By hammering the spikes into cracks in a wall or cliff to give a better grip, the user of nekode receives a


Blowgun
Crossbow
Tetsu-to
No
Chopsticks
Hanbo
Yari
Flight
Arrow
Bo
Tanto
Bokken
Fukimi
Bari
Dart
Needle
Axe


Darn Den
Nagimaki
Yari
Staff
Yoroi
Toshi
No
Daichi
Chijiriki
Hankyu
Nage Teppo
Manriki
Gusari
Club



+10% bonus to his climb walls skill.

Nekode can also be used to claw an opponent for small amounts of damage. While wearing nekode, a character can still wield other weapons without penalty. Nekode are usually worn only when needed, because they easily identify the user as a ninja.

Ninja-to (ninja sword): This is the ninja's standard sword. It is approximately the length of a short sword, making it easier to conceal on the body. The blade of the ninja-to is straight and of lower quality than that of a katana. However, in keeping with the ninja's methods, the sword and scabbard have multiple uses, which vary from ninja to ninja. Some of these uses include secret compartments in the hilt of the sword or tip of the scabbard for carrying powders, poisons, or daggers.

The scabbard is normally longer than the sword and open at both ends, allowing it to serve as a blowgun or breathing tube. The stiff, strong scabbard can also be used as a hanbo or the rung of a ladder. See the blowgun for the cost of this sort of scabbard.

Strong silk cord may be wrapped around the scabbard, to be unwound for climbing. Other devices can be attached or hidden within this weapon as the DM allows. See "Weapon Modifications" later in this chapter.

No-daichi (two-handed sword): This is the equivalent of the western two-handed sword. It is constructed more like the katana or ancestral long sword, having a narrow, slightly curved or straight blade and a minimal circular or octagonal guard, but has all the characteristics of its western equivalent.

Nunchaku (threshing flail): This martial arts weapon is derived from the common agricultural flail. It consists of two lengths of hard wood or iron connected by a short chain or cord. The nunchaku can be used to parry attacks, club an opponent, or catch weapons. It is easily concealed.

Parang (chopping blade): The parang is both a tool and a weapon—a heavy-bladed machete capable of delivering chopping blows of great force. It is commonly found in the hands of primitive tribesmen, who use it for everything and are seldom found without it.

Pellet bow: Although almost identical in construction and use to a normal bow, the pellet bow has a small pocket in the bowstring for holding a stone or pellet of lead or clay. The pellet can be fired with more force than from a sling (giving the weapon extra range, though not extra damage). Pellet bows use sling ammunition: sling stones and sling bullets.

Polearm: See kumade, lajatang, man catcher, nagimaki, and naginata.

Sai (short trident): This weapon is almost identical to the jitte, and it is used in the same manner. The only difference between the two weapons is that the sai has two forward-projecting tines instead of one. The sai shares a weapon proficiency with the jitte.

Sang kauw (two-headed spear): This weapon comes in two forms. The basic form is a double-headed spear with a loop handle in the center, from which projects a dagger or crescent. The weapon is used with one hand to parry and attack. Its other form is almost identical; a small buckler is fitted in the center with the dagger blade projecting from it. When the second form is used, the character is considered to be using a small shield (for calculating Armor Class).

Shakujo yari (staff spear): This is a spear concealed within a sheath to look like a staff. It can be used as a bo when the sheath is in place. The shakujo yari can be carried on secret missions or when the character desires to look relatively defenseless.

Short sword: Many varieties of short sword are available in Oriental settings. Some are better-made parangs; others include the *darn dien*, a Chinese rapier (longer than the western short sword, but with a lighter blade).

Shuriken (throwing star): This small throwing weapon comes in many sizes and shapes. Three varieties are described here and

detailed in Tables 24 and 25.

All shuriken are thrown by hand and have a limited range. They are easily hidden in folds of clothing or tucked into sashes. Spike shuriken can even be worn in the hair.

Spike shuriken look like large pins, tapering to a sharp point.

Large star shuriken are larger. They may also be gripped in the fist, with one sharpened point projecting between the fingers, and used as a punching weapon.

Small star shuriken have three or more razor-edged points, ensuring that at least one point will strike the opponent (if a successful attack roll is made).

Siangkam: This weapon hardly appears useful at all. It looks like a metal-shafted arrow with a small wooden handle replacing the feathers. It is normally used in pairs, one for each hand. The siangkam can be used to jab, thrust, slash, and parry. It cannot be thrown effectively, even though it has the appearance of an arrow.

Sling: Ordinary and staff slings are available in Oriental settings.

Sode garami (sleeve entangler): This highly specialized weapon is used to catch and entangle an opponent without causing great harm. It is normally made as a pole and crossbar set with a large number of spikes and hooks. On a successful hit, it hooks and catches the clothing of the opponent, who is allowed a saving throw vs. paralyzation to escape. If the saving throw is unsuccessful, the character is entangled. When used specifically to catch an opponent, the sode garami does no damage. However, forceful blows can also be struck with the weapon, resulting in the same effect and the damage listed on Table 24. This weapon is often carried by palace guards or city constables.

Spear: See chijiriki, sang kauw, shakujo yari, trident, and yari.

Sword: See bokken, katana, long sword, ninja-to, no-daichi, parang, short sword, tetsu-to, and wakizashi.

Tanto (dagger): This dagger is made in the same style as the katana and wakizashi (curved blade, small or nonexistent hand guard). It shares a weapon proficiency with the yoroi-toshi.

Tetsu-bishi (caltrops): This are small caltrops, not melee or thrown weapons. Each is a ball or four-sided diamond of spikes, designed so that no matter how it lands at least one spike is pointing upward. They are used to stop or slow the movement of men and animals by making the ground extremely dangerous to walk on.

Because of the way tetsu-bishi are designed, they cannot be thrown at an opponent for any good effect. Rather, they are cast on the ground at the feet of an opponent when the wielder is being pursued. They are greatly favored by ninja since they increase the chance for a quick and unpursued escape.

When using tetsu-bishi, the character must state how many he will use and how much area he will cover. The base amount is 10 tetsu-bishi cast down in a 5'×5' area (25 square feet). Anyone entering the area must make a saving throw vs. paralyzation. A successful save means the character has avoided stepping on any of the tetsu-bishi. An unsuccessful save indicates the character has stepped on one tetsu-bishi (suffering 1d4 hp damage) and must halt his movement. If half the amount of tetsu-bishi are used in the same area, the opponent gains a +4 on his saving throw. For every five tetsu-bishi greater than the base 10 tetsu-bishi used in the given area, the opponent's saving throw is reduced by 2 and the opponent suffers an additional 1 hp damage (up to +6 hp damage). If the opponent is moving at greater than half his normal Movement Rate, he suffers a –2 penalty to the saving throw. One check must be made for every 5-square-foot section entered. However, characters who move cautiously (one third their normal Movement Rate) are not required to make any saving throws.

If a character (or creature) steps on a tetsu-bishi, he suffers the damage done by the weapon. If he does not stop and remove the weapon before continuing movement, he suffers the same damage for every 10 feet he moves. Removing tetsu-bishi requires one round.

In addition, each time he takes damage from tetsu-bishi, the character must make a second saving throw vs. paralyzation to see if he is temporarily lamed. If he fails the save, the character can move at only one third his normal Movement Rate, due to pain and discomfort. This restriction lasts for 24 hours or until the damage heals, whichever comes first.

Tetsu-bo (iron staff): This is a bo with at least half its length sheathed in studded iron strips. It is often used by travelers because it can also serve as a walking stick.

Tetsu-to (iron sword): This odd weapon is basically an iron bar shaped in the fashion of a two-handed Oriental sword. It is a heavy weapon used for strength training, not combat, and is very slow to use. (It suffers a –3 attack-roll penalty because of its awkwardness.) However, when the tetsu-to does hit in combat, it does a lot of damage.

Three-section staff: This weapon is another derivative of the agricultural flail. It is made of three 2–3 foot sections of hard wood connected by short stretches of chain. It can be used to strike an opponent, block an attack, or catch and break a weapon.

Tonfa (handle): This is a hardwood rod with a small handle sticking out off-center from the side. The entire length is about 2–3 feet. It was originally the handle of a millstone. With this weapon, a trained fighter can block, catch weapons, break weapons, and attack effectively. The tonfa is often used in areas where normal weapons are outlawed.

Trident: Oriental versions of the trident are available.

Uchi-ne: This is a short, heavy javelin that looks like an oversized arrow. It can be thrown effectively for short distances or used for thrusting and jabbing. The uchi-ne is often carried by nobles when traveling.

Wakizashi: This is a short sword, similar in design and construction to the katana. Like the katana, the wakizashi may be named for some past deed or event. It holds almost as important a place in the samurai's honor as his katana. Those rules and guidelines concerning the katana and its care also apply to the wakizashi when it is part of a matched set.

The wakizashi and the katana are normally worn as a pair by samurai characters. This pair is known as *daisho*, or "long and short." In many lands, the two-weapon combination is a sign of samurai status. Anyone other than a samurai who wears the long and short swords together is subject to arrest or immediate execution.

Whip: To inflict damage, the whip must strike exposed or lightly covered flesh. Heavy clothing, thick hair, or fur gives considerable protection until torn away by repeated lashing. The type of armor determines how long it takes the whip to begin doing damage. With heavy clothing, damage begins on the third successful blow; thick hair or fur, on the second; padded armor, on the fourth; leather armor, on the fifth; hide armor, on the sixth. The whip can do no harm through armor heavier than that. Thick hide, such as that of an elephant or rhinoceros, will allow a slight sting at best, with no real damage inflicted.

However, the whip can also be used to entangle a target, and is often more effectively used in this way than for causing damage.

Yari (spear): This is the common Oriental spear, similar to the western spear.

Yoroi-toshi: This weapon is shaped like the tanto but is designed a bit differently. Its tip, rather than blade, is reinforced and sharpened. This makes the weapon good for piercing armor, and the yoroi-toshi gets a +2 bonus when striking against metal armor. The yoroi-toshi shares a weapon proficiency with the tanto.

Table 25: Missile Weapon Ranges

Weapon Name	ROF	— Range (tens of yards) — S	M	L
Axe, hand	1	1	2	3
Blowgun dart	2/1	1	2	3
Blowgun needle	2/1	1	2	3
Bow, Daikyu	2/1	7	14	21
Bow, Hankyu	2/1	5	10	15
Bow, Pellet	1	6	12	18
Crossbow, Chu-ko-nu	3/2	2	4	6
Crossbow, Heavy	½	8	16	24
Crossbow, Light	1	6	12	18
Dagger, thrown	2/1	1	2	3
Dart, thrown	3/1	1	2	4
Fukimi-bari (mouth dart)	1	3'	—	—
Javelin, thrown	1	2	4	6
Kawanaga, thrown	1	1	2	3
Kusari-gama, thrown	1	1	2	3
Kyogetsu-shogi, thrown	1	1	2	3
Manriki-gusari, thrown	1	1	2	3
Metsubishi, blown*	½	3'	—	—
Nage teppo, thrown	1	1	2	3
Needle, blown*	1	3'	—	—
Shuriken, spike, thrown	2	1	—	—
Shuriken, large star, thrown	3	½	1	2
Shuriken, small star, thrown	4	½	1	2
Sling bullet	1	5	10	20
Sling stone	1	4	8	16
Staff sling bullet	½	-	3–6	9
Staff sling stone	½	—	3–6	9
Spear, chijiriki, thrown	1	1	2	3
Spear, trident, thrown	1	1	2	3
Spear, yari, thrown	1	1	2	3
Tanto, thrown	2/1	1	2	3
Tetsu-bishi, thrown*	1	5'	10'	20'
Uchi-ne, thrown	1	1	2	3
Yoroi-Toshi, thrown	1	1	2	3

* This weapon has a very limited range, measured in feet rather than the normal tens of yards value.

Armor

Banded armor, chain mail, hide armor, leather armor, padded armor, ring mail, scale mail, splinted mail, and studded leather armor are all available in Oriental campaigns, as are bucklers, medium shields, and large shields.

Such campaigns do feature a few types of armor not found in mainstream fantasy settings:

Type	Cost	Wgt (lb.)
Gunsen (war fan)	5 gp	1
Kote (armor sleeves)	2 gp	2

Gunsen, described earlier under Weapons, are iron war fans. They are used to deflect blows and can also be used to strike them.

Kote are armored sleeves connected by a band of leather or cloth across the shoulders. The sleeves extend from the shoulders to the backs of the hands. They are normally made of mail; some have small metal plates sewn onto them. They can be plain or highly decorated. Kote can be worn inconspicuously under robes and in combination with other pieces of armor.

Both gunsen and kote are used like shields, reducing a character's Armor Class by 1 when used. However, only one Armor Class bonus from shield, gunsen, and kote applies to the character's Armor Class; he cannot get a –3 bonus to Armor Class for carrying all three.

Miscellaneous Equipment

Ninja make use of many specialized gadgets and weapons to perform their missions.

Description of Equipment

Clothing, ninja night-suit: This is the outfit worn by ninja on intrusion missions. It consists of close-fitting trousers and tunic, split-toed footwear, gloves, and a hood.

Each ninja night-suit is designed to blend into a specific background. When worn against the correct background, the night-suit gives the wearer +10% to his hide in shadows roll.

The standard night-suit is black with a hint of red. It provides its hide in shadows bonus when the character is in the equivalent of "night, full moon" or "night, no moon" lighting, as described in Chapter 13 of the *Player's Handbook*. In short, if the light is worse than twilight, the night-suit provides its benefits. The reddish tinge to the night-suit makes it harder to detect blood on the costume, which in turn makes it harder for a witness to determine that a ninja has been injured.

The wilderness night-suit is a camouflage pattern of brown and green. It provides its hide in shadows bonus when the character is surrounded by foliage—typically, in the woods—regardless of lighting conditions.

The arctic night-suit is white. It provides its hide in shadows bonus when the character is in snow or dense fog. The character can make his hide in shadows roll in such circumstances even when there are no shadows, if he remains still.

Other types of night-suits can be specially made for special circumstances. If a team must break into a palace where everything is decorated in red, it makes sense for the members to wear night-suits in the same color.

Note: Ninja do not commonly wear night-suits under their normal clothing or carry them around on ordinary missions. The possibility that someone will search a ninja or his baggage and find the telltale costume is too great. Night-suits are worn only when ninja are leaving a safe house for a specific intrusion mission and then returning to a safe house where they can change back into normal clothing. A 1st-level ninja automatically receive one standard black night-suit in addition to his starting gold.

Clothing, tear-away: This is a set of clothing worn by ninja as a disguise. Each set consists

of a robe, or tunic/trousers combination, or dress, or other principal elements of an ensemble. These items look in every way like a normal set of clothing but are lightweight (1 lb. for the whole outfit) and can be torn off with a simple movement (no Strength roll necessary). Such clothing is ideal for a quick change into another costume or into the ninja night-suit.

Eggshell grenades: These weapons consist of an irritating or concealing ingredient sealed in an eggshell, a paper packet, a nutshell, or some other container that is small and easy to break. The grenades do not explode, but burst when thrown against the ground or into the face of an opponent. There are four standard types of eggshell grenades:

Dust: This grenade is thrown into the face of an opponent. All targets are treated as AC 6. (Eggshell grenades ignore the AC value of armor but must hit the upper chest or face area of an opponent.) On a successful attack roll, the grenade bursts in a cloud of dust. The opponent gets a saving throw vs. poison. If he makes the roll, he is unaffected (though covered by a light layer of dust). If he fails the roll, he is blinded for 1d6 rounds.

Flash powder: When this grenade is thrown into a fire, it explodes in a brilliant flash of light, blinding everyone who is looking in that direction. The blindness lasts 1d3 rounds. If the DM does not know where a character is looking, that character must make a saving throw vs. petrification. If the character is more than 10 feet away from the fire, he gets a +2 bonus to the roll; more than 20 feet away, a +4 bonus. Maximum range for the effect of the flash powder grenade is 30 feet.

Pepper: This grenade is thrown into the face of an opponent just like a dust grenade. If the attack roll is successful, the pepper gets into the character's eyes and up his nose. The affected character must make a saving throw

Table 26: Miscellaneous Equipment

Item	Cost	Weight (lbs.)
Clothing, ninja night-suit	5 gp	2
Clothing, tear-away, common	2 gp	1
Clothing, tear-away, good	5 gp	1
Clothing, tear-away, fine	30 gp	1
Eggshell grenade, dust	2 gp	1/10
Eggshell grenade, flash powder	25 gp	1/10
Eggshell grenade, pepper	5 gp	1/10
Eggshell grenade, smoke	25 gp	1/10
Hito washi (human eagle)	75 gp	50
Kama ikada (raft)	20 gp	20
Ladder, folding (per 10 feet)	5 gp	10
Mizugumo (foot pontoons, pair)	50 gp	6
Powder, ash	—	1/10
Powder, dust	—	1/10
Powder, pepper	1 cp	1/10
Ravager potion	250 gp	1
Rope, light (50 feet)	10 gp	8
Shinobi-bune (ninja boat)	30 gp	30
Thirst pills (per 5)	10 gp	1/10
Vaulting pole	5 gp	5
Yami doko (man-sized kite)	100 gp	40

vs. poison. If he fails the roll, he is incapacitated for 1d6 rounds due to choking and sneezing.

Smoke: This grenade can be thrown against the ground or into a fire. When thrown against the ground, it creates a smoky area equivalent to light fog in a 5-foot radius. (If the ninja has his back to a forest or other escape route and has enemies to his front, he may throw a smoke grenade in front of him to give him a moment of distraction, allowing him a round to flee and make a hide in shadows roll.) When thrown into a fire, a smoke grenade creates a smoky area equivalent to dense fog in a 10-foot radius.

All eggshell grenades are fragile. If a character carrying these items falls 10 feet or more and suffers damage, the player must roll 16 or better on a saving throw vs. crushing blow (as a bone or ivory object) for each grenade carried (*DUNGEON MASTER Guide*, Chapter 6). If the roll fails, the grenade bursts and is useless, but unless it was being carried near the character's face, it will do no harm.

Hito washi (human eagle): This is a primitive sort of hang glider made of wood, bamboo, paper, and fabric. Medieval aeronautics being a crude science, hito washi are unreliable and dangerous.

The ninja straps himself into the hito washi and launches from a high place (an altitude of at least 100 feet). Immediately on launching, the character must make a Giant Kite Flying proficiency check. If he fails, he falls straight to the ground and takes normal falling damage for that distance. (The character is unable to benefit from any proficiency or talent that keeps him from falling, as he is strapped rigid into a framework and unable to twist his body to avoid or mitigate the damage.)

If the character survives the liftoff, he can fly the hito washi in the direction he was pointed when he took off. For every 20 feet forward he travels, he loses 1 foot of altitude. (He can lose more altitude if he chooses.)

Every time the character maneuvers to change direction, he must make another Giant Kite Flying proficiency check or immediately crash to the ground, taking normal falling damage for the full distance he descended from the time he took off. A successful roll means he has changed to the correct direction.

Landing follows the same rules as changing direction. When the ground is close enough, the ninja maneuvers to land, but a failed roll means he crashes into the ground and takes full damage for the entire distance of his descent from the time he first took off.

The hito washi is used by ninja who have no better flight spells or magical items available and who must make an aerial intrusion. Ninja sometimes launch from portable towers to get over the walls of a citadel or encampment, or may launch from a nearby hilltop or mountain.

Kama ikada (raft): This is a small one-man raft that ninja can carry around with ease. It is normally used in conjunction with a collapsible pole such as the vaulting pole (described later). The kama ikada can carry 300 lbs. worth of characters and equipment.

Ladder, folding: This is a hinged ladder or rope ladder with hooks at one end. It is used by ninja for quick escapes or covert intrusions (especially important when the ninja party is escorting a character who does not have ninja climbing abilities).

Mizugumo (foot pontoons): These inflatable bladders have straps to hold them on the feet. A highly trained ninja (for example, one who possesses the Water Walking proficiency) can use them to walk across still bodies of water. The character walks at a rate of 10 yards per round. His chance for success is affected by his encumbrance. A ninja on mizugumo can carry 20 lbs. of gear at his normal chance of success, but suffers a –2 penalty to his proficiency roll for every additional 20 lbs. he carries.

Because mizugumo are not widely recognized and look innocuous when not in use,

ninja can often smuggle them into secure areas and then use them to cross water barriers such as moats or superheated ponds.

Powders: These are doses of ammunition for metsubishi. They come in three types: Ash, dust, and pepper. Dust and pepper behave just like dust and pepper eggshell grenades; ash behaves just like dust eggshell grenades.

Ravager potion: This is a preparation taken by NPCs with the Ravager kit (described in Chapter 3). It is a slow-acting potion, taking effect half an hour after being drunk and ending 1d3 hours later. While under the potion's influence, a character receives the following bonuses and penalties:

- He is immune to *sleep* and *charm* spells.
- He possesses two additional hit points per experience level (up to 10 levels).
- He receives a –2 modifier to individual initiative. If everyone allied with the character has drunk the potion, as is often the case, the modifier also applies to group initiative.
- He receives a –2 bonus to Armor Class.

At the end of the potion's effect, all benefits wear off, and the character must make a Constitution check. If he fails the check, he collapses in a coma for 3d6 hours. If the character has sustained enough damage that the sudden loss of the extra hit points brings him down to zero hit points or fewer, he dies (no saving throw).

Rope, light: This rope made of silk, horsehair, or human woman's hair is favored by ninja for its light weight.

Shinobi-bune (ninja boat): This small canoelike boat is used by ninja on covert missions. It is light and collapsible, hence easy to carry. The standard shinobi-bune can carry about 300 lbs. and includes a paddle for propulsion.

Thirst pills: Thirst pills are nonmagical medicine. The ingredients include only normal herbs and other plant products, but making up the pills requires great skill. The pills must then age for several years before they reach their full effectiveness.

When taken once per day, in a dose of five pills, the pills prevent the user from feeling the ill effects of thirst. This can be useful when the character is making long forced marches or is trapped in a situation where she cannot or must not drink.

However, the character still suffers from dehydration—she just cannot feel the effects. The effect of the pills wears off at the end of five days. If the character is not able to drink at least a quart of fluid at that time, she begins to die of thirst. Until she gets at least a quart of liquid, she must make a saving throw vs. paralyzation every hour or die of dehydration.

Vaulting pole: This collapsible pole is used for vaulting over obstacles (or for other purposes). Under normal circumstances, the pole is about 6 feet long. The wielder can telescope it out to 15 feet and lock it into place at the new length. Rules for pole vaulting appear under the Jumping proficiency in the *Player's Handbook*, Chapter 5.

Yami doko (man-sized kite): This kite is large enough to carry a full-sized human aloft but differs from the hito washi in several important ways.

The yami doko is launched and flown from the ground like a kite. When it is launched, it requires a character with the Giant Kite Flying proficiency to be on the ground directing its flight, and that character must make one proficiency check for every 50 feet of altitude the kite gains, with the same results for failure as the hito washi suffers. When the controller decides to land the kite, it requires only one proficiency check to bring it down from whatever altitude it has attained.

Once the yami doko is successfully launched, its rider can cut free and glide away, flying it much as a hito washi. To do this successfully, he too must have Giant Kite Flying proficiency. The act of cutting free requires one proficiency check, as does each maneuver and attempt to land, as described

for the hito washi. Note, however, that the yami doko's rate of descent is greater than that of the hito washi. For every 10 feet forward the yami doko moves, it loses 1 foot of altitude.

Yami doko are easy to spot, even when painted black, on nights with any moonlight. Use normal rules for visibility ranges (*Player's Handbook*, Chapter 13). Consequently, yami doko are most often used on moonless nights.

Weapon Modifications

Ninja often pay to have normal weapons modified for special uses, or ordinary items modified to include weapons. The cost of such modifications is applied to the weapon being modified. (See Table 27.)

Table 27: Weapon Modifications

Modification	Cost (gp)	Weight Added
Chain in compartment	5 gp	3 lbs.
Pop-out knife blade	20 gp	1/2 lb.
Pop-out spear head	30 gp	2 lbs.
Secret compartment	3 gp	0 lbs.

These modifications can be detected with the same chance any character has to detect a secret door, but only when a character is actively looking for changes in the standard item.

Chain in compartment: With this modification, part of the weapon is hollowed out and a manriki-gusari installed in the compartment. When the weapon bearer pulls off the compartment's cap, the chain spills out, remaining attached at one end to the weapon, with the cap acting as the chain weight. The weapon may then be used in its normal fashion or as a manriki-gusari (except that it cannot be thrown).

To accommodate a manriki-gusari compartment, the weapon or item must be at least equal to a spear in thickness and must have about 2 feet of length available to be hollowed and reinforced. (A dagger is too short to be equipped with a manriki-gusari compartment.)

Commonly, staff and stick weapons receive this modification, but other gear is suitable for chain compartments: the forearm portion of a set of kote, the area behind the grip of a buckler, a false book, etc.

Pop-out knife blade: With this modification, the wielder of the weapon can press a secret switch and pop out a spring-loaded knife blade. The blade has characteristics identical to the common knife (Type P/S, Speed Factor 2, Damage 1d3 vs. S-M and 1d2 vs. L).

To accommodate a pop-out knife blade, the weapon or item must be at least equal to a knife hilt in thickness and must have about 6 inches of length available to be hollowed and reinforced. Normal daggers do have enough room for this modification.

The spring doesn't pop the blade out with enough force to make its emergence an attack; the blade must lock into place before it can be used. But for twice the cost listed, the blade can pop out with enough force to act as an attack.

Pop-out spear head: This modification is identical to the pop-out knife blade, except the weapon emerging is a narrow spear head, with characteristics identical to the normal spear (Type P, Speed Factor 6, Damage 1d6 vs. S-M, 1d8 vs. L).

To accommodate a pop-out spear head, the weapon or item must be at least equal to a spear haft in thickness and must have about 18 inches of length available to be hollowed and reinforced. Many sticks, staves, and batons can be modified in this way.

The hidden blade does not pop out with enough force to make its emergence an attack; it must lock into place before it can be used. But for twice the cost listed, the spear head can be modified to pop into place with enough force to act as an attack.

Secret compartment: This modification creates a secret compartment within the object being modified.

The standard secret compartment modification requires that the weapon or item have an area at least equal to a spear in thickness and about 2 feet of length available to be hollowed and reinforced. This provides a secret compartment large enough to hold about 3 lbs. of small weapons, scrolls, or other small items.

It is possible to create smaller or larger compartments as well. A knife hilt could hold about half a pound of gear, for instance. Smaller compartments cost the same as standard compartments because of the difficulty of working in smaller areas.

Larger areas hold more gear. For every additional 3 lbs. of gear the compartment is to hold, the modification costs +100% of the original cost.

Magical and Special Treasures

Many magical items and other special treasures are found only in Oriental settings.

The DM can use the magical item tables (Tables 88–110) from the *Dungeon Master Guide* with little modification.

Miscellaneous Magic

Whenever the DM rolls up an item on one of the standard miscellaneous magic tables (Tables 95–104 in the *Dungeon Master Guide*) and finds that it does not suit the setting, he can substitute one of the following items instead.

Book of One Art
Book of One Maneuver
Book of One Weapon
Dragon Fog Globe
Dust of Creaking
Feather Tabi
Invisible Ink
Painter In a Box
Talking Paper
Yami Doko of Takeichi

Books: A book from this list could instead be a set of scrolls or a series of tablets, as the DM chooses.

Book of One Art: This item does not perform any magical functions. A *detect magic* spell cast on it reveals the presence of magic, but that magical energy comes entirely from the veneration bestowed on the volume by generations of students.

The Book of One Art contains all information necessary to learn every element of a specific martial arts style. (The DM decides before a character obtains such a book which style it describes.) It does not instantly bestow any part of that art on a character. Instead, it acts as a martial arts master who knows the entire art. A character with this book can learn an art at the usual rate and through the usual expenditure of proficiencies, but without the necessity of seeking out a martial arts master.

Book of One Maneuver: This magical volume contains knowledge of one special maneuver. (See the rules for "Advanced Martial Arts" from Chapter 4.) If a character is a student of a martial art that allows the use of this maneuver, reading the book will grant him knowledge of that special maneuver (if he does not already know it). After the student reads the book, all the pages become blank and the book will never function again. If a character is not a student of a martial art that allows the maneuver, or already knows the maneuver described in the book, both he and the book are unaffected if he reads it.

Book of One Weapon: This magical volume contains knowledge on the use of one specific weapon. (The DM decides must decide which weapon it describes.) A character reading the book receives a weapon proficiency with the specific weapon, whereupon the enchantment vanishes from the book.

If the character is not already proficient with the weapon, he obtains basic proficiency. In addition, if he is a practitioner of a martial art that permits use of this weapon (see "Advanced Martial Arts" in Chapter 4), the character receives the ability to use the weapon with the art if he does not already possess that knowledge.

If the character already possesses proficiency with the weapon, he becomes specialized in that weapon (if he is capable of weapon specialization). In addition, if he is a practitioner of a martial art that permits use of the weapon, the character receives the ability to use the weapon with the art if he does not already possess that knowledge.

If the character does already possess proficiency with the weapon but is not capable of specialization, or if the character is unable to use the weapon described by the book, he gains nothing from reading it, and the book's magic does not vanish.

Dragon Fog Globe: The Oriental dragon is an immortal, beneficent creature associated with the sea and rainfall, and this magical item reflects these associations. The *dragon fog globe* is a delicate glass globe filled with smoke, the breath of an Oriental dragon. When the globe is shattered, the smoke inside spill outs, increasing in area and density, slowly following the patterns of the wind and contours of the land until it occupies an area one mile in diameter and 20 feet high.

This creeping fog is the equivalent of natural dense fog and moves into place so slowly and naturally that it seems to be perfectly ordinary ground fog. A *detect magic* spell will reveal its magical nature, but a *dispel magic* spell will not affect it; this fog is the captured spirit of an immortal being, after all.

Ninja love these very rare *dragon fog globes*, which help them accomplish difficult missions.

Dust of Creaking: This is a small amount of dust normally found in a small silk purse. Such a purse will contain 2d6 doses of the dust.

One dose of dust can be spread over a 10'×20' area of ground or flooring. Thereafter, for the next 24 hours or until it is swept or washed away, the dust will creaked on if stepped on, exactly as would an especially creaky wooden floor.

This dust is often used by powerful leaders to give them advance warning of an intruder.

Feather Tabi: This is a magical pair of split-toed boots of the sort worn by ninja. The enchantment on these tabi prevents the wearer from transferring much pressure to whatever he walks on. This gives the character a +10% bonus to move silently rolls and prevents her from setting off pressure-based traps, triggers, or other items (such as *dust of creaking*).

Invisible Ink: Invisible ink comes in a small bottle or other container holding 2d20 doses, each good for the writing of a message up to one page in length.

The message, when written, is completely visible. However, the next word the writer speaks over the message becomes its "control word." When the writer speaks the word, the letters vanish, and no chemical method will reveal them. Thereafter, when anyone speaks the control word over the paper, the message reappears. It will disappear again if the word is spoken again. The ink will disappear a total of 10 times; thereafter, it reappears and will not disappear again.

Messages created with invisible ink cannot be read by a *read languages* spell. A *detect magic* spell will reveal faint traces of magic. A *dispel magic* spell cast on such a message will make the letters go away forever if they are currently invisible, or fix them in place, never to disappear again, if they are currently visible.

Ninja and other sneaky characters use invisible ink to send messages to confidants. The bearer of the message may be carrying the control word (in his memory; it is not written down), or the recipient of the message may already know it.

Tricky users of this ink might write a message in it, say the control word to make the message disappear, then write another message in the same ink and use the same control word. Thereafter, until the ink runs out of magic, saying the control word will cause the two messages to "trade places" on the surface of the parchment or paper. Once the ink runs out of magic, both messages appear, making the letter unreadable.

Painter in a Box: This is an intricate miniature diorama contained in a beautiful lacquered box about 1'×2'×6". When opened out, the diorama reveals a small (12 inch) puppet painter with paints, brushes, and a canvas scaled to his size. The wielder of the *painter in a box* orients the miniature painter toward some scene or view, then speaks the command word associated with the box.

Over a period of only one round, the puppet paints an accurate reproduction of the scene it sees before it.

This item is a valuable tool to a ninja who needs to sketch troop layouts or the faces of lords attending a conference of conspirators. It is also a good way to produce charming little presents for someone whom the character wants to impress.

The *painter in a box* can be used 2d6 times before it runs out of magical canvases. These canvases cannot be restocked.

Talking Paper: A set of *talking paper* consists of two identical pieces of expensive paper at least 2'×3'. Whatever is said in the presence of one piece of paper is magically reproduced in the vibration of the other. If a character can sneak one piece of the paper into a room, he can sit in the presence of the other piece and hear whatever is said in that room.

The paper will transmit anything said (and any other noise made) within 20 feet of it, if the noise does not originate beyond an intervening wall or barrier. The matching paper will pick up and reproduce that noise if the papers are within 10 miles of each other.

Both pieces of paper must be stretched rigid on frames. For this reason, and because of the need to keep the item inconspicuous, *talking paper* is often embellished with a beautiful painting or calligraphed proverb, which is presented to the intended victim of the espionage.

The piece of paper that is placed with the person being spied on is called the "listening" piece, and the piece kept by the spy is called the "talking" piece. But those names are not precise, because both pieces of paper act as listeners and talkers. Anything said in the presence of the talking piece can be heard by someone in the presence of the listening piece. For this reason, the talking piece is usually placed in a room where no one is allowed to speak.

A *detect magic* spell will reveal the presence of an enchantment on the paper. *Talking paper* is very rare.

Yami Doko of Takeichi: Named after the wizard who created it, this man-sized kite is capable of far more than the ordinary yami doko.

The *yami doko of Takeichi* provides its rider and operator with a +3 bonus to Giant Kite Flying proficiency checks, or it can be flown by anyone with a default proficiency score of 12. It loses altitude at a much reduced rate: –1 foot of altitude for every 50 feet traveled. It weighs only 20 lbs. and collapses down into its own backpack case with one round of effort.

Magical Weapons

The following magical weapons are especially suited to Oriental campaigns. Any of them can be modified according to the Intelligent Weapon rules in Appendix 3 of the *DUNGEON MASTER Guide*.



Weapon List

Arrow, Shouting Humming Bulb
Bo, Barrier
Chu-ko-nu, Self-loading
Fukimi-bari, Loyal
Gunsen of Blinding
Gunsen of Summoning
Kama of Revealing
Katana, Blinding
Katana, Honor
Kawanaga, Crawling
Kiseru of Smoke
Nekode, Monkey Paw
Serpent-Chain
Shaping Stick
Shuriken, Hunting
Shuriken, Sawing
Tetsu-bishi, Explosive
Tetsu-bo, Earthquake

Weapon Descriptions

Arrow, Shouting Humming Bulb: This object looks like a normal humming bulb arrow. However, it is not carved to shriek or whistle while flying. Its user can speak over it before firing it, and it will repeat what it is told in a voice equivalent to a man's shout. First, the user tells the arrow how many times it wants the statement repeated—for example, "Three times I tell you" means "Repeat this three times." Then, he makes a simple statement of 10 words or less, which the arrow will repeat. The arrow shouts out the statement once while it is in the air. After it has hit its target, it repeats the statement once per round until the number of times has been reached (up to a maximum of 100 times).

There is a 1-in-10 chance that the arrow will break when it hits its target, and it is easy to break by anyone meaning to do so. Once broken, the arrow will no longer repeat its statement.

This item is a good diversionary weapon. It can make guards believe that someone has penetrated their walls or make hunters believe that their quarry has gotten past them.

Bo, Barrier: This weapon looks like an ordinary bo staff. However, when it is twirled and its command word spoken, the wielder can release the weapon and it will continue whirling in midair. It continues to whirl for 10 rounds, behaving in many ways like the priest spell *blade barrier*. Any creature attempting to pass through the *bo barrier* suffers 4d6 hp damage, with no saving throw allowed. The wielder of the bo can decide whether the plane of rotation is horizontal, vertical, or at some angle in between. The barrier is 7 feet in diameter, so it is best used to block a narrow door or hallway. Once the 10-round duration has expired, the bo returns to the hand of its wielder, flying to that character at a Movement Rate of 24.

Chu-ko-nu, Self-loading: This enchanted repeating crossbow cocks itself, giving it a firing rate of two shots per round.

Fukimi-bari, Loyal: These enchanted mouth-darts look out for their owner in an interesting way. Poison spread on these fukimi-bari will not affect the owner when the fukimi-bari are held in the mouth. When held in anyone else's mouth, the poison on them acts normally. A batch of such fukimi-bari are tied to a command word chosen by the wizard who creates them. When a character speaks the command word before putting the fukimi-bari in his mouth, the darts treat him as their owner.

Gunsen of Blinding: These war-fans are polished to a magical shine; they glow brilliantly even in darkness. For this reason, ninja use them only infrequently, and carry them inside sealed bags when they are not in use. Once per round, the wielder can turn the glow on an enemy's face. The wielder must make a normal attack roll but treats all enemies as though they were AC 6. An enemy who is hit must save vs. petrification (with a +2 bonus if wearing a helmet). Success means he is unaffected, but failure means he is blinded for 1d3 rounds. The wielder of a *gunsen of blinding* is in some danger himself. On

any natural roll of 1, he accidentally blinds himself for 1d3 rounds (no saving throw possible). An enemy can use a mirror or highly polished shield to reflect the glow of a *gunsen of blinding* against the wielder.

Gunsen of Summoning: This war-fan is enameled with a beautiful illustration of one type of monster or animal. When its command word is spoken, the gunsen casts a variant *monster summoning III* spell, calling forth one example of the type of creature represented in enamel.

There are rumors of the existence of *gunsen of summoning* enchanted with *monster summoning IV* or even more powerful summoning spells. Regardless of the power level, though, the gunsen will summon forth only one creature.

The magical function of the *gunsen of summoning* can be used once per day. It can be used as a normal gunsen at any time.

Kama of Revealing: This weapon has powers related to its original purpose. To use its magical functions, the wielder hurls the kama at a grain field. The kama goes to work, flying on its own volition, cutting down the grain in the field (to a height of 6 inches) at a rate of 400 square feet (equivalent to a 20'×20' area) per round. It continues to do this until its wielder calls it back or an area of 1,000,000 square feet has been cut down.

The *kama of revealing* can be used in this way once per week. The rest of the time, it can be used as a normal kama. While the threshing power can certainly be destructive to the local economy, in times of danger it can reveal small armies hiding out in nearby fields, and at harvesting time it can save one community a lot of work.

Katana, Blinding: This sword has a blade so polished that it can be used to blind an opponent. The rules for its use are identical to those for the *gunsen of blinding*. Wakizashi and tanto blades can also be enchanted in this way.

Katana, Honor: An *honor sword* is the katana representing a family or clan. In a fantasy setting, *honor swords* are almost always created using the rules for intelligent weapons, and they are always the object of desire or avarice. The family that loses its *honor sword* will do everything it can (within the range of its ethics) to retrieve the sword. This could mean that the finder will be hunted by vengeful family members or by family representatives willing to pay him a fabulous amount. If all the members of the blade's original family are dead, someone else is most certainly hunting the sword: the slayers of the family, ruthless masters who want to learn the secrets possessed by the mind in the blade, etc. *Honor swords* can be wakizashi as well, or daisho (katana/wakizashi pairs).

Kawanaga, Crawling: This weapon looks like an ordinary kawanaga except for one important difference. Instead of a grappling hook, there is an articulated metal hand at one end. The hand understands simple commands (such as "Hold on to what you are now touching and don't let go") and has a 90% climb walls thief skill. *Crawling kawanaga* built with the intelligent weapons rules could follow much more involved commands.

Crawling kawanaga have no move silently skill, so they are not quiet when crawling up walls.

The metal hand is the enchanted part of the weapon. If the rope is cut, the hand will still function.

Kiseru of Smoke: This pipe instantly emits a large cloud of dark smoke when its command word is spoken. The smoke is equal to dense fog and fills an area up to 30 feet in diameter; it lasts for five rounds. The smoke itself is nonmagical and so cannot be *dispelled*.

The *kiseru of smoke* can issue its smoke cloud twice per day.

Nekode, Monkey Paw: These nekode are very reliable, giving their user a 99% climb walls skill roll while worn.

Serpent-Chain: This is a manriki-gusari with a difference. When thrown to entangle, it grips with the strength of a snake spirit, mak-

ing it especially hard to break out of (a –3 penalty to the saving throw vs. paralyzation). Once it is cast free, or when commanded by its wielder, the *serpent-chain* crawls back to its wielder with the speed of a serpent (MV 9).

Shaping Stick: This magical device is a tool kit of weapons. In its normal form, it appears to be a bo (staff), but the wielder who knows its command word can make it take different configurations. At his command, it can turn into a three-section staff, a pair of jo, or a pair of hanbo. A repetition of the command word returns the weapon to bo form. No matter what form the *shaping stick* takes, it fights as a +2 magical weapon.

Shuriken, Hunting: These magical throwing stars have a +2 bonus to hit and damage and a much-improved range (10, or 100 yards, treated as Short range; there is no Medium or Long range). In addition, if a *hunting shuriken* is touched with an object belonging to a character just before it is thrown, and that character is within range, the shuriken will fly unerringly to that character and strike him (no roll needed to hit).

Shuriken, Sawing: These throwing stars behave normally if thrown at living targets but have a special effect if thrown against inanimate object. When thrown at a nonliving target, a *sawing shuriken* will hover in place, spinning like a buzz saw blade, and gradually cut its way through that substance. The *sawing shuriken* cuts a notch through five square inches of wood, one square inch of soft stone, or a half-inch square of hard stone or soft metal per round; it will not affect harder substances. After 10 rounds, the shuriken stops sawing and cannot be used again that way for a full day. These weapons are of great use when the character needs to get through a doorway, soft metal bars or chain links, or another obstacle he cannot otherwise affect.

Sawing shuriken are roughly as quiet as a circular saw; this is not a stealthy tool to use.

Tetsu-bishi, Explosive: These items look like normal tetsu-bishi but are enchanted to explode when stepped on by living creatures. The explosion does 1d8 hp damage to the victim, and the saving throw vs. paralyzation to avoid being lamed is made at a –4 penalty. The victim must then pull out the fragments of the explosive device or take an additional 1d4 hp damage for every 10 feet walked.

Tetsu-bo, Earthquake: This iron-shod staff acts as a +1 weapon when used against normal targets, but has a special power when hammered against the ground or floor: It causes a very strong but localized earthquake. The blow does 3d6 hp damage to the surface it hits. The resulting earthquake affects everything within a 60-foot radius. Every wall in that area must make a saving throw vs. crushing blow, with failure resulting in collapse of the wall. Every person in the area takes 1d6 hp damage (saving throw vs. petrification for half damage) and falls down (making the same saving throw prevents this result). However, the wielder of the *earthquake tetsu-bo* does not suffer these effects.

The earthquake power of this weapon can be used only once per week.



CHAPTER 6

Country and Clan

Land of the Ninja

The historic ninja appeared in medieval Japan hundreds of years ago. The ninja we are familiar with from fiction and film are distinctly Japanese—even non-Japanese ninja in bad films seem to follow Japanese traditions—and would seem very much out of place if they arose in a fantasy campaign that resembled Viking Sweden or Moorish Spain.

In short, when settling ninja in a campaign, the DM should place them in a nation that substantially resembles medieval Japan, preferably in a larger setting that resembles the Orient of several hundred years ago. This does not, however, restrict ninja from traveling to other lands and cultures.

Classes of Society

Class divisions of the Japanese people varied from one time period to the next. In the Tokugawa period (17th-19th centuries), the population of Japan was divided into several distinct classes. In descending order of importance they were: samurai, farmers, artisans, merchants/traders, and outcasts (the *eta* or "untouchables").

In designing a culture for ninja characters, the DM should include the basic traits of a rigid class structure, an obsession with duty and protocol, and a heavy military presence.

The Samurai Class

The word "samurai" basically means "servant" or "retainer." In spite of the lowly sound of the name, though, the samurai were the warrior class of Japan—the master class. Technically, though, they were all servants of the emperor, hence the name.

The samurai class was the only portion of the population allowed to wear the daisho, or two-sword combination (katana and wakizashi). They were encouraged to live sober and frugal lives, though not all were adept at this. Samurai made up only 6%–7% of the nation's population.

Even within the samurai class, there were divisions of rank. In descending order of importance, they included:

Emperor: The emperor was descended (as legend would have it) from the goddess of the sun and was theoretically the ruler of all Japan. In reality, though, some emperors were rulers and some were puppets of the shogun.

Shogun: The shogun was the military dictator of Japan, subordinate to the will of the emperor. In some periods, the shogun was the de facto ruler of the nation, keeping the puppet emperor firmly under his thumb.

Daimyo: These lords were given rulership of large areas of land by the emperor or shogun. Daimyo, like the barons of medieval England, tried to be as independent as possible, often waging war on one another or challenging the current holder of the throne for the title of emperor. Daimyo maintained their own castles, but in various periods had to send hostages to stay in the care of the emperor or shogun. In some periods, daimyo had to spend one year out of two living in the capital, and had to leave their families in the capital when they returned to their own holdings. The richest daimyo governed lands producing more than a million *koku* per year; the poorest, lands producing about 10,000 koku per year. (A koku equals five bushels of rice, worth about 25 gp in game terms.)

Samurai: Samurai filled many roles in Japanese society, as warriors and military commanders, as bureaucrats and ministers, as bodyguards and inspectors, as town leaders and policemen. They lived in the castles of their lords or in towns near the castles. Those who administered lands lived in the town or village of that region. In AD&D® game terms, particularly powerful or favored samurai got annual salaries of up to 200,000 gp and a couple of acres to build their homes on. More typical valued samurai received around 50,000 gp and one acre, while the most common samurai received only about 25 gp annually and lived communally with others at their



Blacksmith
Carpenter
Cooper
Dyer
Lacquerer
Matmaker
Miller
Paperer
Plasterer
Potter
Sake brewer
Sawyer
Sculptor
Shingler
Silversmith
Spinner
Stonemason
Sword sharpener
Thatcher
Tiler
Weaver
Wood worker

Merchants included the traders and money-changers necessary to handle transactions between people in different regions who used different systems of coinage. Because of the Japanese contempt for greed and its results, the government classed merchants below farmers and artisans when it officially structured Japanese society. However, the merchant class gradually gained in power and wealth, by and large employing the artisans and unofficially becoming more powerful and higher in status than the farmers.

Merchants and artisans, unlike farmers, were allowed to carry a single sword.

Nonpersons

People in this lowest of categories, the eta, included exiles, who would reenter the class systems once they were allowed to return home; entertainers (including actors and prostitutes); and beggars. Certain people, such as those who handled the dead, could theoretically reenter the class systems once they left their professions. But the eta inherited professions that the Japanese considered repugnant (particularly those dealing with animal carcasses) and therefore could never become part of ordinary Japanese society.

Outside the Class System

Several groups of professions remained outside the class structure described above.

Some privileged professions, ranking high in society, included priests, poets, and doctors. Many were allowed to wear single swords and were accorded respect deriving from their celebrity rather than their class.

Loyalty and Obedience

In medieval Japanese culture, a character owed first loyalty to his or her lord, second to his or her parents. A woman owed her third loyalty to her spouse and her fourth to her firstborn son.

In the samurai class, unquestioning obedience to one's lord was the norm. This did not mean, however, that all samurai were completely loyal to their lords.

In the DM's campaign, a Japan-like culture will have similar emphasis on the loyalty a character owes to his lord and clan over other considerations. Western culture promotes self-advancement and individuality over conformity, so the introduction of this element will strongly reinforce to the players that this is a very different setting.

The Role of Women

Female ninja, called kunoichi, were often very important elements in ninja missions. Kunoichi, like women samurai, were sometimes trained in combat, and any female ninja in an AD&D® game is certain to be among those so trained.

In a game campaign it's not inappropriate to have a higher proportion of female samurai and ninja in important combat and governing roles. Female warriors of considerable skill and influence are a mainstay of Oriental legends and modern cinema.

The Ninja Clan

Every ninja (except the Lone Wolf) and shinobi belongs to a ninja clan. Every character who is not technically an Oriental ninja but who is built with the ninja character class rules belongs to an organization with an

unusual goal and some distinctive techniques it uses to achieve that goal.

The choice of that clan or organization, as much as anything else, defines a ninja character's role in a campaign.

Before the DM can assign a PC ninja to a clan, or allow him to choose his own clan, he must know which clans are part of the campaign setting and what ninja clans are like.

To design a ninja clan or similar organization, the DM must determine the following information.

Name

A ninja clan usually bear the name of its major family. If the most powerful family in the ninja clan is the Isobe family, the ninja clan will probably be called the Isobe clan.

This does not mean that the clan is widely known to be a ninja clan. Publicly, the Isobe clan may govern a large district and rule many other allied and related families. Members of the Isobe family and its most closely allied families will know that it is a ninja clan; families more loosely allied may not. The mysterious ninja clan operating in the district will be referred to by its nickname.

Nickname

Many ninja clans also bear intriguing nicknames, often based on local geography or the clan's exploits. A ninja clan based on a tall, black mountain, could be the Black Mountain ninja or the Long Shadow ninja. An NPC clan famous for its poisons might be the Venom ninja or the Serpent ninja. Those known for their intrusion skills might be the Need-No-Doors ninja.

Known For

Each clan will have a particular skill for which it is known, at least among its own members, and perhaps among other ninja and those in position to hire ninja.

Ruler

The clan or organization leader should have a name, personality, and background. The PC ninja is ultimately responsible to this character, so the clan ruler is one of the most important people in the PC ninja's life.

Symbol

Every ninja clan should have a distinctive symbol. Ninja of the clan do not wear the symbol on their ninja night-suits or carry it on ordinary missions. They display the symbol only when they intend to advertise the clan's involvement in a mission. For example, a ninja might leave a medallion or cloth patch bearing the clan's symbol on an enemy's pillow while he sleeps, in order to warn the potential victim that the ninja clan can penetrate his defenses whenever they wish.

Typical representative symbols appear with the sample clans in Chapter 9.

Territory

This is where the clan lives and the area on which it exerts a substantial influence. Small clans will live in some out-of-the-way place (such as a mountaintop) and exert influence on a small area (typically one village not too far away), while large clans may occupy a regional capital and influence the entire region.

Exerting an influence on an area is not the same as ruling it. A ninja clan might effectively rule the villages nearest its stronghold, but if it is located in a large city, it will probably exert the same degree of influence as would a powerful thieves' guild.

History

The DM should develop the history and background of the ninja clan. Some details that the history should include are:

Why the clan became a ninja clan. Most were



military service clans with many members who were spies and tacticians. When the clan fell out of favor with the current ruler, its leaders ordered a retreat to some inaccessible place in order to survive. The clan then made their living selling spy services and evolved into a ninja clan.

Which wars the clan participated in, and on which side. Whenever there are wars, ninja clans are hired to perform espionage missions. Deciding which side this clan helped during the various wars in a campaign allows you to determine something about the clan's nature. Does the clan work for whoever pays best? Does it stick with one or two ruling houses regardless of whether those houses are right or wrong? Does it always side with the underdog? (If so, see Poor and Dirt-Poor under "Resources.")

Who were the famous ninja of the clan. Even if the clan ninja are not well known outside the family, the clan's history will always provide tales of members whom today's ninja must live up to. The DM should develop a detail or two about some of the clan's famous members of the past: "Shigeru, who developed the use of the springboard to an art form, and killed the daimyo by bouncing over the imperial palace's wall and releasing one perfectly placed dart; Miyoko of the Three Faces, who could change identities faster than you and I can change our minds."

Goal

A clan or organization might pursue some lofty aim, be interested mostly in self-protection, or be motivated by purely selfish goals. Sample goals include:

Destroy a Rival Clan
Support a specific ruler/daimyo
Keep an Evil Monster From Waking Up
Keep Foreigners From Becoming Powerful in the Homeland
Promote the Worship of a Specific God
Spy for the Nation to Protect It

The DM must be very careful in the choice of a goal for the ninja clan. It should not be too whimsical ("Promote the Spread of a Revolutionary Style of Artwork"). If the DM intends to assign a PC to this clan, (rather than letting the player choose his ninja character's clan), the clan's goals should not be directly opposed to the character's nature unless the DM wants to put the character in conflict with the clan. Such conflict can result in an unhappy, frustrated player.

Alignment

A ninja clan should have an alignment just as a character does. This alignment reflects the clan's tactics and practices, as well as the way the clan is regarded by those who know of its existence.

Lawful-Chaotic Axis. For ninja clans and similar organizations, a choice of "lawful" does not generally mean "law-abiding." Ninja clans practice outside the law of the land. Non-ninja criminal organizations certainly do.

The choice of "lawful" vs. "chaotic" relies more on whether the clan or organization follows a set of honorable and known rules of behavior.

Imagine a ninja clan that lives near a well-traveled road, upon which its members often perform acts of banditry. If the bandit-ninja give their victims a chance to surrender before attacking, and treat prisoners honorably (ransoming them honestly and not harming them), the clan is probably lawful. If they sometimes attack from ambush and behave in a more civilized manner at other times, without any predictable pattern, they are chaotic. If clan members do the honorable thing only when it is in their best interest, they are neutral.

A lawful clan is more likely to have interesting traditions relating to prisoners, such as the right to challenge the clan champion to ritual combat and go free if victorious.

A neutral clan is likely to have more self-serving traditions. A prisoner sentenced to



death might be able to challenge a clan champion to combat. If he kills the champion, he will be allowed to join the clan but must remain with it forever rather than be killed.

A chaotic clan can have traditions that are entertaining but pointless. Prisoners might be run through an obstacle course, climbing ropes and running through booby-trapped buildings, just to see how fast they get through. Prisoners who are successful would get no reward greater than a good meal, the event having no bearing on their imprisonment.

Good-Evil Axis. Interestingly, whether an organization counts as good or evil has little to do with its goal. For example, promoting the worship of a specific god sounds like a good aim. But if the god is one who demands the ritual murder of anyone who stands in his way, the clan should be considered evil. Likewise, destroying a nation's ruling family might be considered an evil aim. But if the family at one time in the past was bad, and the nation lives under a curse until the family is destroyed, then the goal falls somewhere between neutral and good.

Remember that morally ambiguous questions like these make life more interesting for the PC who is a member of the clan. (What if a ninja falls in love with someone and then discovers that this person is secretly a member of the family destined for destruction?)

The DM can ask several questions when deciding whether a clan is good, neutral, or evil: What does the clan do with hostages? What do ninja on a mission do to guards who get in the way? (If the standing order is "Kill anyone who sees you," the clan is probably evil. If the standing order is "Incapacitate if possible; kill if you have to," the clan is more likely to be good.) What do ninja on a mission do to sleeping people in the rooms they pass through? Does the clan take revenge for actions against it? Is this revenge taken only for major insults or also for minor slights? Is the

revenge visited on innocents or only on the person responsible for the insult? What about the clan's attitudes toward its own members? Does it casually sacrifice its ninja (an evil clan), do so only when the return is greater than the loss (a neutral clan), or do so only when there is no other choice (a good clan)? The answers to these questions should be weighed when deciding whether a clan or organization is good, neutral, or evil.

Usual Alignment Choices. In general, the alignments of ninja clans will break down like this:

Table 28: Ninja Clan Alignments

Alignment	Percentage	d20 Roll
Lawful-Good	5%	1
Lawful-Neutral	25%	2-6
Lawful-Evil	25%	7-11
Neutral-Good	5%	12
True Neutral	15%	13-15
Neutral-Evil	5%	16
Chaotic-Good	5%	17
Chaotic-Neutral	10%	18–19
Chaotic-Evil	5%	20

If you're doing a quick design on a ninja clan and don't care what its alignment is, roll 1d20 and check Table 28.

Range of Alignments

Not every member of a ninja clan must have the same alignment as the clan. Most clans permit a wide range of alignments in their members. The question is: How wide a range?

Lawful clans, surprisingly, are more likely to permit members of all alignments, because they are more likely to keep faith with family tradition (and, inevitably, there will have been family members of opposing alignments in the family history). Because Oriental philosophy involves themes of self-enlightenment, a lawful clan will generously allow members of other alignments the opportunity to learn how to correct their behavior. However, clan members of non-lawful alignments are more likely to be closely watched.

Neutral clans tend to act in their own self-interest, and so are likely to deal harshly with the family members who cause trouble for the family. Neutral clans might allow opposed alignments, but not members whose alignments are strongly opposed to the clan alignment or goals.

Chaotic clans are unlikely to have formulated an established policy on member alignments. They are more likely than neutral clans, but less likely than lawful clans, to have members with opposed alignments.

Good clans do not allow evil members, nor do evil clans allow good members. Neutral clans allow members of both good and evil persuasion.

See Table 29 for an overview of clan alignments and the allowable alignments for individual members.

Table 29: Clan Member Alignments

If the Clan Alignment Is:	Allowed Alignments Include:
Lawful/Good	All but NE, CE, LE
Lawful/Neutral	All
Lawful/Evil	All but LG, NG, CG
Neutral/Good	LG, LN, NG, N, CG
True Neutral	LN, NG, N, NE, CN
Neutral/Evil	LE, N, NE, CE
Chaotic/Good	LG, NG, N, CN, CG
Chaotic/Neutral	All but LG and LE
Chaotic/Evil	LE, N, NE, CN, CE

The DM must decide how the clan deals with alignment dissenters. Does it banish them or kill them? Either way, having developed an alignment opposed to the clan alignment is one good origin for a character with the Lone Wolf kit.

Races

In a ninja clan, most members are humans, with an occasional halfling or dwarf. Such demihumans (which are often foundlings or changelings) are raised as part of the clan, and often receive special training to take full advantage of their small size. There are no all-dwarf or all-halfling clans.

In a more unusual sort of organization, such as a secretive clerical society or a spy network, members of other races, using shinobi kits, are allowed.

Size

Ninja clans can be quite large or very small.

A large clan will have one lord and one or two other leaders of high rank called jonin. Beneath them will be 50 or 60 chunin, or middlemen, each of whom rules a family including 30 or so genin (bottom-ranking ninja) and 30 or 40 other family members (most of whom are non-adventuring types or low-level characters possessing one of the shinobi kits).

A small clan will be about the size of a chunin family from one of the larger clans: two or three jonin, including the clan lord; three to five chunin; around 20 genin; 30 or 40 other family members.

Some small clans have low numbers because they are in decline, their population depleted by warfare or failed missions. Some may have standards so demanding and rigorous that dangerous training and banishments keep the numbers low.

Even the largest of ninja clans simply cannot afford to launch a mission in which dozens of its members get killed. When such things happen, it's usually because:

- A powerful ruler hired ninja from lots of clans for a mission and has thrown them away on a difficult target. No one ninja clan will be destroyed because of the mission's failure.
- The clan is a huge one, possibly one that teaches its secrets to students from non-ninja families, and consequently has more ninja of inferior training to throw away on such missions. Or,
- This is the do-or-die adventure for the clan, the mission in which its ultimate goal will be accomplished or the family will perish.

Other types of organizations—the types described in Chapter 3—also tend to fall within the size ranges described here. The intelligence division of a large western empire can be quite sizeable, while that of a smaller nation or principality, or the private intelligence team of a specific nobleman, will be much smaller.

Resources

It's not important to know the exact nature of a clan's resources—how many pieces of gold there are in the treasury, how many swords in the armory. What *is* important is knowing what sort of resources the clan has for various types of missions. For each type of mission, the DM should decide the level of financial support the clan will provide.

Major/Critical Operations: These missions are crucial to the clan's goal. Such missions include final confrontations with enemy clans, operations to retrieve priceless artifacts, attempts to prevent the assassination of the clan leader, etc.

Important/Profitable Operations: These missions help accomplish a clan's goals; failing in three or four of them is like failing in one major or critical operation.

Typical Operations: These are standard missions; each one successfully completed helps the clan achieve its goals, but no single mis-

sion is likely to determine the fate of the clan. Most missions performed by a clan fall into this category.

Minor Operations: These missions are of little consequence to the clan (loose threads to tie up, sloppiness from a previous mission to clean up, etc.).

Nonmission Requests: Requests for resources may be made by clan members who are not currently on clan missions (such as when a ninja PC asks for weapons or information about someone he is investigating in order to help his fellow PCs).

For each type of mission, the DM assigns the clan's usual expenditure of resources. Such expenditures can be Lavish, Good, Adequate, or Inadequate.

Lavish expenditures include equipment (loaned, not given, to the character) of any nonmagical sort, delivered very quickly after being requested; equipment (loaned) of lesser magical or more rare varieties delivered as soon as another ninja can acquire it; enough money for the PC to maintain the illusion that he is a very wealthy person; the employ of many common hirelings for assault missions or to make up the character's retinue.

Good expenditures include equipment of any nonmagical sort (with a limit of two or three special or rare items per mission) delivered fairly quickly after being requested (from a day to a week after the request); enough money for the PC to maintain the illusion that he is of the noble class; the employ of one to

Table 30: Ninja Clan Resources

Wealth of Clan	Type of Mission	Resources Expanded
Fantastically Rich	Major/Critical	Lavish
	Important/Profitable	Lavish
	Typical	Good
	Minor	Good
	Nonmission	Good
Wealthy	Major/Critical	Lavish
	Important/Profitable	Good
	Typical	Adequate
	Minor	Adequate
	Nonmission	Adequate
Average	Major/Critical	Good
	Important/Profitable	Adequate
	Typical	Adequate
	Minor	Adequate
	Nonmission	Inadequate
Poor	Major/Critical	Good
	Important/Profitable	Adequate
	Typical	Inadequate
	Minor	Inadequate
	Nonmission	Inadequate
Dirt-Poor	Major/Critical	Adequate
	Important/Profitable	Inadequate
	Typical	Inadequate
	Minor	Inadequate
	Nonmission	Inadequate

three hirelings to assist in assaults or to aid the character in his endeavors.

Adequate expenditures assume a mission budget of around 100 gp. If the ninja needs more than this, he must steal or otherwise acquire the extra resources himself.

Inadequate expenditures equal a mission budget of around 10 gp. If more is needed, the ninja is on his own.

See Table 30 for an overview of clan wealth categories, mission types, and resources expended.

A clan can be of one financial category but provide resources as though it were from a lower category if the clan leader is notoriously tight with his money.

A clan can also have variations in these recommended expenditures based on internal policies. For example, a clan or organization with a firm policy against the use of resources on nonclan activities will provide Inadequate resources for nonmission activities even if the clan is fantastically rich.

Clan Status

Most ninja clans belong to the farmer class. Some are artisan or craftsman clans. A few have retained samurai status, which is of considerable benefit to a clan member. He is accorded the rights pertaining to a samurai and his cover identity cannot be penetrated. A family belonging to the "nonperson" class may be publicly known as a ninja clan and would probably live in a remote, easily defended, place.

Allies

Ninja clans are often allied with other families—sometimes officially, sometimes secretly. The DM should decide which families the clan counts among its friends, and whether the ninja clan is superior, equal, or subordinate in the relationship.

Sometimes the ninja clan will be the sponsor and ruler of a smaller family; sometimes the relationship will be one of genuine friendship and alliance between clans that count themselves as equals; sometimes the ninja clan will be beholden to a more powerful clan.

Enemies

Likewise, ninja clans often have longstanding enmities with other families and organizations. The DM should establish at least one enemy family for each ninja clan; many clans have lots of enemies.

For each enemy, the DM should also decide whether the goal of the clan dispute is competition or extermination.

When it is competition, the two clans are in a protracted rivalry. They may be competing for the same clients for their services, or they may simply want to show one another up. When members of the two clans encounter one another, they endeavor to embarrass each other at every opportunity. This rivalry should not escalate into duels or degenerate into practical jokes. The two clans might maneuver one another into tricky situations, such as by pretending to want an "important" mission and allowing the other family to win the contract, only to reveal that the mission is dangerous and unprofitable—or silly and pointless.

When the goal is extermination, there is blood hatred between the clans. When members of one clan encounter those of another, they try to kill each other. These attempts may be honorable attacks and duels, or wicked attempts at assassination, depending on the alignment of the feuding clans and the individual ninja involved.

Demands

Each ninja clan imposes certain demands on its members, including ninja PCs.

Demands almost all clans make of their members include:

Silence. The ninja must never admit that he is a ninja. If the character's clan is known

to be a ninja clan, he may not even acknowledge that he belongs to that clan. There are exceptions: The ninja can ask the clan leader if he might be allowed to acknowledge his true class and nature to an ally, especially when that ally's help is crucial and will best be served if he knows the truth. But such permission is rare. If a character admits to someone outside the clan that he is a ninja, he places that person above his clan in importance (to the clan's way of thinking, anyway). The clan, if it finds out, may decide to eliminate the person who is now in the know, as well as eliminate the ninja with the big mouth.

Missions. The clan can order the ninja character to embark on missions. Refusal to carry out a mission is considered betrayal of the clan. And, yes, a clan leader who doesn't like one of his clan members might try to get rid of that member by sending him on mission after deadly mission.

Demands some clans make of their members include:

Choice of Spouse. The clan leader, not the ninja, chooses whom the ninja will marry. Usually, the spouse is another clan member or someone from an allied clan, chosen for political suitability and for the potential of strengthening the clan. Love matches are rare, and the worst thing a ninja could do would be to tell the clan leader that he or she is in love with someone specific. The clan leader will automatically choose someone else to be the ninja's mate, because romantic love is considered a dangerous thing that has led to the downfall of many a good warrior.

This whole situation is a great opportunity for role-playing in a campaign. However, players in a campaign making this demand should play ninja only if they can role-play a cultural attitude very different their own, or if they don't care whom their characters marry.

Delivery of Treasures. The ninja is required to submit all accumulated treasure to a superior member of his clan for evaluation. He must arrange a meeting with his superior every three months, and immediately after any rich haul (if possible).

The clan will select those items and coinage it needs and take them away from the character without compensation. Typically, the clan takes about half the magical and other special items the character acquires. Any items that remain after this "tax" belong to the character and are not subject to confiscation later. The more money the ninja clan has, the less likely it is to take any of the character's. But a ninja from a poor family may be required to hand over 50%–75% of all his treasure profits so that the clan will have operating capital for other ninja and other missions.

If the ninja character withholds any treasure and the clan later find out about this betrayal, the ninja will be suitably punished.

Cost-Accounting. The ninja character must keep an accurate accounting of all his mission expenditures, right down to the last copper piece (or campaign equivalent).

Of course, the DM can make up any other demands he sees fit for a clan to impose.

Examples of several types of ninja clans appear in Chapter 9.

The PC and the Clan

Ultimately, the DM determines which clan a PC ninja belongs to. Typically, he does this by:

1. Creating several ninja clans to serve as background details for the campaign setting.
2. Deciding which ninja clans PCs can come from.

3A. Letting the player do a rough design of his ninja character and then deciding which clan that PC best suits; or

3B. Giving the player details of the available clans and allowing him to choose a clan for his character, then making sure he designs a PC ninja suited to it.

Details of what the PC does for his clan appear in Chapter 8.

Because the ninja is so secretive, role-playing this type of character involves an unusual amount of work for the player. At the very least, the character must keep secret from the outer world the fact that he is a ninja. He may also try to keep that secret from his party mates and close friends. Even in a party made up entirely of ninja and shinobi from his own clan, the character might have secret orders from the clan lord, directives that no others may share.

Ninja in the Outer World

Most of a ninja PC's life takes place away from the clan. The ninja is off in the world, exploring new lands, establishing identities in distant cities, and performing missions to benefit the clan.

The ninja character is usually among people who don't know his secret. Here, expressed as advice to the ninja character, are some ways to maintain a secret identity.

Don't Impress People

It is easy to impress people with your ninja skills. The problem with this is that people remember being impressed. The more people who remember unusual things about you, the greater the chance they will add stray facts together to reach a conclusion you don't wish them to reach.

It's especially foolish to demonstrate traits that do not belong to your cover identity. If you are pretending to be a normal fighter do not offer to pick a lock. If you are pretending to be a common thief, do not ever wear chain mail or any armor too heavy for practitioners of that profession.

Don't demonstrate the full level of your experience. You are at your most dangerous when enemies underestimate you. Even if you are a veteran ninja with many years of experience, pretend to be a green warrior. Once you have established this background, don't ever let on that it is not true. The temptation to do so can be great, especially when it becomes possible to impress a potential lover through tales of your prowess.

Go Without Your Ninja Tools and Weapons

This sounds like a cruel punishment—when you have spent so many years learning the basic skills of the ninja profession, why should you not have its potent tools readily at hand?

But remember this: If you are captured, you may be searched. Tools such as the ninja-to, nekode, metsubishi, and many others are clear evidence that you are a ninja. Even cunningly disguised tools can be found. But tools that are not present cannot be found.

Therefore, you should carry your ninja tools only when you wear the ninja night-suit and are on a stealth mission. At other times, use gear that it similar but not so telling: Carry a wakizashi instead of a ninja-to, a kawanaga instead of nekode, and so forth.

If you plan to be on the road for several weeks or months, it is best not to carry any ninja gear. The opportunities for discovery are too great. When you visit cities where your clan has set up contacts and safe houses, you can borrow gear for specific missions.

Establish a Safe House or Cache

When you plan to be in a city or castle for an extended period of time, you can set up a safe house or cache for ninja tools and weapons.

Depending on the size of your ninja clan, there may already be a contact and a safe house in the city or castle you are sent to visit. It is no great task for you to ask your clan lord to send some of your gear to that contact. This is not a safe or automatic process. Your gear will be handed over to a low-ranking ninja of the clan, who will deliver it to its destination, putting him in great danger of discovery and death. This ninja is your brother or cousin, so



such requests should not be made trivially.

If there is no contact already established in the place to which you are headed, you can prearrange to have your gear delivered to a specific rendezvous, at the same risk to personnel and material as above.

After you reach the new site but before your rendezvous is to take place, you should establish a cache, a secret place to leave your ninja gear where its discovery will not compromise you. (It is against all common sense to set up your cache beneath your bed.)

Ideally, a cache should be in some place that is easily visited by anyone; the fewer people who can visit it, the shorter the list of suspects if the cache is discovered. In this public place, the cache should be well hidden and difficult to approach casually. Here are some possibilities:

- A barrel in the back of an easily accessible but seldom-visited storeroom
- An old crack in a wall a dozen feet up
- Beneath the floorboards of an abandoned temple
- A box covered with a shallow layer of earth in an overgrown field
- A porcelain jar submerged in an untended pool

Remember to leave inconspicuous signs, visible from a distance, to assure you that your cache has remained undisturbed since your last visit. Someone may have found your cache, then returned everything to its original condition, alerted the local lords, and arranged to ambush whoever comes to get the equipment.

For example, if your cache is in a storeroom barrel, you could place a spot of glue on the seal of the barrel. When you visit, glance casually at the spot; if it is broken, you can be certain the cache has been found and that you should not try to retrieve your gear. If your cache is in a crack in a wall, you can dust the surface of the wall below and above with a little soot, which will certainly be disturbed if someone has been there.

These techniques can save your life.

Once Established, You Become a Safe House

Do not forget that once you are set up in a new identity, you become a safe house for other ninja of your clan. From time to time, allied ninja passing through your region or coming to the same city or castle to set up identities will seek out your help. You are obliged to provide reasonable amounts of help at the ninja's request. Of course, you are obliged to provide even unreasonable help at your clan lord's request.

Spy On Your Friends

You should honor a true friend with true friendship, but you should also know your nonclan friends better than they know you. You must learn all you can about them. Find out what their interests are, what their true identities are, who their lovers are, what their letters say, why they carry the mementos and other items of sentiment they do, and what truly drives them.

To a young ninja, this may sound like a cruel betrayal of people who intend you no harm and may have saved your life. In a sense, it is. But there are compelling reasons to take this course.

First, it may reveal enemies. Despite your instincts, it may be that an ally is your enemy —and not even because of a personal reason. He may be on a secret mission that would thwart your own mission, or may have a longstanding grudge against another ninja of your clan.

Second, you can often do your friends good by knowing all there is to know about them. In spying on a friend, you may discover some secret need he dares not express, or someone else may be investigating him, pointing to an enemy he did not know about. So long as your friends remain friends, your investigations can ultimately do them only good.



Third, consider this: Although you bear no ill will toward your friends, you have an agenda that is different from theirs, an agenda that is hidden from them. If you are ordered to betray them by your clan lord, that is what you must do. If this is true of you, it could be true of one or more of your friends as well. You need to know the circumstances under which one of your trusted friends could become an enemy.

Fourth, and last: Spying on your friends acts as a constant reminder of your priorities. When you take this course, you can never let your allegiance slip from family to friends. You are always on guard against letting your cover identity become your true identity. This is best for the clan, and so it must be done.

This spying should not be accomplished quickly. Your current assignment is another task with a different target, so your researches into your friends constitute a hobby and should be pursued at a slow, comfortable pace. You might be in the company of these people for months or years; pace your investigation accordingly. Nothing will give you away as easily as undue haste.

It is here that maintaining an identity as a poet or writer is useful to you. It will give you a higher level of credibility when you ask people questions about their careers and exploits. However, it will not help you if you ask so many questions that your friends come to consider you a nosy person.

Do not be compulsive about your investigations, however. If you fall into a pattern of espionage that your friends can detect and take steps against, you doom yourself.

Always Have a Reason

At every time of night or day, have in mind an explanation for any unusual thing you are doing. Remember that excuses for friends can



be different from those presented to the authorities. Friends will keep secrets for you and will believe things that the authorities will check out for themselves. Here are some examples:

"Why are you wandering the halls of the daimyo's palace, off-limits to the likes of you?" Answer for a friend: "I saw a shadow slip into this area and, curious, I followed. There may be a spy loose in these halls." Answer for a guard: The same, but wait for a moment of distraction on his part and hurl a pebble or smoke grenade into some dark corner to give him something to react to and to convince him that there *is* an intruder loose.

"Why were you following me?" Answer for a friend: "I've had a premonition about you all day. I think you are in danger." Answer for someone in authority, who may be asking why you were following someone else: "I was not. Why were *you* following *me*?" or "I was admiring the material from which his robe was made. See the flow of colors, the expert cut of the cloth . . ."

Sometimes a ready excuse will be more useful to you than a plausible one. Hesitation can doom a good lie, while calm confidence and quick response can carry a bad one.

Ninja in a Non-Ninja Party

Of course, the advice previously given is from the perspective of a ninja clan lord, who naturally places clan obligations above all other considerations, as will most people from the ninja's culture of origin. The ninja himself may not feel quite so sure about some of those dictates, particularly the ones about spying on his friends.

The ninja character traveling with a party of people who do not share his secret can do many things to maintain his good relationship with them.

Greed Is Out of Place

Ninja accompanying non-ninja groups will often travel in the guise of thieves. This allows them to utilize most of their ninja abilities without causing consternation among their friends. But it's a bad idea to carry the thief identity too far. A ninja should not steal from his friends (except under clan orders). To do so is to demonstrate greed (a very uncharacteristic fault) and to sow dissension among the party. One important ninja role is to sow dissension among the enemy, and to do so among his allies is the same as considering them the enemy.

Courage Is Not Out of Place

The culture from which the ninja originate places a high premium on fearlessness. Ninja are not supposed to fear death any more than samurai do. Consequently, when a ninja is pretending to be a samurai warrior, he should demonstrate the same kind of courage the samurai does. Even when a ninja is pretending to be a common thief, if he demonstrates courage rather than self-preservation, he will gain respect in the eyes of his comrades. They will trust him more, and he will be able to trust them more.

Strong Alliances Help Everyone

Although ninja clan lords caution young ninja against putting nonclan considerations over the goals of the clan, they do not discourage ninja from forging friendships with people who are not of the clan. There are two reasons for this, both of which are very practical.

First, if a ninja becomes friends with non-ninja, the clan has ties to those people, some of whom may become powerful adventurers, merchants, and even rulers. Ninja clans benefit from such alliances, even when the non-ninja are not aware of their friend's ninja background and when there is no profit motive involved. The clan might be able to obtain



favors such as economic concessions, trade secrets, or military and economic help in times of crisis. And should the ninja clan be attacked and scattered by armies of the shogun or emperor, the clan leader might be able to send several members of the family to the ninja PC so that they can seek sanctuary with an allied non-ninja ruler.

Second, if the ninja forges real friendships with other members of the party, it helps him keep from turning into a paranoid wreck. If he has no real affection for any member of the party, he will be a more suspicious and less trustworthy member; others in the party may sense this.

When Friends Find Out

Sometimes a ninja character's true identity and nature will be discovered by another member of the party. This could come about by happenstance (catching the ninja just as he's climbing out his window in his night-suit) or by design (spying on the ninja in much the same way as he's spied on them). Either way, it puts the ninja character in the delicate position of deciding what to do about his friends.

He Could Confess To Them

The ninja could confess at least part of the truth to his allies, admitting that he is a ninja and he has other allegiances in addition to his friendship with them. He would have to convince them that he is no danger to them and has genuinely been their friend in spite of his divided loyalties.

Under no circumstances should the ninja divulge the name of his clan. People who know something about ninja would realize that he would not do this, but might ask him anyway as a sort of test; if he provides an answer, he is probably lying.

A ninja character who takes this course will ask his friends to keep his secret. His life is in their hands; all they need to do is betray his secret to his enemies and he will probably be captured or killed. If they are true friends, they will keep faith with him.

He Could Convert Them

A final and dramatic measure when dealing with a friend who has found out a ninja's secret is to try to bring the outsider into the ninja clan. This can come about only when several conditions are in place.

First, the character under consideration for adoption must not be part of any existing clan. If the character is an orphan, survivor of a destroyed clan, or an exile with no hope of return to his original family, he is eligible. (To adopt someone who is part of an existing clan is to invite him to betray his other clan. If he is willing to betray that clan, he will someday be willing to betray the new one.) It is possible to adopt someone who is from another culture if that character expresses the desire to foresake his former life and devote himself to the ninja clan.

Second, the friend must be eager to join the ninja clan. It's not enough just to be willing; a ninja character will be interested in adopting only someone who will bring enthusiasm and loyalty to the clan.

Third, the ninja character must be able to convince the ninja clan leader that his friend is worthy. This will inevitably result in the friend being put through rigorous and potentially deadly tests of skill and loyalty.

Ninja clan lords become far more suspicious when a ninja brings forward an entire party of people requesting admission into the clan. It's best to try to convert only one character who has learned the secret.

He Could Lie To Them

The ninja could lie to his allies, telling them that he's an imperial spy infiltrating a ninja clan, or some other fabrication.

There are disadvantages to this approach. The characters will already be suspicious of the character. He's lied to them in the past, so they will subject everything he has to say to much scrutiny. The ninja may find that his



friends want him to prove his new assertion to them, and he will probably be unable to do so.

He Could Abandon Them

Having been found out, the ninja character could just leave the characters at his earliest opportunity, return home, and ask for a different mission.

This offers a simple advantage: It makes it difficult for his former allies to exact revenge on him. But it has a couple of serious disadvantages as well.

First, the ninja clan lord will want to know why the ninja abandoned his identity and mission. If the ninja answers honestly—which he should—the ninja clan lord must now decide what to do about the ninja's former allies. He may decide he has to eliminate them, and he'll certainly want to use the ninja who knows the most about them (the PC) to do so. This is also a good opportunity for the clan lord to impose a test of loyalty on the PC ninja. No ninja wants to see his allies exterminated for such a reason, and there is always the chance that the heroes who found out the secret will be skilled and tough enough to kill ninja sent against them.

Second, such abandonment doesn't settle in the ninja's mind what action his former allies will want to take. If he just leaves them, he cannot influence their actions or persuade them not to immediately turn him in to the authorities.

He Could Become Their Enemy

The ninja could decide to eliminate the people who have found out his secret. This is a drastic measure, taken only when a ninja thinks his clan is immediately and seriously endangered by the discovery of his secret. For that to be the case, the allies must already know the name of the ninja character's clan and have declared an intent to destroy the clan. Such allies could be no more than mere companions, not true friends. A lesser set of circumstances doesn't warrant the ninja character becoming the enemy of his former allies.

If he is convinced that his former allies intend the destruction of his clan, the ninja should get away, then attempt to destroy these enemies as soon as possible. But make no mistake; circumstances such as these are rare.

An All-Ninja Party

Things are easier when the ninja character is accompanied by ninja from his own clan. There is no danger of trouble resulting from the sudden discovery by another party member that one character is a ninja.

When a party of ninja is traveling out in the wider world, it is a good idea for them to maintain their cover identities at all times. They should not utilize ninja hand-signs in casual conversation or discuss mission parameters unnecessarily. Ninja know that their enemies sometimes employ wizards (who could have *wizard eyes* floating through the room), and often employ ninja of their own (one could be hanging from the rafters even now, listening to every word).

Playing The Lone Wolf

The ninja with the Lone Wolf kit has his own obligations to fulfill, and the DM should remind him of them if he strays for too long from the path dictated by his choice of ninja kit.

Lone Wolf characters (and ninja and shinobi who are created as part of a ninja clan but later survive its destruction) are obliged to achieve one (or both) of two goals. The Lone Wolf must:

- Recreate the clan, finding an appropriate spouse, starting a family, collecting allies and followers, and protecting them all.
- Wage war on the destroyers of his clan until he perishes or the enemy does.

It's not practical for a Lone Wolf to leave his old life behind and ignore clan obligations. Inevitably, his enemies will track him down in order to finish the job of destroying his clan. The Lone Wolf will eventually have to fight or die.



passed between player and DM to allow them to exchange information the other players don't need to know. The ninja player will have to utilize such a technique in order to communicate privately with the DM. If he is the only player to do so, the other players will become suspicious. But if the DM persuades the other players to routinely use notes, the ninja player's activities will not seem out of the ordinary.

Solo Activities

Finally, there's the problem of the ninja character's individual goals. The ninja will have clan goals assigned him by the clan leader. Some of these missions can be carried out while the character is in the presence of his non-ninja allies, but sometimes the ninja will have to go out on his own and conduct private missions of stealth.

The best way to do this is to arrange private time with the DM for the player of the ninja, perhaps before or after the regular game session.

Things become trickier when the ninja character must perform a private mission in the middle of an ordinary run. The DM should avoid such situations whenever possible, allowing the player to do this only when the story's plot absolutely cannot progress until the ninja has done his investigating.

Typically, the DM will have to take the ninja player aside where the others cannot hear in order to play out the event. Such mid-game missions should be kept as short as possible so that the other players do not become bored or suspicious. It also helps if the DM can combine these game events with normal interruptions such as dinner breaks.

For time reasons, these mini-missions should avoid combat—but that should be no imposition, as ninja prefer to avoid combat when stealth will suffice.

Finally, the DM should arrange for other players to have short solo events. If every player gets the occasional interlude of this sort, it will keep suspicion from falling on the player of the ninja. Additionally, it will give each player the occasional opportunity to explore some hobby or interest not shared by the others, which is good for enhancing role-playing in any campaign.

Multiple Ninja

In a campaign arranged along these lines, two or more players could run ninja from different clans and not even realize it. Each would probably be too concerned with maintaining his own secret to realize that other players are doing the same thing.

The Players Know, The Characters Don't

An approach that is considerably simpler to implement and live with, involving no major changes to campaign structure, requires that all players in the campaign be able to role-play a certain amount of ignorance on the part of their characters.

With this arrangement, the players all know the major facts about characters who keep secrets. Every player will get solo time in which his character can perform individual tasks and missions, but the difference is that this one-on-one time with the DM is conducted in front of the other players.

This is a cinematic approach, with the players not involved in a scene acting as its audience.

The Characters Know

Finally, another easy approach is to run a campaign in which all the characters know that one character is a ninja.

Such a campaign can be brought about in any of several ways:

The party could be made up entirely of members of the ninja's clan.

The ninja's secret could be revealed to the party before he even enters the campaign. For example, a party member or NPC patron



could hire a ninja for a specific purpose. In such a case, the fact that the character is a ninja would be known to the others, but his real identity—his true name and the name of his clan—would remain a secret.

The ninja's secret could be revealed in the course of the campaign. However, this would come as a modification to an already established campaign rather than the way the campaign was originally set up.

The Best Approach

Of these three approaches, each one is the best choice for a different type of campaign.

If most of the players are very competitive and their characters do not mesh well as a team, you'd be best off following choice #1. (The ninja's secrets are kept from the other characters *and* from the other players.) This keeps them from becoming anxious about what other players' characters have or know that their own characters do not.

If the players are good at role-playing, are trustworthy, and do not let their characters act on information that the players have but the characters don't (a common problem with novice role-players), you'll probably find that the most satisfying approach is choice #2. (The ninja's secrets are kept from the other characters but not from the other players.) This will allow you to play out "secret" scenes in front of the players, not excluding them from the campaign's story line, and be safe in the knowledge that they won't use the information they receive in an unfair way.

Choice #3 (the ninja's secrets are known to the other player-characters but not to the world at large) is best used at a later point in one of the other campaign approaches. Characters may gradually learn that one of their party members is a ninja; eventually everyone knows. If they allow the ninja to remain in the party, choice #3 becomes the campaign structure. Starting out from the beginning of a campaign with choice #3 deprives the characters of the opportunity for discovery, and for interesting role-playing as various party members try to keep secrets.

The Character Mix

A campaign involving ninja PCs can include any of several different types of PC groups. The three different types of character mixes we'll discuss here include one or two ninja passing as normal adventurers in a larger party, a party made up of nothing but ninja, and the rare solo ninja campaign.

Ninja Passing

In this campaign, one or two PCs are ninja adventuring with a normal group of heroes. Most or all of the non-ninja are unaware of the backgrounds of the ninja characters, believing them to be ordinary fighters or thieves.

Typical Adventures

Even with ninja added, the campaign's adventures do not have to change.

The ninja PC is ordered by the clan lord to accompany the heroes and participate in their adventures, making regular reports back to the clan. From time to time, the PC ninja will receive special orders pertaining to the current adventure.

> **Example:** The PCs have been hired to clean out the abandoned Tsuburaya Temple, which is now inhabited by ghosts. The ninja clan lord, learning of this, sends a secret message to the ninja PC: "Find out if one of the ghosts is that of Kagabu, a member of our clan who disappeared there 10 years ago. If so, before your allies destroy him, you must ask him privately if he obtained the Sword of Clan Hayata. Perhaps he will recall enough clan loyalty to answer you. If possible, obtain the sword and send it to me. If not, find out what Kagabu remembers."

Such an approach gives the ninja character individual goals pertaining to his clan background without interfering with the goals of the PC party. A task like this one forces the PC to do some solo actions, such as entering the temple alone the night before the others perform their raid.

Naturally, all these little missions must eventually add up to a big result. Every so often, the message from the ninja clan leader should explain what the ninja PC has been up to for the last several months.

Example: "Your delivery of the Sword of Clan Hayata, the powder of the mountain goblins, and the information concerning Hayata Sho have given us the edge we need in our struggle with the Gushiken daimyo, Eizo the Unkillable.

"Eizo now besieges Castle Hayata. Persuade your friends that, despite Eizo's promises of great wealth, greater honor is to be found in aiding the Hayatas.

"On the hill overlooking Castle Hayata is a dead cherry tree. Buried beneath it on the east side is a box in which rest the sword and powder you retrieved. Obtain them and then sneak them through the Gushiken lines. Present them to Hayata Sho with the information that by sprinkling the powder on the blade he can enchant his weapon to kill Eizo the Unkillable. But before he challenges the daimyo, you must return to the outside and kill Eizo's champion, Sawao, who would otherwise fight the match for him.

"Because the actions of our clan cannot be recognized in this event, you must make these actions the goal of your band of famous companions. Make up whatever story you wish to account for finding the Sword of Clan Hayata. I recommend you tell the others that the spirit of a long-dead ancestor told you where to find it and what to do with it."

To the other PCs, this looks like a help-the-underdog adventure initiated by an encounter between a member of the party and a helpful spirit, while the PC ninja knows that it is the culmination of several months' worth of planning the elimination of an enemy of the clan.

If the campaign takes place at a great distance from the ninja clan, such as when adventurers return to distant lands and the ninja PC accompanies them, the ninja clan leader will be unable to direct the actions of the ninja PC.

In such a case, before he departs his homeland, the ninja character must be given a goal, something he can accomplish by himself over several months or years while adventuring in the lands of the foreigners.

It's best if the goal is a nebulous one, such as discovering the meaning of a prophecy or investigating a faint trail of clues leading to those distant lands.

Example: The ninja clan lord has learned from a priest that the survival of his clan is bound up with the survival of one of the foreign friends of the PC ninja, but that's the only detail available. The clan lord assigns the PC to protect his friend, but surreptitiously, and to find out what forces are conspiring against the friend and why the fate of the friend is tied up with the fate of the clan. This is a nebulous goal that, as the PC ninja uncovers clues, will resolve into a clearer picture, eventually leading the PCs back to the lands of the Orient for the final chapter.

As the Campaign Ages

In such a campaign, the PCs will eventually begin accumulating followers, building strongholds, and doing all the other things that high-level adventurers do, as will the ninja PC.

If the campaign is destined to return to foreign lands to stay, the ninja PC has several options.



He could be commanded to plant a branch of the ninja clan in that foreign land, a hedge against the possibility that the main clan will someday be destroyed. This is easier to do if there is already a community of Orientals in that foreign land. If there is not, the PC might have to disguise the clan resettlement within a larger migration of his countrymen.

He could be permanently exiled for some crime against his clan, effectively becoming a Lone Wolf ninja and choosing to return to his friends' foreign home. He would probably have to abandon his followers, who are still subject to the clan lord's wishes.

Or, the ninja could bid his old allies a reluctant farewell when they make their final return to their homelands, with the ninja leaving the campaign or the campaign splitting into two.

If the campaign's future is to be in the Orient, different options become available.

Foreign heroes electing to stay in the Orient could achieve the status of samurai and attain great political power through alliances with the daimyos of the land. Meanwhile, the ninja PC will be rising to prominence in his own clan, perhaps becoming its lord. He will have to direct the actions of his ninja in the field (a task handled in behind-the-scenes correspondence between the DM and the player) while engaging in the politics of his land. He will use his resources to strengthen his clan, to aid his friends, and to promote causes he considers just, while keeping his clan's ninja background a secret and covertly working against the clans who oppose him. Such machinations requires political alliances, so the ninja's old friendship with other PC lords is particularly advantageous.

Notes

In a campaign where the ninja PC leads a double life, every character should have the opportunity for a private interest involving occasional role-playing and solo missions. These undercurrents will add to the complexity of the campaign, resulting in more work for the DM, but will also add to the richness of the campaign setting.

Ninja Group

This campaign type, mentioned earlier, has a cast of PCs who all belong to the same ninja clan. Remember that they do not all have to be of the ninja class. They can be of other classes as well, all of them bearing shinobi kits.

Typical Adventures

At the start of the campaign, the ninja party will be sent out with a specific goal. They may be asked to accomplish one mission and return home, or to set themselves up in false identities in a specific town or castle and perform a series of missions there.

Types of missions appropriate to this sort of campaign are described under "Ninja Missions."

As the Campaign Ages

In this type of campaign, the missions that the PCs are assigned to accomplish will become more and more challenging and daring.

At a certain point, the ninja will begin attracting followers. Once most or all the ninja in the group have followers accompanying them, the clan lord may decide that they should set up a separate branch of the clan—a hedge against elimination of the main branch.

Ultimately, one of the PCs will be in a position to become the clan lord. In fact, the later stages of the campaign may involve a great deal of maneuvering between several high-level PCs all of whom want to become lord of the clan.

Ninja Solo

One way to use *The Complete Ninja's Handbook* without making changes to an existing campaign—indeed, without even sending the

characters to the Orient for a brief stay—is to run a solo ninja campaign.

Such a campaign consists of one DM and one player. Neither the DM nor the player has to worry about keeping secrets from other players, or that the goals of other PCs will interfere with the ninja's current mission.

The player, if he does not already possess an experienced ninja character, should create one. Use the normal rules for character creation, then advance the ninja PC to at least the 8th level of experience—a little higher or lower if the DM wishes.

This super-ninja should receive double the usual number of weapon and nonweapon proficiencies at creation and for his experience level.

He should receive 3d4 magical items of the DM's choice (preferably an even mix of weapons, armor, and miscellaneous magical items, but no cursed or useless items), whatever normal gear he wants (within his ability to convince his clan lord of his need for them), and 9d6 gold pieces.

This results in a very skillful character, one appropriate to a lone ninja (or lone spy) movie. Because of his extra skills, the character is unsuited to be integrated into a normal campaign later. (If the DM wants the character to appear in his regular campaign at some point, he should not double the character's proficiencies.)

The campaign start and typical adventures are similar to those for Ninja Group campaigns, described earlier.

Ninja Adventures

For ninja characters, the DM will want to create ninja missions. Here, we'll talk about what sorts of adventures those are.

Most of these types of adventures are appropriate to campaigns where all PCs are ninja (or solo ninja campaigns). Some of them are more difficult to implement for a mixed team of ninja and non-ninja. In such campaigns, the ninja's task is to convince his fellows that carrying out this mission is the best way to accomplish an existing goal of theirs, or to persuade them to a related task that will allow him to accomplish his mission. Subtlety, persuasiveness, and discretion thus become important weapons in the arsenal of the ninja.

Intelligence Gathering

The most common sort of task given a ninja is to find out information that somebody would prefer not be known.

Such tasks include:

- Scouting out the position of an enemy army,
- Discovering why a lowly farm girl is being kept locked away in the daimyo's castle,
- Determining which lords a specific daimyo is conspiring with,
- Finding out a shogun's weaknesses of character so they can be exploited,
- Determining a minister's schedule so he can be ambushed and kidnapped.

There are many different ways to acquire this sort of information. Scouting the location of an army might call for one ninja running around in the forest for a night. A more involved mission might call for setting up a false identity and befriending an NPC until the ninja can ferret out the character's secrets.

Theft and Covert Delivery

Ninja are sometimes called on to steal an important object from its current owner. The object could be an artifact, a book or scroll containing important information, enough money to perform another mission, evidence one person is using to blackmail another, papers confirming a lord's ownership of a piece of land or of the contract of a concubine, a letter proposing an alliance, etc.

Just as crucial to some long-range ninja

plans are missions where the ninja plants an object rather than taking it. The steps of the mission are the same, but the ninja leaves something behind instead of taking it away. The ninja might have to:

- Leave a duplicate of some priceless object already stolen,
- Return a stolen object before its loss is discovered,
- Plant a piece of evidence incriminating a minister,
- Get a message to a deep-cover agent who is already suspected, and so on.

A theft could be as simple as slipping a paper off a table when no one is looking. A more standard theft could involve putting on the night-suit and creeping through secure areas after dark. The most difficult sorts of theft adventures might call for a multistage plan: The ninja would have to set up an identity giving him access to the castle, spend enough time there to map it out thoroughly and time its guard patterns, assemble a team to accompany him, assign specialists to take care of specific tasks, insert his entire team into the castle, deal with guards, open a sealed vault, and escape through some route the castle owner has not covered.

Elimination

Sometimes the ninja clan objective cannot be achieved while a particular NPC remains at liberty. In such cases, the ninja is assigned a mission of elimination: He must kill or kidnap the obstructing NPC.

This mission is like a theft mission, with the difference that the character must attack a target instead of stealing an object.

Historically, ninja performed some missions of assassination, but this is inappropriate to a heroic fantasy campaign. AD&D game ninja, who cannot reveal their skill to the people around them, often choose to do so when facing a target of elimination. Instead of assassinating a helpless or unsuspecting target, the campaign ninja will penetrate all defenses to get to him and then challenge him to personal combat. The ninja may stack the deck by depriving his target of bodyguards, magical weapons, and the like, but there should be some element of fairness to the attack.

Some missions of elimination are kidnappings. These are even more dangerous for the ninja, who must acquire the target without killing him or her (this sometimes requires the ninja to do things not in his immediate self-interest, such as defend his target from accidental damage) and then get the target from to a safe place (often doubling the danger the ninja faces). Kidnap victims can be ransomed back to their families for handsome rewards; just as often, they are kidnapped to keep them from doing things the ninja clan wishes them not to do, and may be released once the critical point is past.

Protection

Ninja sometimes find themselves acting as bodyguards for less-adept members of their clans (such as consort ninja who are more experienced at manipulation than at combat) or for people the clan wants to protect from assassins or kidnappers.

A ninja is not as good at personal protection as a samurai; he is not as good a fighter as a samurai of equal level. But a ninja is better at site security and at predicting the types of attacks that might occur. A ninja protecting a target might spend time figuring out how to break into the target's home or through his defenses and then set up additional, more secretive defenses along those routes.

Sabotage

Ninja are especially adept at sabotage. Such missions can involve setting fire to castles, sinking ships, ruining defenses, damaging siege engines, and causing other sorts of confusion.

Minor forms of sabotage can be used for diversionary effects. For example, sabotaging a daimyo's coach so he must spend some time beside the road while repairs are made might be a mission of sabotage setting up a mission of elimination.

Sowing Dissent

Often the best way to defeat an enemy is to allow it to defeat itself.

Ninja are sometimes ordered to infiltrate combined armed forces and then cause friction between their discrete elements. This causes petty lords to quarrel and reduces the effectiveness of a fighting force.

A ninja might ingratiate himself with a daimyo and then demonstrate, through convincing logic and carefully arranged situations, how that lord's good friend of many years is betraying him to another lord. The most skillful of ninja can make the daimyo believe all these conclusions are the lord's own.

Smoking Out Traitors

The clan lord might ask a PC ninja to help him discover who in his own clan might be a traitor.

One technique used for this purpose is "putting dye in the water." The clan lord gives each of his confidants a variation of the same supposedly important information. The PC ninja would then have to infiltrate the household of an enemy to find out which variation of the information was reaching the enemy, thus pointing to the traitor in the ninja clan.

Another, more difficult, technique involves situations where the clan lord is certain that one of his confidants plots to kill him. The trick is to figure out the circumstances under which the traitor will choose to kill the lord, to convince the suspects that those circumstances have come about, and to keep the clan lord from being killed when the assassination attempt results.

Testing Ninja

A clan lord might send his ninja on a mission that serves as a screen for the lord's true intention, to determine whether the PC is loyal to the clan. Other tests brought about by the clan lord include trials for outsiders wishing to be adopted by the clan and "graduation" tests for new ninja. Here are some ways these scenarios can be played out.

The Uncounted Box of Gold

The clan lord discovers the ninja PC's secret desires and then presents him with the opportunity to satisfy some of them at the clan's expense.

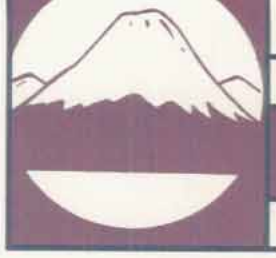
For example, if the PC is exhibiting an untoward affection for money, the clan lord might tell him this story:

"The samurai Takuji is a secret miser. He has acquired quite a considerable horde of gold from presents he has accepted—400 koku in value. Find his horde and deliver it to me. Make sure not one coin is lost, for I need just that amount for another operation. He cannot report the theft, for then he would have to admit that he accumulated that much gold, which his daimyo will frown upon."

The samurai Takuji could be just what he appears to be, or could actually be a ninja from another branch of the clan, one whom the PC does not know. Either way, the ninja clan already knows exactly where the gold is and how much there is.

When the PC acquires the horde of gold, he is obliged to count it—his lord did say that he needed a precise amount, and if the horde does not contain that much, the ninja will need to report it or make up the difference. But the ninja finds that Takuji's horde is a quarter again as big as reported. He knows that Takuji cannot report the theft, so there is no way for the ninja clan lord to know if the





PC decides to keep the extra . . . or so he thinks.

The ninja who steals from his clan will soon be either dead or a Lone Wolf ninja.

Naturally, a PC ninja could be on the other side of such a test, helping the clan lord test the loyalty of a ninja under suspicion.

The Lover With a Secret

The PC ninja, in the course of his adventures, finds love with an NPC. (Remember that the medieval Japanese considered love to be an unlucky emotion, a cause for affairs and tragedies but certainly not the basis for marriage. This didn't stop the medieval Japanese from falling in love, of course.)

At some time after the NPC is well established in the campaign, he or she tells the PC a secret:

"My family is not native to this area. We originally came from a small farm near the village of [name of the main village of the PC's ninja clan]. Several years ago, my uncle Kenji went to the village and returned that same day, frightened nearly to death. He said that he had discovered something awful about our daimyo [actually the head of the ninja family] and that we all must flee. Uncle Kenji gathered up his wife and children, and persuaded my father to do the same. We left the village that night, under cover of darkness. When we arrived here, we took false names and tried to begin life anew. I don't know what terrible secret Uncle Kenji discovered. All he will say about the daimyo is, "'He is lord of more than we ever realized.'"

It should be obvious to the ninja that Uncle Kenji somehow discovered that his daimyo was the head of a ninja clan. Possession of this knowledge is very bad for the NPC family. But the ninja should also know that his lover is devoted to Uncle Kenji and would be crushed by his death. This puts the ninja in a bad position. The ninja must either kill his lover's beloved uncle (for it seems obvious that the knowledge this person acquired has not spread), or tell the clan lord (which will just as swiftly result in the uncle's death). Or, the ninja can keep the lover's secret.

The first two choices are the correct ones. Through them the ninja demonstrates loyalty to the clan over loyalty to a lover. The ninja who chooses to keep the secret places a lover's feelings above the protection of the clan.

The truth is that the NPC lover is a distant member of the ninja clan, or possibly an actor hired by the clan lord. The same is true of the lover's entire family. The lover has been instructed to tell this story at a specific time, and "Uncle Kenji" is now being watched over by a very skilled ninja of the clan.

The PC ninja who does not quickly move to eliminate this threat to the clan is fated to be given a dangerous mission of apology and redemption—or a sentence of death.

The important thing to remember when setting up this situation is to be patient and to establish the scenario over a long period of time. The PC should find the lover in the course of other adventures. Their meeting and the flowering of their affection must appear completely natural. (The NPC lover may be torn by divided loyalties as well, but this character knows a test is in progress and will probably remain loyal to the ninja clan.)

The Lover Shoved Aside

A simple, if cruel, test for a ninja's loyalty is for the ninja lord to wait until the character has fallen in love and decided to marry. Before the ninja can ask the lord's permission to wed, the lord chooses a marriage partner for the ninja.

Bright Young Ninja

A type of test that doesn't involve determining loyalty is the graduation. If the DM wishes, he can put every ninja PC through one or several graduation tasks.

The standard graduation mission takes place when the ninja is first created. It cele-

brates and confirms the ninja becoming 1st level. This is a relatively simple test in which the ninja must cross an area of forest that is extensively trapped. At the end of the path, he must scale a wall or assail some other difficult obstacle in order to retrieve a token that signifies completion of the mission. The DM can spice up the graduation test by making the traps devious and interesting and by adding encounters with ninja armed with bamboo and padded weapons that do no real damage. The PC ninja should be similarly equipped.

The DM can add additional graduations at level 6 and level 10, the points at which the ninja achieves the ranks of chunin and jonin. These tests should be much more difficult, involving traps that damage as well as entangle and lower-level ninja opponents armed with live steel instead of bamboo.

The objective of these tests is to challenge the PC ninja and determine the level of his skill, not to kill him. But it should be possible for a test to kill the character who behaves stupidly. This is a way of weeding out unsuitable ninja before they can become weak links in the chain of the ninja clan.

Adoptees

In the rare event that a non-ninja/non-shinobi PC discovers the clan's existence and wants to join, the ninja clan lord (if he wishes to consider the possibility at all) will conduct a series of tests to determine the applicant's skills and loyalty.

The skills portion of the test will be at least equivalent in danger and difficulty to the chunin graduation test.

The loyalty portion of the test will be especially devious. The clan lord will come up with one test that is, on its completion, obviously a loyalty test, but that's the easy part.

If the applicant passes all the preliminary tests satisfactorily, he is accepted as a provisional member of the clan. Later, perhaps during the new clan member's third or fourth mission, the clan leader will conduct a further test of the character's loyalty. This test will involve the character's background and former loyalties, and should be both compelling and undetectable as a clan test. Each such test will have to be custom-tooled to the character in question, so there's no point in presenting a set of generic tests here.

Ninja Kits in the Campaign

Each ninja kit is a little different, and there are ways for the DM to add entertaining elements to his campaign through exploitation of most of them.

Lone Wolf

The most important plot element for the Lone Wolf involves the clan that is his enemy. This is either the ninja's own clan (from which he has been banished for some transgression) or is the family that destroyed his clan (and they need to finish up the job by eliminating him).

When the Lone Wolf character is first created, the DM must decide if the enemy is his own clan. The DM can consult with the player or base his decision on what he knows of the player. The rule of thumb is this: Don't have the enemy be the ninja's own clan unless the player likes to suffer. The DM would be shirking his role-playing duty if he did not include poignant encounters with the Lone Wolf's brothers, sisters, and cousins. They are not, after all, just faceless NPCs who pop in to get killed. They're people the PC is supposed to have cared for and considered family at one time.

Early in the ninja's career, the Lone Wolf will occasionally bump into enemy ninja who are on his trail or who recognize him while about other tasks. The resultant duels with skilled adversaries will alert the other PCs in the party that the Lone Wolf character has a powerful enemy. They may realize early on that the enemy is a ninja clan but should not

automatically identify the Lone Wolf as a ninja; many characters have reason to count ninja among their enemies. (But the players will probably figure it out quickly.)

As the campaign progresses, the enemy will become more and more adept at tracking down the Lone Wolf, particularly if he accompanies the same group of PCs all the time. The Lone Wolf and his friends will be endangered by ninja attacks with increasing frequency. The leader of the enemy clan may contact the other PCs and peacefully invite (or induce) them to abandon the Lone Wolf, or may automatically count them among the clan's enemies and seek their deaths as well.

Eventually, the conflict between the Lone Wolf and the clan must reach a resolution. Several resolutions are possible.

The Lone Wolf could leave his allies for a time and perform a final assault on his enemy, resulting in his death or theirs. (The number of ninja in the clan might have been whittled down over the years, after all.)

He could accept help from his friends and perform the same mission.

If the enemy clan is his own family, he could find some way to rejoin it—perhaps by performing a mission of expiation, or by killing the clan leader in single combat and taking over. Such a resolution might be a solo mission or could involve his friends.

Either way, by late in the Lone Wolf's career it will probably be evident to his friends that he is a ninja. He might end up having to fight one or more of them if some accept his profession and some do not.

Becoming a Lone Wolf

It's also possible for a ninja PC to become a sort of lone wolf after having been created with another kit. This can happen if the ninja is banished or sentenced to death by his clan (perhaps for failing one of the tests of loyalty described earlier).

When another type of ninja is separated from his clan, he does not take on the Lone Wolf kit. He keeps all the traits, bonuses and penalties of the kit with which he was created, with the following exceptions:

Clan Benefits: All ninja lose any benefits they might have derived from belonging to a clan.

Clan Obligations: Ninja are no longer expected to meet any obligations as members of the clan. However, many PCs who are good role-players may choose to meet some of those obligations—helping favorite family members achieve their personal goals and dreams, for instance.

Intruder: This type of ninja, will no longer be required to meet unusually high levels of clan demands.

Spirit Warrior: This type of ninja cannot learn any new ninja spells unless he does so by stealing a spell book containing them.

Becoming a Pack Wolf

On the other hand, if a Lone Wolf ninja is permitted to rejoin his old clan (or, even more rarely, join a different ninja clan), he simply takes on all benefits and hindrances resulting from clan association. He is no longer called a "lone wolf" but does not take on some other kit, not even the Stealer-In.

Shadow Warrior

This fighting ninja is better suited for missions of protection than intrusion. However, because he is somewhat better at combat than the average ninja, he is also better suited to establishing and sustaining an identity as a fighter. He might take on an identity as an itinerant ronin in order gain employment in the personal guard of a daimyo, for example.

Intruder

This ninja is best suited for missions where he must think on his feet, improvising tactics and resolutions to rapidly changing situations. He should be put in situations where

quick thinking and political maneuvering, rather than a dagger in the dark, will save the day. If he is played properly, the Intruder is a good choice for party leader.

Consort

Consort ninja occasionally run into people who might recognize them. The DM should remember a few things when utilizing this plotting tool.

First, the person who might recognize the Consort from his or her previous false identity doesn't do so automatically. That person should make an Intelligence check with several penalties and bonuses:

- –2 for each year that has elapsed since the encounter.
- –3 if the encounter was casual.
- +2 if the two worked closely together.
- +3 if the person fell in love with the ninja (but no penalties for time are applied).
- A penalty (minus) equal to the amount by which the Consort made his or her Disguise check that day.
- A bonus (plus) equal to the amount by which the Consort failed his or her Disguise check.

The DM is free to add more penalties or bonuses if desired.

Second, the character who might recognize the Consort should be one who cannot be conveniently disposed of. He might be a daimyo always surrounded by guards. He might even be a crucial part of the ninja's plans; to eliminate him would wreck the mission.

Third, the character who might recognize the Consort may do so and yet not immediately expose the ninja. The character might have reasons to keep this knowledge to himself. He might not yet be convinced that the ninja is truly the one he met before. He may realize that the Consort is up to no good and feel that he can blackmail the ninja. He may still be in love with the Consort.

The DM should introduce such a character to make things tense for the Consort ninja. The drama such encounters inject into the campaign shouldn't be removed quickly or easily.

Pathfinder

Naturally, adventures with the Pathfinder character should often involve wilderness treks.

Spirit Warrior

Spirit Warriors should be assigned missions that make use of their magical knowledge (once they acquire some). The Spirit Warrior should be given the occasional mission that no other character can accomplish by himself, a mission requiring exactly his mix of skills and spells. Being given such a mission doesn't mean that the character will automatically accomplish it, of course, just that the character may be the only one who *can* accomplish it.

Ninja Clan Resources

As Chapter 6 mentions, each ninja clan has its own resources—in particular, money, personnel, and knowledge.

A ninja is expected to accomplish his mission with the resources he has been given or can acquire in the field. The DM should provide the ninja with resources appropriate to the task: Money enough to do his job or the opportunity to acquire such money, enough people to accomplish the task or the means with which to acquire such people, etc. When things get sticky, the ninja should not run back to the clan to ask for more resources.

Even worse is the ninja who undertakes a personal mission and decides he must ask the clan for help. If the ninja makes an enemy of a daimyo because of a personal insult, he can't expect the clan to come to his aid. He must get

out of the situation on his own. In fact, to come running to the clan could be considered a sign of treason. The ninja could lead enemy spies back to his home, endangering the entire clan.

However, there are ways for the ninja to earn the right to clan resources above and beyond what he has been allotted.

When the Rules Change

A ninja should be able to request additional resources if, in the course of a mission, he discovers that his clan lord didn't have a complete grasp of the severity of the situation, and if the situation is of crucial importance to the ninja clan.

> **Example:** The ninja Rinjiro is sent to a daimyo's castle to find out why a fellow ninja, part of the castle guard, has not made a report in several weeks. Rinjiro discovers that all the castle guards seem badly trained, and none of them knows the disguised ninja in question. He finds out that these are replacement guards, recently hired from the ranks of the ronin. The real guards are even now making a march on the castle of a rival lord who is an ally of the ninja clan.

Under such circumstances, Rinjiro can ask for additional resources in order to resolve the situation to his lord's satisfaction.

Resource Points

The ninja can also earn *resource points* which he can later trade in for additional resources.

Whenever the character goes into a situation where the rules change (as described above) and then solves it without calling for additional resources, he earns a resource point.

Whenever the character is granted substantial resources for a mission, solves the mission without using many of them, and returns the remainder to his clan, he earns a resource point.

If the ninja earns a reputation for being frugal with his resources, he can make a request for resources beyond those allotted him, perhaps for use on a personal quest. By spending one resource point, he will receive at least a portion of what he has asked for. (The DM is free to restrict the awarding of additional resources.)

If, in the clan lord's opinion, the request is unreasonable, the resources may be refused. The resource point is still spent, but the clan lord is not offended by the request.

The DM, not the player, keeps track of resource points.

Spy Campaigns

Most of what we've discussed in this chapter applies to non-ninja spy campaigns as well.

Campaigns can be set up with a spy character keeping his identity secret from his friends, with a party of spies, or even with a high-powered solo spy conducting missions on his own.

The types of adventures described for ninja pertain to spies as well, except perhaps the "graduation test."

In spy campaigns, it's not as important for the spy to keep his true occupation from his allies. In some forms of spy adventure, characters rely on their notoriety as spies in order to provoke enemies into premature action. The DM should decide whether the agency employing the spy demands total secrecy.

The advice for using ninja kits also pertains to spies using those kits, as do the guidelines for using resources.



CHAPTER 9

Examples

In this chapter you'll find a number of sample ninja and ninja organizations. These examples demonstrate how to use this supplement's rules. These sample characters and organizations can also be dropped, whole or modified, into your own campaign.

All character examples that follow presume that the campaign uses weapon and nonweapon proficiencies and the Advanced Martial Arts rules from Chapter 4, and that Intelligence modifies the number of nonweapon proficiency slots a character receives.

Examples of Ninja Characters

No clans are specified for the following characters, except for the Lone Wolf character. You can add them to any clan (of the appropriate alignment) where they can be of use. Naturally, some are better suited to be ally ninja; others make good enemies.

Kyoji the Dancer

History: The Yano clan was locked in a decades-old war with the Nishi clan (the Serpent Ninja). The Yano had suffered greater losses than the Nishi, and the final attack, an all-out raid by the Serpent Ninja, wiped out the Yano clan completely.

Or so they initially thought. But Kyoji, the youngest son of the clan leader, told by his dying father to avenge the clan and if at all possible to bring it back to life, made it out to the rice fields and beyond. He was miles from the farm site when the Serpent Ninja realized that he'd escaped.

When his clan was destroyed, Kyoji was 13 years old, a charming youth who showed great promise as a possible Consort or Intruder ninja. And though he no longer had the benefit of clan teachers to instruct him, he took with him several books pertaining to the family arts. His stubbornness and natural desire for revenge enabled him to learn his family arts through research and practice.

Kyoji made his living as an actor and entertainer, developing the artistic skills he'd just begun to learn when the attack came. Initially hopeless as an entertainer, he gradually became quite accomplished.

Today, 10 years later, Kyoji is constantly on the move, always on the prowl for information he can use against the Serpent Ninja. He often takes an identity as a dancer, moving from troupe to troupe and welcome everywhere. The Serpent Ninja are still on the lookout for him, so he abandons each identity as his enemies discover it.

Description: Kyoji is a little below average height and not particularly muscular. He moves gracefully, with a deliberate dancer's stride that he abandons when performing missions in his night-suit. His features are handsome and cheerful, and in spite of the grimness of his history he is not an angst-ridden man. He intends to establish an identity that has nothing to do with the arts—perhaps as an itinerant merchant—and take a wife willing to be part of the genesis of the new Yano ninja clan.

Combat: Kyoji is a loner; team tactics are beyond him. He prefers hit-and-run strategies in locales of his own choosing, areas typically tricked out with a variety of traps.

Kyoji the Dancer, hm, Ninja4: AC 8 (leather armor), AC 6 (with ninjutsu); MV 12; hp 16; THAC0 19 (17 with katana); #AT 1 (2 with ninjutsu); Dmg 2d6+2 (*katana* +2 two-handed), 1d2 (ninjutsu); SZ M (5'4" tall); ML 13; AL NG.

S 11, D 13, C 11, I 15, W 9, C 15.

Special Equipment: Katana +2, *book of one art* (Yano clan ninjutsu, normally kept in a cache).

Proficiencies: Weapon: hankyu, oriental weapons (tight group). Nonweapon: Acting (Charisma –1); Basic Ninjutsu; Dancing (Dexterity); Disguise (Charisma –1); Juggling (Dexterity –1); Survival (Intelligence, two slots); Tumbling (Dexterity). (Kyoji receives four proficiency slots for Intelligence.)

Thief Abilities: PP 0, OL 0, F/RT 30, MS 75, HS 65, DN 10, CW 60, RL 0.

Kit: Lone Wolf ninja.

Michiko the Imposter

History: Born 18 years ago to a neutral ninja clan, Michiko discovered early her ability to take on the mannerisms of others. This talent brought her to the eye of the clan leader. Since the age of 15, she has been sent on missions of infiltration. To provide Michiko a suitable model for her imposture, her clan attacks a procession including a young samurai woman of her age and approximate build. The young woman is captured and imprisoned, with Michiko her "nurse and servant." Michiko spends a considerable amount of time with the prisoner, learning her mannerisms and as much as possible about her. After a year or more, Michiko appears in the area of the captive's home, bearing an uncanny resemblance to the missing girl but professing to remember nothing before a year ago, when she awoke injured and confused in a rice field.

Sometimes the family does not believe her to be the missing girl, but her acting is usually sufficient for them to believe that she is a noblewoman who has lost her memory. Her similarity to their lost family member is enough to give her access to the family so she can accomplish her mission there.

Description: Michiko is of average height and very pretty. She looks younger than her years. Makeup allows her to age when she needs to pretend to be someone older.

Combat: Michiko is an average fighter, with perhaps more training in unarmed combat than people expect. When a combat situation arises, she stays in character, fighting or fleeing as the character she is impersonating would. If her impersonation is discovered, she flees if possible.

Michiko the Imposter, hf, Ninja6: AC 9 (bonus from Dexterity), AC 7 with ninjutsu; MV 12; hp 21; THAC0 18; #AT 1 (2 with ninjutsu); Dmg 1d8 (naginata), 1d2 (ninjutsu); SZ M (5'2" tall); ML 12; AL N.

S 9, D 15, C 10, I 12, W 11, C 18.

Special Equipment: One set of *talking paper*.

Proficiencies: Weapon: basic ninjutsu, dagger, naginata. Nonweapon: Acting (Charisma –1/+2, max 18); Disguise (Charisma –1/+2, max 18); Enamor (Charisma –2/+2 max 18); Etiquette (Charisma +0/+2, max 18); Observation (Intelligence); Voice Mimicry (Charisma +0/+2, max 18, two slots). (Michiko receives three proficiency slots for Intelligence and a +2 bonus to Charisma-based General and Rogue proficiencies from her Consort kit.)

Thief Abilities: PP 0, OL 40, F/RT 0, MS 60, HS 90, DN 50, CW 40, RL 20.

Kit: Consort ninja

Yoshi the Purist

History: As a child, Yoshi became fascinated with the beauty and purity of the ninjutsu martial arts practiced by members of his clan. He began to study them almost to the exclusion of everything else. His other ninja skills never rose to match those of his relatives, but he became quite proficient at ninjutsu—unbeaten among the children of his age. He also studied a few unusual skills to help make him more valuable in the eyes of his clan lord.

His lord, rather than punish him for inadequacy, has decided to exploit Yoshi's obsession, sending him out on missions where he can study the martial arts of potential enemies and perhaps bring back knowledge about ninjutsu to enrich the family.

Description: Yoshi is of greater than average height and lean, with fiery eyes that bespeak the intensity of his study. He is handsome but unaware of it. He is interested only in martial arts and will marry without qualm whomever his lord assigns to him. When on missions that require him to pretend to be a normal person, he remains quiet and distant.



He can't discuss his one fascination with a non-ninja because only ninja study ninjutsu.

Combat: If Yoshi must fight while obliged to maintain his cover identity, he grits his teeth and does as the party leader tells him, typically getting around behind the enemy line and charging archers and magicians. When on a night-suit mission, he seeks out any opponent who demonstrates martial arts prowess and challenges him to battle.

Yoshi the Purist, hm, Ninja1: AC 7 (Dexterity bonus and leather armor), AC 5 with ninjutsu; MV 12; hp 6; THAC0 20; #AT 1 (2 with ninjutsu); Dmg 1d8 (wakizashi), 1d2 (basic ninjutsu), 2d2 (ninjutsu circle kick); SZ M (5'10" tall); ML 15; AL N.

S 14, D 15, C 12, I 13, W 12, C 10.

Special Items: None.

Proficiencies: Weapon: oriental blades. Nonweapon: Basic Ninjutsu; Ninjutsu Circle Kick; Ninjutsu Feint; Pole-Vaulting (Dexterity); Running (Constitution –6); Set Snares (Dexterity –1). (Yoshi receives three proficiency slots for his Intelligence.)

Thief Abilities: PP 0, OL 0, F/RT 0, MS 10, HS 10, DN 0, CW 10, RL 0 (all lower than normal due to the Shadow Warrior kit).

Kit: Shadow Warrior ninja.

Hanako the Ghost

History: At the age of three, Hanako was the prize in a grisly game of death. The daughter of a farming family who had nothing to do with ninja, she watched helplessly as a rowdy band of ronin barged into her home, demanded food and service, and chose to take offense at the poor provisions given to them. The ronin slaughtered her parents and siblings, then played hide-and-seek with Hanako, laughing as they chased her from hiding place to hiding place, intending to kill her as well when the game grew dull.



She made it as far as the forest near her home. The laughing ronin chased her into the trees. Then they died, one by one, as a jonin, a senior member of a ninja clan, killed them for their coarseness and brutality.

The ninja took Hanako back to the clan and raised her as a member of his own family. She grew up in the ninja tradition and gradually lost the feeling of being an outsider, though the sense of loss she felt at her family's murder never went away. When she exhibited the characteristics of a magical adept, the clan lord decided to give her training as a wizard instead of a ninja. With this training, she could resume her true name (an identity that could not be penetrated because it was not false) and return to the outer world on missions for the clan. She has chosen to specialize as an illusionist, concentrating on spells of concealment and invisibility.

Description: *Hanako is a pale, willowy* young woman. She gives an impression of physical weakness that is far from the truth. Her eyes are an unusually pale brown, her expression always grave. She is kind to children, but there is a merciless streak to her, the core of which was undoubtedly formed when she watched her family die. She will kill without remorse for her adopted family.

Combat: When danger lurks, Hanako uses her spells to make herself hard to find. She may use her magic to position herself so that she can make a deadly strike, or she may fire missile attacks from a position of concealment. She carries many throwing knives.

Hanako the Ghost, hf, Ill5: AC 8 (Dexterity bonus); MV 12; hp 14; THAC0 19; #AT 1; Dmg 1d3 (dagger) or by spell; SZ M (5'3" tall); ML 11; AL NG.

S 11, D 16, C 13, I 16, W 10, C 13.

Special Equipment: Feather tabi, dagger +2.

Spells (5/3/2): 1st—*detect magic, feather fall, phantasmal force, read magic, spook*; 2nd—*deepen shadows, hypnotic pattern, invisibility*; 3rd—*monster summoning I, wraithform.*

Proficiencies: Weapon: dagger. Nonweapon: Acting (Charisma –1, two slots from Rogue group); Engineering (Intelligence –3, two slots); Feign/Detect Sleep (Intelligence, two slots from Rogue group); Herbalism (Intelligence –2, two slots); Observation (Intelligence); Reading/Writing (Intelligence +1). (Hanako receives five proficiency slots for her Intelligence.)

Secondary Skills: Scribe.

Thief Abilities: MS 10, HS 50, RL 10.

Kit: Shinobi Illusionist.

Kozo the Madman

History: At the age of six, Kozo, child of a ninja clan, slipped off a cliff while playing with his brothers and fell 60 feet. Though seriously injured, he miraculously survived. As he got older, he decided that he was living on time granted him by the gods and that he must exploit their gift to the fullest. He has chosen to learn the strangest and most dangerous of skills, which makes him a valuable specialist to his ninja clan. But his native recklessness sometimes makes him the weak element of a plan.

Description: Kozo is unusually tall and strongly built, with a merry expression that only hints at the craziness his clan knows to expect from him.

Combat: In combat, Kozo gravitates to the biggest, meanest-looking opponent and trades blows. His fearlessness sometimes lets him cow more powerful opponents, but it often keeps him in combat long after his allies would prefer that he leave. Sometimes they must drop smoke grenades and bodily drag him from a battle scene.

Kozo the Madman, hm, Ninja7: AC 4 (Dexterity bonus and magical armor); MV 12; hp 38; THAC0 17; #AT 1; Dmg 1d8+2 (with *ninja-to* +2); SZ M (5'11" tall); ML 17; AL CN.

S 14, D 15, C 18, I 13, W 6, C 12.

Special Equipment: Leather armor +3, ninja-to +2, rope of climbing.



Proficiencies: Weapon: hankyu, oriental blades. Nonweapon: Giant Kite Flying (Dexterity –3, two slots); Hunting (Wisdom –1); Riding/Airborne (Wisdon –2, two slots); Tightrope Walking (Dexterity); Tracking (Wisdom, bonus proficiency from Pathfinder ninja kit, +1 bonus for 5th level); Water Walking (Dexterity –1).

Secondary Skills: Hunter.

Thief Abilities: PP 0, OL 0, F/RT 70, MS 60, HS 60, DN 60, CW 80, RL 0.

Kit: Pathfinder ninja.

Examples of Ninja Clans

Here are several types of ninja clans the DM can use in the campaign.

Players, take note: DMs who plan to use the following clans in their campaigns are free to change names and other details about them. Don't choose a clan from those listed here for your character and expect that the clan in your DM's campaign will be identical.

In the descriptions that follow, no enemies or allies are listed for the clans. The determination of enemies and allies must be based on the clans existing in the DM's campaign.

Isobe Clan

Nickname: Black Mountain Ninja.

Known For: Smuggling skills.

Ruler: Isobe Jotaro.

Symbol: Falcon.

Territory: A difficult-to-scale mountain in the darkest, nastiest corner of the empire, and one defensible valley below; includes a few viable rice paddies and a village.

History: Ten years ago, the Isobe clan was a samurai clan that supplied many skilled warriors and military advisors to the army of the shogun. Secretly, it was also a ninja clan of great antiquity. Its leaders intended eventually to topple the shogunate and seize control of the empire.

However, enemies of the Isobe clan discovered that the clan leader was a ninja lord. They assembled evidence against him and presented it to the shogun, who responded by stripping the Isobes of all lands and titles, then sending a large army to destroy them.

The Isobes who survived the attack fled to the distant reaches of the empire, land surveyed by a long-dead clan lord and never claimed or developed. They used their ninja skills to build a fortification at the top of an inaccessible mountain. Allied mages and illusionists improved the citadel, making it dangerous for the shogun's wizards to approach.

In the years since, the Isobes have acted overtly as a ninja organization. They sell their services to whomever will pay for them. They have become adept at smuggling agents out past the loose cordon of shogunate spies and guards and smuggling food in through the same lines. Many of these techniques involve the use of clan wizards. There is a disproportionately high number of spellcasters among the Isobes, and many of their spells and magical items are geared toward smuggling.

Naturally, all Isobe ninja traveling in the outer world must adopt cover identities that do not associate them with the Isobe name.

Goal: The Isobes are slowly trying to create a new "cover" clan with samurai status. This involves forging an alliance with a now-impoverished samurai clan, intermarrying and merging with it, and covertly using ninja techniques to make it rich and powerful. The clan leader expects this process to take decades.

Clan alignment: Neutral.

Range of alignments: LN, NG, N, NE, CN.

Races: Human only (so far).

Size: Jonin/Leaders: 2 (Jotaro and his brother Toyo). Chunin/Middlemen: 12. Genin/Low-Ranking: 208. Others/Shinobi: 364.

Resources: *Wealth:* Average (once Fantastically Wealthy, now still possessing substantial



cash reserves but with a much reduced income). *Available Resources by Mission Type:* Major/Critical Missions: Lavish. Important/Profitable Missions: Good. Typical Missions: Adequate. Minor Missions: Inadequate. Nonmission Activities: Inadequate.

Clan Status: Nonperson.

Demands on members: Delivery of treasures, cost-accounting. The Isobes do not insist on choice of spouse. In fact, the clan actively promotes the forging of links with clans and heroes all over the empire.

Nishi Clan

Nickname: Serpent Ninja.

Known For: Poisons.

Ruler: Nishi Saburo.

Symbol: A stream of water cutting through rock.

Territory: A large, wealthy holding, rich in rice production, belonging to an allied samurai daimyo who knows the secret of the clan.

History: The Nishi clan got its start a century ago, when a band of samurai decided to strike out on their own after their treacherous lord turned against the shogun and was defeated. These samurai fled the aftermath of that defeat and turned *ronin*. After due consideration, they decided that wealth and greed were far more agreeable than the blind devotion that had resulted in their exile.

They tallied the skills available to them—including one that proved to be of immense help, the skill with herbs and poisons possessed by the wife of one of the men—and began offering all these skills, not just their swords, for sale. They pooled their earnings and brought in a specialist, a drow spy who could teach them even more salable skills, and eventually persuaded him and his immediate relatives to ally with the ninja clan.

These men were crude and greedy but smart; they continued to plow some of their profits back into training and acquisition of favors and knowledge. Over a period of several decades, they acquired all the skills of older and better-established ninja clans.

Over time, they became the favorite doers-of-deeds of one noble clan, the family they are still associated with. This clan gave them farmland to support the stable identities they needed for security. They do not work solely for this daimyo, but do offer him their services at a courteously reduced rate.

Goal: Accumulation of wealth; expansion; domination of sake brewing.

Clan alignment: Lawful Evil.

Range of alignments: LN, LE, N, NE, CN, CE.

Races: Humans and half-elves (of drow descent).

Size: Jonin/Leaders: 3 (Nishi Saburo and subordinate family heads Igarashi Junzo and Shimada Eiichi). Chunin/Middlemen: 23. Genin/Low-Ranking: 468. Others/Shinobi: 712.

Resources: *Wealth:* Wealthy. *Available Resources by Mission Type:* Major/Critical Missions: Good. Important/Profitable Missions: Good. Typical Missions: Adequate. Minor Missions: Adequate. Nonmission Activities: Inadequate.

Clan Status: Farmer.

Demands on members: Choice of spouse, delivery of treasures, cost-accounting (the last two being very important to these money-conscious ninja).

Motoyoshi Clan

Nickname: Need-No-Doors Ninja.

Known For: Intrusion skill.

Ruler: Motoyoshi Haruhiko.

Symbol: A calligraphic brush with an oversized cherry leaf as its paper.

Territory: The Motoyoshi clan rules no territory, operating out of the shogun's capital.

History: Forty years ago, a military advisor to the old shogun had a vision—or perhaps it was a hallucination. He saw himself visited by the god of truth, who announced that



henceforth the man's allegiance would be to the god instead of the shogun, and that the man must use the tools of deception so as to be on guard against those same dangers. The man retired from military service and became a priest of the god, but brought up his grandchildren as ninja, the better to accomplish the goals of the clan.

Goal: The Motoyoshi clan is devoted to truth for its own sake. Its members exist as gadflies constantly stinging the shogunate bureaucracy. Their tactic is to ferret out all secrets and expose them for the other lords of the land to learn. This makes it more difficult for the shogun to keep the lords at one another's throats. The more secretive the shogun and his government become, the more offended the Motoyoshi presume the god to be, and the more strenuously they perform their missions.

Clan alignment: Neutral Good.

Range of alignments: LG, LN, NG, N, CG.

Races: Human only (so far).

Size: Jonin/Leaders: 1 (Motoyoshi Haruhiko). Chunin/Middlemen: 5 (Haruhiko's sons and a promising grandson). Genin/Low-Ranking: 10. Others/Shinobi: 23.

Resources: *Wealth:* Average. *Available Resources by Mission Type:* Major/Critical Missions: Good. Important/Profitable Missions: Adequate. Typical Missions: Adequate. Minor Missions: Adequate. Nonmission Activities: Inadequate.

Clan Status: Samurai.

Demands on members: No special demands.

Other Ninja-Type Organizations

As Chapter 3 indicates, the ninja character creation rules can be used to create spies and killers as well. Such characters are often grouped into organizations such as the two described below.

Her Majesty's Ministry of Intelligence

Nickname: The Peepers.

Known For: Panache.

Ruler: Sir Trevor Draken.

Symbol: The black stone Ministry tower.

Territory: The Ministry controls no specific territory; it is a subset of some imperial government in the DM's campaign world.

History: Her Majesty's Ministry of Intelligence was created 30 years ago by Sir Larris Draken, father of the current minister. The elder Sir Draken, an old military intelligence officer of the army, argued persuasively before the Crown that the nation's rulers needed a small, highly trained, highly motivated unit of spies who were more adept at missions of intrusion and sabotage than the individual doers-of-deeds employed by each military leader.

The Crown agreed and lavished an enormous budget on the Ministry. In the years since, some rulers have used the Ministry as a valuable tool for finding out crucial information about the nation's friends and enemies, while others have looked on it as merely a form of entertainment. (It is for this reason that all Ministry agents are chosen for and trained in dash and daring. The more entertained the king and queen are by their exploits, the more money the Ministry receives to perform its duties.)

Goal: To protect the Crown through acquisition of secrets kept by foreign powers.

Organization alignment: Neutral Good.

Range of alignments: LG, LN, NG, N, CG.

Races: Humans and half-elves.

Size: Leaders: 1 (Sir Trevor Draken). Middlemen: 3 (divisional leaders: Foreign Division, Domestic Division, Court Division). Low-Ranking: 60. Others: 100.

Resources: *Wealth:* Fantastically Rich. *Available Resources by Mission Type:* Major/Critical Missions: Lavish. Important/Profitable Missions: Lavish. Typical Missions: Good. Minor Missions: Good. Nonmission Activities: Good.



Clan Status: Noble.

Demands on members: No special demands.

The Priests of Ya'ang-Keegor

Nickname: Those Madmen

Known For: Doing the impossible.

Ruler: Balabath the Occluded.

Symbol: The sun being quenched as it descends into the ocean.

Territory: This organization, which can have branches in any civilized land infected by contact with its nation of origin (which can be any ancient land from the DM's campaign world), controls lands in many inaccessible regions. It prefers mountain plateaus and, if the terrain supports it, mesa summits. The regions controlled by the Priests of Ya'ang-Keegor are heavily agricultural areas.

History: Centuries ago, a mad mage named Ya'ang-Keegor had relatives in two nations that were going to war. He tried to persuade the warring rulers that war was folly, but couldn't. Both rulers were so convinced that the war was necessary that they told him he could not prove something that was so patently untrue.

He asked each of them to write down three impossible things and asked them to agree to a trial: If he could perform all six impossible tasks, they would concede that they were wrong and stop the war.

According to legend, the war raged on for a year. Then Ya'ang-Keegor reappeared, seized both kings, spirited them away to a distant cave, and performed all six tasks. Only the three of them were present, so there were no witnesses to the tasks and the exact list of deeds has been lost. Scholars amuse themselves by assembling lists of likely events; playwrights concoct plays showing these events with different tasks. Popular beliefs have the wizard squeezing an elephant

through the head of a pin without shrinking the elephant or enlarging the pin, winning the war for each ruler without bloodshed, turning off the sun or moon for a day, demonstrating mathematically that no number is equal to itself, and other deeds.

The wizard ended the war and acquired many followers. He never taught them how to do impossible things; he just told them nothing was actually impossible if they figured out all the angles and approaches. He set himself his own impossible task, that of becoming a god, and kept about it for the rest of his life while being followed around by admirers. Over the years, those admirers did begin setting bigger and harder tasks for themselves, with no regard to morality or functionality. They stopped wars and broke up tightly bonded clans, stole carefully guarded treasures and found lost ruins, arranged for peasants to become kings and kings peasants, settled disputes that even the gods failed to resolve, sank unsinkable ships, and more.

Today, centuries after the mage's disappearance or death, his memory is kept alive by this odd priesthood of men and women who exist mainly to cause trouble. Most members of the priesthood are spies (ninja), while a few are clerics, wizards, and members of other classes taking shinobi kits.

Ironically, should the mage Ya'ang-Keegor have achieved apotheosis, he will never approach his priests. Before he died, or departed on the path to godhood, he told his followers that any god coming to them and calling himself by the name of Ya'ang-Keegor must be a fake. They have taken his words to heart and will show no particular interest in a god identifying himself as *their* god.

Goal: To demonstrate man's worthlessness by showing as false every one of his claims; to demonstrate man's greatness by showing how he can accomplish everything he imagines. (The paradox is typical of the order's thinking.)

Organization alignment: Chaotic Neutral.

Range of alignments: NG, N, NE, CG, CN, CE. (Lawful types need not apply.)

Races: Human.

Size: Leaders: 20 (high priest Balabath the Occluded and his immediate subordinates). Middlemen: 126. Low-Ranking: 1,533. Others: 2,217.

Resources: *Wealth:* Average. *Available Resources by Mission Type:* Major/Critical Missions: Adequate. Important/Profitable Missions: Adequate. Typical Missions: Inadequate. Minor Missions: Inadequate. Nonmission Activities: Inadequate. (The priesthood has reasonable resources but uses them to live well rather than to accomplish its peculiar goals.)

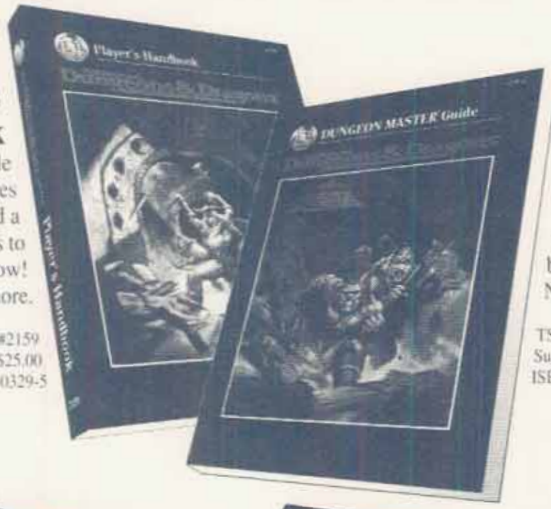
Clan Status: Priesthood (whatever that means in a specific culture).

Demands on members: Choice of spouse; the choice is always someone who is an impossible choice (someone who hates the character, someone who cannot be allowed to marry the character, etc.).



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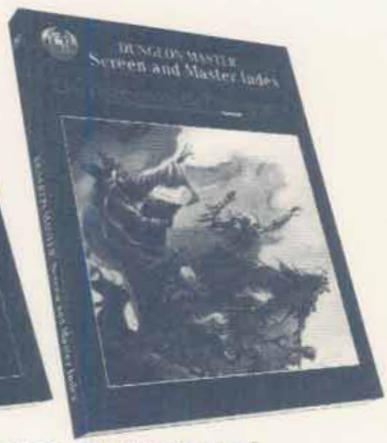
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