

Ninja

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Total Chi	Special Ability
01	1	0	0	0	1	10	Replacement, Technique
02	2	1	1	1	1	30	
03	3	1	1	1	2	60	Technique
04	4	2	2	2	2	90	
05	5	2	2	2	3	120	Ninja Vanish , Technique
06	6/1	3	3	3	3	150	
07	7/2	3	3	3	3	180	Technique
08	8/3	4	4	4	4	210	
09	9/4	4	4	4	4	240	Technique
10	10/5	5	5	5	5	270	Ninja Leap
11	11/6/1	5	5	5	5	300	Technique
12	12/7/2	6	6	6	5	330	
13	13/8/3	6	6	6	6	360	Technique
14	14/9/4	7	7	7	6	390	
15	15/10/5	7	7	7	7	420	Ninja Teleport, Technique
16	16/11/6/1	8	8	8	7	450	
17	17/12/7/2	8	8	8	7	480	Technique
18	18/13/8/3	9	9	9	8	510	
19	19/14/9/4	9	9	9	8	540	Technique
20	20/15/10/5	10	10	10	9	570	Cheater of Death

Skilled warriors throughout the land, the ninja use all the types of Jutsu to aid them in their goals. Masters of stealth, users of magical tricks through their chi, and resourceful warriors are the skills of a good ninja. Ninja's are a powerfully combatant to have in the field of battle for any team.

Chi - power from with that is used to perform techniques and ninja abilities

Techniques - powerful attacks that tap into the natural world (see techniques section for list of choices) at 1st level all ninjas start with 1 Technique of their Rank which is D, They can only choose Rank D from the list (unless otherwise given to them at which it's no higher than Rank C) To achieve Rank B or Higher it requires a higher rank as a ninja through in game tests and actions. After the First level all but the Ninja gain a new one from 3rd level and every other 3rd level. Basic Ninja instead gain them from 3rd every 2 levels thereafter.

Replacement - Grants the ninja the ability to avoid 1 attack for 2 chi, Only one replacement can be active at a time. Once used the player moves anywhere within a 30ft radius. Strong attacks are unavoidable fully with replacement. (Any S-Class techniques or other attacks that do more then, 125 damage, or more in a hit.) A reflex roll can be made if the player has Evasion to take 1/4, normally replacement would just cut the damage by half.

Ninja Vanish - Grants the Ninja Invisibility for one round per 4 chi. This ability grants a +20 Stealth bonus. Using techniques while this is active requires a concentration roll to maintain the invisibility. Failing to pass a roll (DC 10 +ninja level) cause the invisibility to drop yet the technique will still be performed.

Ninja Leap - Grants the Ninja a Glide movement for one round per 10 chi. The Ninja Leap allows the character to glide across a small area beyond jumping distance, Leaping 120ft forward or upward.

Ninja Teleport - Grants the Ninja a Teleport for 15 chi per use. The Ninja Teleport allows the Ninja to move across a full Miles distance in a brief moment. This allows the ninja to cover a great distance in mere moments of time.

Cheater of Death - Grants the Ninja a chance to survive death 200 chi, Cheater of Death allows the Ninja to expel a vast amount of chi to heal and stabilize themselves at +10 Hp per level

Weapon Proficiencies: Simple, Shuriken, Sai, Tonfa, Chain and Sickle, Boomerang, Nunchaku

Armor Proficiencies: Light

Hit Die: 1d8

Skills: (points per level 40 + INT MOD) Acrobatics, Bluff, Climb, Concentration, Craft, Demolitions, Disable Device, Disguise, Escape Artist, Gather Info, Intimidate, Jump, knowledge poisons, knowledge Ninjutsu, Notice, Open Lock, Profession, Perform, Read Lips, Search, Stealth, Streetwise, Swim, Taunt, Use Rope, Use Tech

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