

# NINJA Kit Mod

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(v0.1)

## Overview

The Ninja Kit Mod (v0.1) adds the Ninja kit to the world of Faerûn. This particular version of the Ninja draws its main source of inspiration from the rulebook *Oriental Adventures* of the D&D 3rd Edition rules. Many of the HLAs created for the kit, used in BG2:EE, take their inspiration from a variety of sources. Overall I hope playing the Ninja kit adds an interesting and unique experience for players.

## Compatibility

The Ninja Kit Mod (v0.1) is designed to work with the Enhanced Editions (BG:EE, BG2:EE, IWD:EE). The Ninja Kit relies on many of the new added features introduced by the Enhanced Editions and is incompatible with the original games. The Ninja Kit Mod should work fine with any WeiDU mod.

Currently available languages:

- English

## Ninja Kit Description

**NINJA:** While some Ninja are little more than assassins, true Ninja's are masters of exotic weapons, tools of stealth, and strange ki powers. Ninja's are members of a secretive Ninja clan, the head of which holds absolute authority over the Ninja's life and death. They are sworn to secrecy to protect the identities of their clan members and must never reveal that they are Ninja. Despite their inclination to evil, Ninja believe strongly in a code of honor, and risk offending their family (and earning a death sentence) if they break that code of honor.

Advantages:

- Exotic Weapons: The Ninja may Specialise (two slots) in Katana, Wakizashi, Ninja-To, Scimitar, Shuriken and Dart. The Ninja may be proficient (one slot) in Long Sword, Short Sword, Dagger, Club, Crossbow, Short Bow and Sling. Additionally, the Ninja may attain mastery (three slots) in Two Weapon Style and can become specialized (two slots) in Single Weapon Style.
- May use the Poison Weapon ability once per day. Gains one use at level 1, one use at level 10, and an additional use every 10 levels thereafter.

**POISON WEAPON:** Each successful hit within the next 5 rounds will inject poison into the target, dealing an extra 2 points of damage per second with no Saving Throw (up to a maximum of 12 points of damage per hit). Moreover, if the target fails a Saving Throw vs. Poison, he will suffer 1 additional point of damage per round for 4 rounds.

- 2nd level: Gains the Evasion ability.

**EVASION:** At 2nd level, Ninja gain the power to evade effects that would normally hurt other characters. Whenever a Ninja is hit by a spell that can be evaded (Fireball, Lightning Bolt, etc.), the Ninja is allowed a saving throw vs. breath to completely avoid the effects of the spell. If the saving throw is failed, then the spell works normally, including a save for half damage if the spell allows for it. Evasion improves as the Ninja goes up in level, giving him bonuses to the saving throw vs. breath (for Evasion purposes only). Keep in mind that Ninja

cannot evade their own effects, so mage/thieves should think twice before throwing a fireball at their feet. Furthermore, a helpless Ninja (i.e. under the effects of Hold Person) cannot use Evasion.

- Level 4: May use the Vanishing Trick ability once per day. Gains one use at level 4, one use at level 8, and an additional use at level 12.

**VANISHING TRICK:** As a swift action, the Ninja can disappear for 1 round per level. This ability functions as invisibility.

- Level 6: May use the Ki Charge ability once per day. The Ninja gains one use at level 6, an additional use at level 12 and a final use at level 18.

**KI CHARGE:** A Ninja with this ability can invest a portion of her ki into a single thrown weapon, such as a shuriken or throwing knife, and throw it as a standard action. The thrown weapon explodes on impact in a 10-foot burst, dealing 1d8 points of fire damage plus 1d8 points of fire damage for every four levels of the Ninja above 2nd, to a maximum 7d8 at 30th level. Creatures caught in the blast receive a save vs. spell to halve the damage.

- Level 7: May use the Thousand Faces ability once per day.

**A THOUSAND FACES:** A Ninja gains the ability to alter her appearance at will. For 1 turn, the character alters her physical appearance, gains +2 to all saving throws, and is immune to backstab.

- Level 8: Immunity to all poisons.

- Level 9: Immunity to charm magic

- Level 10: May use the Abundant Step ability once per day.

**ABUNDANT STEP:** A Ninja of 10th level can slip magically between spaces, as per the spell dimension door, once per day.

Disadvantages:

- -1 to backstab multiplier compared to an un-kitted Thief:

Level 1-5: x1 (no multiplier)

Level 6-10: x2

Level 11-15: x3

Level 16+: x4

- Sneak attacks (if 3E Sneak Attack is enabled) progress at a slower rate:

Level 1-5: +1d6

Level 6-10: +2d6

Level 11-15: +3d6

Improves by +1d6 every 5 levels, up to +6d6 at level 30

- Crippling strikes (if 3E Sneak Attack is enabled) progress at a slower rate:

Level 6-11: -1 to target's hit and damage rolls

Level 12-17: -2 to target's hit and damage rolls

Level 18-23: -3 to target's hit and damage rolls

Level 24-29: -4 to target's hit and damage rolls

Level 30: -5 to target's hit and damage rolls

- May only distribute 15 skill points per level (30 at level 1) among thieving skills.

- May not use the Set Snare ability.

## High Level Abilities

The Ninja has a tiered HLA table with three paths to choose from. The three paths the Ninja may choose from focus on melee, ranged or shadow magic abilities. Choosing the third tier ability in either the melee or ranged path will exclude the Ninja from progressing any further in the other. All Ninja may progress to the highest tier in shadow magic.

### Melee Path



#### *Pressure Points*

A Ninja with this ability can strike at an opponent's vital pressure points, causing a variety of different ailments. This ability modifies the Ninja's sneak attack for 1 round. The target has a 20% chance to be inflicted with one of the five following effects:

- Stunned for 1 round
- Silenced for 3 rounds
- Confused for 3 rounds
- Blinded for 4 rounds
- Deafened for 4 rounds

There is no saving throw; the effects are instantaneous and last for the duration specified or until dispelled



#### *Vampiric Strike*

Striking from the shadows the Ninja thrusts her blade into the foe, siphoning away the enemy's ki spirit, using it to bolster her own. A successful sneak attack in the first round will permanently drain 2 levels from the victim. Additionally, vampiric strike drains 1d6 hit points from the target for every 5 levels of the Ninja, up to 6d6 hit points at level 30. These hit points are added to the Ninja's current hit points, with any hit points over the caster's normal maximum treated as temporary additional hit points. The temporary hit points last for 5 turns.

Requires: *Pressure Points*



#### *Martial Prowess*

A Ninja who focuses on further developing their martial arts and weapon technique concentrates on agility and power. By further honing their martial arts a Ninja becomes more formidable in battle. Choosing this ability grants the Ninja the following permanent bonuses:

- Additional Attack per Round: +1
- Critical Hit Bonus: +2
- Melee Thaco Bonus: +2
- Maximum Hit Point Bonus: +10

Note: Choosing this ability excludes the Ninja from obtaining higher tier ranged abilities.

Requires: *Vampiric Strike*



*Crescent Rime Slash*

With the Crescent Rime Slash ability, the Ninja gains the permanent ability to unleash a series of frigid slashes against her enemies. Once selected all melee attacks, which strike their target, have a 10% chance of unleashing a series of freezing crescent slashes. All enemies caught within the area of effect suffer 1d6 of cold damage for every five levels of the Ninja, to a maximum 6d6 at level 30.

Requires: *Martial Prowess*



*Mark of the Ninja*

The Ninja becomes a master of the martial arts. She can, as a standard action, brand herself with the mark of her clan temporarily gaining supernatural abilities. The Ninja gains either Mark of the Golden Dragon or Mark of the Shadow Viper. The ability granted depends upon the alignment of the Ninja.

Requires: *Crescent Rime Slash*



*Mark of the Golden Dragon*

Level: Quest

Range: 0

Duration: 5 rounds

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

Once gained the master Ninja calls upon the power of the golden dragon and imprints a mark upon her chest. Once invoked all melee attacks made by the Ninja inflict 3d6 fire damage. Additionally, all melee attacks lower the magic and fire resistance of the opponent by 15% for 30 seconds, no save, this effect is cumulative. Like the breath attack of a golden dragon any enemy struck has their strength and armor class lowered by 3 for 30 seconds, no save, this effect is cumulative. Finally, the Ninja gains +50% resistance to fire damage.

Evil-aligned characters cannot cast this spell.



*Mark of the Shadow Viper*

Level: Quest

Range: 0

Duration: 5 rounds

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

Once gained the master Ninja calls upon the insidious power of the shadow viper and imprints a mark upon her chest. Once invoked all melee attacks made by the Ninja inflict 3d6 acid damage. For every 3 levels the Ninja has attained the acid lasts 1 round more dealing an additional 2d4 acid damage each round. Additionally, all melee attacks lower the magic and acid resistance of the opponent by 15% for 30 seconds, no save, this effect is cumulative. All successful melee attacks also drain 2 memorized spells from the target, no save. Finally, the Ninja gains +50% resistance to acid damage.

Good or neutral-aligned characters cannot cast this spell.

## *Ranged Path*



*Bola Snare*

Level: Quest

Range: Visual range of the Ninja

Casting Time: 1

Area of Effect: 1 creature

With this ability the Ninja hurls a bola at a target. The Bola automatically hits, inflicting 1d6 points of crushing damage, plus 2 points of damage for every 2 levels the Ninja has reached (maximum damage is 1d6+20); for example, a 26th-level Ninja would inflict 1d6+13 damage with Bola Snare. The Bola has a 70% chance of holding the target fast and causing them to become entangled for 8 seconds (no save). Additionally, the target is slowed for 12 seconds regardless of whether they are entangled (no save).



*Flurry of Shurikens*

Level: Quest

Range: 25

Duration: Instant

Casting Time: 2

Area of Effect: 41-ft. cone with 60-deg. arc

Saving Throw: 1/2

A Ninja with this ability releases a cone-shaped fan of shurikens at her enemies, doing 1d3 points of piercing damage per level of the caster, to a maximum of 30d3 points of damage. Enemies caught in the area of effect are allowed a Save vs. Spell for half damage.

Requires: *Bola Snare*



*Well Practiced Aim*

A Ninja with this ability chooses to specialize in ranged combat techniques. Further developing techniques of ancient masters this ability grants the Ninja the following permanent bonuses:

- Missile Damage Bonus: +6
- Missile Thaco Bonus: +6
- Armor Class Bonus vs. Missiles: +6

Note: Choosing this ability excludes the Ninja from obtaining higher tier melee abilities.

Requires: *Flurry of Shurikens*



*Incendiary Boomerang*

Level: Quest

Range: 70 ft.

Duration: Instant

Casting Time: 2

Area of Effect: Path of boomerang

Saving Throw: 1/2

Upon casting this spell, the Ninja channels her ki and releases a powerful boomerang composed of pure flame that inflicts 1d4 points of damage per level of the caster (maximum damage of 15d4) to each enemy within its area of effect. A successful Saving Throw vs. Spell reduces this damage to half. If the boomerang intersects with a wall, it will bounce once and return to strike additional foes. For every 10 levels the Ninja attains she may release an additional boomerang simultaneously (maximum 3 boomerangs).

This spell will not harm party members.

Requires: *Well Practiced Aim*



*Swift Flick Technique*

When a Ninja chooses this ability she attains mastery with her ranged abilities. Channeling her ki allows the Ninja to swiftly flick a hail of projectiles at her foes with supernatural clarity. This ability grants the Ninja a permanent 10% chance upon a successful ranged attack to set her number of attacks to 10 for one round. This ability requires the utmost

concentration from the Ninja. Once Swift Flick Technique is triggered, the Ninja can do little more than throw projectiles, she is anchored and may not move for the duration.

Note: this ability may not be triggered more than once every 3 rounds.

Requires: *Incendiary Boomerang*

## Shadow Magic Path



*Shadow Clone*

Level: Quest

Range: 0

Duration: 3 rounds/level

Casting Time: Instant

Area of Effect: 6-ft. radius

Saving Throw: None

The Ninja can create 2d8 shadowy duplicates of herself that conceal her true location. This ability functions as mirror image, using the Ninja's level as her caster level. When an image is struck by a melee or missile attack, magical or otherwise, it disappears, but any other existing images remain intact until struck. The images shift from round to round so that an enemy must first hit every image before being able to hit the Ninja.



*Smoke Bomb*

Level: Quest

Range: 20 ft.

Duration: 3 rounds

Casting Time: 1

Area of Effect: 15-ft. radius

Saving Throw: None

With this ability a Ninja throws a smoke bomb at the area of her choosing. A clever Ninja will use this technique to sneak up on foes to launch devastating attacks. Or alternatively, a Ninja might use this ability to disappear and make a hasty retreat. Every round an affected enemy lingers in the smoke they are rendered blind and slowed to a stagger, no save. Additionally, a Ninja or her allies, entering the smoke disappears, per the invisibility spell. The Ninja remains invisible every round she remains in the smoke cloud.

Requires: *Shadow Clone*



### *Shadow Mastery*

A master Ninja who focuses on shadow magic begins to develop attributes from their pact with the shadow plane. Choosing this ability grants the Ninja the following permanent bonuses:

- Movement Rate Bonus: +2
- Hide in Shadows Bonus: +25%
- Move Silently Bonus: +25%
- Non-Detection
- Darkvision

Requires: *Smoke Bomb*



### *Shadow Split*

Level: Quest

Range: 0

Duration: 2 turns

Casting Time: 2

Area of Effect: Special

Saving Throw: None

A Ninja with this ability can create an illusory double of herself. This ability creates an almost exact duplicate of the Ninja for 2 turns. The duplicate is created at 60% of the level at which the Ninja is currently on. It has all the abilities that the Ninja would have at that level. It also has 60% of the Hit Points of the Ninja. The duplicate is fully under the control of the Ninja.

Requires: *Shadow Mastery*



### *Shadow Slip*

Level: Quest

Range: 500 (feet)

Duration: Instant

Casting Time: Instant

Area of Effect: The caster

Saving Throw: None

A Ninja who masters shadow magic can slip instantly through the shadow plane to a destination of her choosing. A cunning Ninja will use this powerful ability to launch devastating surprise attacks against her foes or alternatively to disappear from danger at a moments notice. Passing through the shadow plane cleanses the Ninja's aura for but a second allowing her to use a subsequent ability when she reappears. Additionally, the Ninja is rendered invisible, per the improved invisibility spell, at the point of arrival.



Requires: *Shadow Split*

## Credits

This mod was created by Silversnuff. If you would like to ask questions, critique the mod or have some suggestions these can be posted on the mods Baldur's Gate forums.

## Acknowledgements

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- Blender
- Adobe Photoshop
- EEKeeper by Aaron O'Neil

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## Changes

Release v0.1:

- Initial release