

### RACIAL TRAITS

Race Talent: Camouflage

Race Attribute: Tremor Sense

Race Attribute: Prehensile Tail

### CARRYING CAPACITY

CURRENT WEIGHT

LIGHT ENCUMBRANCE

MODERATE ENCUMBRANCE

HEAVY ENCUMBRANCE

MAXIMUM WEIGHT

### INVENTORY

WEIGHT

Healing Potion x2 (heals 5hp)

Spoon

Flask

Purple Crystal x2

### AMMUNITION

### CURRENCY

SOL

1

LUNE

36

### SPELLS & ABILITIES

NAME & RANK

Assassin's Training:  
Art of Cold Steel  
Type: Attribute

All attacks made with weapons gain a bonus of +1 damage. This increases by +1 at Levels 6, 11, and 16. The Ninja also gains a +1 bonus to Precision and Acuity rolls for attacks made with weapons and gains a +1 bonus to Defense rolls while wielding a weapon.

NAME & RANK

Full Awareness  
Type: Trigger

Triggered when uses the Defend Universal Skill. The Ninja gains a bonus of +1 Defense and +2 AWR until the start of their next turn. In addition, while this Skill is in effect, whenever a melee attack against the Ninja would have a final Hit Value of -4 or lower, the Ninja may make a single counterattack with a weapon. SP:4

NAME & RANK

Steady Sting  
Type: Attribute

Whenever the Ninja hits with a weapon attack, the Ninja will always deal a minimum of 1 damage, regardless of DR.

NAME & RANK

Strike True  
Type: Attribute

The Ninja may ignore up to 2 points of penalties to Precision and Acuity rolls with weapons.

NAME & RANK

Agile Assailant  
Type: Attribute

The Ninja gains bonus AP equal to half their Level, rounded up. At all Levels, no penalties for Dual Wielding dagger weapons, martial arts weapons, or a combination of the two

NAME & RANK

Assassin's Training  
Type: Attribute

All Ninja gain a set of bonuses based on the Martial Art they have chosen

NAME & RANK

Stealth  
Type: Active  
Check: AWR

may make Sneaking Talent checks without a need for cover or concealment. This Skill only affects normal vision, and its effects end immediately after the Ninja makes an attack of any kind. MP:2 SP:2

NAME & RANK

Muffling Shield  
Type: Active  
Save: MAG

The subject is DEAFENED, SILENCED, and loses Blindsight and Tremorsense (if applicable). They also cannot be detected by hearing, Tremorsense, or Blindsight. Treat this Skill as a Rank 2 Dark Spell. MP:5

NAME & RANK

Precise Disarm  
Type: Active

This Skill affects one subject adjacent to the Ninja. The Ninja must make a Precision roll against that subject; any result that would deal High damage instead disarms the subject. SP:7

NAME & RANK

Deceptive  
Type: Attribute

The Ninja is a master of all forms of deception. They gain a +2 bonus to all Subterfuge and Disguise Talent checks.

NAME & RANK

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