## NINJA

You are the mysterious Ninja, master of stealth, spying, and assassination. You are feared by the nobility and never trusted, even by those willing to hire your services. Many consider your kind to be legend.

The Ninja is the thief class of the RUINS \& RONIN setting and many referee's may not wish to use this class in play.

Ninja Advancement table

| Level | XP | HD | BHB | ST |
| :---: | :---: | :---: | :---: | :---: |
| 1 | 0 | 1 | +0 | 14 |
| 2 | 1,500 | $1+1$ | +0 | 13 |
| 3 | 3,000 | 2 | +0 | 12 |
| 4 | 6,000 | $2+1$ | +1 | 11 |
| 5 | 12,000 | 3 | +1 | 10 |
| 6 | 24,000 | $3+1$ | +2 | 9 |
| 7 | 48,000 | 4 | +2 | 8 |
| 8 | 96,000 | $4+1$ | +3 | 7 |
| 9 | 192,000 | 5 | +4 | 6 |
| 10 | 384,000 | $5+1$ | +5 | 5 |

## Ninja Class Abilities

Weapon \& Armor Restrictions: Ninja are masters of stealth, and as such they may not wear any armor. They are also not allowed to use the Katana or Daikyu.

Ninja Abilities: Starting at 1st level the Ninja is allowed some special abilities not allowed to other classes. These abilities include moving silently and hiding in shadows amongst others. To use these abilities, the player must roll the specified numbers on a d 20 .

Backstab: A Ninja attacking from behind gains a +4 to hit and inflicts double damage. At levels $5-8$, the damage is increased to 3 x , at 9 th level the increase is 4 x .

Climb Sheer Surfaces: Ninja may attempt to climb incredibly sheer surfaces. Anyone may normally attempt to climb a vertical surface, but only Ninja may ascend impossibly difficult surfaces or attempt unthinkable climbs. The Ninja starts out with a chance of $1-17$ on a d20 roll to climb sheer surfaces. This chance increases by +1 for every 5 levels.

Read Languages: At 3rd level a Ninja may reas most languages (1-16 on a d20).

Use Scrolls (10th): At 10th level a Ninja is able to use arcane scrolls.

Saving Throw: A Ninja gains a +2 bonus on Saving Throws vs death or poison.

XP Bonus for Dexterity: This class bonus is due to a high Dexterity attribute.

| Ninja Ability Table <br> Level <br> Open <br> Locks | Hear <br> Noise | Move <br> Silently | Hide in <br> Shadows |  |
| :---: | :---: | :---: | :---: | :---: |
| 1 | $1-3$ | $1-7$ | $1-4$ | $1-2$ |
| 2 | $1-4$ | $1-7$ | $1-5$ | $1-3$ |
| 3 | $1-5$ | $1-10$ | $1-6$ | $1-4$ |
| 4 | $1-7$ | $1-10$ | $1-7$ | $1-5$ |
| 5 | $1-8$ | $1-10$ | $1-9$ | $1-7$ |
| 6 | $1-9$ | $1-10$ | $1-11$ | $1-9$ |
| 7 | $1-11$ | $1-13$ | $1-12$ | $1-10$ |
| 8 | $1-13$ | $1-13$ | $1-13$ | $1-11$ |
| 9 | $1-15$ | $1-13$ | $1-15$ | $1-13$ |
| 10 | $1-17$ | $1-13$ | $1-17$ | $1-15$ |

