

# Ninja Schools

Ninja. Shinobi. Shadow Warriors. These names all bring forth images of black clothed men who stalk the night, killing, stealing and spying.

The reality is much more than one would realize. As noted in both the core rules and the Way of the Scorpion Clanbook, ninja who wear the black robes are merely those that are progressing through their first year of training.

The various agents are gathered into "families", each usually dedicated towards a single style. Within each of these families there are three types of agents. The Ninja, the Shinobi and the Bonge.

Ninja are those that work directly for the clan. Their lives are dedicated to the missions of the clan and they practice nothing else.

The Shinobi are those of the clan who lead a double life. Though their skills in the arts of the shadow are lesser than their ninja counterparts, they are none the less, capable agents of the clan.

The Bonge are those who support the various agents of the clan. They have no training in the shadow arts.

As noted in the core rules and the Scorpion book, there are four principal ninja clans. The Bayushi, the Goju, the Ninube and the Shosuro. In these pages three other clans are revealed. The Wari, the Ega and Khoga.

## Shinobi Schools

A Shinobi is an agent who lives a dual life. He masquerades as a member of one of the greater or minor clans or even a ronin, while at the same time being an member of the ninja family.

There are four distinct types of shinobi within each family. The bushi, the scout, the shugenja and the spy.

These schools are taken instead of the clan school, but the shinobi is still considered a member of his clan, be it greater or minor. All Shinobi school members automatically receive the Disadvantage Dark Secret: Ninja. If it is ever found out that they are part of the ninja clan as well, they will find themselves very quickly dead.

## Shinobi-Warrior School

Shinobi-warriors are the protectors of the small villages where safe houses are located. They usually pose as ashigaru or doshin for the town, thus covering their martial skills. Samurai who

belong to a ninja clan are also taught these skills, thus enabling them to fit into the samurai society as well as that of the ninja clan.

**Benefit:** +1 Agility

**Beginning Honor:** 1 less than the clan school they come from

### Skills

Archery, Defence, Kenjutsu, +2 Shinobi Skills, +1 Bugei Skill, +1 Other Skill.

### Techniques

The Shinobi-Bushi learns the first three techniques of his Clan's bushi school. The final two ranks are always adds to the skill rolls. The bushi adds his rank to his bugei skill rolls. For example, a Rank 4 Shinobi-Bushi of the Kakita school, would posses the techniques Way of the Crane, The Sudden Strike, and Strike from the Void, as well a +4 bonus to all bugei skill rolls.

### Outfit

As clan school.

## Shinobi-Scout School

The scouts are the eyes of ears of their clan, watching and reporting back about the target in military situations. Most scouts masquerade as low level soldiers, bodyguards and scouts. These men and women will take the scout/messenger school of the clan they are part of if it exists.

**Benefit:** +1 Perception

**Beginning Honor:** 1 less than the clan school they come from

### Skills

Kenjutsu, Hand to Hand, Investigation, Athletics, +2 Shinobi Skills, +1 Other Skill.

### Techniques

The Shinobi-scout learns the first three techniques of his Clan's school. The final two ranks are always adds to the skill rolls relevant to his choice of occupation. The scout therefore adds his rank to the skill rolls for those skills that are school dependent, such as scouting skills. For example, a Rank 4 Shinobi-Scout of the Hiruma Scout school, would posses the techniques Dance the Razor's Edge, Run like the

Wind and Smell the Dark Lord's Touch, as well a +4 bonus to Investigation skill rolls.

#### **Outfit**

As clan school.

### **Shinobi-Shugenja School**

Even the ninja clans need to have spells cast to benefit them. As such the ninja clans have their own shugenja, who are trained with special shinobi spells unique to their occupation.

**Benefit:** +1 Intelligence

**Beginning Honor:** 1 less than the clan school they come from

#### **Skills**

Spellcraft, Research, Meditation, Calligraphy, +2 Shinobi Skills, +1 other skill.

#### **Beginning Spells**

3 Shinobi spells, 2 of clan school primary element, 2 of clan school secondary element, 1 of the clan school tertiary element.

#### **Outfit**

As clan school

### **Shinobi-Spy School**

The Shinobi-spy is a master of the political court, much like the Shinobi-scout is the master of the martial fields.

Many Shinobi-spies are courtiers, magistrates and courtesans.

**Benefit:** +1 Awareness

**Beginning Honor:** 1 less than the clan school they come from

#### **Skills**

Courtier, Etiquette, Seduction, Political-Maneuvering, +2 Shinobi skills, +1 other skill

#### **Techniques**

The Shinobi-spy learns the first three techniques of his Clan's school. The final two ranks are always adds to the skill rolls. The bushi adds his rank to the skill rolls for those skills that are school dependent, such as courtier skills. For example, a Rank 4 Shinobi-Spy of the Doji Courtier school, would possess the techniques The Perfect Gift, A Whisper from the Soul and Test of Honor, as well a +4 bonus to all courtier skill rolls.

#### **Outfit**

As clan school

### **Ninja Schools**

Ninja are true shadow warriors. Their skills are dedicated to the fulfillment of their tasks.

All clans possess these agents, and each family has a specific school noted under its history.

### **The Bayushi Ryu**

Oldest school in the empire, it teaches its agents the subtle tricks of distraction within the courts of Rokugan.

See the main rules, page 188 for this first Technique of this school, also check page 89 of the Way of the Scorpion Clanbook.

### **The Goju Ryu**

The Goju are the agents of the Living Darkness. They are its arms, eyes and mouth. They are no longer completely human, having become one with the Living Darkness.

Refer to the Way of the Shadow for complete details of these frightening creatures.

### **The Ninube Ryu**

This school teaches the techniques of infiltration. Ninube agents are capable of literally hiding in plain sight. See the Way of the Shadow for complete details of the Ninube.

Like the Goju, these people have given themselves over to the Living Darkness, becoming creatures of shadow and darkness, no longer truly human.

### **The Shosuro Shinobi Ryu**

Companion ryu to the Bayushi, and where the Bayushi are infiltrators and spies, the Shosuro are assassins.

Perhaps the best of the Scorpion clan schools. See page 94 in the Way of the Scorpion for all the details.

### **The Wari Ryu**

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This school of ninjutsu started out as a part of the Bayushi family school, but broke away when the Emperor dissolved the ninja web. Wari, the founder of the school, was known for his brutal use of the garrote. His school is one of stealth and attack. Often a victim of a Wari agent is not aware he is dead until it is too late. After the ninja were scattered to the wind, the Wari took up residence on the islands of Spice and Silk,

where they pose as monks to Daikoku. Their leader, a powerful oracle (some say the Oracle of the Void) has revealed to them that a Major clan of Rokugan will betray the others and bring about a century of darkness. The clan began to take aggressive measures.

### **The Wari Ninja School**

**Requirements:** None

**Benefit:** + 1 Perception

#### **Skills**

Acrobatics, Acting, Defence, Sleight of hand, Stealth (Shinobi) 2, Explosives, plus any 3 ninjutsu skills

**Note:** Vs other ninjas, the Wari ninja makes a perception check versus just the opponents shinobi (not Shinobi + Willpower as usual).

#### **Rank 1: Flitting Shadows**

The ninja has learned to make the movements of the shadows his own. At this rank, the Ninja may make a number of free raises on a athletics, acrobatics or shinobi check equal to his school rank (The ninja also adds his shinobi to the distance of his vertical and horizontal leaps).

#### **Rank 2: The Shadows strike**

The ninja has learned how to cloak his attacks in shadow. The ninja adds his shinobi rank to his to hit and initiative rolls.

#### **Rank 3: Midnight Blindness**

The ninja has learned to maximise the damage of his weapons, through rapid movements with the weapons to confuse the enemy. When attacking with a ninja or peasant weapon the ninja adds his shinobi to the total damage rolled.

#### **Rank 4: Dark Current of the Shadows**

At this rank, the ninja has become shadow incarnate. When using a ninja or peasant weapon, the Ninja may make 3 attacks per turn, so long as he does not fail a contested willpower + shinobi vs. the victims perception (roll this for each person the ninja attacks).

#### **Outfit**

(All considered to be of average quality) Ninja-to, 10 shuriken, robes, travelling pack, caltrops, 1 koku.

#### **Noted School Members**

*Jonin Kyuwa* -- Among the ninja schools his name is synonymous with death. Most deadly of

his school, Kyuwa is second only to his schools sensei.

### **Nemuranai**

#### *Ancestral Sword of the Wari*

The Wari possess few items of note, the most important is a sword passed down through the ages by the clan founder.

It is thought to be a simple ninja-to, but in reality it is several weapons in one.

### **The Khoga Ryu**

Started early in the 5<sup>th</sup> Hantei dynasty, the Khoga School was one of the more enigmatic to be created. Even today members of this school are considered to be the most mysterious of the ninja.

The sensei of the school, Khoga Ishiro taught his students to be weaponeers. Men and women capable of taking any weapon, indeed anything graspable in ones hand, and using it as a weapon. The school never really caught on, thus leaving few of these potential living weapons in existence, but enough of Khoga Ishiro's teachings were passed on to his students to continue the school.

The Khoga School is situated deep in the Spine of the World Mountains. There, students are taught with a rigorous regime to become a living weapon.

The current sensei, Khoga Mariko is said to be able to kill a man with anything one would find in a normal household. Agents of her school are well regarded in the ninja castes and their services contracted only when all else fails.

It is rumored that the Emperor has two members of this school stationed within the palace to protect him.

### **The Khoga Ninja School**

**Requirements:** Agility 3

**Benefits:** Strength +1

**Honour:** 1 and no boxes

**Glory:** 0 and no boxes

#### **Skills**

Acrobatics, Defence, Explosives, Poison, Shinobi, plus any 6 Ninjutsu

#### **Techniques**

Members of the Khoga ninja school learn how to make the most their weapons so that they can do more damage to their victims. The Khoga ninja adds his rank to both the Strike and Damage rolls.

Also, a member of this school can attempt to use any everyday object in lieu of a weapon, as long as it can be wielded in a similar fashion. A needle could be used like a knife. A string like a garrote. A broom like a staff, etc. The damage on these items is left to the GM's discretion.

### **Outfit**

(All to be considered to be of average quality)  
Ninja-to, 10 shuriken, 4 other weapons of choice, robes, 5 flash grenades, 5 smoke grenades, poison kit, travelling pack, 1 koku.

### **Noted School Members**

Takahashi -- A quiet and unassuming man, he is known as the man to whom anything is a weapon. A master of his art, Takahashi is nearing the pinnacle of his training.

### **Nemuranai**

The Khoga possess many specialized items because of their training.

### *Khoga's Robes*

This is the outfit worn by Khoga himself. It has been worn by the head of the school each generation and has absorbed a part of the essence of each.

These robes when worn give the owner the ability to become invisible to all who try to see them. Also, the user is able to walk within the shadows, traversing distances easily.

## **The Ega Ryu**

Situated in the heart of the Empire, the Ega School is the premier rival of the Khoga Ryu. Started by an ex student of Khoga Imas, third sensei of the Khoga Ryu, the Ega school was founded to teach the finer aspects of assassination.

Its founder, Ega Kimura, was a vain man, and unfortunately this attitude has bled down into his students and in time to the schools teachings. Ega ninjas are confident in their abilities to the extent of being overconfident. They are sure of their superiority over other ninja schools and if they meet a rival, especially a member of the Khoga school, they will immediately challenge the rival to a duel to the death.

The Ega school trains its students in a style that is almost the opposite of the Khoga School. Assassination without weapons. Students are taught how to kill with their bare hands as competently as someone might with a sword.

Techniques dealing with the manipulation of Ki through pressure points are emphasized.

### **The Ega Ninja School**

**Requirements:** None

**Benefits:** +1 Stamina

**Honour:** 1 and no boxes

**Glory:** 0 and no boxes

### **Skills**

Shinobi, Acrobatics, Athletics, Nawanuke-jutsu, Disguise, Atemi-waza, Defence, plus any 3 Ninjutsu

### **Techniques**

#### **Rank 1: Nerve Strike**

The ninja knows how to strike at his opponent and cause intense pain. The victim must make a Willpower roll at TN 15 to overcome the pain. A failed roll results in the target being able to only defend himself in combat and has -10 to all his rolls for the user's Rank in actions.

#### **Rank 2: Venomous Touch**

The ninja has learned how to actually poison a target through touch alone; or rather he has learned where to strike a victim to cause the necessary ki imbalance to create such an effect. The ninja chooses the effect that he wishes and then rolls to hit the target using his hand to hand skill. If successful he then makes a contested Void vs. Stamina roll. The venomous touch effect cannot kill the target. A failed roll results in the target being stunned for all intensive purposes for user's Rank X 5 actions, unable to do anything.

#### **Rank 3: Strike at the Heart**

The infamous ninja death touch. The ninja has learned how to strike to cause the target's heart to stop. The ninja must have hit his target with a successful hand to hand attack and then rolls a contested Void vs. Stamina roll. If successful the opponent will keel over dead, if not the target collapses to the ground with seizures, as he suffers from a minor heart attack, an effect that will automatically put the character down.

### **Outfit**

(All to be considered to be of average quality)  
Ninja-to, 10 shuriken, 2 other weapons of choice, robes, 5 smoke grenades, travelling pack, 1 koku.

### **Noted School Members**

Tomiko -- She is perhaps the most feared assassin in the empire. She is whispered of in dark rooms and used as threats by the most powerful. She is said to be capable of killing with but a touch and has the ability to be anyone.

### **Nemuranai**

This school has no items of note, not believing in the necessity of magical items to perform that which the human body can do.

### **Shinobi Spells**

The Shugenja of the ninja clans have developed some rather unique spells for their agents in the many hundreds of years of their existence. These spells are usable only by the Shinobi-Shugenja and are jealously guarded. If anyone were to learn them, he would be killed, as would the Shinobi-Shugenja that taught him.

The following spells are Shinobi only and are detailed in the New Spells pages.

Face Blur

False Tracks

Find Direction

Lesser Distraction

Greater Distraction

Deepen Shadows

Featherfoot

Improved Featherfoot

Age to Destruction

Detect Living

Improved Mirror Image

Shadowform