

# Mark of the Ninja

In a nondescript, gothic and dark future of the world, there are ninjas, and those who hunt them. Are you strong-willed enough to venture into the cold darkness, where a knife waits for your blood? Are you quiet enough to hear the wingbeat of the butterfly in autumn?

To help you on your quest...

## Your Starting Budget: +1000cp!

### Changelog

v.2 1/6/15

Clarified Secret Origin Rules

Added costs to Backgrounds. Drop-in = Free. Ninja, Rebe, Security and Secret all costs 100cp

### Choose your Age and Origin!

Roll 1d8+ 20 to determine your age! Your gender is the same as the previous jump, and you set change both for 50cp.

**Warning:** There is a Fifth Origin that will be detailed at the bottom of the document- do not scroll that far down unless you're willing to entertain spoilers for a great game!

### Drop-in - Free!

Whelp, you're basically dropped in cold without any friends or connections. You have local identification and a place to stay for a year, but not much else. **You begin the jump in your choice of New York City or Tokyo, Japan.**

- + No extra mental baggage!
- You have no idea what's going on and there are *ninjas* out there man!

### Rebel - 100cp

You belong to a secretive group based in the deserts of the middle-east, jealously guarding their traditions and the thinning trade networks that were their lifeblood in the earlier centuries. The modern world is rapidly leaving you and your people behind- what will you do? **You begin your jump somewhere in the undeveloped Middle East.**

- + You have an incredible knowledge of traps and desert survival, and you're really tight with your friends. If you can't depend on them, who can you trust?
- + You have a knack for dialects instead of learning a language, and can always find the right loanwords to get your meaning across.
- People tend to confuse you for a terrorist, which sucks.
- Your home is really really harsh, lacking water or much of anything else. You get by on salvaged equipment.

## Ninja - 100cp

Possibly a dying breed in these increasingly modern times, you belong to an ancient order of shadowy assassins, wielding great techniques and lost mystic arts. **You begin the jump in Tokyo, Japan.**

- + You're a Ninja!
- + You have a bunch of ninja friends.
- Your numbers are dwindling very fast, because ninjas can't block bullets.
- You're going to get really tired of haiku.

## Security - 100cp

You are one of the elite security teams tasked to defend the rich and powerful from assassins of any sort- including Ninjas. **You begin the jump in the employ of some rich European businessman, in a Ukrainian Castle.**

- + You have access to a wide variety of anti-ninja gear and training.
- + You have a steady job- and there are always job openings higher up, you just have to remember to mind the bloodstains...
- You are the first line of defense against killer assassins from the shadows.
- Your employers rarely respect you unless you are very visibly saving their lives. Even then they will ask you to lay down your life for theirs.

## Perks!

As usual, Perks are 50% for matching Origins, and all origins other than Drop-In get their first perk free.

### Drop-in

#### 100cp - Skin-Shedding Grace

The best way to avoid notice is to look like you belong. With this perk, you may steal clothes from someone and take their place- they'll fit well enough to pass a cursory inspection, and you have a talent for learning appropriate passcodes and habits. It's not a perfect disguise, but it's still a strong one.

#### 300cp - Fan of Blades

You are supremely dextrous, to the point that a subtle shift of a finger is enough to aim your attacks. In close combat, you may strike at multiple targets, one for each limb- you could fight two guards with one hand each, and not suffer for it.

Your ranged skills are what become truly impressive. You may launch handfuls of knives, shuriken, or multiple arrows with a single swing of your arm or drawn bowstring, and doing so does not detract from your accuracy.

#### 600cp - Stride the Shadows

Darkness is your ally- to the point that shadows embrace you like an old friend. When walking in darkness or cast shadows, you may flatten yourself into a patch of darkness. As long as there is a shadow connecting your pool of darkness to another, you can squeeze through the gap to another area- but when you stop moving, it must be in a place that could contain your real form.

This perk allows you to sneak through keyholes, hide in a guard's shadow, and so on. If light suddenly reveals you though, you'll be stunned for two-seconds. This shadow form automatically fails in combat, revealing you in the nearest space that can hold you.

## **Rebel**

### **100cp - Hostile Wind King**

With a bit of improvisation, you can defeat even the most obnoxious hazards. A bit of cloth around your face can stop wind or gas, and you know how to maneuver through countless obstacles. This perk ensures you can always improvise a way past an obstacle like fire, water, weather and the like.

### **300cp - Cobblestone Huntsman**

Even in the modern world, you apply ancient techniques of warfare and game-hunting to your cause. With this perk, you may improvise noise-making traps or similar out of refuse, and with proper materials, you could fashion truly fiendish devices.

In both cases, you also have a deft-touch at defusing traps. Any trap you set you can walk through without triggering, and you can always attempt to defuse traps sets by others, though with no guarantee of success.

### **600cp - Sandstorm Rider**

You know how to ride the wind and surf the sand. This perk allows you to work with the environment. Strong winds make you run faster, and you can move through sand or soft soil almost as fast as you can run. Light gusts can let you jump several stories.

## **Ninja**

### **100cp - Still Reeds Senses**

Your sensory ability is phenomenal- you can hear footsteps or the jangling of gear and gauge how far or close someone is by sound alone. You also know how to walk and crawl without making a sound. Running landing and fighting still makes noise, however.

### **300cp - Snare and Hook Mastery**

You have a preternatural sense for nooks and crannies, vents that you can fit through or where the thickest shadows lie. With sufficient preparation and patience, you can ambush 'mooks' and similar rank-and-file foes, subduing them instantly and hiding their bodies without a sound.

### **600cp - Wave-Fighting Futility Stance**

In the unenviable event you are forced into direct combat, you have the training to endure. When unable to hide and locked in combat, you will spot the first opportunity to break away- if you take it, you will be able to retreat from close combat, convincing your foes to stand down from their alert state. Failing to retreat however means you have given up this benefit, and must contend with vigilant sentries.

## Security

### 100cp - Help's at Hand

The only thing worse than facing a ninja- or anyone really, is facing that ninja alone. This perk lets you shout or radio for reinforcements, and if there are any, they will arrive in about fifteen seconds. It's not that your allies move any faster- it was just that *someone* was close enough to hear you and hurry over.

### 300cp - Shank

The one friend who's never let you down is the knife at your side. With this perk, you always have a knife on hand for any job, combat or otherwise. It need not be the same knife, and people might wonder where you kept it, but you'll have it right when you need it.

As an added benefit, you can even draw a knife when your limbs are bound- and you won't drop it.

### 600cp - Unassailable Wall

Maybe because you're big, quick or just that good- it's incredibly difficult for people to maneuver around you, to the point that you almost seem to be everywhere at once in a fight.

With this perk, it is nearly impossible to be surrounded or have someone get into your blind-spot. You're not immune to ambushes, but if they happen, you are in a prime state to retaliate. You fight as if you have your back against a wall- without actually being against a wall.

If you are back to back with an ally, they gain the benefits of this perk as well.

## Gear!

### Drop-in

#### 50cp - Stagehand's Outfit (Free with Drop-in)

This is totally not ninja clothing- you're just a black-garbed stagehand, and the audience is supposed to think you're invisible until you draw a sword and kill someone.

More seriously, this outfit allows you to blend into 'invisible' populations, like workers, garbagemen and cooks. The moment you break character however, people recognize you for whatever you are.

#### 100cp - Ninjato (Discount Drop-in)

This is a short, straight-bladed sword with a square crossguard and a slightly longer scabbard than the blade's actual length. You can store shuriken, caltrops or other small tools in the scabbard, as well as blinding powders or other substances.

Amusingly, this blade is so strong and sharp, it can cut through steel with sufficient strength, and never needs sharpening.

#### 200cp - Scarf (Discount Drop-in)

You have a scarf that may or may not be outlandishly long, but it always billows dramatically and never catches on anything. It can optionally also be a brilliant color or elaborate pattern, but neither will make it easier to spot you.

In fact, this scarf is special- by pressing up against a wall or object, you can draw the scarf around you and it will instantly create camouflage to match whatever you're cuddled up against. If pressed against a

dumpster, you'll look (and smell) like refuse. Next to a brick wall- now you look like a piece of the building facade.

This concealment takes about 2 seconds, and you can't move and hide.

## **Rebel**

### **50cp - Wayfarer's Garb (Free with Rebel)**

You have a change of often-patched but lovingly maintained clothes with a unique quality of conveying to people that you are an everyman or woman. Other towns or cultures will treat you as a very distant relation, easing the transition from stranger to friend or more.

### **100cp - AK-47 (Discount Rebel)**

It's rugged, cleans easy and has a legendary reputation- what more could you ask for? How about a glass-smooth action, and a streamlined profile that means the gun will never jam, nor fumble your reloads.

### **200cp - Demon Ink Flower Seed (Discount Rebel)**

This is a rare- and more importantly, healthy seed for the demon ink-plant. Something you and your fellows have guarded for centuries in ancient obligation to the Hisomu clan. The plant can only grow in arid, desert climates, and is very fragile. Attempting to cultivate this blossom will be an incredible challenge...

## **Ninja**

### **50cp - Basic Ninja Gear (Free with Ninja)**

You have the standard allotment of shuriken, kunai and caltrops, as well as the know-how to use them. You also know how to make more.

### **100cp - Advanced Ninja Gear (Discount Ninja)**

Unlike most gear options, you are explicitly allowed to purchase this multiple times, and can select different options, listed below. You also know how to make/breed more where applicable.

- Chain and Grapnel - You have several ten foot lengths of extremely lightweight and durable chain, with a very efficient grappling hook. You can use this to hook onto ledges, light posts, and and so on. It can also be used to hang the unconscious or deceased as a scare tactic. You can't make infinite amounts of chain, but you'll always have enough for maneuvering and psychological warfare.
- Exploding Kunai - These are like standard kunai, but they explode after three seconds! They're about as powerful as an anti-personnel grenade.
- Corpse-Devouring Beetles - These creatures when released will devour the nearest dead body, or light-weight obstacles like wooden doors or furniture.
- Light-Drinking Moths - These insects will rush towards a light source no bigger than a spot-light and render it dark for 20 seconds.

### **100-300cp - Demon Ink Tattoos (Discount Ninja)**

This is a creation of rare and terrible power, granting unique magic to those who bear the curse and sacrifice on their skin. A Demon Ink Tattoo is made from a rare poisonous flower, and is divided into three patterns. There are three tattoos, and each costs 100cp before discounts.

**Warning:** Everyone who has taken on the marks has died or worse- You risk this fate when purchasing these tattoos, but after the jump, this threat will be gone.

- One Mark - Focus: You may slow your perception of time down by half, allowing you to react faster, aim your shots and so on.
- Two Marks - Farsight: You may extend your perception out past your body to see through walls, with a range of approximately six meters. You must concentrate to do this however, meaning it's not very safe to use in combat.
- Three Marks - Serenity: With five seconds of concentration, you may teleport from one point to another in a parabolic arc, as if you were jumping.

Assuming you have appropriate materials, you know how to mix the ink and apply the tattoos as well.

## Security

### 50cp - Night Vision Goggles (Free with Security)

These are thermal vision goggles with a very low, sleek profile, so they're easy to wear and quite comfortable. They're only good at seeing heat though- cold things appear black or blue while hot things are red, yellow and white.

### 100cp - Security Gear (Discount Security)

Like Advanced Ninja Gear, this item actually encompasses several choices, and you can buy them for 100cp each before discounts.

- Tazers - pretty self explanatory, these are high quality tazer wands/guns
- Remote Cameras/Handheld screen- You have four WiFi enabled cameras, each about the size of a golf ball. They can be placed or mounted, but can't move on their own. You also have a flat-screen you can wear on your arm to tab through their views.
- Pistol, Rifle or Shotgun - standard examples of these firearms.
- Radio Headset - You have a hands free radio earpiece that can automatically connect to any other communications network you're a part of, so if you're a guard *somewhere*, you can talk to every guard with a radio, etc.

### 200cp - Close Combat Armor (Discount Security)

This advanced suite of combat upgrades grants you a distinct advantage in open combat. It is bullet resistant, but it is much more effective against knives, blades and shrapnel than proper military-grade weapons. The tradeoff is that it is supremely comfortable- you can wear it for days without much problem.

Beyond that, it protects you against biological, chemical and radiological hazards, to the point that you can handle twelve hours of sustained exposure before you need to clean the suit. Cleaning removes all contaminants no matter how insidious or permanent, even radiation.

You also have the schematics to make more.

## Drawbacks!

You may take any number of drawbacks, but you can only gain 600cp total.

### **+100cp - Pretentious phrases; Frustration affecting you; Would your end pain now?**

Clear speaking seems to be a lost art, to the point that everyone seems to say the most important things in haiku and nothing else. Expect delays as you try to parse their increasingly florid verse.

### **+100cp - Clumsy**

You're just not cut out for athleticism. If you're any kind of mobile person, expect to make a bit more noise than normal, and to be a bit more prone to stumbling. Sitting still is the safest thing for you, or taking it slow and easy.

### **+200cp - Squirming Shadows**

You suffer from some kind of delusional mania- at first it's very subtle- shadows seem to move, and you might hear distant voices. As the jump progresses, you'll start to lose minutes, hours of your day as you traverse mazes in your mind, attempting to find answers to impossible questions. Eventually you will live your life in a hallucinatory fugue, never quite sure what is real or not.

Every Mark you take from Demon Ink Tattoos increases the rate of mental imbalance by 25%, so three marks means you reach maximum delusion 75% faster.

### **+200cp - Raining Birds and Dogs**

Animal life seems to follow you around, conspiring to get between you and your objectives. Birds call out attention as you pass by, alerting sentries or tripping security systems. Dogs are a constant nuisance, either as scent-hunting trackers or just random pooches who bark at the shadows you happen to be hiding in.

For ninjas, this means stealth is more difficult. For guards and the like, it means many more false alarms.

### **+300cp - Hard Target**

There is a person you must protect or kill above all others. The choice is yours when taking this drawback, but expect the might of an multiple ninja clans or private military contractors to stand between you and your objective.

Even if you fail in protecting one subject, or succeed in killing a target, another will emerge shortly, and you will be compelled to protect or assassinate them as well.

### **+300cp - Grand Betrayal**

Something is wrong, and your allies no longer believe you're one of them. When taking this drawback, everyone who is part of your Origin now considers you an enemy. (In the case of Drop-In, this means pretty much The World.)

## **Ten Years Down...**

### **Go On**

You've completed your journey and headed home with all the powers, tools and companions you've earned thus far.

## **Stay**

It's a dirty, depressing world of assassins and subterfuge, and you think you could have some fun here, might as well stay!

## **Ninja Vanish!**

Nope, you're as ephemeral as smoke and just as hard to hold on to- you want to head on to another great adventure...

But wait... what is that down below? Are you sure you're seeing this?



## Secret Origin: Delusion of Reality - 100cp...

You have in fact taken the form of a delusional apparition- a split personality or some other sort of hallucination. Specifically, you are attached to one of the ninjas who have taken on the burden and sacrifice of the Demon-Ink Tattoos.

**Taking this origin means you have some Special Rules, but you can buy these perks regardless of origin. Discounts work as usual.**

### Special Rules:

1. You are intangible- the only person who can see and talk to you is the person who has the demon ink tattoos. You haven't lost any of your powers or skills, but they just won't work on anything except yourself. You haven't lost access to the Warehouse, but only you enter or exit for the duration of the jump.
2. Your host is a ninja, not necessarily the Hisomu Clan, but he or she has the first mark, granting Focus, and will likely receive the other marks over the next few months for free. **He (not unreasonably) has the Ninja Origin and 600cp to spend on perks and gear. Discounts Apply.**
3. Any gear you buy with *your* CP is given to your host first, but you get it at the end of the jump!
4. Under normal circumstances the demon ink tattoos *will* kill your host and partner- but if you've taken this origin, it's not normal circumstances.

You can safely assume that if your host cares for themselves, and you care for them, they will survive for ten years, even with three marks.

Therefore, your objective is to balance your involvement in the ninja's life- the more you whisper into their mind, the more erratic he might behave, leading to rash decisions. **By balancing interaction with your host, the harmful effects of the demon tattoos are alleviated and can even allow them to recover from some measure of the damage.**

Because of how the tattoos work, there is no way to fully cure the ninja of their hallucinations until the jump ends- most of the time the sacrificial champions die within a few months of taking on the marks. Just remember, if you do try to cure their insanity, you're technically trying to cure them of *you*.

Fortunately, your ninja-host is a valid subject for training and instruction. You cannot control or compel the ninja, but they tends to take your suggestions as if they were thoughts from their own mind.

To complete the jump, you must ensure the ninja survives ten years and is functional- that is to say, they can live *without* you. Once the ten years are up, you instantly manifest as a tangible being, and you can take the Ninja with you as a companion in future jumps.

## Delusion of Reality

### 100cp - Eyes and Ears Only

By spending an hour with someone in meditation, you can ensure that they are the only person who can see and hear you- to a point. Actions you take still create noise, like knocking over boxes or hitting a wall, but you and your selected partner can talk without risking alerting guards or having people overhear you.

Your partner can talk to you without alerting others, but if they try to include a third person in the conversation, they'll probably look a little crazy.

### **300cp - Presence Without Dispute**

You are the ultimate plus one. By selecting an individual to shadow, accompany, or otherwise attach yourself to, your presence in any setting, conversation, or what have you becomes just as appropriate as your partner. Partners are similarly affected, convinced you belong wherever they belong. You may be asked to leave for separate reasons, from rudeness to violence.

### **600cp - Unseen Information Veil**

You have a unique and highly specialized skill at cultivating illusions and convincing people to see things that aren't there. This has the obvious tactical uses such as confusing an opponent's senses and the like, but it also can be used for other means. In order to influence a someone, you must display something real to their senses, be it an image for sight, a sound for hearing, and so on.

Once you have made sensory contact, you can cast illusions over all five senses in order to confuse or convey information. For allies, you may send information to them in a form of augmented reality, creating an illusory heads-up display.

Illusions are obviously ghostly- extent of this influence is such that you cannot overwhelm their senses. A sufficiently strong-willed or alert person can notice the inherent weaknesses in your creations. Pain of any kind terminates the illusion completely.

These illusions last for five minutes, and can only be updated or refreshed by a new application of this talent.