

The Way of the Tiger

Monks of Kwon, He who speaks the Holy Words of Power, Supreme Master of Unarmed Combat

???????????? From the age of six, however, most of your time has been spent learning the Way of the Tiger. Now, you are a Ninja, a master of the martial arts and a deadly assassin who can kill the most powerful enemies unseen and unsuspected. Like a tiger, you are strong, stealthy, agile, patient in the stalking of prey and deadly.

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NINJA NO CHIGIRI

I will vanish into the night; change my body to wood or stone; sink into the earth and walk through walls and locked doors. I will be killed many times, yet will not die; change my face and become invisible, able to walk among men without being seen.

Adventures: The

Characteristics: The

Religion: The

Backgrounds: The

Other Classes: Most Ninjas

Game Rule Information

The Ninja has the following game statistics.

Racial Note: Way of the Tiger Ninjas

Abilities: The key statistic

Endurance Die: d6.

Base Speed: 30 feet.

Class Skills

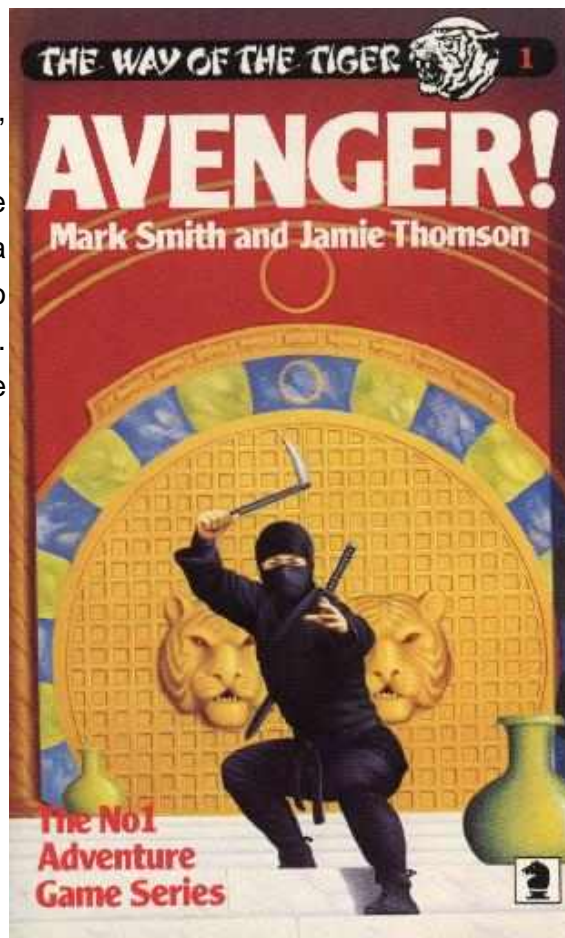
The Ninja's class skills (and key ability for each skill) Acrobatics (Dex), Athletics (Str), Bluff (Cha), Climb (Str), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis)

Skill Points at 1st level: () x4

Skill Points at Each Additional Level: ()

Class Features All of the following are class features of the Way of the Tiger Ninja.

Armour and Weapons Proficiency: Ninjas are proficient with and all one handed melee weapons.



Level	Base Combat Skill?	Fort Save	Ref Save	Will Save	Rank
1st	+0	+0	+2	+0	Novice