

# A-4.0 NINJA

Ninjas are non spell users who are specialized in unarmed combat and stealth. However, they are more able to develop weapons than Warrior monks. They are the equivalent of Rogue (mix between Fighter and Thief) but with the Warrior Monk instead of the Fighter.

*« I can scale sheer walls and enter through the smallest opening. I am a shadow. Your enemy will not see me until it is too late ».*

**Prime Stats :** Agility and Self Discipline.



## NINJA SPELL LISTS

The Ninja has no base list, though he may learn (at a high development point cost) spells from his chosen realm of magic.

## PROFESSION BONUSES

Athletic \* Gymnastic.....+5 Self Control.....+10  
 Awareness Group.....+5 Subterfuge Group.....+10  
 Body Development.....+5 Weapon Group.....+5  
 Martial Arts Group.....+10

## SKILLS AND SKILLS CATEGORIES

Armor * Heavy.....10	Outdoor * Animals.....2/5
Armor * Light.....9	Outdoor * Environmt.....2/6
Armor * Medium.....10	Power Awareness.....7
Artistic * Active.....2/5	Power Manipulation.....16
Artistic * Passive.....2/5	PP Development.....15
Athletic * Brawn.....3/5	Science * Basic.....3/6
Athletic * Endurance.....2/7	Science * Specialized.....12
Athletic * Gymnastics.....1/3	Self Control.....1/5
Awareness * Perceptions..2/6	Special Attacks.....2/7
Awareness * Searching...1/5	Special Defenses.....5/10
Awareness * Senses.....2/5	Subterfuge * Attacks ....3/6
Body Development.....4/8	Subterfuge * Mechanics..2/5
Combat Maneuvers.....4/11	Subterfuge * Stealth.....1/4
Communications.....3/3/3	Technical * General.....3/7
Crafts.....4/10	Technical * Professionnal..8
Directed Spells.....20	Technical * Vocationnal..5/12
Influence.....2/6	Urban.....2/4
Lore * General.....1/3	Weapon Category 1.....3/4
Lore * Magical.....6	Weapon Category 2.....4/7
Lore * Obscure.....3/7	Weapon Category 3.....6
Lore * Technical.....2/5	Weapon Category 4.....6
M.A. Combat Maneuvers..4/9	Weapon Category 5.....6
Martial Arts * Strikes.....2/4	Weapon Category 6.....10
Martial Arts * Sweeps.....2/4	Weapon Category 7.....10

**Everyman Skills :** Lock Lore, Duping, Sense Ambush, Silent Kill.

**Occupational Skills :** none

**Restricted Skills :** Channeling (if the character's chosen realm is not channeling).

## SPELL DEVELOPMENT

Open List (1-5).....18	Close List (1-5).....30
Open List (6-10).....36	Close List (6-10).....60
Open List (11-15).....54	Close List (11-15).....90
Open List (16-20).....72	Close List (16-20).....120
Open List (21+).....90	Close List (21+).....150

## TRAINING PACKAGES

Adventurer.....29	Highwayman.....21
Amateur Mage.....39	Hunter.....28
Animal Friend.....27	Knight.....31
Assassin.....20	Loremaster.....28
Berserker.....27	Martial Artist.....26
Burglar.....18	Mercenary.....31
City Guard.....20	Merchant.....25
Cloistered Academic.....29	Performer.....28
Con Man.....20	Philosopher.....32
Crafter.....24	Sailor.....19
Crusading Academic.....29	Scout.....22
Cut Purse.....20	Shaman Priest.....33
Detective.....20	Soldier.....26
Diplomat.....28	Spy.....25
Doctor.....23	Traveller.....12
Explorer.....27	Wanderer.....28
Guardian.....30	Weapon Master.....40
Herbalist.....23	Zealot.....25

other TPs costs : (cost thief+cost warrior-monk) / 2