

NAME _____

LOOK _____

Halfling: Felix, Rook, Mouse, Sketch, Trixie, Robin, Omar, Brynn, Bug
Human: Sparrow, Shank, Jack, Marlow, Dodge, Rat, Pox, Humble, Farley

Shifty Eyes, Focused Eyes or Criminal Eyes
Hooded Head, Messy Hair, or Cropped Hair
Dark Clothes, Fancy Clothes, or Common Clothes
Lithe Body, Knobby Body, or Flabby Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 6+CONSTITUTION

ALIGNMENT

- GOOD**
Take risks to help your friends.
- CHAOTIC**
Leap into danger without a plan.
- NEUTRAL**
Avoid detection or infiltrate a location.
- EVIL**
Use your skills for selfish reasons.

STARTING MOVES

- FIND YOUR CENTER**
When you **spend some time centering yourself**, set your Ninjutsu to DEX.
- TRANSFORMATION TECHNIQUE (WIS)**
When you **disguise yourself as another person**, spend 1 Ninjutsu and roll +WIS. You disappear from play. At any time, you can declare a minor NPC was you all along! *On a 10+, explain what undercover deed you managed to accomplish. *On a 7-9, something compromised your disguise at some point – the GM will tell you the consequences.

- REPLACEMENT TECHNIQUE (DEX)**
When you **Defy Danger by switching places with an object in an instant**, spend 1 Ninjutsu and roll +DEX. *On a 10+, you leave a clone behind to take the hit for you Take +1 forward against your baffled enemies. *On a 7-9, you have to leave behind something to take the hit.

- CLING TO NOTHING TECHNIQUE**
You may spend 1 Ninjutsu to stand and walk on any solid or liquid surface for a few minutes, even if it would not normally support you. This applies to gravity defying things like running upside down.

CHOOSE ONE.

- EBB AND FLOW OF BATTLE**
When you **Hack and Slash or Volley**, *on a 10+, you also gain 1 Ninjutsu..

- POWER OF TEAMWORK**
When you **successfully aid someone**, you gain 1 Ninjutsu.

RACE

- HUMAN**
When you return from the Transformation Technique, take +1 forward.
- HALFLING**
When you **center yourself while making camp**, gain 1 additional Ninjutsu.

BONDS

Fill in the names of your companions in at least one:

- _____ is linked with a rival clan.
- _____ knows incriminating details about me.
- _____ has my back when things go wrong.
- I killed someone _____ knew.



GEAR

Your load is 9+STR. You start with dungeon rations (5 uses, 1 weight), leather armor (1 armor, 1 weight) and 10 coins. Choose your arms:

- Sai (hand, 1 weight) and Ninjatō (close, 1 weight)
- Katana (close, precise, 1 weight)

Choose your ranged weapons:

- Shuriken (thrown, near, 3 ammo, 0 weight)
- Kusarigama (near, 2 weight)

Choose one:

- Adventuring gear (5 uses, 1 weight)
- Healing potion (0 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

GREAT FIREBALL TECHNIQUE

When you exhale a great stream of fire, spend 1 Ninjutsu and roll+WIS. *On a 10+, you get your shot. *On a 7-9, choose one:

- You have to put yourself in a spot or you draw unwanted attention to get your shot.
- It takes more power than you expected. Spend 1 more Ninjutsu.
- You create collateral damage.

EXPLOSIVE SEALS

When you set an explosive tag, designate your intended targets and roll +DEX. * On a 10+, choose all 3. *On a 7-9, choose 2.

- The explosion goes off when you intend to.
- The explosion doesn't do significant collateral damage.
- The explosion hits all the targets you wanted.

MENTAL INFLUENCE TECHNIQUE

When you would roll +CHA for a move, you may spend 1 Ninjutsu and roll +WIS instead.

TRAP EXPERT

When you **spend a moment to survey a dangerous area**, roll +DEX. *On a 10+, hold 3. *On a 7-9, hold 1. Spend your hold as you walk through the area to ask these questions:

- Is there a trap here and if so, what activates it?
- How can I avoid this trap?
- What kind of creature built this trap?

TRICKS OF THE TRADE

When you **pick locks or pockets or disable traps**, roll +DEX. *On a 10+, you do it, no problem. *On a 7-9, you still do it, but the GM will offer you two options between suspicion, danger, or cost.

SUMMONING CONTRACT

You have signed a summoning contract with a tribe of talking animals.

When you gain this move, choose a species:

bear, hawk, dog, fox, cat, owl, rat, rabbit, toad

When you **ask a favor of your summon** spend any amount of Ninjutsu and roll +Ninjutsu spent. *On a 10+ choose 3. *On a 7-9, choose 2. *On a 6-, you have offended the tribe and take -1 ongoing to summon them until you placate them somehow.

- The summoned animal accomplishes the favor in a timely fashion.
- The summoned animal doesn't demand extra payment.
- The summoned animal doesn't do significant collateral damage.

CLAN

Your Ninja either belongs to a Clan of Ninjas or is a Shinobi. Choose one:

CLAN NINJA

A Clan trained you. Give it a name. You can request resources and equipment from your Clan's contacts. However, from time to time you will have to do something for your Clan.

SHINOBI

You are a Shinobi, a Ninja without a Clan. You do not have any obligation to your elders (you do not have any!). Your old master left you a special piece of equipment: one of your weapons is of exceptional craftsmanship (choose an additional tag for one of your weapons).

When you gain a level from 6-10, choose from these moves.

EXPLODING CLONE

When **an enemy's attack hits one of your clones**, you may spend 1 Ninjutsu to deal your damage to the enemy.

SHADOW BIND TECHNIQUE

When you **bind an enemy's shadow with your own**, spend 1 Ninjutsu and roll +WIS. *On a 10+, the enemy cannot act until you release the bind. *On a 7-9, the enemy cannot act until you release the bind, but neither can you.

OPEN THE GATES

When you **unleash all your hidden power**, take +2 ongoing for a little while, and then take -1 ongoing until you Make Camp.

MUSCLE ENHANCEMENT TECHNIQUE

When you would roll +STR for a move, you may spend 1 Ninjutsu to roll +WIS instead.

ELDER SUMMONS (REQUIRES SUMMONING CONTRACT)

When you use your summoning contract, you may **consult with the elders of your animal tribe instead of asking a favor**. They will give you insight on a subject of your choice, and may ask you questions in return. *On a 10+, the GM will give you a good insight. *On a 7-9, the GM will give you an interesting fact.

TRAP SPECIALIST

When you **have time and resources and build a trap**, roll +DEX. *On a 10+, hold 4. *On a 7-9, hold 2. As you build the trap, spend your hold 1 for 1 to add these features:

- It does 1d6 damage.
- It doesn't go off unexpectedly.
- It is hard to disarm.
- It is hard to detect.
- It affects more than one creature.
- It drops, pushes, or throws a creature.

ONE HIT KILL TECHNIQUE

When you **Hack and Slash or Volley and roll a 12+**, you may spend Ninjutsu. You deal your damage one additional time for each point of Ninjutsu spent.