

Lone Wolf RPG / Way of the Tiger

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

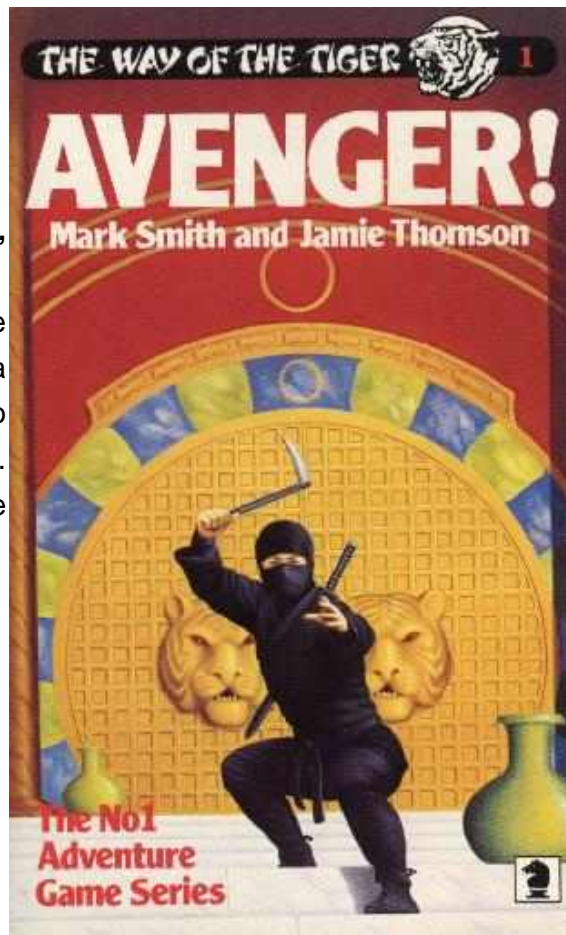
Religion: The

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 FeaturesAll 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
2nd	+1	+0	+3	+0	Initiate
3rd	+2	+1	+3	+1	Brother
4th	+3	+1	+4	+1	Disciple
5th	+3	+1	+4	+1	Immaculate
6th	+4	+2	+5	+2	Master
7th	+5	+2	+5	+2	Senior Master
8th	+6/+1	+2	+6	+2	Superior Master
9th	+6/+1	+3	+6	+3	Master of Dragons
10th	+7/+2	+3	+7	+3	Master of the North Wind
11th	+8/+3	+3	+7	+3	Master of the West Wind
12th	+9/+4	+4	+8	+4	Master of the South Wind
13th	+9/+4	+4	+8	+4	Master of the East Wind
14th	+10/+5	+4	+9	+4	Master of Winter
15th	+11/+6/+1	+5	+9	+5	Master of Autumn
16th	+12/+7/+2	+5	+10	+5	Master of Summer
17th	+12/+7/+2	+5	+10	+5	Master of Spring
18th	+13/+8/+3	+6	+11	+6	Grandmaster of Flame
19th	+14/+9/+4	+6	+11	+6	Grandmaster of the Dawn

20th	+15/+10/+5	+6	+12	+6	Grand Master
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Acrobatics

The ability to leap and jump using flips, cartwheels, etc. like a tumbler or gymnast.

Benefit: This adds a competence bonus to all the Ninja's Acrobatics skill checks equal to his Base Reflex Save.

Arrow Cutting Requiring excellent muscular coordination, hand and eye judgment and reflexes, this skill will enable you to knock aside or even catch, incoming missiles such as arrows or spears.

Benefit: You must have at least one hand free (holding nothing) to use this ability. Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons, such as boulders hurled by giants, and ranged attacks generated by spell effects, can't be deflected.

Climbing Comprehensive training in the use of a grappling hook and hand and foot clamps, or cats claws. The padded four-pronged hook has forty feet of rope attached to it and is used to hook over walls, niches etc., allowing the Ninja to pull himself up the rope. The cat's claws are spiked clamps, worn over the palm of the hand and the instep of the feet, enabling the Ninja to embed his claws into a wall and climb straight up like a fly, and even to crawl across ceilings.

Benefit: This adds a competence bonus to all the Ninja's Climb skill checks equal to his Base Reflex Save.

Escapology A Ninja with this skill is able to dislocate the joints of the body and to maximise the body's suppleness, allowing movement through small spaces, and escape from bonds and chains by slipping out of them.

Benefit: This adds a competence bonus to all the Ninja's Escape Artist skill checks equal to his Base Reflex Save.

Feigning Death Requiring long and arduous training, a Ninja with this ability is able to slow down his heart rate and metabolism through willpower alone, thus appearing to be dead.

Benefit: Y

Immunity to Poison

This involves taking small doses of virulent poisons over long periods of time, slowly building up the body's resistance. This enables the Ninja to survive most poison attempts.

Benefit: This allows the Ninja to add a bonus to Fortitude Saves against all poisons equal to his Base Fortitude Save. Whenever the Ninja succeeds with a Fortitude save to suffer reduced damage from poison, he instead suffers no damage. At 15th level, whenever the Ninja fails with a Fortitude save to suffer reduced damage from poison, he instead suffers 1/2 damage.

Inner Force Through meditation and rigorous training you have mastered the ability to unleash spiritual or inner power through your body in the same way as the karate experts of today break blocks of wood and bricks.

Benefit: In any combat, before you roll to hit or miss an opponent, you may choose to use Inner Force. If you do, deduct one point from your Inner Force score. This is used up whether or not you succeed in striking your opponent. If you are successful, however, double the amount of damage inflicted, not including Sneak Attack. When your Inner Force reduced to 0, you may no longer use Inner Force. So use it wisely! You begin the game with 5 points of Inner Force.

Picking Locks, Detecting and Disarming Traps

The ability to open locked doors, chests etc. A Ninja with this skill would carry various lock picks in the pockets of his costume, including a small crowbar or jemmy. You are also trained to notice traps and to use lock-picking tools to disarm them.

Benefit: This adds a competence bonus to all the Ninja's Disable Device skill checks equal to his Base Reflex Save. It also adds the same bonus to Perception skill checks to detect traps.

Poison Needles Sometimes known as spitting needles, a Ninja with this skill can place small darts, coated with a powerful poison that acts in the bloodstream, onto his tongue. By curling the tongue into an "O" shape and spitting or blowing, the dart can be propelled up to an effective range of about fifteen feet. A useful surprise attack, the source of which is not always perceptible.

Benefit: Whe

Shin-Ren or Heart Training This is a secret knowledge passed on during several weeks in the hills of the Island of Tranquil Dreams. You have learned iron control of your emotions; you can walk over glowing coals without turning a hair, endure heat, cold, wind, rain, hunger, thirst and pain that would send a normal person mad. Your instincts have been honed so that you read any person like an open book - having learnt the language that the body talks, understanding what people think by observing their mannerisms and the way they breathe, the roving of their eyes and their stance. You are able to understand a complicated situation at a glance and act, seize any opening and take any chance that appears.

Prerequisite: Base Combat Skill +7, 10th Level

Benefit: This adds a competence bonus to all the Ninja's Sense Motive skill checks equal to his Base Reflex Save. This also allows the Ninja to add a bonus to all the Ninja's Fortitude Saves equal to his Base Willpower Save.

Shurikenjutsu

You can throw these up to a range of about fifty feet with devastating effect.

Benefit: Whe

?	Cost	Damage	Critical	Range Increment	Weight	Type
Shuriken	1 gc	1d4	x2	10 ft	1/10 lb.	Piercing

Yubi-Jutsu or Nerve Striking

You have learnt how to maim and kill with even quite light blows to vital nerve centres - a technique especially useful when beset by many adversaries at once, or against a formidable human foe. You know the anatomy of man in fine detail, the unprotected points and nerve centres where an accurate blow can stun or even kill.

Prerequisite: Base Combat Skill +7, 10th Level

Benefit: Whe

Equipment

The Blood of Nil

You carry one dose of the most virulent poison known in the world. This venom is extremely difficult and very dangerous to collect for it is taken from the barb of a scorpion son of the God, Nil, Mouth of the Void.

Breathing Tube

Made from bamboo, this can be used as a snorkel allowing you to remain underwater for long periods of time. It can be used as a blowpipe in conjunction with the Poison Needles skill, for added range.

Flash Powder

This powder, when thrown in any source of flame, causes a blinding flash. You have enough for one use only.

Flint and TinderUsed for making fires.

Garrotte

Iron Sleeves

Sewn into the sleeves of your costume are four thin strips of iron, the length of your forearm. These allow you to parry or block blows from swords and other cutting weapons.

?	Cost	Armour Bonus	Maximum Dex Bonus	Armor Check Penalty	Spell Failure Chance	Weight
Iron Sleeves	15 gc	+1	-	0	5%	4 lb.

Ninja Costume

During the day you would normally be disguised as a traveller, beggar or suchlike. At night, when on a mission, you would wear costume. This consists of a few pieces of black cloth. One piece is worn as a jacket covering the chest and arms; two others are wound around each leg and held in at the waist. Finally, a long piece of cloth is wrapped around the head, leaving only the eyes exposed. The reverse side of the costume can be white, for travel over snowy ground, green, for travel in woods or grasslands. All Ninja Costumes add a +2 bonus to Stealth skill checks.

Spiderfish

Shuriken

You can throw up to three shuriken per attack (all at the same target). Do not apply your Strength modifier damage to with shuriken. They are too small to carry the extra force that a strong character can usually impart to a thrown weapon.

?	Cost	Damage	Critical	Range Increment	Weight	Type
Shuriken	1 gc	1	x2	10 ft	1/10 lb.	Piercing

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