

## Ninjas & Superspies® Skills Table

Blue = Secondary Skill

### Communications

Cryptography (30%+5%)  
Electronic Countermeasures (45%+5%)  
Laser Communications (40%+5%)  
Microwave Communications (40%+5%)  
Optic Systems (50%+5%)  
Radar/Sonar Operation (45%+5%)  
Radio: Basic (50%+5%)  
Radio: Scramblers (40%+5%)  
Radio: Satellite Relay (25%+5%)  
Surveillance Systems (40%+5%)  
    Bonus: +3% with *Photography*  
    Bonus: +5% with *Prowl*  
    Bonus: +4% with *Investigative*  
    Req: *Basic Electronics* OR *Electrical Engineering*  
Telephone Networks (40%+5%)  
T.V./Video (40%+5%)  
    Bonus: +10% if taken twice

### Computers

Computer Operation (60%+5%)  
Computer Operation (45%+5%)  
Computer Networks (55%+5%)  
Computer Programming (45%+5%)  
    Req: *Computer Operation*  
Supercomputers (25%+5%)

### Cultural

Bonsai (65%+4%)  
Calligraphy (35%+5%)  
Cook (50%+6%)  
Dance (40%+6%)  
Desert Survival (50%+5%)  
Fishing (60%+5%)  
Floral Arrangement (*Ikebana*) (30%+3%)  
Gardening (50%+3%)  
Go (30%+5%)  
Mountaineering (40%+5%)  
Poetry (*Haiku*) (50%+5%)  
Sewing (40%+5%)  
Sing (40%+5%)  
Spelunking (55%+5%)  
Sports (30%+5%)  
    Bonus: +1 *Roll w/Impact*, +2D4 S.D.C

### Electrical

Basic Electronics (40%+5%)  
Circuit Board Micro-Electronics (55%+5%)  
Computer Repair (40%+5%)  
Electrical Engineer (45%+5%)  
    Bonus: +10% with *Surveillance Systems*

### Espionage/Military

Concealment (20%+5%)  
Detect Ambushes (40%+5%)  
Detect Concealment (30%+5%)  
Disguise (40%+5%)  
Escape Artist (30%+5%)  
Escape Artist (20%+5%)  
Forgery (30%+5%)  
Forgery (20%+5%)  
Hojo-Jutsu (30%+5%)  
Imitate Voice (45%+5%)  
Impersonation (40%/20%+4%)  
Interrogation (40%+5%)  
Land Navigation (40%+4%)  
Land Navigation (30%+4%)  
Marxism-Leninism-Maoism (60%+6%)  
Microfilm/Microfiche/Microdot (40%+4%)  
Palming (25%+5%)  
    Bonus: +5% to *Pick Pockets*  
Picking Locks (35%+5%)  
Picking Locks (25%+5%)  
Pick Pockets (30%+5%)  
Pick Pockets (20%+5%)  
Safe-Cracking (50%+2%)  
Sniper  
    Bonus: +2 to *Strike*  
Tracking (30%+5%)  
Wilderness Survival (40%+5%)  
Wilderness Survival (30%+5%)

### Mechanical

Aircraft Mechanics (45%+3%)  
Automotive Mechanics (50%+3%)  
Automotive Mechanics (40%+3%)  
Basic Mechanics (40%+4%)  
Basic Mechanics (30%+4%)

Helicopter Mechanics (30%/20%+5%)  
Jet Aircraft Mechanics (30%/20%+5%)  
Locksmith (25%+5%)  
    Bonus: +5% with *Basic Electronics*  
Mechanical Engineer (45%+5%)  
    Bonus: +5% to *Locksmith*  
    Bonus: +5% to *Surveillance Systems*

### Medical

Criminal Science & Forensics (35%+5%)  
    Req: *Biology*, *Chemistry*, *Chemistry: Analytical*,  
    *Mathematics: Basic*  
First Aid (50%+5%)  
First Aid (40%+5%)  
Paramedic (50%+6%)  
Plastic Surgery (60%+6%)  
Medical Doctor (70%/60%+3%)  
Pathology (45%+5%)  
    Req: *Chemistry*

### Military

Aircraft Armor and Weaponry (40%+4%)  
Armorer (55%+5%)  
Demolitions (60%+3%)  
Demolitions Disposal (60%+3%)  
Military Intelligence (42%+4%)  
Pilot: Tank (50%+4%)  
W.P. Artillery  
    Bonus: +1 to *Strike* at levels 1,4,7,10,14  
W.P. Assault Rifle  
    Bonus: +1 to *Strike* at levels 1,4,7,10,14  
W.P. Flame Thrower  
    Bonus: +1 to *Strike* at levels 1,4,7,10,14  
W.P. Grenade  
    Bonus: +1 to *Strike* at levels 1,4,7,10,14  
W.P. Grenade Launcher  
    Bonus: +1 to *Strike* at levels 1,4,7,10,14  
W.P. Infantry Missiles  
    Bonus: +1 to *Strike* at levels 1,4,7,10,14  
W.P. Mortar  
    Bonus: +1 to *Strike* at levels 1,4,7,10,14  
W.P. Vehicle Mounted Weapons  
    Bonus: +1 to *Strike* at levels 1,4,7,10,14

# Ninjas & Superspies® Skills Table

Blue = Secondary Skill

## Physical

### Acrobatics

Bonus: +2 *Roll w/Impact*, +1 P.S., +1D4 P.P., +1 P.E., +1D6 S.D.C.  
Sense of Balance (60%+5%)  
Walk Tightrope/High Wire (60%+5%)  
Climb Rope (80%+2%)  
Back Flip (60%+5%)  
Bonus: +15% to *Climbing* OR *Climbing* (40%+4%)  
Bonus: +10% to *Prowl* OR *Prowl* (30%+5%)

### Athletics (General)

Bonus: +1 *Parry*, +1 *Dodge*, +1 *Roll w/Impact*, +1 P.S., +1D4 Spd, +1D8 S.D.C.

### Body Building & Weightlifting

Bonus: +2 P.S., +10 S.D.C

### Boxing

Bonus: +1 *Attack per Melee*, +2 *Parry*, +2 *Dodge*, +2 *Roll w/Impact*, +1D4 P.S., +3D6 S.D.C.

### Climbing (50%/30%+8%/5%)

Bonus: +1 P.S., +1 P.E., +1D6 S.D.C.

### Gymnastics (varies)

Bonus: +3 *Roll w/Impact*, +2 P.S., +1D4 P.P., +1 P.E., +3D6 S.D.C.  
Sense of Balance (50%+5%)  
Climb Rope (70%+2%)  
Back Flip (70%+8%)  
Bonus: +10% to *Climbing* OR *Climbing* (20%+6%)  
Bonus: *Prowl* (30%+5%)

### Prowl (46%+4%)

### Running

Bonus: +1 P.E., +4D4 Spd, +1D6 S.D.C.

### Swimming (50%+8%)

### S.C.U.B.A. (50%+5%)

Bonus: +2 *Dodge (underwater)*, +3D4 Spd. (swimming), +1D6 S.D.C.

### Wrestling

Bonus: +2 *Roll w/Impact*, +2 P.S., +1 P.E., +4D6 S.D.C.  
*Body Block/Tackle* (1D4 damage), *Pin/Incapacitate* on 18+, *Crush/Squeeze* (1D4 damage)

## Pilot, Basic

Airplane (70%+4%)

Airplane (60%+4%)

Automobile (90%/82%+3%/+4%)

Automobile (90%/82%+3%/+4%)

Automobile: Professional Race Car (60%+5%)

Boat: Motor, Race & Hydrofoil Types (60%+4%)

Boat: Motor, Race & Hydrofoil Types (50%+4%)

Boat: Sail Types (60%+4%)

Boat: Sail Types (50%+4%)

Commercial Vehicles (40%+3%)

Freight Hauler (40%+3%)

Freight Hauler (37%+3%)

Heavy Machinery (40%+3%)

Motorcycle (60%+4%)

Bonus: +2 to *Dodge*

Motorcycle (50%+4%)

Bonus: +2 to *Dodge*

Offensive Driving (30%+5%)

Truck (60%+4%)

Truck (50%+4%)

Submarines (50%+4%)

## Pilot, Advanced

Air-to-Air Combat (10%+2% to Pilot skill)

Basic Helicopter (60%+4%)

Basic Helicopter (50%+4%)

Combat Helicopter (52%+4%)

Fighter Jet (50%+4%)

Jet (60%+4%)

## Pilot Related Skills

Aerial Navigation (30%+5%)

Instrument Rating (30%+5%)

Navigation (60%+5%)

Navigation (50%+5%)

Orbital and Interplanetary Navigation (35%+5%)

Read Sensory Equipment (40%+5%)

Read Sensory Equipment (30%+5%)

Weapon Systems (50%+2%)

Bonus: +2 to *Strike*

## Science Skills

Astrophysics (30%+5%)

Req: *Mathematics Basic*, *Mathematics: Advanced*

Biology (40%+5%)

Botany (40%+5%)

Chemistry (50%+5%)

Chemistry: Analytical (45%+5%)

Req: *Mathematics: Basic*, *Mathematics: Advanced*

Mathematics: Basic (80%+2%)

Mathematics: Advanced (64%+4%)

## Technical Skills

Art (40%+4%)

Art (30%+4%)

Language (55%+5%)

Language (45%+5%)

Photography (50%+5%)

Photography (40%+5%)

Research (50%+5%)

Role-Playing Game Design (32%+4%)

Bonus: +1 P.E.

Writing (34%+4%)

Writing (24%+4%)

## Temple Philosophies and Skills

Begging (30%+2%)

Fasting (54%+4%)

Geomancy (15%+5%)

Philosophies (80%+2%)

**Weapon Proficiencies - Ancient**

**W.P. Bow**

Bonus: +1 to *Strike* at levels 1,2,3,5,8,9,11,13,15  
 Bonus: +1 to *Strike when thrown* at levels 5,8,12

**W.P. Blunt**

Bonus: +1 to *Strike* at levels 1,3,5,8,11,14  
 Bonus: +1 to *Parry* at levels 2,6,9,12,15  
 Bonus: +1 to *Strike when thrown* at levels 4,7,10,13

**W.P. Chain**

Bonus: +1 to *Strike* at levels 1,3,5,8,11,14  
 Bonus: +1 to *Parry* at levels 4,7,10,13  
 Bonus: +1 to *Strike when thrown* at levels 6,12  
 Bonus: +1 to *Entangle* at levels 1,3,5,8,11,14

**W.P. Crossbow**

Bonus: +1 to *Strike* at levels 2,4,6,8,10,12,14

**W.P. Forked**

Bonus: +1 to *Strike* at levels 1,3,5,7,19,12,15  
 Bonus: +1 to *Parry* at levels 5,9,13  
 Bonus: +2 to *Entangle* at level 1  
 Bonus: +1 to *Entangle* at levels 4,6,8,10,12,14  
 Bonus: +1 to *Strike when thrown* at levels 3,7,11,15

**W.P. Knife**

Bonus: +1 to *Strike* at levels 2,4,7,10,13  
 Bonus: +1 to *Parry* at levels 3,5,8,11,14  
 Bonus: +1 to *Strike when thrown* at levels 1,2,4,6,9,11,13,15

**W.P. Paired Weapons**

**W.P. Staff**

Bonus: +1 to *Strike* at levels 1,4,7,10,14  
 Bonus: +1 to *Parry* at levels 1,2,4,6,8,10,12,14  
 Bonus: +1 to *Strike when thrown* at levels 3,5,9,11,15

**W.P. Large Sword**

Bonus: +1 to *Strike* at levels 1,3,6,9,12,15  
 Bonus: +1 to *Parry* at levels 2,3,5,7,9,11,14  
 Bonus: +1 to *Strike when thrown* at levels 5,10,14

**W.P. Short Sword**

Bonus: +1 to *Strike* at levels 1,3,6,9,12,15  
 Bonus: +1 to *Parry* at levels 1,4,7,11,14  
 Bonus: +1 to *Strike when thrown* at levels 2,6,10,13

**W.P. Slingshot**

Bonus: +1 to *Strike when thrown* at levels 1,2,4,6,8,10,12,15

**W.P. Small Thrown Weapons**

Bonus: +1 to *Strike when thrown* at levels 4,7,10,13

**W.P. Spear**

Bonus: +1 to *Strike* at levels 1,4,7,10,13  
 Bonus: +1 to *Parry* at levels 1,3,6,9,12,15  
 Bonus: +1 to *Strike when thrown* at levels 2,5,8,11,14

**Weapon Proficiencies - Modern**

**W.P. Black Powder**

Bonus: +1 to *Strike* at levels 1,4,7,10,14

**W.P. Pistol**

Bonus: +1 to *Strike* at levels 1,4,7,10,14

**W.P. Rifle/Shotgun**

Bonus: +1 to *Strike* at levels 1,4,7,10,14

**W.P. Full-Sized Machinegun**

Bonus: +1 to *Strike* at levels 1,4,7,10,14

**W.P. Submachine-Gun**

Bonus: +1 to *Strike* at levels 1,4,7,10,14

**W.P. Energy Weapons**

Bonus: +1 to *Strike* at levels 1,4,7,10,14