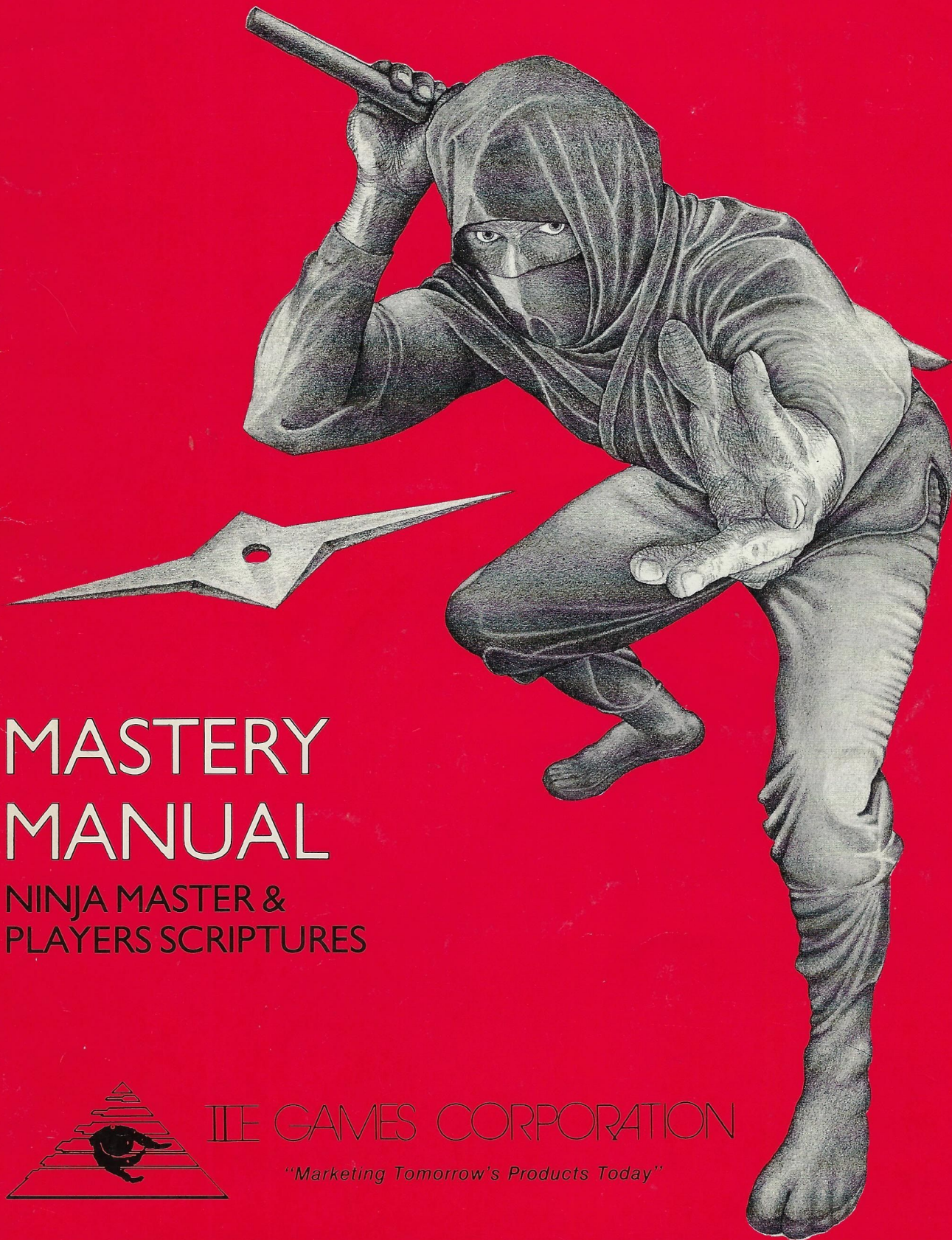# NIGHT OF THE NINJA ™

REALITY ROLE-PLAYING GAME®

MASTERY MANUAL

NINJA MASTER & PLAYERS SCRIPTURES

IIE GAMES CORPORATION

"Marketing Tomorrow's Products Today"

WEAPONS' TABLE

WEAPON TYPES	STRIKE	HELD DMG	PROJECTIBLE DMG	RANGE E/MAX	ROF	MIN LEVEL	DWC
Bare Fists or Kicks	0	1-5	N/A	N/A	N/A		2
Club/Handbo/Night Stick	0	1-5(+1)	1-5(−1)	10/16	1	0	2
Tonfa	0	1-5(+1)	1-5(−1)	10/16	1	1	2
Sai	+1	1-5(+2)	1-5(+2)	10/16	1	2	4
Shuriken/Tonki	0	1-5(−1)	1-5	12/16	*	0	0
Nunchuku	+1	1-5(+3)	1-5(+1)	10/16	1	3	5
Short Knife	0	1-5(+1)	1-5(+1)	10/16	1	0	2
Long Knife/Wakiziki	0	1-5(+2)	1-5	10/14	1	1	4
Kama (Hand Scythe)	+1	1-5(+2)	1-5(−1)	10/14	1	1	5
Kumadee (Spear)	−1	1-5(+1)	1-5(+2)	14/30	1	0	N/A
Monkey Staff (3 Piece)	0	1-5(+1)	N/A	N/A	0	4	N/A
Short Staff	0	1-5(+1)	1-5(−1)	10/16	1	1	2
Long Staff	−1	1-5(+1)	1-5	10/20	1	1	N/A
Katana	−1	1-10(+2)	1-10(−2)	8/14	1	2	7
Ninja-To	0	1-10	1-10	10/16	1	2	7
Compound Bow/Long Bow	N/A	0	1-5(+1)	30/60	1	0	N/A
Short Bow/Hankyu	N/A	0	1-5	24/50	2	0	N/A
Crossbow	N/A	0	1-5(+2)	24/50	½	0	N/A
Pistol Crossbow	N/A	0	1-5	6/16	1	0	N/A
Blow Pipe	N/A	0	1	4/14/4	1	0	N/A

SPECIAL WEAPONS

WEAPON TYPES	STRIKE	HELD DMG	PROJECTIBLE DMG	RANGE E/MAX	ROF	MIN LEVEL	DWC
Kyoketsu Shogi**	+1	1-5(+1)	1-5(−1)	6M	1	4	4
Kusara Gama**	+1	1-5(+2)	1-5	4M	1	4	4
Metal Whip	0	1-5	1-5(+2)	4M	1	3	3
Bull Whip	0	1-5	1-5	4M	1	3	3
Manriki**	+1	1-5	1-5	4/6/10	1	2	2
Chokers (Piano Wire)	0	1-10	N/A	N/A	0	0	0
Tetsu Bishi	0	2	1-10	4/6	0	0	0
Shuko/Hand Spikes**	0	1-5(+1)	N/A	N/A	0	0	1

FIREARMS

WEAPON TYPES	STRIKE	HELD DMG	PROJECTIBLE DMG	RANGE E/MAX	F/A ROF	MIN LEVEL	DWC
Light Handgun	0	1-5(−1)	1-10(−2)	20/30	1-5	0	5
Heavy Handgun	0	1-5(−1)	1-10	30/50	1-5	0	7
Small Bore Rifle	−1	1-5	1-10	30/80	1-5	0	N/A
Large Bore Rifle	−1	1-5	1-10(+2)	50/100	1-5	0	N/A
Military Rifle (Assault)	−1	1-5	1-20	100/300	1-10	Yes	N/A
Shotgun	−1	1-5	1-10(+5)	12/30	2	0	N/A
Sub-Machine Guns	−1	1-5	1-10	20/100	1-10	Yes	9

DMG = Damage
E/MAX = Effective/Maximum Range
ROF = Rate of Fire
MIN LEVEL = Minimum Level before character can use weapon
DWC = Dual Weapons Control
N/A = Not applicable
F/A = Full Automatic Burst
* = Refer to Rate of Fire section
** Ninja only - any other characters, −3 to STRIKE 1/2 DMG

NINJA MASTER SCREEN

TARGET TABLE

TARGET TYPE:	MOTIONLESS	DMG	MOVING	DMG
CLOSE RANGE	C0(x2)	MAX.	CO(x2)	VAR.
EFFECTIVE RANGE	CO	VAR.	½ CO	VAR.
MAXIMUM RANGE	½ CO	½ DMG	½ CO(− 5)	½ DMG

DMG = Damage
MAX. = Maximum
VAR. = Variable
CO = Co-ordination

REFER TO FIRE ARMS PG. 41/42

FALLING TABLE

Metres	I	U
30	40	50
	30	45
25	35	40
	25	40
20	30	45
	20	35
17	25	40
	15	30
15	20	35
	10	25
13	15	30
	5	20
11	10	25
	3	15
9	7	20
	1	10
7	4	15
	0	5
5	2	10
	0	0
3	0	5
	0	0

CREATURES CHART

CREATURE:	MOVE/ ROUND:	STRIKE:	DMG:	S-Points:
Attack Dog	100 M	+ 1	1-5	1-5 (+ 10)
Large Cats	120 M	+ 1	1-5(+ 2)	1-10(+ 10)
Bears	30 M	0	1-5(+ 2)	1-10(+ 15)
Croc/Gators*	4/10 M	− 1/ + 1	1-10	1-10(+ 5)
Snakes**	10 M	− 2/ + 2	1-5(− 2)	1-5(+ 1)
Sharks	20 M	+ 2	1-10	1-10(+ 10)
Piranha (x5)	20 M	+ 3	2 D 10	1-10(+ 5)
Birds	50 M	+ 1	1-5	1-5(+ 1)

*   Crocodiles and Alligators move 4M on land and 10M in water. STRIKE is − 1 on land, + 1 in water.

** Snakes striking from a coiled position get + 2 to STRIKE roll, and when fully extended − 2.

REFER TO CREATURES, NM SECTION

DIAGRAM A:

FRONT

1	2	3
4	5	6
7	8	9

LEFT ... RIGHT

REAR

DIAGRAM B:

FRONT

LEFT ... RIGHT

1
2   3
4   5   6
7   8
9

REAR

DIAGRAM C:

DIRECTION OF PROJECTILE

3	1&2	4
5	Target Space	6
7	9&0	8

6m ← →
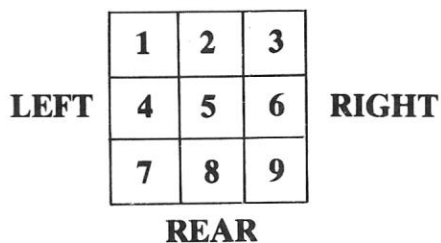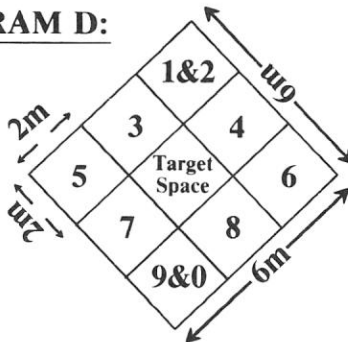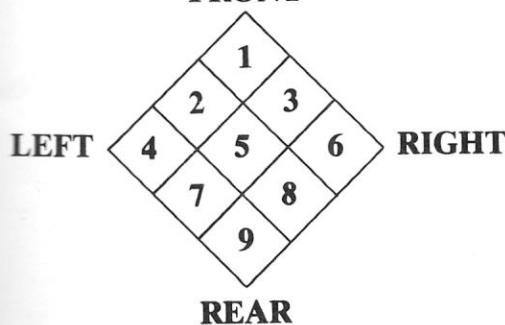
←6m→

DIAGRAM D:

2m
2m
6m
6m

1&2
3   4
5   Target Space   6
7   8
9&0
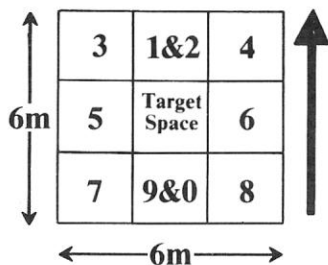
FALLING TABLE

I = Intentional Fall
U = Unintentional Fall
Use higher DMG when AG fails:
Refer to Falling Page 18

DIAGRAM A & B

Character Close Combat
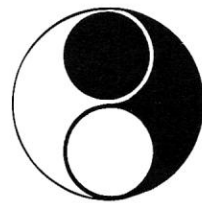Refer to Page 22

DIAGRAM C & D

PROJECTILES STRAY MISSILES
When CO roll is unsuccessful in hitting a target, (target space is intended target), this determines the epicenter where the projectile lands. Refer to Page 45.

NIGHT OF THE NINJA®

TABLE OF CONTENTS

MASTERY MANUAL

NIGHT OF THE NINJA ™.

Created by:

TOM WALL

SANDFORD TUEY

IIE GAMES CORPORATION

"Marketing Tomorrow's Products Today"

For the purposes of this game, **NIGHT OF THE NINJA®** , we are using the male gender (his, he, him). This is for simplicity sake only and should show no bias towards female players. For we all know how deadly the female Ninja are!

This work is dedicated to B. Wall, D. Wall, L. Juhlin, D. Knudsen, M.M. Nichols, A. Nichols, and G. Brander, without whom this mission would not have been accomplished.

We would also like to acknowledge and give credit to our playproofers Don Stasuik, Robin Wall, Jeff Matthew, Barry Ontkean, Al Boyda, Shane Anderson, Cindy Truman, Rick Shulting, Cory McKelvey, Dave Fraser, and their many helpful ideas.

Not only do we hope that you enjoy playing **NIGHT OF THE NINJA®** , but that you will be as impressed with the artwork as much as we are. **NEIL HANSEN**, whose *ICON DEVIL* from *SPIDER OPTICS,* is presently doing extremely well, did all of **NOTN's** interior art in the **MASTERY MANUAL** and will be a regular contributor to our **ENRAGE THE NIGHT, TRILOGY OF TERRORISM** and the many modules to follow.

THE CONCEPTS OF ROLE-PLAYING GAMES

The majority of you, who purchase this game system will be thoroughly knowledgable in regards to role-playing.If you have experience with other systems you can by-pass this section and move on-to the actual mechanics of the game. For those of you that have no idea at all what you are getting into...

..."WELCOME TO THE LIMITS OF THE IMAGINATION"...

To participate with others in a role-playing game, one must keep an open mind and possess a vivid imagination. The group playing should agree to abide by certain rules which are enclosed within the covers of this book. The interpretation may be different from person to person, but the responsibility of defining the rules for each gaming session shall be the **NINJA MASTER'S (NM)**. His decisions should be accepted and considered final, he should treat all players and all rulings with the same guidelines and have no *bias* towards different players or different situations that may arise during the game. The bottom line is that the **NM** should enforce the rules fairly and evenly upon every character/situation.

The **NINJA MASTER** is like the director of a film/movie. The players take on character parts in the movie, the script is the module/mission. These are first read by the director **(NM)** so that he has a thorough knowledge of each script (module/mission). The players assemble with pencils, paper, 2 ten sided dice each, metal figurines (should they be using this method of play) and the rules. The players create characters and the **NM** makes sure all the characters who he will be playing are ready also. Certain scenes are described verbally and the characters then react accordingly to each scene that arises, until the movie (mission) is completed. That is where the similiarity ends as role-playing games do not have the strict formal structure of a movie script and the characters moves and dialogue are not memorized or pre-planned.

Basically the **NM** will have either created his own module/mission or bought one that is already designed. These are the scripts, which have only the concept not the final outcome decided. Every time a module/mission is played it can end differently. Characters may succeed or fail or even die during the game, and until the last move is made no one, not even the **NM** knows how things will be resolved.

Sure the **NM** knows the rules and has pre-read the module/mission but, depending on the characters [players] decisions and actions, the end result will be up to the players themselves. It is this unique co-operation between the characters in the game that make role-playing so enjoyable as the players (characters) really form the script and try and complete the objectives set forth at the beginning of each module/mission.

SANFORD TUEY

WHAT'S A
ROLE-PLAYING GAME?

Role-playing has been a part of all of us in society for centuries. Many times during our youth we would pretend (or imagine) we were cops and robbers, cowboys and indians or astronauts in outer space. These make believe adventures allowed creativity to flow and gave us the mentality to understand and experience what it might be like to actually become someone else or do something we may never possibly do. This form of dreaming/day dreaming is the essence of role-playing and the beginning of a whole new era.

Boardgames were developed to challenge and stimulate those with intelligence or made so easy any child could learn to play them. People were encouraged by the humour, strategies and the competitive nature they contained, which drew friends together in the parlour rooms of families all around the world. This is why they are considered parlour games to this date. These types of games were still only two dimensional, one merely moved pieces upon a board for a final end result. They are fun but many boardgamers desired more and thus the need arose for a new style of game. Boardgames are historically the starting point that paved the road for role-playing games.

If boardgames are the pavement on the road, then role-playing is the cruising, racing and driving on it. Millions of people immediately realized the potential and fun of becoming three dimensional characters on other worlds or back in the medieval past and can now enjoy almost every kind of situation in the myriad of fantasy role-playing games. This form of extension of the imagination is just a stepping stone to whatever lies ahead in the realm of what's to come.

The staff of **IIE GAMES COR-PORATION** and **INFINITE PRODUC-TIONS** are excited and proud to present the next stage in the evolution of this industry, the Reality Role-Playing Game known as **NIGHT OF THE NINJA®** . This original system has taken several years to develop and test. Even though it's a basic system, we will, through the modules/missions, expand and build upon this **MASTERY MANUAL,** our first release.

Like any role-playing system revision and additions to the rules may become necessary and are considered normal in the on-going development of the search for the perfect game. We have attempted to produce a complete, very easy to learn and fast playing game that would enable many people who wish they could play a role-playing game but were discouraged by the massive amounts of rules of most other fantasy role-playing systems. With these people in mind we accomplished our task and even request those of you who enjoy this game to send your comments or ideas to us, as it is *you* whom we are entertaining. Those who send in excellent ideas will have them incorporated into this game system; some concepts may not be adaptable but will be seriously considered. Should some of you just wish to correspond, you are more than welcome. Remember, we created this game for all of you, especially those who have wanted to play an easy to learn yet intense and dramatically involved role-playing game, like this one. Enjoy **NIGHT OF THE NINJA®** !

IIE GAMES
CORPORATION

PREFACE

When I was first asked by my partner to collaborate on
NIGHT OF THE NINJA®
I was delighted to accept. Admittedly, at the time, I had no idea of the problems this would involve. After many months of play and rewrite sessions, discussions, long-distance phone calls and computer incidents which destroyed hours of work, there were times when NINJA was not my favorite word.

However that is all in the past and the effort was worth while as we have produced a game which is fun and appeals to all levels of ability and imagination.

I would like to explain that **NOTN** is not an attempt to capitalize on the current Ninja hype and popularity, but was made to appeal to serious students of the martial arts. In actual fact our idea preceded the present hype by some years but due to delays the world has caught up with us.

Originally it was planned as a role-playing game based in the real world, with no magic or religion, simply a vehicle for serious action and thought oriented role-playing. It was inspired by our common interest in things oriental and our recognition of the Ninja as the original super spy.

The result is a concept of the mercenary Ninja in the 80's, working for anyone, taking on any job. Once again, working on this project with Sandy and all those involved has been inspiring, though sometimes frustrating, however I look forward eagerly to working on the dozens of related and unrelated projects we have planned. Finally, I hope you enjoy playing this game as much as we have. May you have many successful missions and don't get caught.

TOM WALL
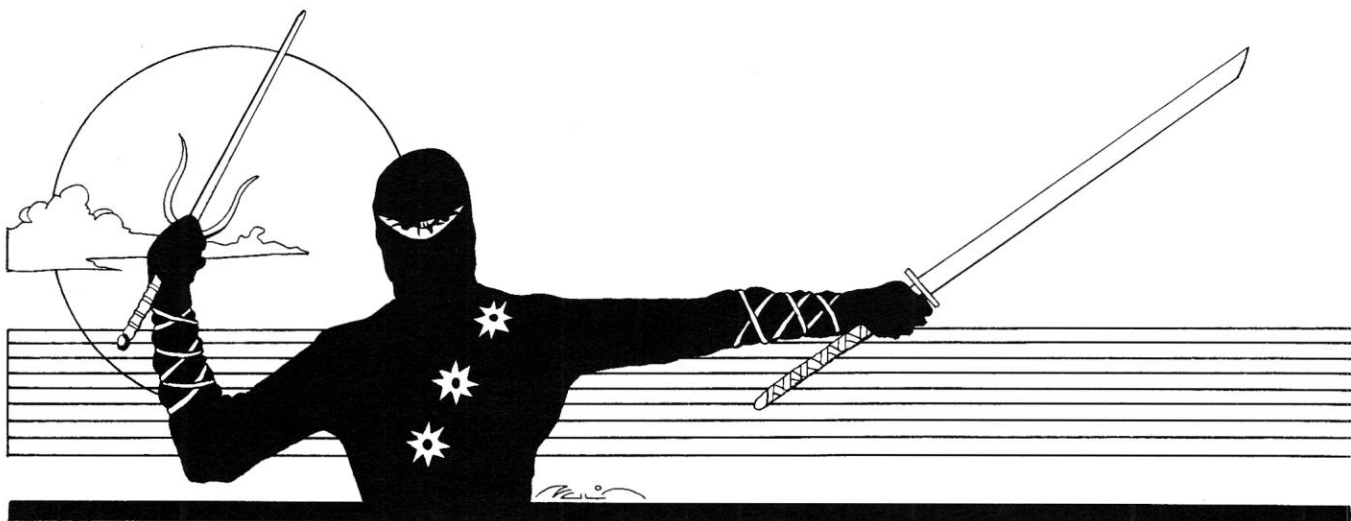
INTRODUCTION

Character Creation

In order to play **NIGHT OF THE NINJA®** **(NOTN)** you must first create the character whom you will be in the game. This characater will possess strengths and weaknesses, abilities, weapons and training, but you the player are the Ninja's intelligence. You decide the how, the where, the when and why in the using of these attributes and skills.

You will become a Ninja, assiduously trained in all the martial arts and much more. Masters of a variety of weapons, able to move silently, become invisible to the enemy or disappear in a puff of smoke. Before this however, your Ninja character must have a name and identity.

On the Ninja Data Record sheet you will find space for your real name and your Ninja character's name, whatever you pick as a name is your decision, this is whom you will be as you play this game. Once your character has a name, you generate Survival Points and Conscious Points (S-points and C-points).

Survival Points   (S-POINTS)

To determine S-points for an initiate Ninja: a first generation Ninja is 0 level. An 0 level Ninja has 10 initial S-points *plus* whatever the result of a one 10 sided die (1 D 10) roll. (i.e. 0 level Ninja always have between 11 and 20 S-points at the start of the game. As your character's levels increase, he gains more S-points. Every time a new level is attained, 1 D 10 is rolled with the result added to increase the total of the existing S-points).

S-points are the method used to keep track of damage (**DMG**) inflicted upon the characters. This constitutes intellectual as well as physical **DMG** to the characters. They lose points as they are damaged (wounded/hurt) and when their S-points reach zero they are considered dead and eliminated from the game. Points lost during game time can be regained, this will be explained later in **FIRST AID.** The best way to regain full S-points is to take time for extended rest to restore the body's strength. This is always considered to have been done before an adventure begins, so a player starts a mission/module with full S-points.

If a player's S-points drop below ¼ of their original value (always round up), then all of his ability level values are halved. The only way to prevent this is to: roll his Mental Discipline (**MD**) or attempt **FIRST AID** [this will be explained later on].

Conscious Points (C-POINTS)

C-points indicate the level of alertness in the character. A player will always begin a mission with a full compliment of C-points, equal to the number of S-points. This amount can never be higher (though it can be lower) than the amount of S-points at the start of a mission. Players lose C-points when damage is done which does not affect his physical capabilities but rather may stun or disorient him. Such maneuvers as "Striking to Subdue," (**STS**) electric shocks, knockout gas, chloroform etc... will all subtract C-points while not affecting the S-points. When a character reaches zero C-points he is considered unconscious and the Ninja Master (**NM**) will roll 1, 2 or more D 10 [depending on circumstances will determine the number of turns which the character may remain unconscious].

He may be awakened sooner however, by outside forces or deliberate attempts to rouse him. After regaining consciousness, he will suffer disorientation for 1-10 rounds during which time he will possess ½ of his total C-points and ½ of all ability levels. All movement rates are also halved at this time. **MD** can either shorten or eliminate this period of disorientation, which will be explained in the section dealing with Mental Discipline (**MD**).

When a character reaches ¼ C-points from the original total, he loses ½ of all abilities unless **MD** saving throw is made, similar to when S-points drop below ¼. If failed, the next **MD** attempt (one per round) must be made at half **MD.**
NOTE: If player's S-points go down, C-points must also, if player loses 5 S-points and drops from 13 to 8 his C-points will also drop 5. Conscious points can be regained at a rate of 2 per round, during which S/C-points are not reduced by **DMG** up to original amount.

Physical and Intellectual (PHYS-INT)

These are indicators of the player's advancement. Physical (**PHYS**) deals with the player's physical abilities, Strength (**STR**), Agility (**AG**), Co-ordination (**CO**) and Stamina (**STA**). Intellectual (**INT**) deals with Mental Discipline (**MD**), Knowledge (**KN**), and Pre-Science (**PS**). Every player starts with a **PHYS** and **INT** of O (don't think he is weak and untrained, even an O level Ninja has spent years in rigorous and demanding training). As the Ninja completes his missions (modules) he is scored by his **NM**. These scores may range from 5 for a completely successful mission to -5 for total failure. Levels of success or failure will be scored, and added to (or subtracted from) the Ninja's existing **PHYS/INT** scores. A Ninja's level can never be less than zero.

The new total is his new level. This system may take several missions before an O level becomes a first [1] level. A level 1 character is a Ninja who has accumulated 10 or more points in both his **INT** and **PHYS** columns through successfully completing several missions. *NOTE:* **PHYS** and **INT** are separate and a player is scored separately for each. Therefore a player may become a level 1 **INT** while still a level O **PHYS**. A player may not receive bonuses or use the weapons of a particular level until he has attained that level in both **PHYS** and **INT**. If a player has a **PHYS/INT** of 15 he still acts as a level 1 Ninja, even a **PHYS/INT** of 19 acts as a level 1 Ninja. He must have 20 or more in both **PHYS** *and* **INT** before applying bonuses or receiving weapons for level 2 Ninja.

The Ninja's level is also used to modify his individual abilities. This reflects the Ninja's increasing power and experience. Each time a player attains a new level he adds 2 to all ability scores. For example a Ninja with a **STR** of 32 at level O will have a **STR** of 34 at level 1 and a **STR** of 36 at level 2 etc... this applies to all his abilities.

Abilities

The abilities as they are called, are a measure of a character's major physical and mental attributes as they relate to the game. The number at which a player starts at for each ability is generated at the beginning of the game by rolling 2 D 10. One die is designated the tens die, the other a ones die. The number these generate will be from 01 to 100. If the number is over 50, divide it in half; if the number is under 50 it stands as is (for each ability roll two times and choose the highest outcome). No ability level may start out lower than 10. This is done for each ability. To complete a successful attempt when using an ability, you must roll the ability number or lower.

AGGREGATE SCORE   (AGR)

When all of your numbers have been generated (each ability has a numerical value) add them together and divide by "7" (the number of abilities) — this is your Aggregate score **(AGR).** When a Ninja wishes to perform a particular action, the action must be related to a particular ability. some are more obviously related than others. Those which are the combination of several abilities are assigned to the **AGR** number. Examples of different types of actions will be given with the separate abilities. Should any particular action not fall clearly under a particular ability it will be decided by the **AGR** score. When Ninja try to obtain Dual Weapons Control **(DWC)** they must attempt **AGR** for this ability.

USING THE ABILITIES

To judge whether an action has been successfully completed, a number between 1 and 100 is generated with 2 D 10 (roll the dice). If the number generated is higher than the number for the ability being used, the attempt fails. If the number rolled is equal to or lower than the Ninja's ability he is successful. This is known as rolling versus **(VS)** the ability.

RAISING THE
ABILITY NUMBERS

To show approval for a new level gained or successful mission completed, the Ninja's Ryu/Clan will grant time off to be devoted to intense training. The player chooses *one* ability and rolls 1 D 10. The number generated is added to his existing ability number. A player may never raise his ability in this manner to above 45 (although original first rolls of 100 can give higher original scores up to 50).

Co-ordination   (CO)

Co-ordination (CO) is important to a Ninja's capabilities in relation to escaping, accuracy and the handling of projectile weapons. When attempting to hit a target with any thrown or fired projectile, a Ninja must roll his CO or less to be successful. CO is also the most important element of a leaping attack. How the CO score affects these various actions is explained in the relevant sections.

Agility   (AG)

A Ninja's agility (AG) is extremely important. While CO is his accuracy, AG is more his fluidity of motion, speed, reflexes, and ability to react swiftly to danger. AG is a necessary ability (NA) for such things as wall-climbing, dodging and is a vital factor in achieving surprise.

Stamina   (STA)

Stamina (STA) is the ability of the Ninja to make use of his physical capabilities, especially his endurance to physical strain and discomfort, his ability to function at peak levels for extended periods of time, to push his body to the limit and maintain it there.

STA is most often used during forms of movement, allowing the Ninja to operate beyond his normal restrictions. Running for long periods, holding breath, carrying weights etc... STA is the NA for all of these. A successful STA roll will allow the Ninja to function at full rate for extended periods of time when normally he would stop from total exhaustion. Specifics will be given in the relevant sections.

Strength   (STR)

A Ninja's strength (STR) is his basic physical power. His ability to move heavy objects, smash through doors or walls and extend the range of thrown objects. This should not be confused with STA which is more his ability to exert his powers over extended periods of time. STR is the raw power used in quick bursts necessary for the displacement of objects. All Ninja can lift and carry 100 lbs. indefinitely, with no dice roll necessary. This is called Base Rate (BR). For every 10 STR points a Ninja adds 25 lbs. to his Base Rate [round up to the nearest 10's, i.e. 10-15 = 10 STR points; 16-20 = 20 STR points]. Ninja with STR 22 has BR 150 lbs.; Ninja with STR 17 also has BR of 150 lbs.; Ninja with STR 47 has BR of 225 lbs. Some Ninja Master characters may have a BR of less than 100 lbs. The BR will be mentioned in the mission or module the players are playing.

Weights up to 50 lbs heavier than a Ninja's BR require a STR roll to lift. After 5 minutes the Ninja must roll VS. STA. If he is successful he may continue to carry the weight another 5 minutes. He must continue to roll successfully VS. STA every five minutes thereafter as long as he attempts to carry the weight. For weights 51 or more over a Ninja's BR, add 10 (for every 50 lbs.) to the die roll for all STR and STA attempts, i.e. a Ninja with a STR of 44 has a BR of 200 lbs. If he attempts to lift an object that weighs 275 lbs. he must roll VS. STR and add 10 to that die roll. If he attempts to lift 300 lbs. he adds 20 to the die roll. Human limitations do not allow weight above 400 lbs. to be lifted by one person, however two or more Ninja can combine their STR scores for a total cumulative effect, i.e. two Ninja combined STR scores when totalled is treated exactly the same as a BR of a single Ninja, so two Ninja with a combined STR of 72 gives them a BR of 375 lbs. when attempting to lift a weight. When attempting weights over the combined BR, both Ninja must make their

STR rolls. Similarly on weights over 50 lbs. above their combined **BR** means both Ninja have 10 added to their die roll **VS. STR.**

Knowledge   (KN)

Knowledge **(KN)** represents how much the Ninja has learned, what he knows about combat and his weapons, his ability to recognize his predicament and deal with it. The Ninja's intelligence and I.Q. are really not part of the **KN** score. The Ninja's real intelligence is that of the player's. If the player plays his character wisely it will be reflected in his **INT** scores. *You* are the Ninja's intelligence, **KN** is just his general field of learning in relation to the game. **KN** is necessary for effective attempts at First Aid and Lock Picking. When players are generating new characters they must roll **VS. KN** for all the skills once; those that are successful are considered known by the character. Every time a character gains a new level they can attempt to learn one new skill by rolling **VS. KN.**

Skills

AVIATION: Piloting and navigation of light planes and helicopters excepting military types and commercial jetliners. Ninja can fly these types only when specifically trained in the operation of each aircraft.

CRYPTOGRAPHY: Is the ability to decipher various types of codes. Most codes will be left to the players' own intelligence to decode, however most will be deciphered by the character rolling **VS. KN.** Codes have modifiers for levels of complexity. These can range in difficulty, i.e. +10, +20, -10 etc... when a Ninja is faced with breaking a code with a +10 complexity level he merely takes his **KN** score [24], adds the complexity number [+10] and must roll **VS.** this total [34 or less] to decipher it.

DISGUISE: Any Ninja can attempt to disguise himself. Those attempting to determine the identity of another character, possibly disguised, must state this intention to the **NM** who rolls **VS. PS** for the character trying to penetrate the disguise. Should the roll fail the **NM** will not disclose any information. Should the roll **VS. PS** be successful the **NM** states that the Ninja now realizes the character is disguised, and may attempt further action with this knowledge. Any character with the skill of Disguise causes the **PS** roll of any character that may be trying to penetrate or see through his disguise, to be halved. Attempts to pierce a disguise can only be made once; if failed it is assumed that the masquerade has been successful and not likely to be doubted again. The **NM** will consider any and all circumstances that may give a disguised character away by rolling **VS. PS** of any other characters that may have noticed something revealing.

ESCAPE: Ninja are rarely captured and if they are not killed immediately by their captors, they may try to prevent their escape by binding them or confining them. Various forms of bondage involve different levels of difficulty. A Ninja bound with rope must roll **VS. CO** to escape. However a Ninja confined by handcuffs would have a modifier added to his roll **VS. CO** making the attempt to escape harder. Those characters with the skill of Escape, double their **CO** whenever attempting to free themselves, making this easier to accomplish. All modifiers listed are added to the roll not to the **CO** score. Rope O; Wire/Fishing line +2; Tape +5; Plastic Restraints +10; Cheap Cuffs +15; Police Handcuffs +20; Strait Jacket +25. Any other types of confining or restriction can be assigned a modifier by the **NM.**

GAMES: Working knowledge of classical boardgames such as Chess, Go, Backgamon, Original Bruce Lee Martial Arts Game, Casino Gambling, Cards and various contact and non-contact national and international sports. The **NM** can assign any method to resolve the outcome of such games or events, however the character with this skill will always get a 50% advantage over a character without this skill.

LINGUISTICS: After acquiring the skill of Linguistics, characters may attempt to learn one new language for each level they attain. This is done by rolling **VS. KN**. If successful the Ninja can communicate fluently in the chosen language. It is the character's choice which language he or she desires to know. This skill will also assist the character in understanding conversations in languages he is not completely familiar with. Chances of understanding unfamiliar languages can be modified by the **NM**, + or - to the die roll **VS. KN**, depending on the languages resemblance to ones already known by the character. This would only give the character not fluent in the actual language a gist of what is being said even though the roll **VS. KN** was successful. If the roll fails, the character understands nothing said or read.

MARKSMANSHIP: This skill affects directly a character's use of projectile weapons. When firing at stationary targets within effective range, the chance to hit increases to 99%. If firearms are used 2 D 10 must still be rolled for chance of jamming. This skill also adds +10 to **CO** score before rolling when attempting to hit any target outside Effective range. This may not increase chances to hit beyond 90%, and **DMG** is still variable for hits on moving targets.

SCIENCES: Sciences are the accumulation of areas of information relating to the fields of Physics, Computer Sciences, Biology, Chemistry, Agriculture, Medicine, etc. This functions in a similar manner to Technology in that success of specific operations or uses of knowledge in a certain field depends on the roll **VS. KN**, i.e. a Ninja who wishes to master the complexities of an unfamiliar computer language, must roll **VS. KN**. If the roll is successful, he may program or process information in that computer language. If the roll fails, the program is not understood. Characters with this skill may double their **KN** score when attempting Sciences and First Aid. Those characters that do not have this skill must roll **VS. KN** for any attempts at science oriented problems or First Aid.

SURVIVALISM: Familiarity with emergency survival procedures including woodsmanship, tracking/hunting, shelters, foraging, trapping, etc. Those with this skill will be able to do survival oriented things with a 50% greater chance at success than those who do not. The **NM** will give a number of difficulty for certain survival tasks, those with this skill will have the chance ratio increased 50% above those who do not have this skill.

TECHNOLOGY: Ninja with the skill of Technology can diagnose, repair and construct mechanical or electronic devices. For effective use of this skill a Ninja must roll **VS. KN**. Should this be successful, the machine or device is assumed to be diagnosed, repaired or created. Depending on the task the **NM** will assign a + or - modifier before the roll **VS. KN** to compensate for the difficulty level. Should **KN** fail, the Ninja is not allowed another attempt, as this reflects the limitations of the knowledge he has applied. **NM's**

should restrict the use of this skill to a basis in reality. All attempts to design or fix mechanical or electronic equipment must employ available materials and a solid realistic concept based on the actuality of the situation on hand and the player's interpretation of the subject matter. The time limit for such attempts or accomplishments must bear directly on a realistic time frame which is decided by the **NM**. The **NM** may allow characters several attempts at using their Technology skill should it be crucial to the outcome of a module or mission.

VEHICLE OPERATION: It is assumed all Ninja, even those of level O, will be able to effectively operate all forms of automobile, standard and automatic. Such forms of transport as motorcycles, snowmobiles, all terrain vehicles and light water craft, motorized or sail powered. There are no rolls required to operate such vehicles though it should be kept in mind that a Ninja would rarely resort to relying on motorized transport such as a car for escaping, except in extreme emergencies.

Mental Discipline   (MD)

Where **STA** extends the body's natural abilities beyond normal tolerance, Mental Discipline **(MD)** extends the Ninja's ability to endure pain. **MD** can allow a Ninja to ignore his wounds and prevent loss of half of his ability levels when his S-points/C-points are below ¼ (always round up). If a Ninja's S-points/C-points are reduced to ¼ or less, his ability scores automatically become halved. To prevent the levels from being halved, the Ninja may roll **VS** his **MD**. If he is successful (rolls lower than his **MD**) his ability levels will remain at full power (despite **DMG**) for 2 D 10 turns. After the 2 D 10 rounds

elapse he must roll again or all ability levels will be halved. If attempt at **MD** is unsuccessful he may attempt to roll **VS MD** on any successive turn although his **MD** score is halved. **MD** can be attempted at any time, even during combat or movement. **MD** is also the Necessary Ability **(NA)** for Feign Death.

Pre-Science   (PS)

Pre-science **(PS)** is a form of mental ability unique to martial art forms and in particular to Ninjutsu. It is achieved through training and deliberate honing and sharpening of the innate sixth sense which is similar to instinct/estimation/premonition. Through training, a Ninja can develop this ability to sense danger and threats before they actually occur; hidden traps, ambush, poisons, even certain projectile missiles in flight, and penetration of disguises. In the case of most of these, the **NM** will be aware of the danger and roll for the player's **PS** before the player even knows it's happening. If the roll is successful, the player will receive a "sense of danger" or some such vague but real forewarning. The lower the roll **VS. PS**, the stronger and more detailed description about the danger is explained by the **NM** to the character. In the case of the missiles, he may actually be told "Dodge Now!" as his **PS** reacts to the sensed, imminent danger (in these cases, the **NM** is acting as the player's **PS** warning system).

A player can also choose to exercise his **PS** by himself if he feels there may be some menace/danger in the area. This can only be done while motionless and concentrating on nothing else. It may let the Ninja discover a trap or an ambush. **PS** is also used to prevent halving of **CO** or subtracting from **STRIKE** roll when any combat takes place in smoke, fog or darkness by a character that successfully

rolls **VS. PS** (in these cases **PS** can be attempted while moving because it is acting in conjunction with the other five senses and does not require complete concentration). To detect a Ninja that is feigning death or disguised, a character must successfully roll **VS. PS** to notice.

HEARING/LISTENING

At the beginning of the game, players must roll 1 D 10 to generate a hearing level. 1-2 is average — 30%; 3-4 is good — 40%; 5 is excellent — 60%. To listen, Ninja must be motionless and concentrating. 2 D 10 are rolled by the Ninja **VS** his hearing level. If the number is lower than the percentage needed, the attempt is successful. **NM** will notify the character of any noises or sounds which would require concentration to hear. To continue listening, a roll **VS** hearing must be made after every 10 seconds (2 **ROUNDS**). A successful roll **VS** hearing will not detect a successful Move Silent, yet will detect a failed Move Silent if the Ninja is within audible range. Characters or Ninja not listening will not necessarily be made aware of an opponent's failed attempt to Move Silent. Loud noises or sounds which require no concentration to hear will automatically be described to the characters with no die roll necessary, a good **NM** will simulate rather than merely describe the sounds.
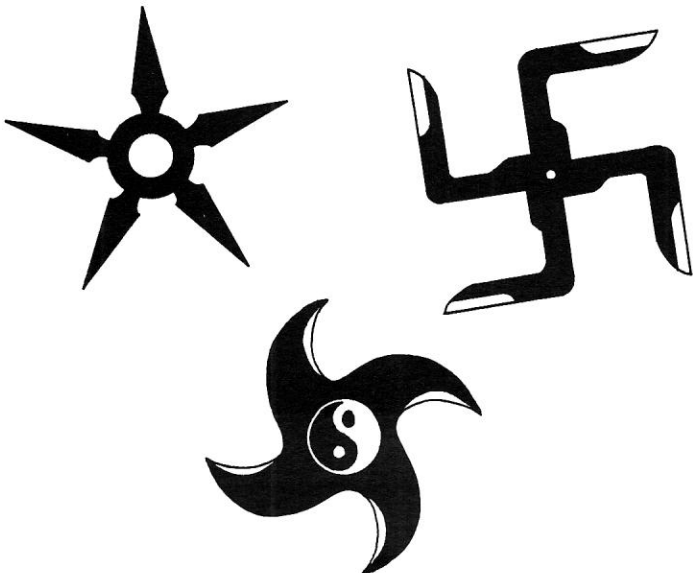
Vision

With the map scales used in **NOTN**, vision is usally limited only to 'Line of Sight' **(LOS)** during daylight and normal conditions. **LOS** merely means that if there are no solid or vision impairing objects (smoke, fog, buildings) between you and an object, it can be seen. Atmospheric conditions such as smoke, fog, rain or heat distortion causes vision to become impaired and unreliable. [For details regarding blindness refer to the section on dust and powders]. This results in the halving of **CO** when attempting to fire projectiles at partially obscured targets. Severe weather conditions which may affect vision would be detailed by the **NM** should these situations arise.

Darkness will also limit the character's vision, to various degrees. Absolute darkness, total absence of light, limits vision to 2m. If combat takes place under these conditions all **STRIKE** rolls are halved. Attempts to fire projectiles also suffer half **CO**. Successful **PS** rolls before every **STRIKE** or projectile attack will negate the effects of darkness, allowing attackers to function normally in these conditions. Infra-red vision goggles will reduce the effects of darkness by exposing all heat emiting sources. Infra-red will not assist vision when looking at objects that are cold; non-heat producing objects will be invisible/black.

Twilight conditions will also affect vision, by reducing range and **CO**, thus the **NM** will decide on the limits to be imposed depending on each circumstance. This will depend on the quality and degree of light. Sources such as street lamps, flames or flares light up large areas, within the radius of which vision is unaffected.

Flashlights and searchlights can be used to project beams of anywhere from 4 m (normal) to 100 m (powerful), but of course this seriously increases the chance of detection. Small pocket flashlights giving beams of approximately up to 4m are more likely if light is absolutely necessary for finding a particular object in the dark. The **NM** will have to regulate the concept of vision to keep it proportional to reality: [**NM** remember that mirrors and any reflecting materials require some form of light source to reflect an image at all).

Dice

NIGHT OF THE NINJA® uses only two ten sided dice (2 D 10). In most cases, except when generating percentage, the 0 on 1 D 10 is read as 10. Using one or two D 10, numbers can be generated from 1-5; 1-10; 5-10; 1-20 or 1-100 [which is considered a percentage roll]. To generate a number from 1-5, 1 D 10 is rolled: a 1 or 2 is a 1; 3 or 4 is 2; 5 or 6 is 3; 7 or 8 is 4; 9 or 10 is 5. To generate a number from 1-10, merely roll 1 D 10. To generate a number from 5-10, roll 1 D 10: a 1 or 2 is 5; 3 or 4 is 6; 5 or 6 is 7; 7 or 8 is 9; 9 or 10 is 10. To generate a number from 1-20, roll 2 D 10 and add the numbers rolled. Two 0's are read as 20. To generate a percentage from 1-100, roll 2 D 10. One die is predesignated as the tens and the other is the ones. Should two 0's be rolled, this is read as 100. If the ten's die is 0 and the one's die is 1, this is read as 1. (i.e. a 4 is rolled on the ten's die and a 5 is rolled on the one's die: this translates to 45%).

NINJA DATA RECORD DESCRIPTION

Our data sheet will help your Ninja keep track of his abilities and equipment during the missions. The following information will explain the terms on the data sheet. We recommend using a pencil as you will sometimes need to change the information on the sheet. Enjoy your adventures!

PHYSICAL/INTELLECTUAL

This area is for recording the numbers relating to each ability. For a more detailed explanation of each individual ability, consult the previous text relating to the ability you desire to know about.

MOVEMENT

This section allows players to record their character's movement rates. Move Silent, Walk, Run and Sprint will all have different rates. (Refer to relevant sections).

HEARING

This space is where the character's hearing percentage is recorded. It is the Ninja's chance for detecting noises.

WEAPONS
(PROJECTILE/HELD)

This area contains the list of weapons the Ninja either has available or can use. Data about the weapons strike bonus, Rate of Fire **(ROF)**, range, distance, and damage referring to both projectile and hand-held weapons [records should also be kept of missiles which are expendable and can be used up, i.e. shuriken, arrows, etc.]. For more information, locate the section on weapons, or the actual weapon itself, in this text.

NORMAL AND SPECIAL EQUIPMENT

On the outline diagram of the Ninja character to the right, players should sketch the exact location of each weapon and equipment they are carrying. To the left of the Ninja outline, space is provided for the player to list information regarding normal equipment he may be carrying and any special equipment required for a particular mission. Special attention should be given to equipment that is expendable and can be used up. An accurate record kept will keep your character up-to-date on which items are still available for use and which are not. Normal equipment is anything the Ninja feels he may require during the course of a mission, i.e. rope, flashbombs, fireworks, flashlight, waterproof matches/lighters, spikes, tape, or anything that can be acquired and easily carried without causing undue encumbrance.

SKILLS

This section is used to keep track of the different types of skills that characters will acquire, i.e. Linguistics, Marksmanship, Technology, etc.

MONEY AND ITEMS

This area is for the organization of money and items obtained during and after missions from all sources. Money is not a priority or important to a Ninja. All weapons or equipment needed for a mission is supplied by the Ninja Master of his Clan or Ryu.

ADDITIONAL DATA

This space is for the players to record any information pertaining to missions, other Ninja, events, or any other information which does not relate to a particular section.

☯ NIGHT of the NINJA ☯
DATA RECORD SHEET

PLAYER'S NAME: _____

SEX

M/F

NINJA MASTER: _____

NINJA'S NAME: _____

SURVIVAL POINTS: _____

LEVEL: _____

CONSCIOUS POINTS: _____

ABILITIES

PHYSICAL: _____

INTELLECTUAL: _____

STRENGTH [STR]: _____

MENTAL DISCIPLINE [MD]: _____

AGILITY [AG]: _____

KNOWLEDGE [KN]: _____

CO-ORDINATION [CO]: _____

PRE-SCIENCE [PS]: _____

STAMINA [STA]: _____

AGGREGATE SCORE [AS]: _____

HEARING: _____%
MOVEMENT

MOVE SILENT: _____   WALKING: _____   JOGGING: _____   SPRINTING: _____

WEAPONS' TABLE

WEAPON TYPES	STRIKE	HELD DMG	PROJECTILE DMG	RANGE E/MAX	ROF	MIN LEVEL	DWC

NIGHT of the NINJA®

EQUIPMENT
NORMAL/SPECIAL EQUIPMENT: LOCATION ON BODY

SKILLS:

MONEY ITEMS ETC.:

ADDITIONAL DATA:

TIME

Time in a reality role-playing game is necessarily ambiguous in general. We would like to leave the question of time to the players' and **NM**'s discretion, the idea being to create a real time 'as-it-happens' game flow. Since however, the need for some sort of 'time frame' is essential, especially in the vitally compressed periods of combat, we have tried to give dimension to movement and action by dividing combat sequences into "rounds" of 5 seconds, during which all characters inter-react simultaneously with all other characters.

A **STRIKE** roll, for instance, covers all actions and reactions taking place in 5 seconds of simultaneous combat. Game Time (**GT**) outside of combat will allow the **NM** to make Actual Time (**AT**) equal Game Time (i.e. anything suggested or spoken by players regarding their characters is assumed by the **NM** to actually be taking place with the **NM**'s characters reacting accordingly. Once stated, players' moves may not be changed or withdrawn. This parallels the rule in chess, which states a player's turn is finished when his hand is removed from a piece he has just moved. This prevents players from reacting to moves which in **GT** they would not normally be able to respond to.

Players and Ninja Masters should co-operate as much as possible to keep **GT** the same as **AT**. This will allow, if used in conjunction with our suggested turn sequence, a free flowing natural time frame. However, during combat, **GT** contracts to 5 second rounds. Each round will actually take considerably longer to play in **AT**, due to the detail required in the combat phase. It is only necessary to establish a detailed time frame when dealing with time spent in combat or dealing with specific actions. When game time requires long periods spent in relative inactivity, long trips, observation stakeouts, etc., the **NM** can dispense with several hours of **GT** in a summary requiring only minutes or seconds of **AT**.

Players should plan their character's moves ahead of time, to reduce time spent explaining actions to the **NM**. Especially during multi-character games, this planning can take place while others are taking their turns. Characters should also be aware of statements made by the **NM** at all times, to prevent repetition. Players whose characters are separated or not close enough for communication in the game should not be discussing each other's situation in any way. In the case of different opinions and interpretation of these rules, the **NM** word is final (you can't argue with Fate). Remember **NOTN** is a Reality Role-Playing Game so try to keep the **GT** the same as **AT** as much as possible — it will add to the realism.

TURN SEQUENCE

All players should understand that their turns all occur at the same time in the game, even though one player must make a move before another in **AT** for organizational sake. However, everyone should consider all movement/action happening simultaneously in **GT**.

To assist novice players in learning **NOTN** quickly, all players who know and understand the rules should be allowed to go first. This gives a novice role-player an actual example to use when playing their new characters: but to be fair and eliminate one or two players from controlling other player's moves or the game action, the following sequence is recommended:

For example: There are 3 players and a NM playing **NOTN**. To begin with, Ninja A goes first, Ninja B second, Ninja C third, then the **NM** completes the first sequence. To begin the second turn, Ninja B goes first, then Ninja C, then Ninja A, and **NM** completes sequence two. To begin turn three, Ninja C goes first, then Ninja A, Ninja B, and **NM** completes the turn sequence. This turn method produces fair movement for the players and gives the **NM** the last word, allowing him to calculate the results from the player's movements and actions. [This prevents some players from dominating play by having the first move or every turn].

Movement

For the purposes of this game movement in **NOTN** is based on the approximate amount of movement a character can travel in five seconds. This base rate **(BR)** can be modified according to different types of movement and terrain. Running, sprinting will obviously have higher **BR**s and moving silently and crawling will half the **BR.** Movement can be made in any direction and over all sorts of terrains. However the **NM** will always take into consideration obstacles and difficult ground surfaces that may present a situation that could slow or speed up the character's movement.

It is assumed that the characters can walk indefinitely. The **NM** must take into consideration any bulky or cumbersome equipment which may slow one character or need two characters to move or carry.

Some characters will have different Base Rates than Ninja characters due to infirmities or handicaps. Small obstacles of less than a meter in height will cause no modification to movement. A two or three meter high fence is another story [see climbing].

There are four basic movement rates. The most common is walking at 4 m/round. The slowest is the movement rate for moving silently/crawling. This is done at the rate of 2 m/round, and both of these movement rates can be maintained indefinitely by any Ninja. For faster movement rates, jogging/running at a steady pace of 14 m/round (168 m/minute) can be maintained for up to 10 hours with no rest needed. After the ten hour limit has been reached, a Ninja must roll **VS STA** every fifteen minutes to maintain a constant pace. Failure to make a **STA** roll will require the Ninja to stop any movement other than a walk or move silent for at least half an hour. If running is stopped before the 10 hour limit is reached the player must roll his **STA** successfully or be limited to no other movement than walking or move silent for 5 minutes.

Most characters walk and jog at similar constant rates; sprinting however, demands total concentration and combines such abilities as Agility, Coordination, Stamina and Mental Discipline. Consequently a character's sprinting capability will vary from each character depending on their **AGR.**

AGR   DISTANCE

AGR	DISTANCE
10-20	24 m/5 seconds
20-30	30 m/5 " "
30-40	34 m/5 " "
40-50	40 m/5 " "

As the character's **AGR** increases so does his speed. Ninja with **AGR** over 50 may sprint 50 m/5 seconds, which is the maximum speed possible.

Sprinting may only be maintained for a maximum of 10 seconds (2 rounds). **STA** may be attempted and if successful the Ninja may travel a full sprint rate for another 2 rounds. Should a Ninja still desire to sprint, he must roll **VS MD**; if successful, he may move his full sprint rate for 1 round only; after this his movement is limited to a jog, walk or crawl for a minimum 2 rounds to a maximum 1 D 10. After this rest time a Ninja can attempt to sprint again.

TERRAIN

Ground surfaces such as slight slopes, flat ground, thinly wooded terrain will not impede the basic movement rate of characters. Steep slopes, broken ground, creek beds, swamps, densely forested areas etc., will effect movement rates by reducing meters moved per round. Normally each mission/module will contain relevant details about the terrain involved. When in doubt a modifer of -2 meters to walking; -5 to jogging; -10 to sprinting should be applied when in adverse terrain. No modifer will move silent/crawl. The **NM** should always keep in mind these "guesstimations" and modifiers will vary at his discretion.

ENCUMBRANCES

Occasionally Ninja may be required to carry objects equal to or heavier than their **STR** Base Rate. Objects over a character's **STR** Base Rate cannot be carried faster than the walking movement rate. Weights that are half of the **STR BR** can be carried while jogging. Ninja can carry half of their **STR BR** while sprinting but their movement rate is halved. The **NM** will take into consideration any awkward objects being carried or moved by characters and will restrict or apply limitations on the movement rates and actions of those characters attempting to displace or transport such objects.

MOVE SILENT

Move silent is essential for getting close enough or into a position for surprise attacks. Move silent requires a successful roll **VS AG.** If a character makes his roll, he may move silently for 2 rounds at the rate of 2 m (one space) per round. After 2 consecutive rounds he must re-roll to continue moving silently. Characters cannot move silent when running/jogging/sprinting. Ninja may attempt to move silent at their walking rate (4 m/round) but must subtract 5 from their **AG** score.

Different surfaces will affect moving silently in various ways. For instance gravel or loose ground, squeaky floors, tetsu-bishi, etc., will make moving silent more difficult. The **NM** always makes the roll for move silent. When these types of surfaces are being traversed, the attempt to move silent will be at ½ **AG** with no explanation from **NM** for those two rounds. If successful or not, the character will be informed by the **NM** of noisy surface on his next turn. (**NM** will simulate the resulting sounds).

Dodge

Dodging is the only defence against all projectile weapon attacks. This takes into account a character's attempt to move out of the way of a projectile or try and block the projectile with an object. The **NA** for dodge is a successful roll **VS. AG.** If the roll is successful, the attacker's **CO** score is halved, even if the **CO** is doubled by being inside the projectile's effective range. Should the projectile hit the target the Damage **(DMG)** is also halved. A dodge may be made 4 m to any clear space (when using maps or mapboards), even towards the attacker. If a character has expended their maximum movement rate the previous turn, the character dodging can only move 2 m or one adjacent space in any direction. If the dodge is unsuccessful the character must still move to the space he indicated and the attacker's **CO** is not halved. If the defender is engaged in combat and attempts to dodge, he must sacrifice a **STRIKE** roll for that round.   Characters with Dual Weapons Control **(DWC)** may still make one **STRIKE** attempt when dodging.

A character who is unaware he is being fired upon or surprised may not attempt to dodge unless a successful **PS** roll warns of impending danger, which is rolled by the **NM** before the completed attack or projectile hits the target character. The **NM** must always attempt a **PS** roll for *any* characters who have the inbred warning instinct of Pre-Science.

For example: once the attacker states who he is firing at, the defender rolls **AG**, if it is successful, the attacker's **CO** score is halved, making his projectile harder to hit the defender. If the projectile hits the defender (who made a successful **AG** roll) its Damage **(DMG)** is halved.

Climbing

Characters may find it necessary to gain access to windows, roofs, or other high areas by climbing to them with either rope or devices of some sort. Sometimes there may be no other form of assistance than the Ninja's shuko. The **NA** for unassisted climbing is **AG** and a Ninja can ascend vertically 4m per round. Different climbing surfaces, degrees of angle and difficulty or the usage of certain equipment will cause modifiers to adjust the die roll accordingly.

For the majority of all exterior surfaces that are easily scalable, i.e. branched trees, masonary walls, brick, lattice style, or anything that has handholds or may assist a climber. The Ninja would only need to roll **VS. AG** to scale 4 m per round without any aid devices. Denser or slippery surfaces (glass, concrete, marble, poles or thinly branched trees) will cause the **AG** score to be halved.

Weather conditions causing icy or rain slick surfaces should also be taken into consideration as these will also modify the **AG** roll. How much they will modify the die roll will depend on the severity of the weather conditions. Ranging from +5 to the die roll **VS. AG** for a wet surface, to +20 for an ice coated surface.

Climbing with ropes allows the Ninja to avoid relying on handholds to climb as long as a secure anchor is made with grappling/rake hooks or other methods have been established. Thus any surface can be scaled by using ropes with no **AG** roll necessary. Vertical movement is 4 m per round. Should the angle of ascent be less than 90% the rate of ascent will increase to 6 m per round. Descending by rope [rappelling] can be done at double the rate of climbing [8 m per round].

Should shuko be used to aid climbing, a modifier is added to the **AG** score to indicate the effects of the spiked foot

bar and hand claws. When climbing wooden poles or surfaces +20 is added to the **AG** score. When climbing concrete or stone surfaces only +10 is added to the **AG** score. Shuko are not effective on metal or glass type surfaces. Suction cup shuko can be used on surfaces that are too sheer for regular spiked shuko; they however have a movement rate of only 2 m per round (move silent is impossible when using this type).

Obstacles of 2 m or higher will need to be climbed over. All **NMs** must consider that an obstacle of 2 m actually requires a movement of 4 m, i.e. 2 m up and 2 m down the other side. The NM will also assign **AG** rolls for exceptionally long climbs or add reasonable modifiers for difficult climbs or actions that are attempted by climbers such as swinging or smashing through a window.

Falling

Normally a fall takes place for two reasons: intentionally or unintentionally.

Intentional falling is the result of a planned calculated jump or leap. Because of the assumed pre-meditated nature of this type of fall, **DMG** is reduced due to the player's awareness, balance and ability to prepare for landing.

The unintentional fall takes place usually by surprise from a push or accident, as the player is unprepared for the landing. Characters do not have time to judge distance/height, etc., so **DMG incurred in this type of fall is greater than that of an intentional fall.**

As far as leaping attacks relate to falls, the only guaranteed height for a leaping attack with no reference to the Falling table, is 3 m and less. Any other heights that a player jumps from for a leap attack, an **AG** roll must be successfully made so that minimum **DMG** will be taken. If **AG** is unsuccessful the consequences are described in detail on the Falling Chart. [Also refer to Leap Attacks].

The "I" column is **DMG** from intentional jumps, the "U" column is for unintentional falls. There are two possible **DMG** values for each height in each column. The lesser (shaded) **DMG** value reflects a successful **AG** roll when falling or during a leaping attack. The higher (non-shaded) **DMG** value reflects an unsuccessful **AG** roll when falling or during a leaping attack.

For an example, the character and **NM** first determine if the fall is intentional or unintentional, then the character rolls **VS. AG** and if this roll is successful, he is affected by the lesser **DMG** for the height he has fallen from. If he does not roll a successful **AG**, he suffers the more severe **DMG** taken from the appropriate height on the Falling table, i.e. Ninja intentionally falls from 7 m, and his **AG** roll is successful, no **DMG** occurs. However if a Ninja fails the **AG** roll from the same height, the **DMG** incurred is -4 S-points.

Another example: a Ninja unintentionally falls into a 5 m deep pit-trap. If **AG** roll is successful, no **DMG** is incurred. If **AG** roll is unsuccessful, -10 **DMG** from Ninja's S-points. [Refer to Falling table].

Falling onto other characters is considered a leaping attack and requires a roll **VS. CO** and if the roll is successful, the jumping character lands on top of the victim. The jumper's height will determine the amount of **DMG** the jumper and victim receives. The **NM** will determine a modifier of -5 S-points against the victim for every 5 m height above 3 m. Any leaping attacks from ground level up to 7 m gives no bonus **DMG** to the victim.

For example a Ninja jumps from a balcony ledge that is 10 m above his opponent. Both the characters apply all the leaping attack and move silent rules. If the attacker's roll **VS. CO** is successful, he then lands on top of the victim, and an additional -5 **DMG** is subtracted from the victim's S-points as well as **DMG** from the resulting leap attack. The attacking Ninja must also roll **VS. AG** to determine the **DMG** he must also suffer from the intentional jump. Should the **CO** roll be unsuccessful, the jumping Ninja would miss his opponent and have to refer to the Falling table and roll **VS. AG** to determine the severity of the **DMG** from his fall.

FALLING TABLE

Metres	I	U
30	40	55
	30	45
25	35	50
	25	40
20	30	45
	20	35
17	25	40
	15	30
15	20	35
	10	25
13	15	30
	5	20
11	10	25
	3	15
9	7	20
	1	10
7	4	15
	0	5
5	2	10
	0	0
3	0	5
	0	0

Swimming

Surface swimming and underwater swimming are considered equal in distance covered and is at the same rate as walking. It can be done indefinitely as long as the swimmer is on the surface and can breathe. As soon as the swimmer goes underwater, his movement remains that of walking but he must refer to the limitations of Holding Breath [See Holding Breath].

Ninja were taught to swim from birth and handle this area of expertise so efficiently that many can do it as easily as walking! If the character is swimming against the current, the rate of distance would decrease; as well, the rate of distance would increase if the character was swimming with the current! Normally the speed of the current will be in each module or the **NM** will have it detailed in his mission/module. The **NM** must always consider the flow of water.

Combat in water is rare but can be handled in the following manner. Characters fighting in water above their waist or completely underwater must half their **STRIKE** rolls. Any actions or uses of abilities can also be halved under these conditions. The **NM** will determine those actions that can be attempted without difficulty and modify them accordingly by a + or - of the **STRIKE** roll or ability etc. The **NM** should always take into consideration the water conditions as these will vary the modifiers of a task as well (murkiness, current speed, depth, etc.). The **NM** will also determine the depth and clarity of the water and its effect on a character's vision, as this too will modify attempts of actions and combat. Any combat, movement or actions in water from the waist down have no effect on characters unless otherwise stated in a module/mission.

HOLDING BREATH

Characters of the following levels can hold their breath for the stated time periods. One minute equals twelve rounds.

Level 0 Ninja = 1:00 minute
Level 1 Ninja = 1:30 minutes
Level 2 Ninja = 2:00 minutes
Level 3 Ninja = 2:30 minutes
Level 4 Ninja = 3:00 minutes
Level 5 Ninja = 3:30 minutes

For each level gained by a Ninja he adds 30 seconds of time. The maximum time a character can hold his breath is 6:30 minutes. Once this time period has elapsed the character is still functional, but needs air unless he can roll successfully **VS. STA.** If this roll is made, the character may continue to hold his breath for 30 seconds more. After this time, he may roll again. As long as a character continues to make successful **STA** rolls every time he needs oxygen, he can continue holding his breath and being active. Should a character fail when attempting his **STA** roll, he needs oxygen immediately (that round). Should he be unable to obtain air, his C-points will drop to zero the following round, rendering him unconscious. If First Aid is not applied successfully within 10 minutes, the character is considered dead and eliminated from the game.

COMBAT

For use with this game, **NIGHT OF THE NINJA**® we have devised a specialized form of combat. This has been chosen in an attempt to reflect the speed with which actual combat is resolved in martial arts fighting. By dispensing with numerous types of dice, reducing attack and defence factors into one simple die roll (plus modifiers where applicable), we have attempted to give the game a faster "real time" feel without sacrificing too many of the realities of combat. To do this we combined all offensive and defensive moves like the kicks, blows, parrys, etc. between two or more/all opponents which may take place in five seconds of combat, and condensed this into a single roll, which we call the **STRIKE** roll.

STRIKE

The actual combat is resolved with 1 D 10 rolled by each player, (the **STRIKE** roll). The die is rolled and the combatant with the higher roll will inflict damage (**DMG**) on his opponent. This **DMG** will be subtracted from the opponent's S-points. Hand to hand combat and weapons have each been assigned a variable rate of **DMG** which can be adjusted by various bonuses, which will be explained later.

LEVEL MODIFICATION

The most obvious modifier would be the difference between characters of different levels. Obviously the character with the higher level has an advantage over the characters with lower levels. To reflect this advantage, the character with the higher level is given the bonus of the difference between the two levels as an addition to his **STRIKE** roll. This same bonus is given to **DMG**, i.e. a level 3 Ninja **VS.** a level 1 guard. The difference between the level 3 and level 1 is 2, thus when the level 3 Ninja rolls his **STRIKE** roll, he will add 2 to his die roll. He also adds 2 to whatever **DMG** he does if his **STRIKE** roll is successful. If the **STRIKE** roll is halved for any reason, the cumulative **STRIKE** is halved (add the roll and level difference; then halve and round up).

MAN TO MAN

One advantage to this type of level/experience modifier is that although the lower level character is obviously outclassed and at a disadvantage, it does not rule out the possibility of his scoring hits and overcoming his higher level opponent single handed. Of course, since even an 0 level Ninja has been trained in the martial arts and is possessed of extreme fighting ability, Ninja Master Characters (**NMCs**) which the players meet may even have negative modifiers applied to their **STRIKE** roll and **DMG** rolls.

NOTE: If two characters are the same level, no matter what level they are, there are no modifiers to either die rolls. Also the lower level character does not add the difference, only the higher level character gets this advantage.

This is the most common form of combat in **NOTN**. We have found visualizing a grid pattern like diagram A and B assists organization of hand to hand combat, especially in multi-character engagements. This grid is based on mapboards and maps of 2 meters by 2 meters spaces. The various aspects of combat are detailed in upcoming sections. The most important combat factor relating to the diagrams given is that when a character in #5 facing towards #2 is engaged by characters in any other two adjacent spaces or the same space, he can only roll one **STRIKE** against one opponent. The other opponent will automatically roll for **DMG** against the player's character in #5. Exceptions to this are explained in optional Dual Weapon Control (**DWC**) section.

A character engaged in man to man combat cannot be surprised under any circumstances by a second or third opponent, even if they attack from behind (#7, #8, #9 on diagram). This is due to Pre-Science (**PS**) activated by innate reflexes heightened by the heat of combat. Characters attacking from behind an opponent already engaged will get to inflict automatic-**DMG** for any weapons used. They will also be able to apply chokes, entanglements, etc. with no **STRIKE** necessary. A successful **CO** roll is still necessary for these entangling attacks.

Players engaged in combat may also be attacked by other combatants making leaping attacks (no surprise is possible). The only time it is possible to surprise a character engaged in combat is with a projectile weapon. This is explained in detail in the Surprise and Projectile sections.
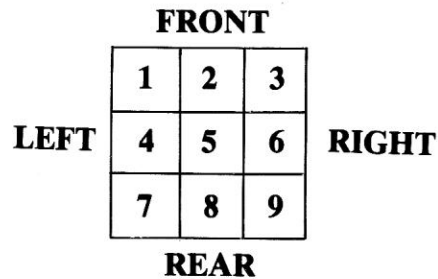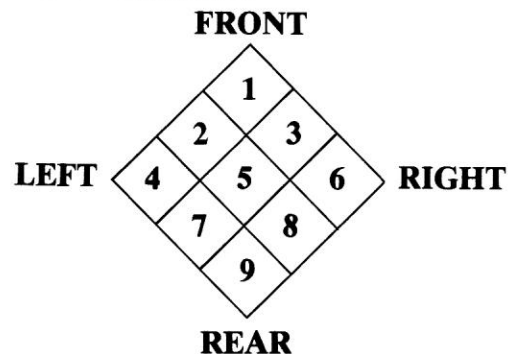
DIAGRAM A:

FRONT

1	2	3
4	5	6
7	8	9

LEFT ... RIGHT

REAR

DIAGRAM B:

FRONT

LEFT ... 1 2 3 4 5 6 7 8 9 ... RIGHT

REAR

SURPRISE

For the Ninja, surprise is a major factor in his use of the combat arts. A surprised enemy is already partially defeated, mentally demoralized, and (hopefully) physically damaged before he even knows he is under attack. Surprise to the Ninja can never be a matter of mere luck. They train for years in the arts of moving silently, disappearing into shadows to blend in perfectly and silently with the surroundings by using camouflage until he is in a prime position to strike. We have tried to eliminate the "luck factor" as much as possible, but even in real life nothing ever goes according to plan. There is always the chance of a misjudged step, an observed shadow, a guard's casual glance, or the enemies' **PS** rendering the entire effort futile, and since agility is the major factor involved, it is this ability that the Ninja is most dependent on to achieve surprise.

The Ninja achieves surprise by moving into striking range (hand to hand, weapon or projectile) undetected. Moving silently or camouflaged, either or both of these must be attempted *successfully* to achieve surprise. Ambush can be set up with or without camouflage. If camouflage is used, all this does is reduce the chance of the discovery of the ambush.

To achieve surprise, a Ninja must get within 4M of his intended target. If this can be done while remaining undetected by sight, sound or **PS,** he will have achieved surprise. The exception to this is when combat is taking place, as any character engaged in close combat may not be surprised in any other way than with projectile weapons. A victim who is surprised is unable to react to the Ninja attack and receives no **STRIKE** role to defend. Attempts to apply chokers or do Damage **(DMG)** by unarmed means or with weapons are automatically successful.

The **DMG** done during a surprise attack is always the maximum **DMG** possible with no die roll necessary. One **DMG** point per level is added to the **DMG** inflicted during a surprise attack, i.e. level 3 Ninja using a Ninja-to, which causes 10 **DMG,** during a successful surprise, would do automatically 13 points of **DMG.**

If all conditions for surprise are met, the Ninja has the option of using the Ninja Death Touch or other methods of quick efficient killing, i.e. slit throat, break neck, wire choker and any other method the players may dream up, which instantly reduces the victim's S-points to zero. This of course negates the need for any **DMG** rolls. The victim is considered dead and out of the game. The **NM** will decide whether this rule will be applied in situations or during a game.

To achieve surprise when using projectiles, the target must be completely unaware of the Ninja and the projectile. If the target is inside the effective range of the weapon in use, the Ninja's **CO** is doubled. Missiles striking a stationary target which has been surprised (the target fails their **PS** roll), does maximum **DMG** +2, i.e. a Ninja fires a crossbow at a stationary target after successfully achieving surprise. The bolt/quarrel hits the target after a successful **CO** roll is made, and 5 +2 S-points are subtracted from the target total. If the target is in motion **DMG** is variable (by die roll) but still add +2 to the resulting **DMG** total. Surprised targets, because they are unaware of attack, have no chance to dodge. A **PS** roll should be made by the **NM** for all characters that have this ability before the projectile hits the target. Ninja Death Touch is not possible with projectile weapons.

LEAPING ATTACK

This attack form can only be used if the attacker is in a position above the target, i.e. a tree, catwalk, roof, etc., or this attack may be made by leaping/jumping at the end of a sprint of no less than 6 meters. This attack carries special bonuses because of the advantage of the attacker's height, speed and the force of the blow delivered during such an attack. The Necessary Ability **(NA)** for a successful Leaping Attack is **CO,** the **NA** for defence against it is **AG** (same as Dodge).

A player must first state he is making the Leaping Attack (if he is in a position to do so). He then rolls against his **CO** score. If the defender is aware of the attack, he may Dodge out of the way. If he decides to Dodge, he rolls **VS. AG.** If defender is unaware of attack and is surprised, he receives no chance for Dodge and attacker inflicts maximum **DMG** with no **STRIKE** roll necessary.

LEAPING ATTACK SCENARIOS

(A)   If attacker's **CO** is successful and defender fails **AG** (Dodge), leaping combat is successful. Both players roll their **STRIKE** attacks with the attacker, adding +2 to **STRIKE** and **DMG** rolls.

(B)   If both **CO** and **AG** are successful, no contact is made.

(C)   If **CO** fails and **AG** roll is successful, no contact is made.

(D)   If attacker fails **CO** and defender fails **AG** roll, combat takes place as usual by the **STRIKE** roll.

(E)   If defender stands and does not attempt to Dodge (roll **AG**) and attacker fails **CO** roll, combat takes place and attacker is -2 to **STRIKE** (the first attempt only) but regular **DMG.**

If defender is surprised during a Leaping Attack, the attacker takes full advantage of all surprise bonuses. To achieve surprise during a Leaping Attack, a successful Move Silent must be made at -10 to the die roll before any other rolls are attempted. If Move Silent has failed, the defender is aware of attack and can react accordingly, thus surprise is not possible. Leaping Attack can be made against defenders already engaged in combat. These attacks can never receive surprise bonuses and defender may attempt to Dodge if he chooses to sacrifice his **STRIKE** roll against the opponent he is presently engaged against. If defender fails this Dodge, he will receive **DMG** from both opponents. Likewise, if he turns to face the Leaping Attack, he will not receive a **STRIKE** roll against the opponent he is engaged in combat with unless Dual Weapons Control (**DWC**) rules are being used.

STRIKE TO SUBDUE   (STS)

Sometimes a Ninja may not want to kill a specific opponent outright. He may want to interrogate them for information, or perhaps a live captive is needed to fulfill a mission. Thus certain blows are designed to merely render unconsciousness without causing major physical **DMG.** This is called 'Striking to Subdue' **(STS)** and acts solely against an opponent's Conscious points (C-points).

When Striking to Subdue, the player must state beforehand that this is his intention. **STS** can only be done with a blunt weapon (club, staff) or bare hands. Also no weapon giving a **STRIKE** bonus can be used because the speed which gives them this bonus would be too likely to **DMG** the opponent. If the **STRIKE** bonus is waived, these weapons can be used; no sharp edges of weapons (knives, swords, etc.) can be used to **STS.** If a player rolls a successful **STRIKE,** the **DMG** he rolls is taken from his opponent's C-points. When these reach zero, he is considered unconscious (see C-points in 'Character Creation').

STS cannot be divided between **DMG** that is against S-points or **DMG** against C-points. An attacking player can alternate **STS** and regular **DMG** as long as he specifies before the **STRIKE** roll is made which attack form he is making. Again **STS** must be stated before the **STRIKE** roll takes place, otherwise this is treated as regular **DMG** (subtract S-points). When a player is losing C-points, it does not affect his S-points. However, when a player loses S-points, he also loses the same amount of C-points.

WEAPONS

Weapons function primarily as additions to **DMG** done if a **STRIKE** roll is successful. Some weapons also give bonuses to the **STRIKE** roll because of their speed and/or defensive capabilities. Similarly, some weapons also act as negative modifiers on the **STRIKE** roll because of their size and unwieldiness. This is usually offset by a higher **DMG** possibility or dual function (a long staff for instance is clumsy in combat, but is useful for vaulting a fence or triggering a trap at a distance).

Some weapons also double as projectile weapons and thus are dual purpose. Certain weapons are also used only by Ninja as they are unique to the art. Any non-Ninja attempting to use such weapons would be unlikely to do so with much effectiveness. Very few weapons serve to entangle an opponent giving attacker bonuses on a **STRIKE** roll. All of the above advantages and disadvantages are discussed in the following sections dealing with the weapons table.

NOTE: Any weapon used negates the use of hand-to-hand **DMG** except in the case of unarmed [see Dual Weapon Control **(DWC)** section].

WEAPONS TABLE

The weapons table is divided into seven columns. Each column, except the weapons type column, (which is self explanatory) relates to a characteristic dealing with the limitations, bonuses or uses of each weapon listed. (For more information about each weapon and its purpose, refer to the written weapons' descriptions).

WEAPONS' TABLE

WEAPON TYPES	STRIKE	HELD DMG	PROJECTIBLE DMG	RANGE E/MAX	ROF	MIN LEVEL	DWC
Bare Fists or Kicks	0	1-5	N/A	N/A	N/A		2
Club/Handbo/Night Stick	0	1-5(+1)	1-5(−1)	10/16	1	0	2
Tonfa	0	1-5(+1)	1-5(−1)	10/16	1	1	2
Sai	+1	1-5(+2)	1-5(+2)	10/16	1	2	4
Shuriken/Tonki	0	1-5(−1)	1-5	12/16	*	0	0
Nunchuku	+1	1-5(+3)	1-5(+1)	10/16	1	3	5
Short Knife	0	1-5(+1)	1-5(+1)	10/16	1	0	2
Long Knife/Wakiziki	0	1-5(+2)	1-5	10/14	1	1	4
Kama (Hand Scythe)	+1	1-5(+2)	1-5(−1)	10/14	1	1	5
Kumadee (Spear)	−1	1-5(+1)	1-5(+2)	14/30	1	0	N/A
Monkey Staff (3 Piece)	0	1-5(+1)	N/A	N/A	0	4	N/A
Short Staff	0	1-5(+1)	1-5(−1)	10/16	1	1	2
Long Staff	−1	1-5(+1)	1-5	10/20	1	1	N/A
Katana	−1	1-10(+2)	1-10(−2)	8/14	1	2	7
Ninja-To	0	1-10	1-10	10/16	1	2	7
Compound Bow/Long Bow	N/A	0	1-5(+1)	30/60	1	0	N/A
Short Bow/Hankyu	N/A	0	1-5	24/50	2	0	N/A
Crossbow	N/A	0	1-5(+2)	24/50	½	0	N/A
Pistol Crossbow	N/A	0	1-5	6/16	1	0	N/A
Blow Pipe	N/A	0	1	4/14/4	1	0	N/A

SPECIAL WEAPONS

Kyoketsu Shogi**	+1	1-5(+1)	1-5(−1)	6M	1	4	4
Kusara Gama**	+1	1-5(+2)	1-5	4M	1	4	4
Metal Whip	0	1-5	1-5(+2)	4M	1	3	3
Bull Whip	0	1-5	1-5	4M	1	3	3
Manriki**	+1	1-5	1-5	4/6/10	1	2	2
Chokers (Piano Wire)	0	1-10	N/A	N/A	0	0	0
Tetsu Bishi	0	2	1-10	4/6	0	0	0
Shuko/Hand Spikes**	0	1-5(+1)	N/A	N/A	0	0	1

FIREARMS

					F/A		
Light Handgun	0	1-5(−1)	1-10(−2)	20/30	1-5	0	5
Heavy Handgun	0	1-5(−1)	1-10	30/50	1-5	0	7
Small Bore Rifle	−1	1-5	1-10	30/80	1-5	0	N/A
Large Bore Rifle	−1	1-5	1-10(+2)	50/100	1-5	0	N/A
Military Rifle (Assault)	−1	1-5	1-20	100/300	1-10	Yes	N/A
Shotgun	−1	1-5	1-10(+5)	12/30	2	0	N/A
Sub-Machine Guns	−1	1-5	1-10	20/100	1-10	Yes	9

DMG = Damage
E/MAX = Effective/Maximum Range
ROF = Rate of Fire
MIN LEVEL = Minimum Level before character can use weapon
DWC = Dual Weapons Control
N/A = Not applicable
F/A = Full Automatic Burst
* Refer to Rate of Fire section
** Ninja only - any other characters, −3 to STRIKE 1/2 DMG

STRIKE

Each weapon is obviously different, but some are specifically designed to be faster, more efficient or more suited for use in a defensive role. Some are also too large and clumsy to be used efficiently at the speed required by combat. This is taken into account by assigning positive or negative modifiers to the **STRIKE** rolls of a character using their specific weapons. Thus if a listed weapon, a 'Nun-chuku' for instance, has a 1 in the strike column, because of this weapon's offensive speed and defensive capabilities, a character using this weapon would add a 1 to his **STRIKE** roll during combat.

Weapons which have -1 beside them in the strike column would subtract 1 from the player's **STRIKE** roll during combat. Larger, clumsier weapons are a hindrance to a Ninja's silent movement and speed, and any weapon marked -1 is usually a non-Ninja type weapon, except in extreme or unusual circumstances (penalties such as negative modifiers to strike can be awarded at the **NM**'s discretion for any weapons players or **NM** may create). Non-Ninja using Ninja weapons, **NM** should take character's level into consideration when penalizing (-1, -2, etc.) for certain weapons.

DAMAGE   (DMG) (HELD)

This is fairly obvious: the **DMG** is the potential amount of injury a weapon may inflict upon an opponent. This is usually listed as 1 to 5 plus a number in brackets (although some weapons do **DMG** of 1-10 to 1-20). To generate a number from 1-5 on a 10 sided die, refer to section on **DICE**. For example, to generate a number from 1-5, roll the 10 sided die; a roll of 3 gives you 2 points of **DMG**. A roll of 7 gives 4 points of **DMG**, etc.

DMG roll Example From 1-5:

1	2	3	4	5
1-2,	3-4,	5-6,	7-8,	9-10

The number in brackets is then added to the **DMG**, i.e. Weapon is 1-5 (+2) if character rolls for **DMG** on 1 D 10 and achieves highest number in strike roll (player rolls a 10), maximum **DMG** equals 5, with a 1-5 (+2) weapon, total **DMG** would be 7 points *off* his opponent's S-points [and C-points]. Projectile **DMG** is the amount of **DMG** possible that the weapon does when thrown or fired at a target. Often this is a different **DMG** from the Held **DMG**.

PROJECTILE DAMAGE

Projectiles are weapons which can be thrown or fired at a target and inflicts **DMG** from a distance. Details on individual weapon's capabilities are found on the Weapons table in the columns following Projectile **DMG**. This column indicates the **DMG** the weapon can inflict. To hit a target, a projectile weapon needs to be operated in the following manner: i.e. Ninja aims crossbow at guard. To hit the guard with the quarrel (arrow) he must roll 2 D 10. If this number is less than or equal to his **CO** number, he hits the guard and inflicts **DMG** (roll for **DMG** according to the weapon's limitation). Adjustments are made to the **CO** depending on the distance to the target and visibility, etc.

RANGE

Each projectile weapon has an Effective and a Maximum range. The Effective range is the figure to the left of the slash (/); maximum range to the right of the slash. A Ninja throwing or firing a weapon at a target within the weapon's Effective Range, doubles his **CO** score to hit. The doubled **CO** score may never give

more than a 90% chance to hit. Stationary targets within the Effective Range will always receive maximum possible **DMG**. No **DMG** roll is necessary under this condition. Moving targets are always variable, and when the target is hit within Effective Range, a **DMG** roll must be made. When firing at a target beyond the Effective Range, but within the Maximum Range, **CO** is not doubled. **DMG** is always variable (roll for **DMG** when target is beyond Effective Range). The skill of Marksmanship can give a bonus of up to 100% when attempting to hit a stationary target inside Effective Range. If using Firearms, characters must still roll for weapon jamming (95-100%).

The Maximum Range is the absolute limit at which a projectile weapon will do any DMG at all. Attempts to project a weapon at any range beyond the Maximum are done at ½ of CO score.

NOTE[1]:   This means halving the **CO**, before the actual roll to hit the target.

NOTE[2]:   To increase Effective Range before firing, roll **VS. STR.** If successful, Effective Range is increased by 50% for that attempt only. If player wants to increase Effective Range, he must roll **STR** every time before rolling **CO.** This applies only to thrown/bow weapons only. The **NM** must always take into account all distances and make sure the ranges are humanly possible. There is no reason why a 50% increase in range is not possible, however always refer to the actual **STR** number and use this as a basis for estimating extra distance. The lower the roll is **VS. STR,** the farther the projectile should be allowed to go — up to its limit of 50% farther than its Maximum Range, i.e. a **STR** roll of 01-19 would give the entire 50% bonus; a **STR** roll of 20-39 would give 40%; a **STR** roll of 40-59 would give 30%, etc.

RATE OF FIRE   (ROF)

The Rate of Fire (**ROF**) is the number of times per round a weapon can be projected, thrown or fired. In the case of all thrown weapons: Shuriken, Sai, Knives etc., usually only one per round may be thrown, although some weapons are exceptions. Once a weapon has been thrown or fired, it must be retrieved before it can be used again.

For all those weapons having 0 Minimum Level, a Ninja must have Unarmed Dual Weapons Control (**DWC**) and the actual weapons' **DWC**, to throw more than one per round. Consequently, any player possessing the necessary **DWC** and at least two of the weapons, may throw them simultaneously. These can be thrown at separate targets or the same target. The Shuriken/Tonki are unique in that they are small, light and deliberately designed for rapid discharge and more of an annoyance/distraction weapon than a device to attempt serious **DMG**. Since its **ROF** is dependent upon the skills of the user, higher level characters will have a greater **ROF**. This is reflected on the weapons table by allowing Ninja to throw a number of Shuriken/Tonki equal to ½ of their level per round, round the levels up, i.e. level 1 and 2 Ninja can throw 1 Shuriken/Tonki; level 3 and 4 Ninja can throw 2 per round; level 7 and 8 Ninja can throw 4, etc.

NOTE: Ninja must have at least unarmed **DWC** to throw more than one per round. Again these can all be thrown at separate targets if required, which includes throwing Knives.

The **ROF** for the projectile weapons which must be fired or those that are too large to be thrown more than one at a time, all have **ROFs** of 1 per round, except the Lightbow, Crossbow and all Firearms. The lightbow has a **ROF** of 2

per round because of its shorter pull arc and shorter Bolt/Arrows allow it to be discharged more rapidly than the other Bows. Thus its shorter range and lesser firepower are offset by a greater **ROF.**

The Crossbow needs to be re-set every time it has been discharged and even quick re-set type weapons take several seconds to reload. Thus the **ROF** rate of ½ (meaning 1 round to reload it and fire if a Ninja is using a Crossbow). If a Ninja has unarmed **DWC**, he may reload it and fire twice in one round.

MINIMUM LEVEL

This is the minimum level at which the Ninja can opt to use this particular weapon. When a character reaches a new level before beginning a new mission, he may attempt to master all the weapons listed for that level on the weapons charts, i.e. for level 2, he may attempt Sai, Katana and Ninja-to. It is assumed he already knows most or all of the weapons of levels 1 and 0. The reason for this limitation is not that these weapons are so incredibly difficult to use, but rather for a Ninja to attain complete mastery over the weapon to the point where it can be used to its maximum potential, requires training, skill, and discipline which cannot be gained without experience.

To attempt a weapon at his new level, the Ninja merely rolls 2 D 10 **VS. AGR** (which is adjusted for each new level as stated in Character Creation). If he rolls less than his **AGR**, he has attained mastery of that weapon. After achieving each level, a Ninja may attempt all the weapons of that level before beginning a new module. Any weapons he does not successfully master may not be attempted until he has completed his next *successful* mission. After a successfully completed mission, a Ninja may attempt to attain mastery of only one weapon which he does not already have.
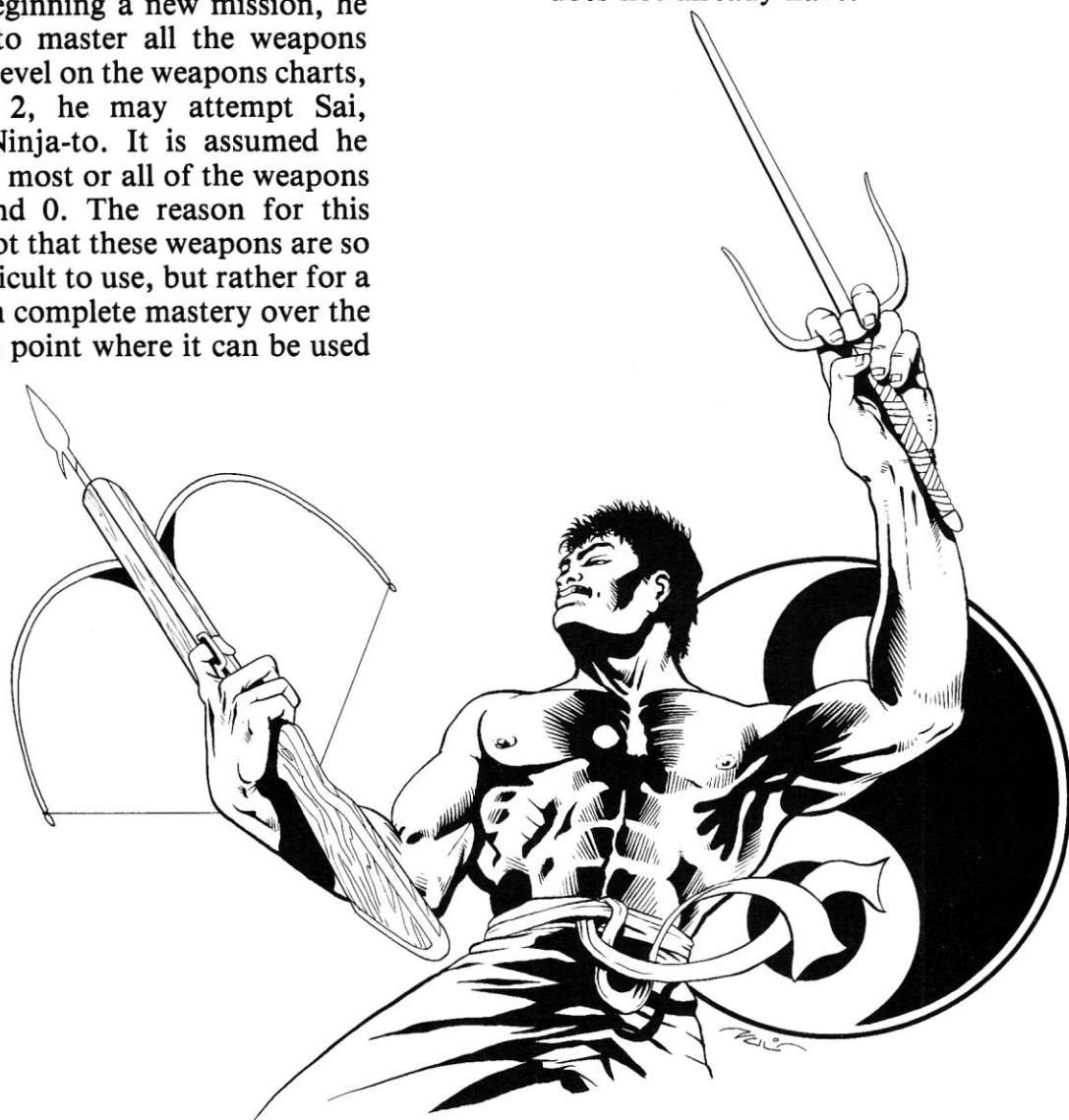
This can be any weapon from his level or lower, even if he has failed in an attempt to master that weapon before. Only one attempt is possible for each sucessful mission which does not result in a new level being reached.

When reaching the next level, any weapon as yet unmastered from previous levels may be attempted again, rolling **VS.** the new levels **AGR** score. Weapons with minimum level 0 can be used immediately by *any* level character, however no die rolls are necessary. To use any of these level 0 weapons twice in one round, all characters must have unarmed **DWC** and **DWC** for each weapon they are trying to use twice per round. A player using a weapon above his level suffers -2 to their **STRIKE** and only ½ of the weapons **DMG.**

DUAL WEAPONS CONTROL (DWC)

Upon each character/Ninja reaching level 2, they should attempt to acquire unarmed **DWC by rolling VS. AGR** twice. This represents the character entering into a training period so intense that it may take several weeks or months, thus we have condensed this period into two separate rolls **VS. AGR.** Should one or both rolls fail, the character must wait until he has acquired the next level before trying again, however only one attempt per level is made. If both rolls are successful, the Ninja has mastered the art of unarmed **DWC.** This enables the character in one round to either, **STRIKE** unarmed twice with a separate **DMG** for each successful **STRIKE** against one or two targets, or **STRIKE** unarmed once, and if this is successful, inflict two **DMG** rolls against one target. No weapons can be used with unarmed **DWC** unless the weapon has also been mastered for use with **DWC.**

Certain weapons can be used two at once by a skilled martial artist. Before a character/Ninja can attempt to master a

weapon for **DWC**, he must already have unarmed **DWC.** Once a character/Ninja has unarmed **DWC**, he may attempt to master individual weapons that can be used twice per round. A weapon cannot be used twice per round until it has been mastered for **DWC.** Those weapons that have N/A in the **DWC** column cannot be used twice at all.

The number in the **DWC** column on the weapons table is the minimum level a character must be before being able to attempt to use the weapon twice in one round. Once a character is the same level or above the number stated in the **DWC** column, he may attempt to master that weapon. This is accomplished by the character rolling **VS. AGR** for all weapons equal to or below his level. He only gets one attempt per level to master each weapon for **DWC.** This attempt can ony be made once until the next level has been obtained by the character. Should the roll fail, he cannot try again until the character has gone up one more level. Should the roll be successful, the character may either attack one target twice or attack two separate targets once with that weapon. Should a character attempt to use a weapon without having **DWC** for it, they do not get two **STRIKE** rolls, only one, until they have mastered that weapon for **DWC.**

Dual Weapons Control has two actual meanings. A character may have one weapon and **STRIKE** twice with it, or a character may have two weapons and **STRIKE** once with each weapon. At no time is a character allowed to use two weapons and **STRIKE** twice with each one. A character may divide his attacks between using a weapon against one opponent and using an unarmed attack against another. A character may also forfeit one of their **DWC STRIKE** rolls to complete an action (Dodge, Throw Projectiles, etc.) as well as roll one **STRIKE** roll.

For Example: A level 6 Ninja with unarmed **DWC** and with **DWC** for Sai, is being attacked by 3 level 1 members of a street gang. One is behind him, armed with a chain; the other two have switch blade knives (classed as Short Knives) and are in front of him. The Ninja picks two targets, one is the thug with the chain and the knife-wielding adversary to his left. The Ninja is successful with both his **STRIKE** rolls and one **DMG** roll is a 9, which translates to a 5 because the weapon the Ninja is using has only a 1-5 **DMG** limit. The Sai has a +2 bonus and the difference between the two opponent's levels is 5. These two numbers are added to the **DMG** die toss for a total of 12, which is subtracted from the chain-swinging thug's S-points. The other **DMG** roll was 4, with the level difference of 5 and the Sai bonus of +2, thus the **DMG** total against the knife-carrying guy is 9, which is in turn subtracted from his S-points.

The two gang members (one with the chain and the guy with the knife to the Ninja's left side) lost their **STRIKE** rolls, which ends their turn. The third gang member however, gets an attack without any **STRIKE** roll necessary, and rolls automatically for **DMG**. His **DMG** roll is 6 which actually is a 3. The Short Knife has a +1 bonus, giving a total **DMG** of 4, which is subtracted from the S-points of the Ninja. This represents reality as the Ninja is too busy confronting two of the three attackers and cannot be everywhere at once.

The **NM** calculates that the chain-carrying thug had 11 S-points and from the Ninja attack, lost 12, and has therefore died. The other gang member that lost S-points now has only 8 left; the third member has 11; yet the Ninja ends up with 35. This round is now completed.

The next round commences with the wounded gang member turning to flee while the third attacks again. The Ninja attacks with one Sai against the one attacker and throws the other Sai at the fleeing gang member. The Ninja **STRIKE** roll is 2 and adds the level difference 5 for a **STRIKE** roll total of 7. The fighting gang member's **STRIKE** roll is 5 and loses. The Ninja **DMG** roll is 9 which is a 5, adding the level difference of 5 and the Sai bonus of +2, and the **DMG** total is 12. The gang member had only 8 S-points and dies. The Ninja has sacrificed a second **STRIKE** roll to throw his other Sai at the fleeing dude. The Ninja makes a successful **CO** roll and hits the running gang member. The **DMG** roll is 2 which is a 1, added to the Sai weapons bonus of +2, which inflicts a total **DMG** of 4. This number is subtracted from his S-points which are lowered to 4.

If the remaining live wounded gang member continues the attack, the Ninja can now roll two **STRIKE** rolls against his one **STRIKE** roll. If he has a spare Sai, he can use both. If not, he can only attack once with the Sai he has, and once unarmed, as he tossed the other into the opponent.

NINJA ONLY

Weapons marked by two asterisks in the weapons type column are unique to the art of Ninjutsu. It is generally accepted that those outside the art would have virtually no training in their uses. Ninja can operate these weapons, but other characters attempting their use would do so at −3 to **STRIKE** and ½ **DMG**. These type of weapons can be used by non-Ninja characters (without the negative modifiers) only if they are capable to use them as stated in modules/missions produced by us, or the game's **NM**.

WEAPON TYPES
CLUB/HANDBO/NIGHTSTICK

A cylindrical piece of wood approximately 40-60 centimeters (cm) long, about 2.5 cm in diameter. Usually made out of hardwood and occasionally weighted or reinforced. Sometimes the grip may be improved by wrapping cord or tape around one or both ends.

The Bo or Handbo is an all-purpose weapon and can be used offensively as a club, jabbing or thrusting weapon, and can even be thrown as a projectile (though, because of its size and shape, it is not easily applied as such, thus the -1 modifier to its **DMG** on the projectile table). It can also be used defensively to block blows or thrusts from other weapons.

TONFA

The Tonfa was developed by early practitioners of the martial arts of Kobudo and Karate. Like other weapons developed for these arts, it is a modification of a farm implement. Originally the Tonfa functioned as a handle for a millstone used for milling grain. The Tonfa consists of a body usually 40-80 cm long and a smaller cylindrical grip fastened at a right angle to the body about 15 cm from one end. Tonfas are usually made of some tough but flexible hardwood, with oak and cherry wood being preferred. They are commonly used in pairs and rarely used as a projectile weapon (add 10 to die roll **VS. CO** -1 to **DMG**) if it is thrown.

SAI

The Sai (believe it or not) was orignially designed as a hand-held plow. It would be dragged, point down, through the soil to create a furrow in which seed would be planted. Sai were usually used two at a time in this manner, and a third would often be carried in a wide belt. Should the user (Okinawan peasants) be attacked, one Sai would be thrown at the assailant who, if he survived, would be engaged by the peasant using the other two. The fork-like shape of the Sai gives it great defensive capabilities against swords and staffs.

SHURIKEN/TONKI

These are razor-sharp discs, spikes and blades which can be thrown short distances and intended to be used as an annoyance weapon and/or discouragement to pursuit, more than an attempt to do serious **DMG.** Shuriken, Tonki, and Stars come in three main types: the common disc or star-shape, hiltless throwing knife or spike-shaped. They are usually carried in pouches or pockets where they can be easily accessed for quick use.

NUNCHUKU

Another of the Kobudo/Karate farm weapons is the Nunchuku which were derived from a flail used for threshing grain. Nunchuku consists of two short lengths of hardwood, joined at the ends by a short chain, rope or leather thong. Ease of concealment and speed are two prime advantages of Nunchuku. Due to their speed, velocity and accuracy, they provide a +1 to **STRIKE**.

SHORT KNIFE

Longer than a throwing knife, yet shorter than a Wakaziki or Butterfly sword. The blade of a short knife is 20-30 cm and comes in a variety of hilted and hiltless designs (including switchblades and stilettos). While it is quite possible to throw this weapon, it is not really designed for it and a Ninja would more likely use his Tonki/Shuriken for projectiles than his knife.

LONG KNIFE/WAKIZIKI

Symbolically the "short" half of the long and short pair of Daisho (swords), the other half of which is the Katana. Worn traditionally by Samurai as a sign of rank and as a secondary weapon (characters with **DWC** for Katana will always use Wakaziki for one of two possible **STRIKES**). The blade can be up to 50 cm long and is similar in many ways to a Ninja-to except the blade is shorter, straighter, and the hilt is usually smaller and less functional.

KAMA

Yet another weapon originally designed for use as a farm implement, a Kama is a small scythe or hand sickle. The Kama consists of a cylindrical handle approximately 40-50 cm, to which a blade is attached at right angles. The Kama can be used equally well for offensive and defensive purposes, but its poor balance detracts from its efficiency as a thrown weapon.

KUMADEE

A Kumadee is a short spear with a 2-3 meter shaft, tipped with a 15 cm blade. These weapons can sometimes be camouflaged as ordinary staffs with removable sections to expose the bladed sharp tip. Useful as a long-range silent projectile and as a staff or stabbing weapon in close combat. It can also be used as a pole vault or climbing aid. A modern version of this weapon made of light metal could be broken down into sections for easier concealment and transport. A hollow shaft could also be used to store other weapons, powders, etc.

MONKEY STAFF

The three sectional staff, with its sections of hardwood, fastened together by chains or leather thongs (similar to Nunchuku). This instrument requires a considerable amount of skill to use. Its length and defensive capability give it combat advantages (+1 to **STRIKE**), however its size and bulkiness do not make it a common weapon among martial artists.

SHORT/LONG STAFF

Staves are usually cylindrical lengths of hardwood or metal, a short staff is approximately 30 cm longer than the user's height; a long staff can be up to 4 meters. The staff is a multi purpose weapon that can be used to jab, smash, block or can be thrown as a spear.

KATANA

The sword of the Samurai, a long sword of up to a meter in length, which is usually made of very good quality metal and worn at the side. It is often paired with the Wakiziki. Due to its weight and length it is cumbersome and slow to use compared to most Ninja weapons (-1 to **STRIKE**). Its extreme cost made it too valuable to be discarded or disposable and thus it was rarely used by Ninja.
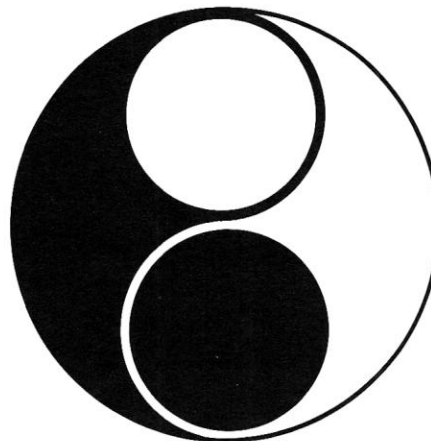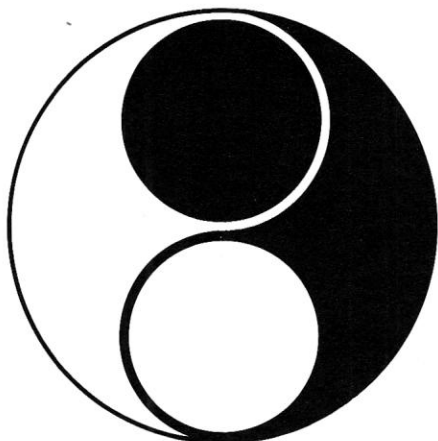
NINJA-TO

The Ninja's alternative to the Katana, a short sword with a 60 cm straight blade and a wide square hilt. Like most Ninja equipment, it served two or more purposes. The wide hilt could be hooked over the top of a wall or fence to serve as a climbing aid. The tip of the scabbard usually was removable and allowed the sheath to be used as a blow pipe or underwater breathing tube (if not being used to store powders, etc.). Metal used in its construction was often inexpensive and of poor quality because, like most Ninja weapons, it was designed to be disposable.

COMPOUND/LONG/SHORT BOW

The bow most commonly used by the Ninja is the short bow, mainly because of its size, quick **ROF** and relative ease of concealment. Classic long bow and the modern compound bow are both large and difficult to conceal, but the longer pull and larger arrows allow greater range and heavier **DMG**. Both long and short bows are more likely to be constructed of plastics or fibres than the traditional wood. Arrows are commonly carried in a quiver on the back where they may be instantly accessible. Normally there are 10 arrows per quiver.

CROSSBOW/PISTOL CROSSBOW

Originally designed for use by soldiers unskilled enough to use a bow or long bow. This weapon is capable of firing a heavy missile, called the quarrel or bolt, over a long range. Its main advantage over the long and compound bows is its greater **DMG** due to the heavier projectile. Recent improvements to the classic design of this weapon allow it to be loaded and fired at the same rate as a regular bow. Modern versions of this weapon can be folded and transported easily. There is also a smaller pistol type crossbow which, because of its size, has a shorter range and does less **DMG**. Bolts are carried similarly to arrows.

SHORT
BOW
(HANKYU)
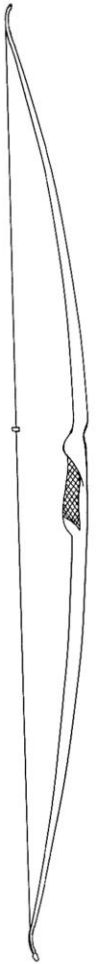
LONG
BOW
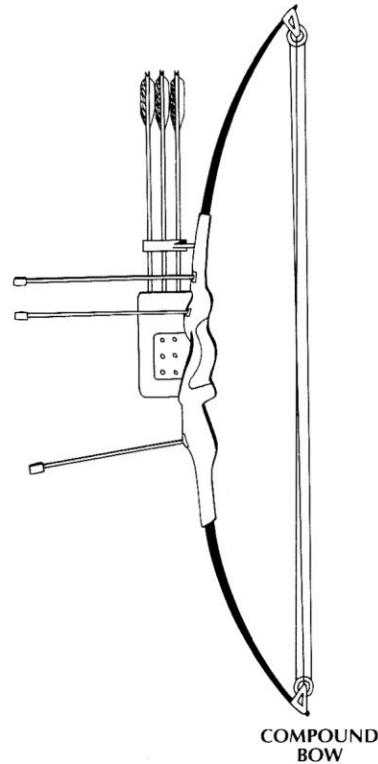
COMPOUND
BOW

BLOWPIPE

The blow-pipe as used by the Ninja has two main purposes. As a dart-firing weapon, it can silently deliver poison-tipped darts or darts coated with sleep-inducing or paralizing drugs. The effects will depend on what is used to coat the tip of the dart (see Poisons and Drugs). It is unlikely his opponent will even know what has happened to him or what effect the dart may have. The Ninja can then wait for the poison/drug to take effect and incapacitate his opponent without striking a blow.

The second major use is as a diversionary tactic. He would use the pipe to blow a spray of needles/powders into an opponent's face, temporarily blinding him. On the Weapons table the **ROF** of the blow-pipe is given as 4/14/4. The first pair of figures, 4/14, represent the blow-pipe's Effective and Maximum ranges in meters. When firing a dart at an opponent, the blow-pipe user must roll **VS. CO**, the same as other projectiles. The 4 is its Maximum range with a needle spray. With both dart and needle attacks, a successful hit can do no more than 1 S-point **DMG**. The dart's main effect is its poison/drug pricks. When using poison/drug darts, only one may be used per attempt per round, and only one target can be fired at for that turn. With needles or powder spray, only one target can be fired at also.

The spray/needles poison, if successful hit is scored, may cause temporary blindness in one opponent only (the target character). For a detailed description of blindness or temporary blindness, see the Dust Powder section. Needle sprays/powders would be in pouches in groups or cartridge form, "once only use". The number of group available must be specified at the beginning of each mission.

SPECIAL WEAPONS
ENTANGLE

In the middle of the Weapons table is the Special Weapons section. These weapons are unusual in numerous ways, but most common in their ability to make entangling assaults. Depending on the weapon, an entangling assault can be made from 2m to 6m (6 to 18 ft.) away from the target. To entangle an opponent within 4m (the adjacent space), a Ninja must win the **STRIKE** roll. He must state his intent to entangle before the **STRIKE** roll is made. To entangle an opponent beyond 4m, a successful roll **VS.CO** must be made, the same as a projectile weapon. This may be Dodged like any other projectile attack. If he fails **STRIKE** or **CO**, entanglement is not successful.

If entanglement is successful, the struck player would receive the **DMG** indicated by the entangling weapon. The following turn, the entangled player would have his **STRIKE** rolls halved as long as the player is restricted by entanglement. if the entangled player manages a successful **STRIKE** during any combat, he becomes untangled but does no **DMG**. He *may* also have dropped the weapon he was using, or both if **DWC** is in use. The dropping of the weapon(s) is determined by rolling the entangled player's **AG**. If the player rolls higher than their **AG**, the player drops their weapon. Should the player(s) roll their **AG** or less, the player retains control of their weapon. If entangled character fails **STRIKE**, he remains entangled and continues to have **STRIKE** rolls halved. There is no **DMG** bonus awarded for the character's successful entanglement of an opponent. The player who is doing the entangling can attack with other weapons if he has **DWC** or is using an entangling weapon that can inflict **DMG** while an opponent is entangled.
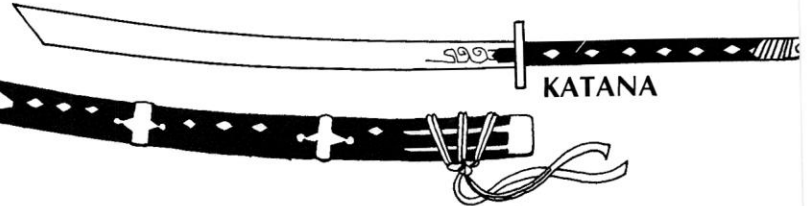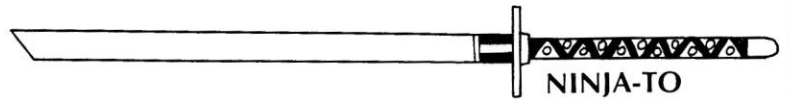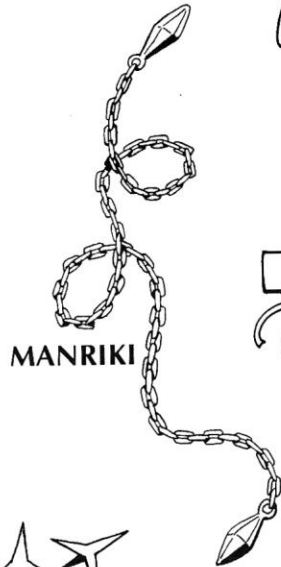
LONG STAFF
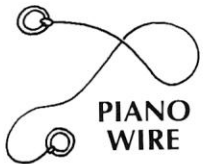
SHORT STAFF

NUNCHUKUS

KATANA

KUSARI GAMA
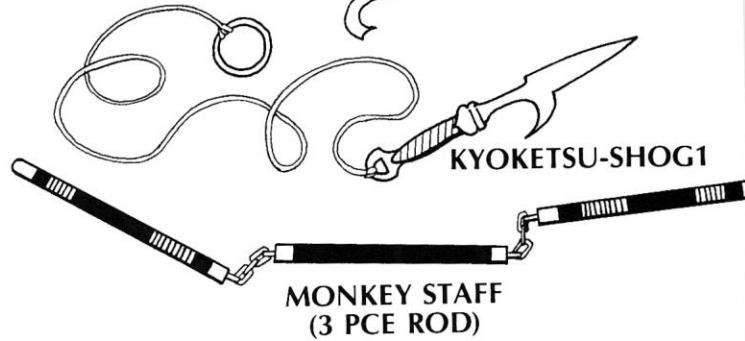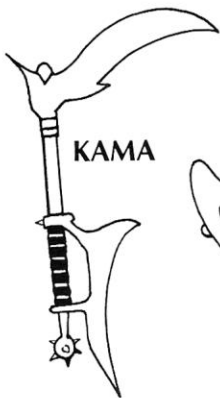
NINJA-TO

MANRIKI

KYOKETSU-SHOG1

PIANO
WIRE

TETSU BISHI

MONKEY STAFF
(3 PCE ROD)

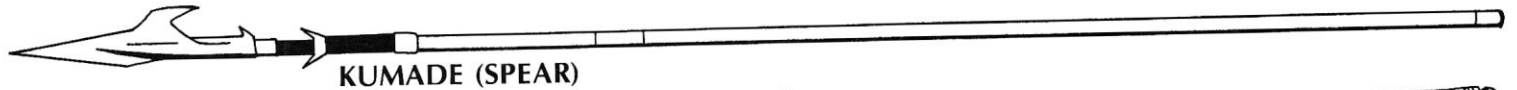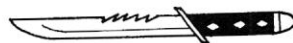KAMA

SHURIKEN

BUTTERFLY SWORD

JITTE

SHUKO
(HAND/FOOT SPIKES)

SAI

TONFA

NIGHTSTICK

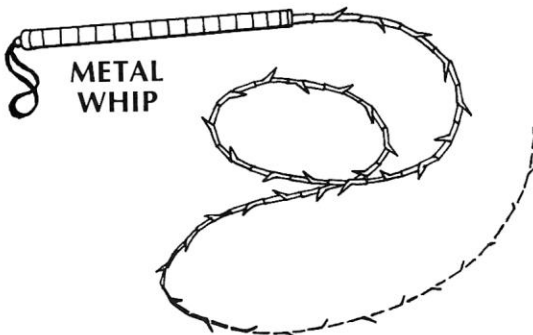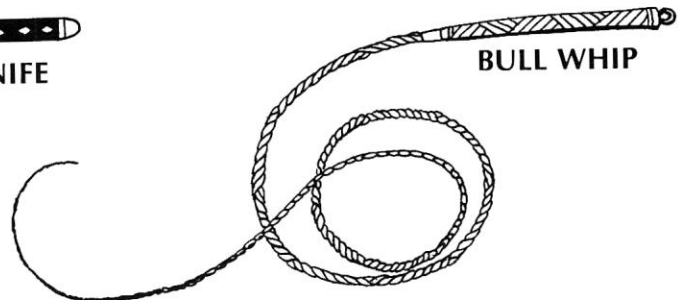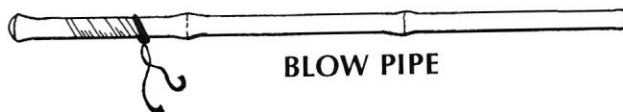CLUB

KUMADE (SPEAR)

SHORT KNIFE

BULL WHIP

METAL
WHIP
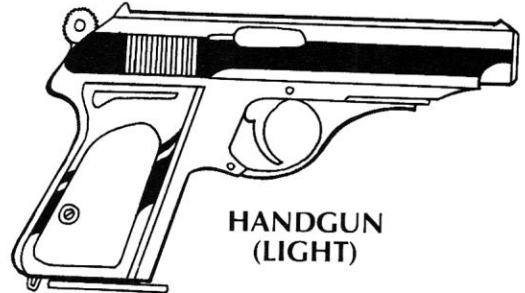
BLOW PIPE
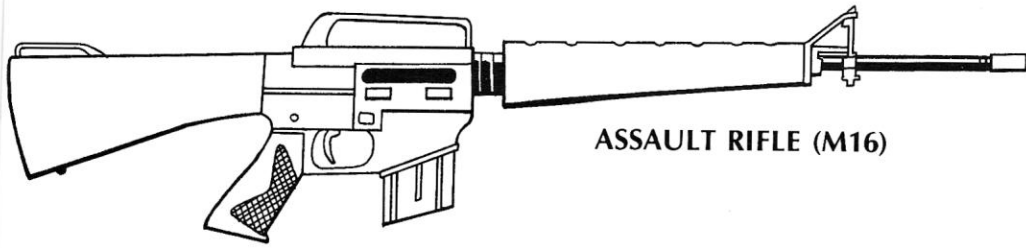
ASSAULT RIFLE (M16)
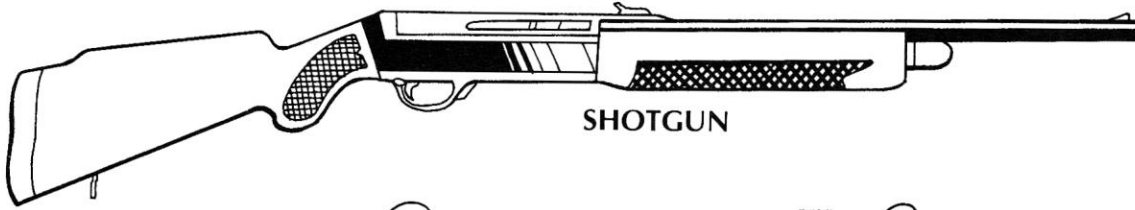
SHOTGUN
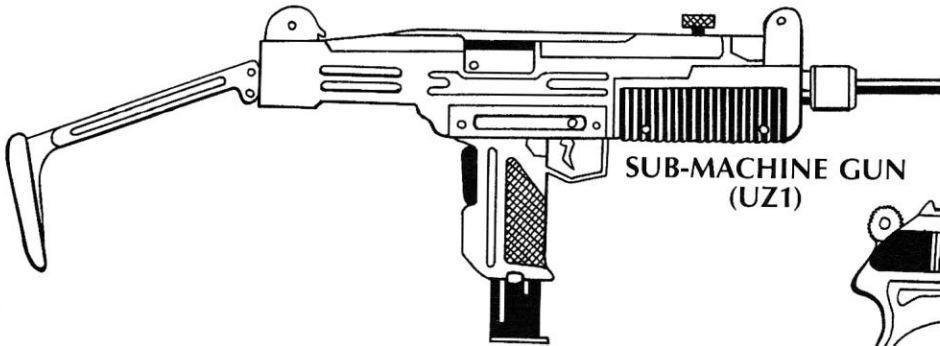
HAND
HELD
CROSSBOW
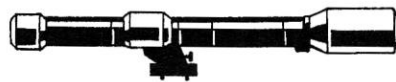
SUB-MACHINE GUN
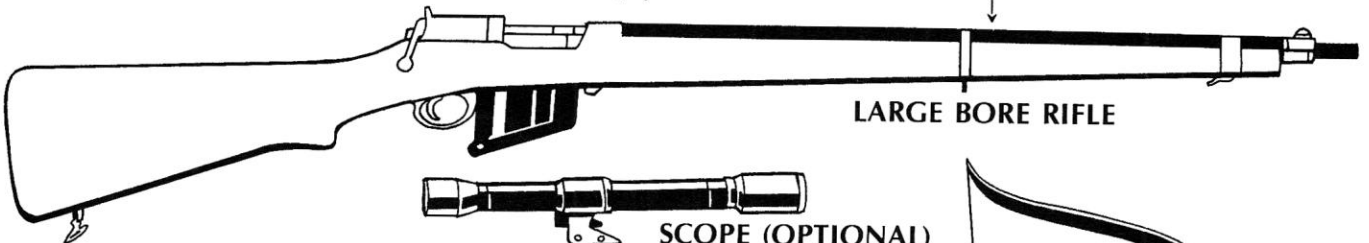(UZ1)

HANDGUN
(LIGHT)

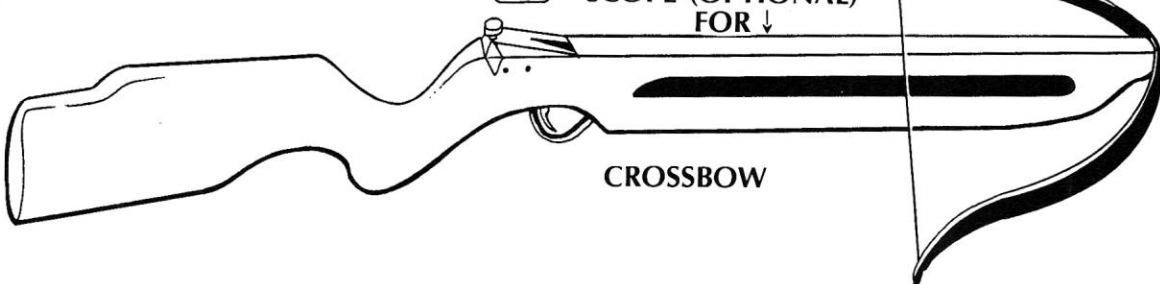HANDGUN
(HEAVY)
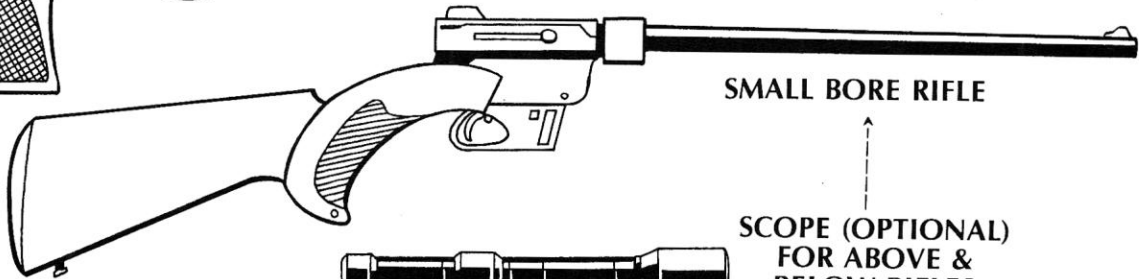
SMALL BORE RIFLE
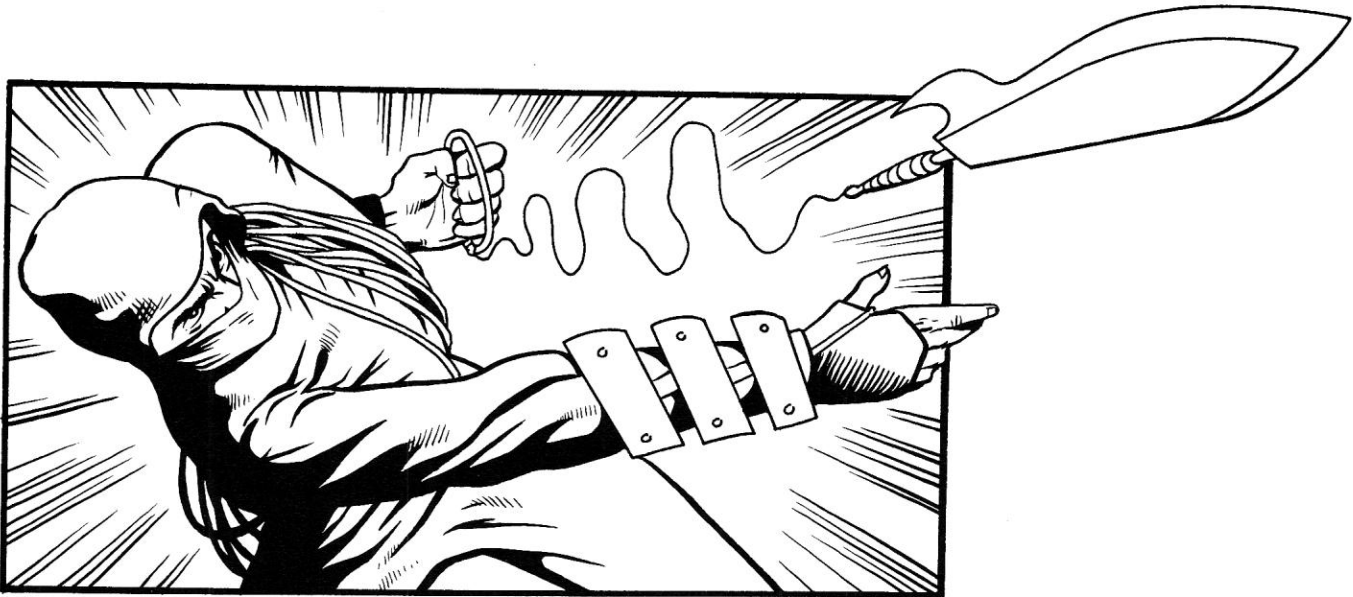
SCOPE (OPTIONAL)
FOR ABOVE &
BELOW RIFLES

LARGE BORE RIFLE

SCOPE (OPTIONAL)
FOR ↓

CROSSBOW

The previous information is related to hand-to-hand types of entanglement weapons should entanglement come from devices, nets, traps, or any other means not directly involving control by other characters. Entangled character's escape is achieved by a successful roll **VS. CO** or less.

An entangled player may forfeit his **STRIKE** roll and attempt **CO** to escape. Different weapons will apply different modifiers **VS. CO** (players with the skill of escape can apply this bonus). Both the character who is entangled and the attacking character may attempt to move, by dragging their opponent 2m per round while this form of combat is taking place. To decide this, each player rolls **VS. STR** (the entangled player adds 10 to die roll), If one character succeeds, he can drag the other character. If both succeed, or both fail **VS. STR,** no movement takes place.

KYOKETSU-SHOGI

This very unique weapon can be operated in a similar manner to the Kusura Gama, in that it also consists of two separate parts, one of which is used to entangle while the other does **DMG.** The range of this weapon is 6 meters and **DMG** from entanglement is 1-5 (-1); **DMG** from hook knife is 1-5 (+1). Entanglement adds +10 to defender's die roll **VS. CO** when trying to escape. A player cannot use this weapon unless they are level 4, and has unarmed **DWC** and **DWC** for this weapon.

KUSARA GAMA

This is a variation of the Kama, a sickle-shaped blade with a weighted length of chain attached to the end of a handle which is about 30 cm long. The chain is used to **STRIKE** and entangle an opponent (range of 2m to 4m). The **DMG** with the chain is 1-5 when entangling happens. The wielder then does the serious **DMG** 1-5 (+2) upon his entangled opponent with the Kama type end. Entanglement adds +10 to defender's die roll **VS. CO** trying to escape. This weapon may not be used unless the player is level 4 and has **DWC.**

BULL/METAL WHIPS

There are two general types of whips used in this game. The main purpose of a whip is to entangle one's opponent and inflict **DMG** or disarm him if necessary. The average bullwhip inflicts 1-5 **DMG** and adds +5 to die roll **VS. CO** to escape. The average metal whip inflicts 1-5 (+2) and adds +10 to die roll **VS. CO** when trying to escape. A player cannot use these whips effectively and **DWC** for one or the other type of whips.   To maintain entanglement requires one **STRIKE** per round; the other **STRIKE** can be used for unarmed combat, unless the player has **DWC** for another weapon he wishes to use.

MANRIKI

A 1½ meter in length light chain with weights at both ends. This weapon has excellent concealment capabilities as it is often worn as a belt or necklace, and is small and light enough to fit easily into the palm of the hand or pocket. Can be used with the same effect as a metal whip but with only a 4m range. It also has an Effective range of 6m and a Maximum range of 10m when thrown as a bolo. A successful roll **VS. CO** when thrown, results in **DMG** 1-5 and entanglement. To escape a successful roll **VS. CO** must be made with a +10 to the die toss.

CHOKERS

There are various types of chokers. Some kinds, like piano, cheese and saw tooth wire do **DMG** like any other weapons, while others like rope, unarmed choke holds etc. act against C-points or S-points to render unconsciousness /death. If a Ninja has moved into striking range, he may attempt to use a choker instead of a regular **STRIKE** (applying a choke takes both hands; even if player has **DWC**, no other attack is possible). If player wins **STRIKE** and rolls **VS. CO**, successful choke has been applied.

Once applied, a choke using wire/nylon/rope does 1 D 10 **DMG** per round, each round it is used; while unarmed hand-to-hand chokes without weapons only do 1-5 **DMG**. With each round the choke is maintained while both characters roll **STRIKE**, the defender's **STRIKE** roll is halved. If defender manages to win a **STRIKE**, he has broken the choke, does no other **DMG** and resumes normal combat. Choke can be **STS** or regular **DMG**, depending on type of choker used (this must be stated before choking). Chokers are best applied in surprise attacks and multi-character engagements where no **STRIKE** rolls are necessary.
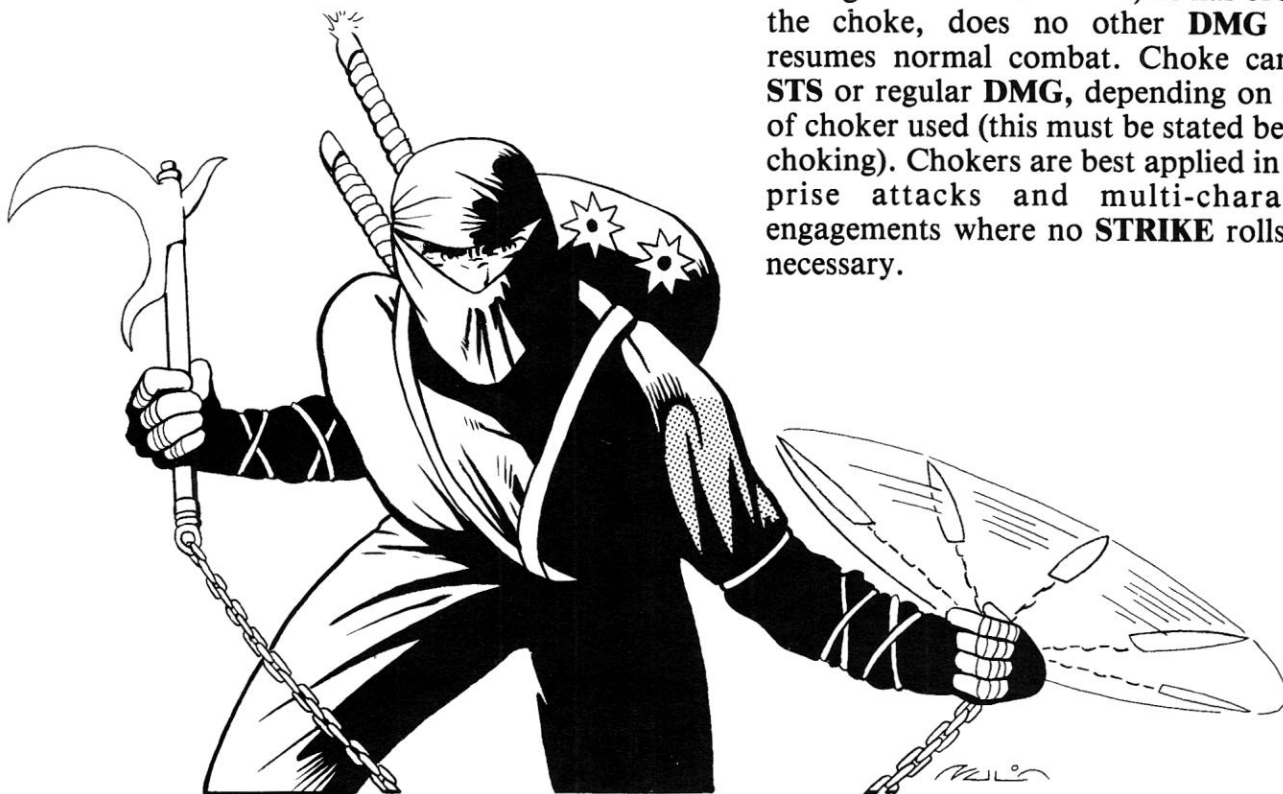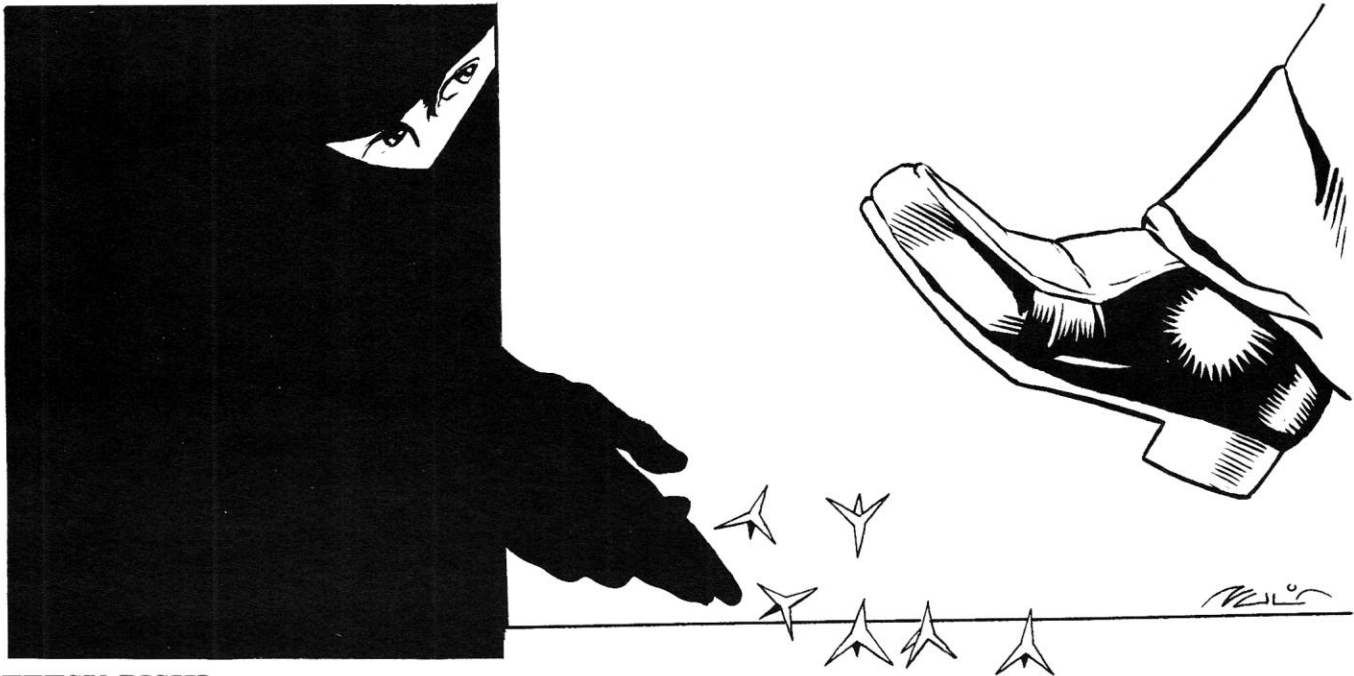
TETSU-BISHI

Tetsu-Bishi, the Ninja's caltrop, designed to land with one sharp point always protruding upwards. These can be metal, plastic, or certain types of plant seeds. They can even be constructed by inserting several needles or nails through a central object. The primary purpose of the Tetsu-Bishi is to delay pursuers. The sharp spikes penetrate the soles of a pursuer's shoes or bare feet, and are usually enough of a distraction, if not a downright deterrent, to allow the Ninja to make good his escape. No die roll is necessary to spread Tetsu-Bishi — they are usually carried in bunches of 10 and when thrown down, cover 2m x 2m (1 space). The number of pouches of Tetsu-Bishi must be specified before beginning a mission and are non-retrievable.

Any person entering an area covered in Tetsu-Bishi will have to slow to 1m per round (to transverse 4m of Tetsu-Bishi will take 4 rounds) which is 2 rounds to move through 1 space. Characters unaware of the presence of Tetsu-Bishi on a floor will take 1-5 **DMG,** then have a movement rate of 2m for 1 D 10 rounds. The **NM** will roll **VS. PS** for a character to see if they notice the Tetsu-Bishi before the character enters the space they are in. If the character has no **PS**, then the **NM** will roll **VS. AGR** for the character to notice them.

Tetsu-Bishi as a projectile weapon are not as effective as Shuriken, but can serve as a distraction if necessary. To hit a successful roll **VS.CO** must be made. Effective range is 4m; Maximum range is 6m. The target will take 1 point of **DMG** for each Tetsu-Bishi that hits. This is decided by the Ninja rolling (1 D 10). Stricken targets may be blinded (consult Dust/Powders/Blindness on how characters can be blinded).

OPTIONAL TETSU-BISHI

In a case where the pursuer is wearing heavily soled shoes or boots (hiking or combat boots), spiked Tetsu-Bishi would have minimal effect. So a modern day Ninja prepared for this would carry Tetsu-Bishi in the form of ball-bearings. These would incapacitate even the hard-soled pursuer. If they are to be used, a player must specify choice of 'spiked' or 'ball' Tetsu-Bishi before the mission starts. Ball-type cover the same area as spiked (2m) but dissipate after 2 characters pass through the area they are in. Players attempting to move through an area covered with ball-type Tetsu-Bishi must roll **VS. AGR** or they will be thrown off balance. This will immobilize the character for 1 D 10 rounds and cause 2 **DMG.** As a projectile, ball-type act exactly the same as spiked (roll **VS. CO** to hit target) except no blindness is possible, just 1 point of **DMG** per all bearing that strikes (1 D 10).

SHUKO

The Shuko/Tekagi (tiger claw) is classed as a Special Weapon mainly because it was designed to serve a dual purpose. Shukos are sets of spikes or claw-shaped metal talons fastened to the palms of the hands and the balls of the feet which normally facilitate climbing trees and sheer surfaces. They can however, be used in an offensive manner if, say, the Ninja is surprised and has no time or opportunity to bring other weapons into play. They only have a **DMG** of 1-5 (+1) because while they are a type of blade, using them is only possible with open-handed blows or slashes which are decidedly less powerful than closed fist blows. [See Climbing section].

FIREARMS

For the purposes of this game, all Firearms have been grouped into general categories for simplicity. Each category has been assigned a range, **DMG**, and rate of fire **(ROF)**, approximating several related weapons. To hit a target with a Firearm, characters operating them must roll **VS. CO** just like any other projectile weapon. Modifiers are used in conjunction with range differences and accuracy between moving and motionless targets.

DAMAGE

This is the amount of injury to the character a Firearm does, either by hitting an opponent with the actual Firearm or with bullets/rounds. This variable is expressed as 1-5, 1-10 to 1-20 with possible modifiers. This **DMG** causes the removal of both S-points and C-points. There are no level modifiers added to **DMG** done by Firearms.

NOTE: The **STRIKE** modifier is only used when assaulting an opponent with the stock/barrel or part of the Firearm itself by hand-to-hand means. The **STRIKE** roll can then use the level difference bonus only with this form of attack.

RANGE

A modified system is used to calculate distance, accuracy and **DMG,** for Firearms rather than for other projectiles. Due to the fact all the ranges are so much greater for Firearms, chances of accurate fire is reduced somewhat, especially against moving targets. Ranges for Firearms are divided into three distances: Close, Effective and Maximum. A target is considered to be within Close range when it is from 0 meters up to the Effective range of the weapon being used. A target is considered within Effective range when they are between the Effective range and Maximum range of the weapon being used. Targets are considered to be within Maximum range when they are at the Maximum distance or beyond the stated Maximum distance of the weapon being used.

Firing at motionless targets within Close range, the Firearm operator's **CO** score is doubled and any bullets that hit the target do maximum **DMG**. Weapons firing in bursts must still roll for the number of bullets that strike the target first after they have rolled successfully **VS. CO**. Firing at a moving target within Close range, **CO** is still doubled, but **DMG** is a variable (by die roll). To fire at more than one target per round, the Firearm operator tells the **NM** which targets he is aiming at, and the number of rounds he is firing at each target.

Firing at a motionless target between Effective and Maximum range, the Firearm operator must roll **VS. CO** and all **DMG** is variable (burst weapons roll for number of bullets striking target if **CO**

roll is successful). Firing at a moving target beween Effective and Maximum ranges, the operator's **CO** score is halved and **DMG** is variable. Firing at more than one target in the same round, the operator must inform the **NM** which targets he is aiming at, and how many are shot at each target.

Firing at a motionless target with distances beyond the Maximums given (up to 50% farther than the Maximum stated), the Firearm operator must halve their **CO** score and halve any **DMG**. Firing at a moving target, the Firearm operator must halve their **CO** score and subtract 5. Any **DMG** that is inflicted is halved. Ranges beyond 50% farther than the Maximum stated by the weapon are not possible without scopes.

TARGET TABLE

TARGET TYPE:	MOTIONLESS	DMG	MOVING	DMG
CLOSE RANGE	CO(x2)	MAX.	CO(x2)	VAR.
EFFECTIVE RANGE	CO	VAR	½ CO	VAR.
MAXIMUM RANGE	½ CO	½ DMG	½ CO(− 5)	½ DMG

DMG = Damage
MAX. = Maximum
VAR. = Variable
CO = Co-ordination

RATE OF FIRE

All firearms have a comparatively high rate of fire (**ROF**) because of the ease with which they can be fired in a short space of time. The main limitation to this rapid **ROF** is the limit of cartridges available before a magazine or weapon must be reloaded. **ROF** for Firearms can be either Semi-Automatic or Full Automatic bursts. Semi-Automatic allows the operator to fire a specific amount of bullets (1 or up to 5), yet a Full Automatic (**F/A**) can fire up to 10 bullets per round. When firing Semi-Auto (one bullet at a time), a roll **VS. CO** must be

made for each shot fired to hit its target (this roll may be modified depending on the range and if the target is motionless or moving). When firing in bursts (**F/A**) at one target, the operator need only roll once for **CO**, and if successful 1 D 10 for the number of bullets that hit. Separate **DMG** must be rolled for each bullet that successfully hits the target, unless target is within Closer range. When firing in bursts (**F/A**) at several targets per round, each shot fired must be a successful roll **VS. CO** (again modifiers may apply to both **CO** and **DMG**).

FULL AUTOMATIC (F/A)

This column on the Firearms section of the weapons table states which Firearms can be fired in the burst method (those marked with YES). Those that have 0 cannot, and are considered Semi-Automatic weapons.

FIREARM DUAL WEAPON CONTROL (DWC)

The number stated in this column is the level a character needs to be before they can operate two Firearms at once. Those Firearms with N/A in their columns can never be used two at once. Should a character use two Firearms at the same time before reaching the level stated in the column, then all CO scores are halved as well as any DMG inflicted for the second Firearm only. This negative modifier is added after all other modifiers have already been taken into consideration. As soon as a character has successfully obtained unarmed DWC, the level stated in the column and DWC for that Firearm, they can use two of that type of Firearms in one round with only the normal modifiers for range and motionless or moving targets.

RELOADING

When a magazine is empty, it is necessary to reload the Firearm. Should the character already have a full magazine ready, the time to change magazines is one round. If the character must load bullets into a magazine or Firearm, 3 bullets can be inserted per round, until the Firearm or magazine is full (the number of bullets that can be put in a magazine will depend on the size of it, i.e. 20 cartridges/40 cartridges as specified for each weapon). If a character has the skill of marksmanship, all reloading times are halved. Only ½ round to load full magazine and 6 bullets can be inserted into Firearms or magazines per round.

JAMMED WEAPONS

Whenever a Firearm is discharged, a CO roll is made to see if the round hits the intended target. Should the CO roll ever be between 95-100 (95 to 00 on the two 10 sided dice), the weapon has jammed and will not fire for the entire round. Any other shots made after the jamming during that round do not hit their targets (if they did).

Once a weapon becomes jammed, the player must roll 1 D 10 to see how many rounds it takes to unjam the weapon. A roll of 1 means the weapon is permanently damaged and will not fire again unless serious repairs are made. A roll of 2 means that the weapon jams for the next round as well, but can be fired after that as per normal. Should a 3 or 4 be rolled, the jam lasts 2 rounds; should a 5 or 6 be rolled, the jam lasts 3 rounds; should a 7 or 8 be rolled, the jam lasts 4 rounds; should a 9 or 0 be rolled, the weapon stays jammed for 5 rounds, and after this time period, the weapon can again be fired.

FIREARM TYPES
LIGHT HANDGUNS

These are .38 calibre or less handguns. Such weapons as the .22 or .25 midnight specials or ladies' Derringers. The magazines of these weapons usually contain 10 bullets and must be reloaded after this number of shots have been fired.

HEAVY HANDGUNS

These are large calibre weapons ranging from .38 specials to .357/.44 Magnums, and Colt .45s. Heavy hand guns, because of their larger bore, have longer ranges and inflict greater DMG than light handguns. The majority of this class of weapon have a minimum of 6 rounds for cylinder type, and 10 rounds for magazine type.

SMALL BORE RIFLE

These type of rifles are mainly used for small game hunting. The average calibre is .22 and have 5 or 10 round magazines.

LARGE BORE RIFLE

This group of rifles consist of large game hunting rifles and army issue standards as the Lee Enfield .303. The standard magazine size is 10 rounds.

MILITARY RIFLES (ASSAULT)

M16's, AK47's, FN's are all included in this category. Military rifles can be used to fire bursts; the usual magazines hold 1-20 rounds.

SHOTGUNS

Standard shotguns are 12 gauge pump action or Semi-automatic and have a maximum **ROF** of 2 shots per round. They may fire up to 8 shells before reloading is necessary.

SUB-MACHINE GUNS

This group generalizes such types as the Uzi, Ingram, Browning and Skorpion SMGs. They can be fired in bursts and Semi-automatic modes. Magazines usualy contain 20 or 30 rounds.

STRAY MISSILES

There is always a chance a projectile fired or thrown at a target may miss and hit someone or something else. Should a projectile miss its intended target, characters in the direct flight path of the projectile have the most chance of being hit by a stray missile. Starting with the character farthest from the target and closest to the attacker, roll **VS.** ½ of attacker's **CO** (¼ of doubled **CO** if inside Effective range). If one character is hit, be he friend or foe, he takes the normal

DMG from the missile. Once a character is hit, no other characters are in danger of being struck by the stray missile, as it has already hit a target.

If there are no characters in the line of fire, or if they all escape **DMG**, any character inside the same 2 meter space as the target must roll 1 D 10. The player with the highest roll may be hit by the stray missile. His chances are the same as that of the characters in the line of fire, i.e. half of the attacker's **CO** etc. If only one player shares the same space as the target, he rolls 1 D 10; if less than five, he has a chance of being hit so he rolls **VS.** half his **CO** score, and if successful, the projectile hits him and he takes **DMG.** If target is alone in his space, or character sharing space rolls 5 or above, the shot goes wild. Players in adjacent spaces not in line of fire are not affected. Players directly behind target and within Effective range can also be struck by stray missiles.

Optional: If players prefer to sacrifice realism for speed of play, all missiles which miss their intended target may be considered to have gone wild and do not affect anyone in the line of fire or otherwise.

STRAY MISSLES THROWN

When a character throws a projectile similar to a grenade, molotov cocktail or smoke bomb, consult diagram C and D (depending on which direction the missile/projectile is being thrown) when **CO** roll is unsuccessful in hitting a target, to determine the epicenter where the projectile lands.

For example: Character fails **CO** when throwing a smoke bomb. To determine the epicenter of the stray missile, 1 D 10 is rolled. A roll of a 1 or 2 means the missile is overthrown in line with the target space. A roll of 9 or 0 means the missile will land short in line with the target. Any other number rolled will land the missile in the same numbered space corresponding with diagrams C or D. A roll of 5 is the space directly left of the intended target space, etc.

GRENADES

These explosives are as easy to use as projectiles. Grenades require successful **CO** to hit target, those that miss the target may still do **DMG**. For exact placement of epicenter see Stray missiles diagram C or D. The Effective range is 6 meters; Maximum range is 12 meters when thrown. When fired from grenade launchers, Effective range is 12m and Maximum range is 30m. Inside Effective range, direct hits from fired/launched on characters will cause 1-5 **DMG** (in addition to regular **DMG**), and can also penetrate light doors, windows, etc. Roll **VS. CO** to hit targets within Effective range and roll **VS. ½ CO** for targets between Effective and Maximum. **CO** cannot be doubled with firing at targets within Close ranges, because these weapons are erratic and difficult to aim even during prime conditions.

DIAGRAM C:
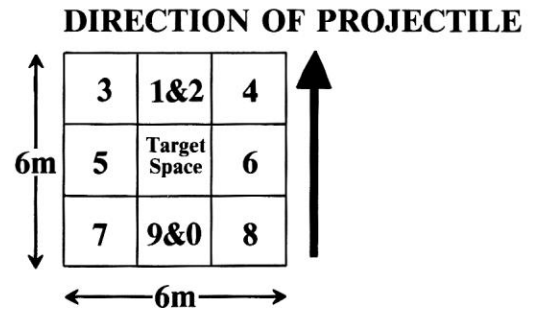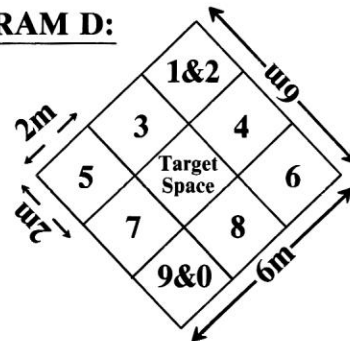
DIRECTION OF PROJECTILE

DIAGRAM D:

There are three types of Grenades: Fragmentation, Percussion and Tear gas. Fragmentation types do 2 D 10 **DMG** to each character in the same target space as it lands. Shrapnel from Fragmentation grenades wil do 1-5 **DMG** to any character in any adjacent space (#1-10). Percussion grenades do 1-5 **DMG** in the space they land and removes 2 D 10 worth of C-points from all characters in the epicenter and all adjacent spaces. Tear gas grenades do no **DMG** yet affect all characters in an area of 6m by 6m. All characters who do not leave the affected area immediately (1 round) are blinded and have all abilities reduced by ½ as long as they remain or are forced to remain in the area of effect. The Tear gas will dissipate after 3 minutes or less, depending on ventilation, wind and size of room. Characters who leave area of effect after being blinded or remain until dissipation, roll 1 D 10 for number of rounds they are still affected. Successful **MD** roll (one per event until dissipation or leaving the area) will negate effects of gas.

SMOKE BOMBS

Another type of Ninjutsu distraction and disorientation devices are Smoke bombs — diversionary items hidden in the Ninja's numerous pouches and pockets. As with dust and needle sprays, only a limited amount of Smoke bombs can be carried. This amount must be specified at the beginning of a mission. They require no **CO** to hit within 4m (one adjacent space). Inside 10m Ninja must roll **VS. CO** or less for accurate placement (between 10m and 20m the **CO** score is halved). A Smoke bomb does no **DMG**.

When a Smoke bomb is set off (either by igniting or by impact) a cloud of thick, oily smoke will fill an area approximately 6m x 6m (3 spaces x 3 spaces) with the target space it lands in as the epicenter (Diagrams C and D).

Any player attempting to **STRIKE** within the smoke, must roll successful **PS** or **STRIKE** roll is halved. The smoke will dissipate enough to allow normal combat after 6 rounds (per smoke bomb). The Ninja will probably have escaped by then. Weather conditions may cause smoke to be dispersed sooner (refer to weather section). Smoke bombs that miss the target are treated as stray missiles (refer to Stray Missiles Diagrams C or D). The smoke emitted from these devices can come in several colors for the purpose of signalling.

EXPLOSIVES

For the purpose of this game, there are two basic types of explosives. Many kinds of explosives exist yet we have divided them by methods of use into two distinct groups: explosives which are set or planted and those that are thrown.

DETONATED EXPLOSIVES

Set explosives are the kind that are planted, then set off or detonated from a distance. These have the most destructive blast and largest area of effect. Included in this group are T.N.T., dynamite, plastique and nitroglycerine. Players can detonate these types with a variety of methods. A player may have a timer that can be set for so many seconds/hours/days, remote control detonators or have some kind of igniting prima cord that may burn in 5 second lengths. By cutting this cord into segments a player can have the explosive go off within a certain period of time. One may connect long lengths of wires to an elecrical source or generator. Detonation by remote control, while easily the safest and most discrete because range is up to one mile, is also less likely than any other type to work inside a building because of interference with radio waves. Distances will alter the percentage chance of the charge detonating as will thick concrete walls. For every 20 (round down) meters or one 1 foot thick concrete wall, the chances are the charge will not explode, i.e. if 45 meters and one outside (concrete) wall separates the charge from the detonator, the character must roll 31 or higher to set off the charge.

See Diagrams C and D as the destructive area, for one charge of this type of explosive is 6m x 6m or 3 spaces by 3 spaces (one adjacent space all around the epicenter). The **DMG** produced in the epicenter will always cause total destruction of anything in that space. This includes characters, safes, cars, etc. Anything in an adjacent space will take 4 D 10 **DMG** (this applies to each character in these spaces, etc.). If explosive charge is doubled, expand the diameter of the

blast 2 meters (one space around the outside of the explosion area). Each time charge is doubled, increase diameter of blast 2 meters (one adjacent space in all directions). Total destruction will still remain in the target space. Only the 4 D 10 **DMG** expands proportionally to the increased amounts of explosives.

FIRE

Fire is one of the Ninja's greatest assets for causing destruction and creating diversions. It can be used strategically with flamable materials and fires can be ignited by molotov cocktails or Incendiary grenades. Molotovs must be prepared by inserting an oil-soaked rag into the neck of a bottle, usually ¾ full of gasoline or other flammable liquid. The rag is ignited and the bottle is tossed. The range for molotovs are the same as Smoke bombs and are treated the same as far as stray missiles are concerned. It is assumed that a well-prepared Ninja would have scored or weakened the bottle to guarantee it shattering on impact. Non-Ninja characters using molotovs roll 1 D 10 — a 1 or 2 rolled means bottle has failed to break, rag has gone out, etc. and molotov does no **DMG.**

The Effective range of a molotov is 6m, Maximum range is 12m. To hit a target inside Effective range, roll **VS. CO**; between Effective and Maximum, roll **VS ½ CO** score. The area covered by such a device exploding would be 4m by 4m, **DMG** caused within this area is 1-10 for the first round, then 1-5 for the next two rounds. After this the fire is considered to have burned out and does no **DMG.**

Incendiary grenades always ingnite. They cover the same area as a molotov on impact but do 1-10 (+5) **DMG** during first round; 1-10 **DMG** per round for the next 2 rounds, then 1-5 **DMG** per round for the next round. This type of grenade sprays the area with flamable material that is extremely hard to extinguish. The difference between various types of building materials and objects result in radically different burn times and intensities. **NMs** must take into account all these characteristics and structures affected by fire, respective **DMG** pertaining to fire in all situations that can arise during play and try and maintain as realistic situations as possible at all times.

DUST/POWDERS/BLINDNESS

Each Ninja has his own special recipe for blinding dusts and powders. Usually they are based on iron filings combined with powdered irritants. These can be tossed into an opponent's face to distract or blind him. Dust is carried in pouches or small containers and each can be used only once. The Maximum range is 2m (the player who is releasing the dust/powder can send the powder throughout the space he is in or to an opponent in an adjacent space). The Ninja must sacrifice a **STRIKE** roll to release dust/powders. He must also roll **VS. CO** (if target is in the same 2m space, the Ninja's **CO** score is doubled), if the target is in an adjacent space **CO** is normal to hit. Should **CO** be successful, the opponent is blinded for 1 D 10 rounds.

When a character is successfully attacked with dust, powders, sand, acids or any other agents which can cause blindness, the **NM** will roll 1 D 10 without the character seeing the roll. If a 0 is rolled, the victim is permanently blinded and cannot see again. Any other number that is rolled is doubled (x 2) and this is the number of rounds for which that victim is

temporarily blinded, i.e. a character has been successfully hit with eye irritants. The **NM** rolls a 6 and the victim suffers 12 rounds of temporary blindness.

When a character is blinded, all attempts to **STRIKE** are halved. Movement can only be made at the rate of 2m/round (unless the **NM** believes the character can move faster due to knowledge of an area or moving along a wall, etc.). A successful roll **VS. PS** can allow use of projectiles and normal **STRIKE** rolls, but maximum movement is limited to only the walking rate of the Ninja.

Poisons

There are many kinds of poisons but to simplify them for this game system, we have classed them into two basic types. Those which are LETHAL and those that are ANTIDOTAL. Should the **NM** or players desire to use actual types of poisons or alter the lethality/effect, always take into consideration that the main goal is to be as simplistic as possible, yet as realistic at the same time. Therefore we have generalized the following data for poisons.

TYPE A: "LETHAL"
Instant lethal: Death of character in 1 D 10 rounds. This is the type most often used by Ninja to coat edged weapons or sharp projectiles. Poison is wiped off weapons once used and must be reapplied to be effective again.

TYPE B: "ANTIDOTAL"
Delay lethal: These types of poisons can cause death within a specified period of time. The time of effect can be varied depending on the purpose it was designed for. This time period will be stated before play begins, and **NM** must be aware of the time limit from administration to effect. A poisoned character can be saved from death by consuming the antidote within the specified time. The time period before death must be no less than one minute.

Characters can be saved from death if they take an antidote within the time limit. Should this be attempted, the antidote will take effect immediately, but the character will have to make a 1 D 10 roll which is how long the player is under the effects of vertigo/dizziness. Once this number of turns has passed, all the character's skills and movement are back at the same levels they were before the poisoning. During the period of vertigo, all abilities and movement are halved and successful roll **VS. ½ MD** will negate the effects of dizziness.

Drugs

Non-Lethal: This type of drug is usually used in liquid or gaseous forms similar to chloroform or ether. It can also be administered in the form of knockout drops placed in food or drink. One dose of this similar ingesting type reduces C-ponts to zero in 1 D 10 rounds, rendering the victim totally unconscious.

Ninja must obtain successful **STRIKE** to place cloth-soaked gaseous/liquid type drug over victim's face. Victims can Hold Breath (unless surprised) but the length of time a character can hold their breath is halved (and no **STA** rolls can be made to extend the Hold Breath period) due to the subduing effects of the chem-

cals entering the breathing passages, because it is directly over them and concentrated. As long as the Ninja wins the **STRIKE** rolls between himself and the victim, the drug is still being applied. Once the maximum number of rounds that the character can hold his breath have elapsed, the victim is unconscious.

The time period of unconsciousness is determined by a 1 D 10 roll for the number of minutes. The victim can attempt to recover from the effects of the drug only once per minute by rolling **VS. STA** (which is halved). Once consciousness is regained, 1 D 10 is rolled for how many rounds the player suffers from vertigo/dizzyness, unless successful roll **VS. MD** is made.

Due to the extremely wide range of drugs available to Mankind, it is almost impossible to categorize or describe the effects and duration of such chemicals/herbs on a character. Therefore we advocate the players and the **NM** to democratically vote/agree on the effects and time certain types take to act upon a character.

Acids

When acids are used against any substances or materials (animal, vegetable or mineral) that they can corrode, burn or melt, the substance/material will be damaged in some way. The **NM** will take the type and amount of acids used and designate the results of the **DMG** and the remaining state of the materials, the degree of the burns, the size of melted area or corrosive extent of the acid, etc.

TYPE O (Organic): This type of acid inflicts 2 D 10 **DMG** when used on any plants, animals or humans. If this is in concentrated form, 4 D 10 **DMG** will be inflicted. To cause this much **DMG** requires one half litre.

TYPE M (Metals): One half litre of industrial strength acid can burn through metals of up to five centimeters thick in one minute. It does 1 D 10 **DMG** to all other substances except glass and specially-designed containers.

TYPE C (Corrosive): This type of chemical does 1 D 10 to organic and 1-5 **DMG** to metals. This kind of chemical is similar to heavy-duty cleaners and chemicals.

First Aid

When a Ninja's S-points drop below ¼ of their original value, all of his abilities levels also drop to ½ of their original level. Movement rates are halved except for Move Silent and Walking. There are two ways to prevent levels from being halved. The first way is to roll **VS. MD,** and if successful this will allow the Ninja to continue at full ability levels for 2 D 10 rounds. The other more prolonged method, is to attempt First Aid. First Aid may be applied once per mission/module by any Ninja, either to himself or another Ninja.

The recipient and the character that applies First Aid must remain motionless for 2 D 10 rounds, while the injured character rests and is diagnosed. The First Aid practitioner must roll **VS. KN** successfully after this time period has elapsed before the wounded character can benefit from the treatment given (increased S-points and normal ability levels). At the end of this period, the injured character regains 1 D 10 S-points per level of the character applying First Aid (which can never exceed the character's original amount of S-points that he started the mission/module with).

Feign Death

By exercising Mental Discipline, the Ninja can Feign Death and deceive opponents by slowing his heartrate, reducing his oxygen intake and placing his body into a corpselike state which can be maintained for half an hour per Ninja level. This requires a successful roll **VS. MD** and at least 1 D 10 rounds of complete inaction and concentration. This cannot be done in connection with Hold Breath.

While in this state, the Ninja exhibits all the characteristics of a corpse, however he is still breathing and thus must have access to oxygen. The condition of Feign Death can be maintained for half an hour for each level the Ninja has. Feign Death can, however, be detected by a successful roll **VS. PS.** A character can only attempt to detect Feign Death once. If the Ninja is undetected, the character who attempted **PS** will consider him dead.

CAMOUFLAGE

Camouflage is the Ninja ability to disappear, hide in shadows or to blend completely with the surroundings, literally making himself invisible. The Necessary Ability **(NA)** for camouflage is **AGR.** The **NM** rolls for the character and if it is successful, he will be completely invisible to anyone not actively searching for him. A search is made by the same method as finding traps (see Traps). When characters are not actively searching for a camouflaged Ninja, the **NM** will make a roll **VS.** (the searchers) **AGR.** If successful, the Ninja is noticed; if unsuccessful, the Ninja is still unseen, and the **NM** will not inform the searcher. Ninja not actively searching yet getting within two meters of a camouflaged character, may sense them with their Pre-Science. The **NM** will roll **VS.** their PS to see if they do or do not feel the hidden character's presence.

If an active search is being made in the immediate area of a camouflaged Ninja, searchers halve their **AGR** roll, making the chance of discovering the hidden Ninja more likely. The immediate area is considered to be within 4m of the hidden Ninja or object. The **NM** must take into consideration all factors of terrain and coverage relating to such things as heavy foilage, types of cover and obstacles that can limit or reduce the actual immediate area and hinder a searcher's attempt, i.e. the **NM** rolls for the searcher who is in the immediate area of a hidden Ninja, and generates a 30, dividing it in half (15). The searecher's **AGR** is 40 and therefore locates the camouflaged character. Depending on heavy foilage, excellent cover or the lack of foilage or cover, the **NM** will add or subtract from the searcher's roll in his attempt to find a camouflaged character.

Should the Ninja try and hide without attempting to camouflage himself, or an unsuccessful camouflage roll is made, any characters that are looking in the direction of the Ninja would most likely see him. This again will depend on the terrain and any objects or weather conditions that may obscure a searcher or non-searcher's vision. The **NM** will have discretion over this type of situation and should consider all variables when characters try to hide or find someone or something. Characters can try and camouflage items or objects as well as themselves.

An attack made from a successful undiscovered camouflage is considered as Surprise against a passing character or Ninja that is within 2m (an adjacent space on mapboards). This would allow the attacker to use the Ninja Death Touch, should they desire to.

ARMOUR/COVER

There are various types of body armour available. The type most commonly used by Ninja is a full body suit of light chain mail or a variation of this similar protective material. This type of armour is the normal kind a Ninja wears and all the damage and weapons of **NIGHT OF THE NINJA**® have been taken into consideration and based on this protective armour.

The wearing of heavier types of protective gear such as flak jackets or bullet-proof vests will reduce all **DMG** by hand-held weapons by 2, and **DMG** inflicted by projectile weapons or Firearms is reduced by 5. Anyone moving while wearing this bulky and heavy protection will subtract 2 from their **STRIKE** roll in hand-to-hand combat. It also adds +10 to die rolls for attempts to Move Silent, Camouflage and reduces sprinting rates by ½.

When characters hide behind certain kinds of cover, modifiers will reduce the chance of being hit by projectiles. If a character is exposing their head or are visible from the waist down, they are considered to be 25% cover. Another character trying to hit a character with 25% cover, the target will have to add +15 to their roll **VS. CO.** If a character is exposing half their body, they are considered 50% cover and anyone trying to hit them with a projectile must add +5 when they roll **VS. CO** to hit the target. Any other exposure of more than 50% of a character's body is treated normally to hit with projectiles.

SPECIAL EQUIPMENT AND WEAPONS

The equipment listed below shall be regulated by the **NM**, only the gear needed should be issued to the Ninja characters before a mission. Should players create original equipment, the **NM** must ensure that any new devices that are to be added are related to existing products or technology.

SILENCERS: This fits onto the end of most handguns, rifles and SMGs to eliminate 75% of the actual sound emitted. The muffled sounds from a firearm being shot will have ½ the chance of being heard as compared to a firearm being fired without one.

TELESCOPIC SIGHTS: The addition of a sight to any rifle and crossbow will double Effective and Maximum range. Scopes will only provide bonuses to range when firing single shot and with one full round of time taken for aiming. Crossbows using scopes will reduce **ROF** by ½, (i.e.) 1 bolt can be fired every 2 rounds.

NIGHT SIGHTS/BINOCULARS: These only receive and intensify light and do not improve vision by active illumination, (i.e.) in dim light situations, they will increase visibility, however in complete darkness, visibility will remain non-existent. These devices are usually the size and weight of a large pair of binoculars, and a version can also be fitted to rifles as a night sight.

INFRA-RED VISION GOGGLES: The wearing of these infra-red goggles will increase vision at night to a maximum 350 meters. The device emits beams of infra-red light that when targeted to an object, illuminate it for the wearer, however the user can only see directly in front of him (no peripheral vision). It also takes one full round to focus on cold targets. These devices usually weigh up to 4-8 lbs. and are about the size of a motor cycle helmet.

The infra-red beam will be clearly visible to other users of infra-red devices. Hot or warm targets are visible at all times as long as they are within 350m.

WIRELESS COMMUNICATORS: This general group includes all forms of walkie talkies, CBs, military radios and certain types of bugging devices. Walkie talkies/CBs have a mean range of 2 kilometers. Military radios transmit/receive up to 30 kilometers. Due to the extreme variety of bugging devices, ranges can vary from 300 m for small battery-powered types, to 1,000m for a larger transmitter which needs plug-in electrical current to function. Bugs must be paired with receivers for the user to pick up any transmissions.

FREQUENCY TRANSMITTERS: Usually small, easily hidden devices which emit an electronic pulse which can be traced by someone using a receiver tuned to its frequency. These devices can be attached to vehicles or hidden on people.

ANTI-BUGGING DEVICES: These can be attached to phones, mounted in rooms or carried, and when used, immediately notify the user of the presence of any transmitter.

FREQUENCY JAMMERS: When used, they scramble the signals from a transmitter rending the signals indecipherable to any receiving unit.

AMPLIFIERS: These can be worn and when operated, increase hearing scores 25%. They are very fragile and are easily damaged, consequently they will probably be rendered inoperable if worn during violent activities like combat. Hearing of 35% when using an amplifier is 60%.

METAL DETECTORS: There are two general types of metal detectors. Large

semi-portable versions which detect the presence of metallic objects and smaller hand-held types which are used to locate the exact position of the object.

X-RAY EQUIPMENT: This type of equipment is large and non-portable. It is mainly used by security to provide visual information about the contents of baggage or crates. X-Rays will detect the presence of metals, but cannot penetrate metalic containers.

MOTION DETECTORS: Usually are mounted in buildings as triggers for burglar alarms and traps. These devices detect motion of anything that passes in front of the area it covers. The size is similar to a small camera or video recorder.

PRESSURE SENSORS: Small pads, plates or switches that are electronically connected to an alarm or trap for a triggering device.

BEAM TRIGGERS: These can be infra-red, microwave or photo electric. These devices operate by emitting beams which, when broken or disturbed, trigger an alarm or trap.

CLOSED CIRCUIT VIDEO: Mainly used by security for specific sensitive areas. The cameras can be monitored either from a live command center or can be recorded on video tape for later viewing. Chance of non-detection by security personnel who are actively monitoring will vary according to the level of awareness of personnel and type of system in use. The average single monitor type that changes from camera to camera on a set interval basis has a higher chance of evasion (40%) than a system which employs a monitor for each individual camera (20-30%). These percentages will alter depending on the level of alertness of the security personnel.

SONIC SENSOR: Detects sounds produced by movement within an area of 10 square meters. Ninja who make their Move Silent can evade detection.

THERMAL SENSORS: Detect the presence of warm objects by altering infra-red waves into visible images. Is mainly used as a security device.

Locks / Doors

There are two kinds of doors, open and locked. There are two ways to open a locked door: by picking the lock or by physically forcing it. Smashing a door requires a successful roll **VS. STR.** A basic wooden door with an average lock mechanism will cause no modifiers to the die roll **VS. STR.** Heavier, thicker doors will add to the die roll and lighter ones will subtract from it. Example: a Ninja with a **STR** of 32 attempts to batter down a door with a modifier which adds +10 to the die roll. He must roll 22 or less instead of the normal 32. The same Ninja opening a door with a -5 modifier must only roll a 37 or less. Those doors that do not have a rating, treat as a +10 to the die roll.

Different types of locks require different levels of skill to open them. Both combination and key type locks have simple and complex versions. Locks are rated on a scale of 1 to 10. The easiest are 1-9, any number rolled between 1-9 will successfully pick the lock and the door will be open. With a more complex lock rating of 1-2, the character can only pick it with a roll of 1 or 2. The lock's complexity rating will be stated with each room in every module/mission. For those doors without any lock rating mentioned, they are to be considered locked and have a 1-9 complexity.

Lock-picking kits are assigned by the **NM** before a mission and will add +2 to

every door complexity number, making the attempt to pick a door easier. For instance, a lock with a rating of 1-3, when picked by a Ninja with a normal lock-picking kit, will have a 1-5 chance of successfully opening the lock. Some kits are better than others and give higher rates of success, but these again are assigned before the mission by the **NM** who is informed of which type of lock-picking kit in the actual module/mission being played.

STRUCTURAL NUMBERS

All things/items/objects have a structural number (**STN**). This is similar to a character's S-points in that material articles are destroyed once all the **STN** are reduced to zero. For example: a lock has 30 **STN** and a character hits it with two bullets from a rifle. The **DMG** totals more than the **STN** and therefore the lock is destroyed. Players should keep in mind that all weapons which can do **DMG** do not necessarily effect the **STN** of certain inanimate objects. Projectiles such as bullets may penetrate doors or vehicles, but will not destroy them. In fact they may only take off 1 or 2 points of **STN**, then continue on towards targets behind them, or inside. For instance, a Shuriken cannot effect **STN** of a lock or door very much, yet bolt-cutters or crowbars can. NMs must ensure that players' efforts to smash or destroy **STN** of objects be realistically based and feasible, while also taking into consideration all common sense methods that may open locks and doors without reducing the **STN** totally, etc.

All doors that do not have assigned **STN** will be rated with 20 **STN**. Locks that are a functioning part of a door may be assigned a separate **STN** and complexi-

ty level for picking or it may be included in the door's **STN**.

Players and Ninja Masters can determine **STN**s for any object based on the general statistics below. Feel free to assign **STN**s for objects we have not mentioned:

Door light wood:	**20 STN**
Door hard wood:	**30 STN**
Door metal:	**50 STN**
Door safe:	**150 STN**
Lock light:	**5-20 STN**
Lock medium:	**20-50 STN**
Safe lock:	**100 STN**
Wall light:	**5-35 STN**
Wall medium:	**35-50 STN**
Wall heavy:	**50-75 STN**
Wall concrete:	**100 STN**
Window:	**5-25 STN**

The **STN** for vehicles reflects the

amount of **DMG** necessary to total the vehicle. If a vehicle's **STN** points are reduced to ½ or less, it is temporarily out of action and needs major repair work before it can function again. Players should remember **STN** relates to Structural **DMG** and vehicles can be incapacitated by much simpler methods like stealing keys, tampering with motors, puncturing tires, etc.

Car Small:	**100 STN**
Car Medium:	**300 STN**
Car large:	**450 STN**
Windshield:	**50-100 STN**
Normal Tire:	**10 STN**
Bulletproof Tire	**50 STN**
Light Truck:	**200 STN**
Medium Truck:	**350 STN**
Semi Trailer:	**500 STN**
Light Plane:	**250 STN**
Helicopter:	**200 STN**
Boxcar Rail:	**100 STN**

NINJA MASTER SECTION:

CONTROLLING REALITY ROLE-PLAYING

As the NINJA MASTER you are the main element of this Reality Role-Playing experience. You create the interest, tension, setting, mood and assist the plot line for the missions, be they produced by IIE GAMES CORPORATION or created by yourself. You are the one who controls the rules, how they are interpreted and the flow action. The players represent characters in the game that can do anything the players wish them to do. It is your destiny to help them realize that these characters are actually themselves in the realistic scenarios and situations you have placed them in, which their characters life may be in danger and could die at every twist and turn of the plot.

Before you begin, the NINJA MASTER must read the entire MASTERY MANUAL and have a thorough understanding of the main data needed to operate this game system. You can refer to this booklet as you need to but with the NINJA MASTER SCREEN printed on the inside cover, it can be disconnected from the contents to use as a reference guide and to conceal your dice rolls from the players.

MISSION RATING FOR PHYS/INT

The NINJA MASTER should purchase or create a module/mission for the players characters to play so they can accomplish the objectives set forth by the mission. The limits for plotlines of missions are as endless as your imagination. The most important part is a final task or objective(s) like the rescuing of a kidnapped diplomat, eliminating a terrorist leader or group, disarming a nuclear bomb before the time limit etc. If the

Ninja are successful at all the tasks and used common sense without any mistakes, score them the full maximum for each mission, [5 points for both PHYS/INT scores]. Should mistakes or errors arise during the course of the mission, record them and deduct 1 point for each error made. Subtract these points from the 5 point maximum possible per PHYS/INT scores and from only those characters that made the mistake(s). Also subtract only physical error points from the PHYS scores and intellectual errors from the INT scores. The PHYS/INT scores can never fall below 0.

CHARACTER ORGANIZATION

To ensure an organized and swift character generation session we recommend each player be provided with 2 different colored ten-sided dice [one is the ten's die, the other is the one's die]. The players then generate their characters Survival and Conscious Points, Abilities, Hearing etc. Let the players create and design their own Ninja characters and should they desire, weapons and equipment as well. Let them use their own intelligence and ideas as long as they are feasible and are related to common sense based on reality. The more you allow the players to think for themselves the more active and creative they become as they get involved with their mission and tasks. Still be receptive and helpful to any and all questions, as you will most likely know the rules better than the players.

When the players have finished generating all the data needed for their characters, the NM should record all this information for his personal reference during the game [most important items to record are each character's Ability scores, S-Points, C-Points, Hearing, general equipment and weapons list per Ninja, their Movement, STRIKE bonuses, Game Time, all NMC data needed and anything the NM thinks he/she needs to remember to keep track of.

NINJA MASTER CHARACTERS

While the players are rolling the dice for their characters information, the NM can be double checking all notes on the mission at hand, organizing the Ninja Master Characters [NMCs], which are the characters YOU WILL BE during the mission. When playing these Ninja Master Characters, inject as many different personalities, morales and traits as possible into each one. Always create the enemy/opponent of the Ninja as the deadliest or the kind of person/group that could defeat the Ninja in a conflict situation. In other words create a serious challenge for the players, be it from the Ninja Master Characters, the objectives of the mission or instigating dilema's against them from within the group of players themselves. NMC's can become part of the players group to cause deception or distrust amongst them or as an enemy right from the start of the mission.

The NMC's are the NM's way of interacting with the player's Ninja characters. The NM will create or have a list of NMC's and their personal information such as Abilities, STRIKE bonuses, weapons and equipment etc. By keeping an accurate record of your NMC's information you will ensure a smooth free flowing gaming session.

CREATURES

Creatures function in a similar fashion to normal characters. They can STRIKE in combat and can be assigned PHYS/INT scores should the NM feel it necessary. When generating abilities for creatures they can not be less than 10. Their lack of intellectual abilities is compensated by Pre-Science which is 90% effective. This represents smell, sight, hearing and natural instinct.

Some creature because of natural speed and/or training will be given bonuses to STRIKE rolls. Fish and animals who live on or in water may have two separate movement and STRIKE numbers depending if they are on land or in the water. We have given estimates of average Maximum speeds, S-Points, STRIKE bonuses and DMG. This data can be modified by the NM as certain creatures will vary from the averages mentioned. Refer to the Creature Chart located on the NINJA MASTER SCREEN on the inside cover.

TIME LIMITS

Game Time limits should be imposed upon the period the characters have to complete the mission. This will speed up the game as well as the players turn sequence and their participation, as they will want to play as fast as possible to meet the time deadline. In regards to GAME TIME [GT], try to keep it ACTUAL TIME [AT] as often as possible, as this reflects the reality aspect of NIGHT OF THE NINJA. In combat you must break it down to 5 second rounds but once this is complete, you can keep track of the minutes, hours or days by any method just as long as the time limit is recorded. Refer to the Time and Turn Sequence sections.

THE BRIEFING

Once everyone is organized and ready to play, the NINJA MASTER turns to the briefing section of the module/mission he/she has purchased or created. The NM takes the role of the Ninja Sensei or Jonin whose purpose is to assist and ensure the characters are well prepared for the mission ahead. The NM may have a list of necessary or additional equipment that is directly needed for the task at hand. Caution those characters who attempt to overburden themselves with large amounts of gear or the unnecessary duplication of the same items/gear. Even though there are no specific rules for encumbrance, restrictions must be decided by the NM, these limitations should be based on a normal human being's capability and the STR number the character has. Any real Ninja would depend more on their skills and intelligence, than weapons and equipment anyway, so don't let the characters become walking equipment stores.

Details of the objectives of the mission and goals/tasks to be accomplished should be recorded in this section of the module. Also relevant information about the contract [who it is for and why it is being carried out, etc.]. Any related materials from such sources like the media, research documents, surveillance intelligence, rumours or advice etc. Basically anything you want your players to know before the mission begins, to set the pace and get them creating a strategy.

MAPPING MISSIONS

The majority of the remaining text will be layouts of buildings, areas, cities or whatever the mission needs maps of. These are for the characters to refer to and the NM to keep track of the locations of everyone. The NM may hand out maps/photos/drawings for a mission or the players may have to map the area or building themselves. If the players are mapping the area as they play, we recommend they use drafting paper with 1/4 inch squares [spaces]. Each space can be 2m by 2m or 1m by 1m for building floor plans. Outdoor maps can use any multiple of 2m by 2m [10m x 10m etc.] to cover large areas. These maps can be drawn by more than one player and do not need to be exact, as long as such relevant details as doors, traps, escape routes and the character's position are shown. The NM should always keep as detailed a map as possible showing rooms, their contents be it articles, objectives, traps, as well as each character's position recorded per round/turn [including NMCs]. Should the Ninja characters become disoriented or lost the NM should not assist them. A Ninja may use the Skill of Survivalism to find which way is North and certain directions.

NIGHT OF THE NINJA® can also be played with the use of metal figurines which enhance the game for those players with limited imaginations or those who just enjoy the figurines for their visual stimulation. We recommend using the Elysian Field plastic 1 inch square Overlays, produced by Britton Designs. Each 1'' x 1'' square represents a 2m x 2m area for this game system, only 4 characters may be in one 2m x 2m space at one time.

COMMUNICATIONS

Characters can communicate in the game by direct verbal contact, smoke or hand signals, codes, and specific signs placed about the environment. NM's must use discretion on how much information can be interpreted by each method. Occasionally characters will encounter languages unfamiliar to them and those with the Skill of Linguistics may be able to understand and converse in those languages. Those that do not know the actual language can only judge the unknown tongue by the tone and emotional content of the voice or the use of visual signs.   •

TRAPS

Traps of various types may be encountered in areas of high security. They can range from the standard pit or trip wire types to more up-to-date photo electric, sound or motion detectors or pressure plates. Security cameras also can provide triggers for potential traps.

A character's chance of finding a trap, if he is searching for it is a successful roll VS. AGR. This roll is always done by the NM at the request of the players for their characters. The character will not be informed of anything should the roll not be successful. If it is successful, the NM will describe the kind of trap that is visible. Should a character not be searching and he has the Ability of Pre-Science [PS] the NM will roll in secret the characters PS and if successful, inform the character that he senses danger. The lower the PS roll is, the more information regarding the trap is given, the closer the roll is to the character's actual PS score the less information is revealed.

If a space containing an undetected trap is entered by a character or any other type of triggering device is set off, the NM will do what each trap states and roll for the DMG etc. There are so many types of traps and triggering methods that we could not list them all. Ninja with the Skill of Technology will be better prepared in the way of homemade jamming devices for such things as the infra-red, heat, sound and motion detectors. These gadgets may render detectors inoperable or set them off. Should a Ninja think of using devices like these the NM merely rolls VS. KN and if it is successful the device has disarmed the trigger or is able to bipass it. If unsuccessful the Ninja may set it off or not have disarmed it at all. Some traps may have to be circumvented as they are impregnable. NM's must ensure that all methods of trap disarming devised by the players have a basis in reality.

WEATHER

Should the need arise to determine the weather conditions, the NM can dictate them or randomly generate them by rolling 1 D 10. First roll for the general atmospheric conditions: 1 or 2 = Clear; 3 or 4 = Light Cloud; 5 or 6 = Overcast; 7 or 8 = Fog; 9 or 0 = Rain/Snow. Then roll for the wind direction: 1/2 = No Wind; 3/4 = From North; 5/6 = From South; 7/8 = From East; 9/0 = From West. Then roll wind velocity: 1/2 = 0-5 KPH; 3/4 = 6-15 KPH; 5/6 = 16-25 KPH; 7/8 = 26-40 KPH; 9/0 = 41+ KPH:

Should weather conditions permit the moon becoming a factor, it can also be rolled for as follows: 1/2 = No Moon; 3/4 = Crescent Moon; 5/6 = Half Moon; 8/9 = Three Quarters Moon; 9/0 = Full Moon: The missions/modules sometimes have the weather conditions already stated, NM should stick to these guidelines when playing a purchased mission.

SAMPLE OF PLAY

A 0 Level Ninja with 20 S-Points and 20 C-Points; STR:15; AG:18; CO:19; STA:10; MD:15; KN:14; PS:17; AGR:15; Hearing 65%; Movement: Move Silent: 2m; Walking: 4m; Jogging: 14m; Sprint: 24m. We begin after the NM has already briefed the Ninja on his mission and task [which is to enter a CHEMTEX INDUSTRIES laboratory and destroy a bio-genetic bacteria kept in the Freezer Sale room].

Ninja Player [NP]: ''I attempt to Move Silent down the alleyway 2m.'' The NM rolls a 10, which is less than the NP's AG score and makes no noise.

Ninja Master [NM]: ''No noise is made.

NP: ''I attempt to Move Silent again, only this time at a walking pace to the window.'' The NM rolls 60, the NP's AG score is 18 minus the walking modifier of 5 = 13.d The Move Silent fails.

NM: ''You make a noise, but because no one is in the area, no one notices. You reach the window. What are you going to do now?''

NP: ''I try the window to see if it is open.''

NM: ''It is locked.''

NP: ''I locate my lock picking kit and try to pick the window.'' The NP rolls a 2. The window had a complexity of 1-4 and therefore the window is opened successfully.

NM: ''You have opened it.''

NP: ''I look inside the room, what do I see?''

NM: ''An empty room [10m x 10m], except for a locker against the North wall and a door on the opposite East side of the room.''

NP: ''I climb into the room and head to the door and try and open it.''

NM: ''TOO MUCH IN ONE ROUND, you can climb into the room and that takes you 5 seconds.''

NP: ''Ok, I now head for the door at a jog.''

NM: ''You're at the door, now what?''

NP: ''I test the door handle to see if it will open.

NM: ''It does, but a guard at the end of the 10m corridor hears it open and walks towards the room you're in. He is 8m away now.''

NP: ''I get behind the door and leave it slightly ajar as I attempt to Move Silent. The NM rolls a 45 which is higher than the NP's AG score and fails Move Silent.

NM: ''The guard hears something moving in the room and draws his light Handgun, he is now 4m away.''

NP: ''I open the door and throw blinding powder in his face.'' The NP rolls 8 which is lower than his CO score and hits the guard with the powder. The NP rolls a 0 and the guard is permanently blinded and cannot see again.''

NM: ''As you were tossing the powder I fire my light handgun twice.'' The two moves are happening simultaneously so after this round the guard cannot see. The NM rolls a 55 and an 11. The guards CO score is 12, the first bullet goes wild but the second hits the NP. The NM rolls 6 for DMG.

NP: Subtracts 6 S-Points and 6 C-Points leaving him with 14 of both S and C points. ''I draw my Ninja-to and slash him.'' The NP rolls a STRIKE of 8. The Guard rolls a STRIKE of 8 also but because he is blind his STRIKE roll is halved to 4 and loses. The NP rolls 0 for DMG. The guard subtracts 10 S-Points and 10 C-Points and has only 2 S-Points left.

NM: ''The guard fires blindly twice in the Ninja's direction.'' Now that the guard has less than 1/4 of his original S-Points all abilities are now halved. The NM rolls two 9's but his CO [original 10] is now only 5, meaning both shots miss their intended target.

NP: ''I stab the guard and look up and down the corridor.'' The NP does not need to roll a STRIKE roll as the guard attempted an action [fired his handgun] and therefore gets to roll DMG automatically. The roll is a 6 and the guard dies.

ONE MINUTE OF GAME TIME

NM: ''You hear a yell from the far end of the corridor, the door is closed and is 8m away.''

NP: ''I sprint to the end of the corridor and hide behind the door. I attempt Camouflage.'' The NP rolls a 7 which is less than the AGR of 15 and is successful.

NM: ''A heavy set guard swings open the door, he has a police baton in his left hand.'' This is a level 3 guard who is shift supervisor.

NP: ''I attempt Move Silent for a Surprise attack, with Death Touch.'' The NP rolls a 5 which is less than the Ninja's AG score. The Move Silent is successful and therefore the Surprise is too. The NP has the opportunity for the NINJA DEATH TOUCH which he does. Therefore the Guard is killed automatically without any die rolls.

NM: ''The guard moans and dies. The door behind you is still open.''

NP: ''I turn, go to the door and look in.''

NM: ''You see several sets of large swing-hinge type doors. Frost has covered the cracks and ice lines the door handles. The hall is 10m long running East and 4m running West to a metal door.''

NP: ''I go to the nearest set of swing-hinge doors and push on them.''

NM: ''They swing inwards and are open but a german shepard from inside the cooler jumps at you with fangs menacing.'' The NM rolls an 8, the dogs STRIKE bonus is +1 and his total STRIKE is 9.

NP: Rolls a 6 and loses the STRIKE roll to the guard dog.

NM: Rolls an 8 which translates to 4 DMG. The NP subtracts 4 S and C Points, leaving the NP with 12 S and C points left.

NP: Rolls a 7 for his STRIKE

NM: Rolls a 4 for the dogs STRIKE. The NP gets to inflict DMG on the dog.

NP: Rolls 9 DMG which is subtracted from the dogs 7 S-Points which terminates the dog.

NM: ''Another guard grabs you from behind and attempts to apply a Choke hold [Level 2 guard]. The NM rolls a 5 for the guards STRIKE and adds his 2 levels of difference, totalling to 7.

NP: Rolls a 5 for his STRIKE and loses.

NM: ''The choke hold is successful, your Ninja's STRIKE rolls are halved.'' The NM rolls 3 which is 2 DMG and is subtracted from the NP's S-Points and C-Points, leaving him with 10.

NP: ''I attempt to break the choke again.'' He rolls 8 for his STRIKE which is halved to a 4 because of the choke.

NM: Rolls a 2 plus his level difference of 2 = 4. ''Both STRIKE rolls are equal, no one inflicts DMG or breaks the choke hold.

NP: ''I attempt to break free again.'' Rolls 9 for his STRIKE.

NM: Rolls a 2 again, plus his level [2] totals to only 4 and loses the STRIKE. ''You break the choke hold.''

NP: ''I use my Ninja-to.'' Rolls a 7 for STRIKE.

NM: ''The guard draws his baton.'' Rolls a 3 plus level bonus of 2 only = 5 and loses.

NP: Rolls a 10 DMG and the Level 2 guard subtracts 10 points from both his Survival and Conscious scores.

NM: ''The guard turns and runs towards the corridor 8m.''

NP: ''I turn and try the metal door to see if it opens.''

NM: The door is trapped and the NM rolls the Pre-Science for the NP to see if he can sense the danger. The NM rolls a 78 which is way too high and the NP does not know the door is trapped.

NM: ''When you touch the door you set off a trigger that gives you an electric shock. The mission modules states that the door does 2 D 10 DMG against C-Points. The NM rolls 2 D 10 and the result is 15, enough to reduce the NP's C-Points to 0 rendering him unconscious.

* TWO MINUTES OF GAME TIME*

This basic sample of play is the same for two/three or more players/characters. As long as you the NINJA MASTER, maintain control and deal with situations and characters in a non-bias way, especially should you come upon a grey area that may not be covered in these rules. Your players will appreciate and respect your game referee abilities and wish to play again and again. When your players are whispering and taking the missions of this system seriously you know you have created the ultimate scenario for them and yourself to enjoy. If you NM with your maximum effort you will receive the maximum enjoyment when playing. Always remember a Ninja never tries, they do!

WHAT IS NINJITSU?

The art of invisibility, the art of secrecy, the art of stealth, these are semi-appropriate terms applied by the non-Ninja. To the Ninja himself it is only one thing: the art of success. The Ninja never tries — HE DOES! That is the epitome of the art of Ninjitsu.

To attempt to be more definite is to trivialize the entirety and preciseness the concept of the well-rounded man for all seasons which is the basic spirit of Ninjitsu. A Ninja must be good at everything, for it is the only way he can succeed and in the end, the only way he can survive. To better explain the purpose and concept of Ninjitsu, one must understand their history and the reasons for their existance.

HISTORY

The original concepts of Nijitsu can be traced back to the ancient Chinese book of Military Science Sun Tzu, written by the great Chinese strategist, Sun Wu, who lived between 300-500 B.C.. This book encompased virtually all facets of military strategy and its concepts were so complete and timeless that it was studied and adopted by Japanese officers in the Second World War, many of its principles can still be applied with today's conventional tactical and strategical forces. Needless to say it was available to and studied by the Feudal Age Japanese, its comments on military espionage strategy and tactics formed the backbone and concepts of Ninjitsu.

The actual Ninja themselves were more a product of evolution than a ready-made creation used for a specified purpose. It is generally accepted that the forerunner of the Ninja was the Yamabushi (mountain warrior). The Yamabushi evolved from rebellious Buddhist priests who were forced into hiding when Shintoism became the popular (designated) religion of Japan during some time between the 6th and 7th centuries A.D.. During this period, a Yamabushi group attempted to reconcile the Shintoists and the Buddhists with Shugendo (a new variation of Buddhism).

This new religion gained a huge following in northern central Japan and succeeded in scaring the aristocracy into believing it was a bid for power and an attempt to overthrow them. Thus large, well-armed government forces were sent to subdue the Shugendo Yamabushi. Hopelessly out-numbered and under-equipped, the warrior priests borrowed Chinese military tactics and strategy for hand-to-hand and group combat styles — successfully waging a form of guerilla warfare against the numerically superior government troops. These warrior priests could well be said to have been the first Ninja.

It wasn't until approximately 1000 A.D. (near the middle of the Herian period) that Ninjitsu developed into a form which was recognized as a separate art. Three major occurrences around this time solidified the existence and practice of Ninjitsu: the first was the gradual acceptance and practice of Omyodo, a synthetic science of divination and astrology which became standard practice with many Yamabushi as well as other types of warriors. This practice relates directly to the Ninja's ability to **predict** and his **heightened awareness** of everything around him.

The second was the ruling clan of the period, the Genji, who maintained strong ties with the Yamabushi predecessors of the Ninja and often demanded that their warriors be familiar with Ninja style, arts, and practices taught by the Yamabushi. This served to bring more public awareness to the potential of this style of fighting both to the ruling class and the warriors bringing Ninjitsu out of the closet so-to-speak.

The third and most specific occurrence was the occupation of Iga province (cradle of Ninjitsu [however this data has been controversial and highly debated between the Koga and Iga clan/families]) by the Hattori clan members of whom were taught the arts and styles of guerilla espionage by the ascetics and Yamabushi already living there. The Hattori family, recognizing the potential value of these skills, determined to refine and reform them into an art form which could be taught. The first school was created, the Iga school of Ninjitsu. Thus began what has come to be known as the Golden Age of the Ninja. This age could be said to have begun between 1100 and 1200 A.D. and did not terminate until approximately 1600

A.D. when Hideyoshi Toyotomi finally united Japan under one rule and outlawed the practice and even the mention of Ninjitsu.

During the those intervening four centuries however, Ninjitsu flourished, it had now progressed from a form of guerilla warfare developed by outlawed priests to a complicated and deadly system of espionage and assassination for hire to the highest bidder. During this time Japan was fragmented into numerous small kingdoms (Daiyamos) each with a lord or king trying to either increase his land area and power or protect what he had from his marauding neighbours. The Ninja were the spies yet much more than spies, they assassinated and abducted for money or they were military advisors who operated in all facets of military espionage. When a person or group hired a Ninja they didn't hire just a man or group of men, they hired an entire system and school of thought.

During this period approximately twenty five Ninja schools sprang up with the main centres concentrated in the Iga and Koga provinces. Each school had areas of specialization but all concentrated on the main themes of espionage and all operated on a similar pattern.

In general there were three main ranks - The Jonin, Chunin and Genin. The Jonin were at the top, they controlled and oversaw their networks of spies interpreting the intelligence gathered and it was through them the kings (Daiyamos) and warlords (Shoguns) hired a Ninja and their networks. The Chunin were the field commanders each of these controlled a small specific team of Ninja agents. These teams could be split or combined at any time for maximum flexibility. The Genin were the individual agents, the men in the field who fulfilled the contracts and missions accepted and adapted by their Jonin leaders. Although they rarely, if ever, had any contact with them directly they received their orders through the chunin They were rarely informed of anything other than their most immediate mission and information only related to that task. A lack of knowledge of the greater picture was a method of protecting vital information and the entire network, should any Genin be captured and tortured, this way a limited

amount of information could only be extracted from those captured.

So, what kind of man was the Ninja? A spy, invisible at will, as assassin, moving silently killing with swift efficiency, a warrior deadly in close combat not above using every possible trick or idea available, from tossing dust or sand in his opponents eyes to using mystical hand and finger signs with chants to befuddle and confuse his opposition before seeming to vanish into thin air. He could be disguised as a priest, a peasant, a wandering minstral or your best friends mistress (yes, female Ninjas were not only common but just as deadly as their male counterparts and much harder to detect — for a male of course).

When challenged though seemingly unarmed, within seconds of being discovered they could be very threatening with previously hidden nunchuku, tossing razor sharp throwing stars or blades or using a seemingly innocent staff or bo stick as a defensive or offensive weapon. Breaking into and out of impregnable fortresses, sabotaging war camps with fire and sedition, demoralizing the enemy armies from within their ranks as a foot soldier and returning from his clandestine activities to assist his own leaders in planning attacks and strategies against the very enemies that hold him in their confidence.

How you ask could one man possibly be expected to be so knowledgeable in all the arts of war, espionage and subterfuge, not to mention total control of his body. He could dislocate his joints at will to escape from ropes or stand motionless for minutes/hours to elude detection. All this stemming from iron self discipline and mental self control, an attribute in itself difficult to attain to the necessary degree needed to perform the many tasks of a Ninja.

The temples/schools/dojos practiced a concept of total immersion. The schools were actually clans or groups of families with only very few outsiders involved, marriage was usually within the clan, though occasionally females outside of the network were allowed. However, there was a complete screening process to make absolutely sure that there was no penetration of any enemy female agents in connection with this method of infiltration.

The offspring, especially the males and certain selected females were Ninja from birth. They never had any other option, it was twenty-four hours a day, seven days a week for the entire life of each chosen Genin. Even after the active training and service was complete, the learning process continued for they all believed that one is constantly capable of learning more no matter what is already known or what age the student/teacher is. Considering the depth and intensity of this training it becomes less surprising that the Ninja were so complete and efficient at everything they did or attempted to do.

Of course along with the training and techniques the Ninja was supplied with a veritable arsenal of tricks, traps and weapons as well as the best hand-to-hand combat system to assist him on his missions. Everyone these days is familiar with the traditional garb, the baggy black jacket and trousers worn loose for ease of movement and the blackhood mask combination covering the face leaving only a narrow slit for the eyes. The footwear was also unique called tabi, they were really little more than socks with a leather sole with a section for the toe separate from the others. This split toe footwear gave additional balance ability and assisted the Ninja when climbing up ropes or similar types of thin climbing equipment and structures. Often black gloves were also worn so the Ninja was covered head to toe in black allowing excellent camouflage in shadows and the dark of the night. Many other types of wardrobes were combined to give the Ninja the maximum disguise or ability to blend in with the terrain or surroundings.

Sometimes the Ninja were often called to fight on the battlefield against regular army troops. Beneath this black outfit was worn an entire suit of lightweight chainmail, light enough to allow movement yet able to turn some sword and spear thrusts away harmlessly.

The Ninja also carried offensive weapons some extremely unusual and completely unknown outside of the art of Ninjitsu. Their most common weapon was the Ninja-to a form of short sword multipurpose like most of the Ninja weapons. Its scabbard had a removable tip to act as a blow pipe or underwater breathing tube, the enlarged hilt could be hooked over the top of a wall or fence to assist in climbing and because of its shorter length it was easy to conceal and less likely to tangle in its owner's legs or bang against random obstructions.

There were also the infamous tricks stashed in the pockets and carrying packs inner linings, like throwing stars, blades, spikes, tetsu bishi, smoke bombs, explosives, poisons, powders and any other materials that a Ninja thought would help the success of any tasks that they may have to do. In the feudal era most of the explosives/powders/poisons were either put inside egg shaped capsules or put on weapons to increase its lethality. Climbing ropes with hooks, digging tools, weights; added with shuko/tegaki (metal claw like devices that can be attached to the hands and feet to aid in climbing sheer walls or devastate an opponent with a hand-to-hand attack). There was no limit to the devices a Ninja would use and if they thought it would help the mission be more successful they would incorporate anything.

This willingness to adapt and evolve was the true ideology of the art of Ninjitsu. Growing and restructuring from past experiences, present sociological situations and even the future developments of ideas from the concept stages to actual reality in either the creating of new weapons, chemicals, fighting techniques or devices that were merely ideas at one time.

This allows the Ninja much more freedom and efficiency when combating foes such as the samurai. It was honorable for the samurai to fight to the death and should combat end in humiliation for the

samurai he would take his own life for respect. The Ninja of course thought the idea of fighting to the death humorous and absolutely foolish as they would never continue combat just for respect. They would accomplish the tasks required of them and then slip away to again return to combat the enemy over and over. The samurai's sword was the recognition of his rank and his personal pride, they always kept them in excellent shape and would be shamed should they ever lose it or have it taken from them in combat. However the Ninja's sword (Ninja-to) was used dirty and rusty sometimes as this would assist any wounds they may inflict to become infected and hinder the enemy even more. Sometimes the Ninja-to would even be thrown away as it was disposable and not as good a quality or as tempered as the samurai's katana.

With the unification of Japan in 1590 AD by Hideyoshi Toyotomi the practice of Ninjitsu was officially banned. Many of the existing Ninja were being incorporated into the police forces at the time many others using their skills and knowledge pursued criminal activities. Due to their training and already established networks both groups were extremely successful at their separate occupations and activities, until gradually the lack of training school facilities and new blood caused dilution and disintegration of the actual art and its traditions.

The Ninja was gone, but not forgotten. Despite the illegality of the practice and the lack of employers which had originally given Ninjitsu its raison d'etre, the art continued. Many of its practitioners being private citizens who kept the art alive because of its history, family traditions or in the rare case personal gain.

Once again the whole concept of Ninjitsu has recently been brought to the public's attention hyped of course by money hungry entrepreneurs, but also seriously studied and practiced by those who wish to gain knowledge and the personal self-discipline inherent in the chosen few who are Ninjitsu today and in the

future to come. With the knowledge of the twentieth century combined with the heritage of the past the evolution of Ninjitsu has no limits as it becomes more popular and known throughout the globe. Time itself will only reveal the many guises this art and its followers don as the dynasty of the past has done. This new resurgence of its popularity guarantees a new golden age of Ninjitsu and all its practitioners and believers shall combine the knowledge of Ninjitsu's ancestry with the infinite capabilities of the present and the future assuring the legendary status of the Ninja shall never fade.

GLOSSARY OF TERMS

ABILITY — One of a characters scores of CO, AG, STA, STR, KN, MD, PS or AGR and are expressed as a percentage %.

ACTION — A specific task like kicking a gun out of a hand or climbing a wall etc.

AGGREGATE SCORE ''AGR'' — The total sum of all Abilities divided by 7 (the number of abilities) giving a percentage, that is rolled when a task is not clearly defined as one of the other Abilities.

AGILITY SCORE ''AG'' — Dexterity used mainly for Dodging and similar feats.

ANTIDOTE — A chemical or potion that reverses death from a poison when taken.

ARMOUR — Types of defensive gear that when worn reduces DMG.

ATTRIBUTE — Another term for ability.

AUTOMATIC — Is done without any roll necessary. A weapon that fires more than 5 projectiles missiles in one round.

BOLT — Crossbow projectile, sometimes called a quarrel. Is similar to an arrow.

BUGS — Electronic devices that can pick up conversations in a certain area and transmit the signal to a receiver unit somewhere else. Used for spying.

CAMOUFLAGE — The technique to fade into the crowds or shadows.

CENTIMETER — ''CM'' 100 CM's = 1M. 1'' = 2.5 CM

CHARACTER — The players personage or role playing piece in the game. The Role playing men or creatures that are controlled by the NM (Ninja Master Characters) (NMC's).

CHOKERS — Garrottes, wires or any length of rope, chain etc. that can stop a character from breathing.

CIPHERS — Different types of codes.

COMBAT — Actual physical or projectile conflict/contact against other characters.

CO-ORDINATION — ''Co'' The ability used to aim and hit targets with projectiles. Also used to escape from all forms of bondage.

CONSCIOUS POINTS — ''C-points'' When C-points are reduced to 0 the character is unconscious and can not move until consciousness is regained.

COVER — Objects and things used to give opponents less of a target to hit by hiding behind them or using them strategically.

DAMAGE — ''DMG'' The number that is subtracted from either S-points or C-points.

DICE — Ten sided die used in NOTN to generate numbers from 1-10, 1-5, 5-10, 1-20 or 1-100 (percentages). A roll of 00 = 10 or 20 or 5 or 100!

DODGE — The attempt to move, roll or jump out of the way of other characters or projectiles. A successful VS. AG.

DUAL WEAPONS CONTROL ''DWC'' — The roll needed to be able to attack twice unarmed. If another roll per weapon is made, two weapons can be used twice in one round.

ENCUMBRANCE — The estimated weight, awkwardness and bulkiness of equipment, items and the ability to lift and carry them. NM's discretion.

ENTANGLE — The process of certain weapons that allow the user to restrain and capture an opponent as long as a strike or CO roll is made. Opponents can escape by rolling CO.

FEIGN DEATH — The capability to reduce the visible body functions to the point that the character looks dead. Is done by a successful MD roll.

FIRST AID — Characters can apply First Aid to themselves or other characters. When a successful KN roll is made a variable of S-points and C-points are regained.

GAME TIME ''GT'' — The time frame used during the play of NOTN.

GENERATE — Rolling the die creates a number on the die, thus a number/result is generated.

GRAPPLE — A form of grabbing that if successful allows characters to maintain a hold on the opponent. Choking is the same.

HIDE IN SHADOWS — Refer to Camouflage. Same.

(ie.) — That is or Example.

INTELLIGENCE ''INT'' — The level score for all the mental abilities.

KILOMETER ''K'' — 1 K = 1.6 miles.

KNOWLEDGE ''KN '' — The ability needed for the use of some skills and learnt information.

''KPH'' — Kilometer per hour.

LEVEL ''LVL'' — A characters total experience defined as a number. INT and PHYS are two separate numbers to record LVL's. When a character has between 20-29 (in both INT/PHYS) they are considered 2nd LVL, when a character has between 40-49 (in both INT/PHYS) they are 4th LVL.

LINE OF SIGHT ''LOS'' — The distance a character can see in a straight line. Weather, obstacles and light will affect LOS.

MAGAZINE — The metal container that holds cartridges/shells or bullets for any type of firearm.

MENTAL DISCIPLINE ''MD'' — The ability used for ignoring pain and feigning death.

METER ''M'' — Metric Conversion:
    1 meter (M) = 39.37 inches, 1.094 yards
    1 centimeter (cm) = 0.393 inch, 30 cm = 1 foot
    1 kilometer (km) = 0.621 mile
    1 liter (l) = 1.057 liquid quarts

MINIMUM LEVEL ''MIN LVL'' — The Min Lvl a character must be to operate a weapon or two of the same weapons at once.

MISSILE — A projectile either thrown or fired at a target.

MODULE — Missions that are played to raise characters LVL's and are available from IIE GAMES CORPORATION. They're lots of fun!

MOVEMENT — Any time a character changes from one space to another, movement has taken place. Move silent, walk, jog and sprint are forms of movement.

MOVE SILENT — The technique to slowly and precisely move without making any sound. Must roll successfully VS. AG to move silent.

NECESSARY ABILITY ''NA'' — For certain tasks a certain ability is chosen by the NM to accomplish it. If the roll VS that ability is successful the task is considered completed. Roll the ability % or less.

NINJA — The players character represented on a map or by a metal figurine while playing NOTN.

NINJA MASTER ''NM'' — The person who controls/referee's the game.

NMC — Ninja Master Character(s) that are played by the NM.

NOTN — Night of the Ninja® , a Reality Role-Playing Game.

PLAYER — The actual person playing a character is NOTN.

PRE-SCIENCE ''PS'' — The ability to sense danger, detect disguises and feign death or assist combat in the dark or smoke-filled areas.

PROJECTILE — All thrown or fired weapons. (arrows, shurikens etc.).

RANGE — The distance a weapon can be fired or be thrown. Effective range if the best range the device can be used within. Maximum range is the furthest it can be used without the aid of a STR roll for those weapons that are affected by STR.

RATE OF FIRE ''ROF'' — The speed at which a weapon can be fired or discharged per round.

ROUND — The five second period of action, combat or movement a character can make.

ROUND UP — To do this, always adjust odd numbers to the higher even number (i.e.) 7 is rounded up to 8 and 11 is rounded up to 12.

SKILLS — Things that are learnt during the course of the characters life and enables characters to attempt things like fly a plane or escape.

SPACE — Normally an ear represented on a map or plastic grid that is 2 M x 2 M. Legends may vary but the spot that a character can move from and to are called spaces.

STAMINA ''STA'' — The ability to go beyond one's maximum endurance. When successfully rolled characters can run farther than their recorded limitations or hold their breath longer etc.

STRAY MISSILES — Projectiles that miss their target and go wild.

STRENGTH ''STR'' — The character's physical ability to lift/ move objects and carry them.

STRIKE — The roll made by each attacker/defender which decides who inflicts DMG on the other.

STRIKE TO SUBDUE ''STS'' — The DMG to an opponent that only reduces C-points to try and render him unconscious.

STRUCTURAL NUMBER ''STN'' — The amount of DMG an object/structure/thing has. When this number is reduced to 0 it is totally destroyed.

SURPRISE — The technique of being able to attack or ambush another character without them knowing or being able to defend.

SURVIVAL POINTS ''S-points'' — These are the life points of each character and once reduced to 0 or lower and no First Aid is capable to restore any, the character dies and is out of the game.

TARGET — A designated character or object that is trying to be hit by a projectile or other character.

TIME — Can be actual time ''AT'' (Real time) or game time ''GT'' (Time of NOTN).

TURN — The player who makes a movement or action or converses in GT can only do this during his turn.

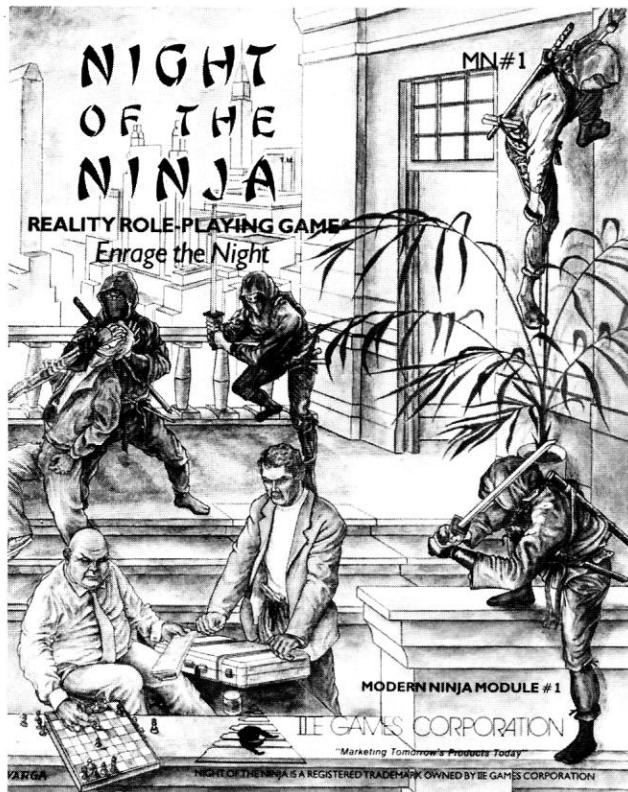**TURN SEQUENCE** — Is the order in which the players turns rotate and proceed.

TRAPS — Devices that confine, channel, kill or wound characters, which are usually hidden.

UNCONSCIOUSNESS — When C-points are reduced to 0 the character is considered knocked out or unconscious. Refer to Conscious points.

VISION — The character/players capability to see under certain conditions.

VERSUS ''VS'' — Normally stated as VS KN or VS1 or some ability or skill. This means that to attempt a specific action the player must roll dice or a die to successfully accomplish the task at hand, which has been given a NA. Modifiers may sometimes be added or subtracted from either the die roll or the actual ability score.

WEAPON — Anything used to smash or injure any character or thing.