

Supply Drop

Shinobi need to be familiar with a lot of different tools. Beyond weapons and armor, shinobi rely on tools like air supplies, protective goggles, smoke bombs, and recorders to pull off their missions. In this supply drop, you'll find the information on a wealth of the weapons, outfits, poisons, and tools your Agent has access to through the Shadow Scar Agency. Let's start with weapons.

Traits

Most weapons have Traits, special rules that change the way you can use the weapon or add some capability to it. There is no limit on how many Weapon Traits a weapon can have, but most weapons have two or three Traits. Below, you can find a list of all the Traits.

Ammunition (X)

This weapon requires ammunition. The number in parenthesis is the number of times the weapon can be used before you must take an Item Action to reload it. Items marked with Ammunition (Quick) do not require an Item Action to reload.

Concealable

This weapon can be concealed under a cloak or jacket and can only be found by physically searching the wielder.

Defensive

When you take the Defend Action with this weapon, you gain a +2 Bonus instead of a +1 Bonus.

Grappling

This weapon can be used to make Grapple and Disarm Attacks against targets within range. Additionally, this weapon grants a +1 Bonus to Athletics Checks made to climb or traverse obstacles.

Harmless

When you make a Strike with this weapon, you deal no Damage and leave no visible wounds.

Heavy Strike

Characters attempting to block Attacks made with this weapon take a -2 Penalty to their Melee Check.

Highly Concealable

This weapon can be concealed under any clothing and can only be found by physically searching the wielder.

Loud

When you use this weapon to make an Attack, it creates a loud sound, alerting anyone in the area.

Parrying

When you use this weapon to block an Attack, the attacker takes a -1 Penalty to their next Attack Check against you.

Precise

When you take the Aim Action with this weapon, you do not take a Penalty to make the subsequent attack Check.

Reach

This weapon can be used to make Melee Attacks against characters within 15 ft. of you as if you were adjacent to them.

Rending

When you use this weapon to make a Strike against a piece of Cover or an object, you deal an additional 2 Points of Damage.

Scattershot

When you use this weapon to make a Strike, all characters in a 15ft Radius Area within the range of this weapon must make Athletics Checks against your Marksmanship Check or take damage.

Spreadshot

When you use this weapon to make a Strike, all characters in a 10ft Radius Area adjacent to you must make Athletics Checks against your Marksmanship Check or take damage.

Twin Weapon

This weapon is treated as two separate weapons for dual wielding, allowing you to make two Attacks with a single Attack Action.

Two-Handed

This weapon can only be used if the wielder has two free hands.

Unrelenting

Characters defending against this weapon cannot use the Melee skill to block the attack.

Weapons



Axe	2 Damage	Melee Range	Concealable, Rending	2 RP
Crossbow	4 Damage	200ft Range	Ammunition (Quick), Precise, Two-Handed	3 RP
Dart Gun	0 Damage	50ft Range	Ammunition (Quick), Harmless, Highly Concealable, Two-Handed	1 RP
Halberd	4 Damage	Melee Range	Reach, Rending, Two-Handed	3 RP
Pistol	3 Damage	100ft Range	Ammunition (6), Highly Concealable, Loud, Unrelenting	3 RP
Shotgun	3 Damage	15ft Range	Ammunition (6), Loud, Spreadshot, Two- Handed, Unrelenting	4 RP
Spear	4 Damage	Melee Range	Precise, Reach, Two-Handed	3 RP
Submachinegun	3 Damage	50ft Range	Ammunition (6), Loud, Scattershot, Two-Handed, Unrelenting	4 RP
Sword	2 Damage	Melee Range	Concealable, Parrying	2 RP
Whip	1 Damage	Melee Range	Highly Concealable, Grappling, Reach	1 RP

Ammunition



At the beginning of a mission, every weapon that uses ammunition is assumed to have 12 units of ammunition. Additional ammunition can be requisitioned in lots of 12, which have a Cost of 1 and are Highly Concealable.

Outfits



Armor (2 RP)

A set of thin metal armor pieces that can be concealed beneath clothing. If a character takes Damage while wearing a set of armor, they reduce that Damage by 1 Point.

Atmosphere Suit (2 RP)

This suit comes with a visored helmet, a vernier thruster pack, and a pair of magnetic boots. While wearing an Atmosphere Suit, a character is unaffected by Extreme Cold, has an independent air supply that lasts for one hour and can move in three dimensions in Zero Gravity without having to push off objects. Finally, the magnetic boots allow them to stand on metal surfaces.

Law Enforcement Uniform (3 RP)

A uniform with all the proper insignia and adornments of the local law enforcement. While wearing a Law Enforcement Uniform, a character gains a +1 Bonus to Disguise Checks made to disguise themselves as a member of the local law enforcement in the chosen world.

Shinobi Shozoku (2 RP)

A suit of dark blue covering clothing with a hood and mask. While wearing a shinobi shozoku, a character gains a +1 Bonus to Stealth Checks made in an area of Dim Light or Total Darkness.

Drugs

Emperor's Blossom (3 RP)

For 1 hour after ingesting this dried blossom, a character raises their maximum Vitality by 5. While affected by this drug, you cannot gain the benefits of any other Drugs.

Flower Stem Elixir (2 RP)

Immediately upon ingesting this elixir, a character either regains 5 Vitality Points or ends the effects of a poison they are being affected by. While affected by this drug, you cannot gain the benefits of any other Drugs.

Ox Horn Root (3 RP)

For 1 hour after ingesting this root, a character raises their Body statistics by 1 to a maximum of 4. While affected by this drug, you cannot gain the benefits of any other Drugs.

Shinobi's Eye Oil (2 RP)

For 1 hour after applying this oil to their eyes, a character doesn't treat characters in areas of Dim Light as Obscured and treats characters in Total Darkness as Obscured. While affected by this drug, you cannot gain the benefits of any other Drugs.

Consumable Tools

Bindings (1 RP)

This package of bindings can be used to bind a character's wrists or ankles together. A character bound by bindings must make Difficult (4) Athletics or Strength Check to escape. A package of bindings can be used 10 times.

Bloodseeker (2 RP)

This small bottle of chemical spray can be used to reveal the presence of blood. If sprayed on a surface that has had blood on it, the area where the blood was glows lightly for a few minutes. A bottle of Bloodseeker can be used 10 times.

Corpse Eater (1 RP)

This vial of highly reactive compound reacts with the chemicals emitted by a corpse to dissolve it into an easily cleaned puddle of liquid. The acid will not consume anything other than the organic components of a dead body.

Poison

Devil's Venom (4 RP)

After being afflicted by this poison, a character suffers the Hindered Condition until they make a Difficult (4) Endurance Check or someone makes a Difficult (4) Medicine Check with a First Aid Kit.

Hysteria Toxin (2 RP)

After being afflicted by this poison, a character suffers the Advanced Threatened Mental State until they make a Difficult (4) Endurance Check or someone makes a Difficult (4) Medicine Check with a First Aid Kit. The source of the target's fear is the first thing they lay eyes on or the person wielding the poisoned weapon.

Silverlight Dust (3 RP)

After being afflicted by this poison, a character must make a Difficult (4) Endurance Check or lose all memories of the last hour.

Snake Scale Solution (2 RP)

After being afflicted by this poison, a character takes 2 Points of Damage at the beginning of each of their Turns until they make a Difficult (4) Endurance Check or someone makes a Difficult (4) Medicine Check with a First Aid Kit.

First Aid Kit (2 RP)

This container of surgical tools and medical supplies allows a character to take three Actions to roll a Medicine Check to restore a number of Points of Vitality equal to the Successes to a character. A First Aid Kit can be used 10 times.

Fragmentation Bomb (4 RP)

This small explosive emits a hail of metal shards. By taking an Action, a character can throw this bomb to a point within 50ft forcing all characters within 10ft to make a Difficult (4) Athletics Check or take 5 Points of Damage and suffer the Bleeding Condition.

Garotte (2 RP)

This spool of thick metallic wire can be held by two handles by a character with two free hands. If used as part of a Choke Action, a Garotte increases the Damage dealt by 3.

Disability Aids



Hearing Aids (1 RP)

A pair of small electronic devices that can be attached to the ears to negate the Penalties of the Hard of Hearing Disadvantage. A Hearing Aid must be attached or detached with an Action, and an Attacker can make a Melee Attack at a -2 Penalty to detach the Hearing Aids forcefully.

Mood Stabilizer (2 RP)

A mechanical or magical bracelet that regulates the wearer's emotions. Three times per session, if the wearer is affected by the Bad Tempered, Faint-Hearted, Lascivious, Massive Ego, or Shy Disadvantages, they can activate the Mood Stabilizer to automatically succeed the Resistance Check.

Prosthetic Limb (1 RP)

This complex mechanical or magical replacement limb can be worn to negate the penalties of the Missing Arm or Missing Leg Disadvantage. A Prosthetic Limb must be attached or detached with an Action, and an Attacker can make a Melee Attack at a -2 Penalty to detach the limb forcefully.

Visual Synthesizer (1 RP)

A pair of complex, electronic, or magical glasses that relay visual information from the lenses to the brain, negating the penalties of the Poor Eyesight Disadvantage. A Visual Synthesizer must be attached or detached with an Action, and an Attacker can make a Melee Attack at a -2 Penalty to detach the Visual Synthesizer forcefully.

Wheelchair (1 RP)

A light chair fitted with wheels that allows a character to move at their normal Speed even without the use of their legs. While in a wheelchair, a character cannot jump and lowers their Speed to 5ft when swimming or climbing.

General Tools



Chameleon Bag (1 RP)

This large body bag, which can be folded into a small package, is large enough to fit a single human-sized body. The outside of the bag is treated with a special coating that allows it to be molded and recolored to look like a rock, hedge, or reasonably sized man-made structure such as a ledge or bench. A character who investigates the bag immediately realizes its true nature.

Disguise Kit (1 RP)

This box filled with makeup and other applications grants a +1 Bonus to Disguise Checks made to create a convincing disguise.

Engineering Tools (2 RP)

This folding container holds a collection of wrenches, hammers, screwdrivers, and other tools. By taking three Actions, a character can roll an Engineering Check to return a number of Points of Vitality to a broken or damaged item or structure equal to the Successes.

False Tracks (1 RP)

These metal plates fasten to the bottom of a character's shoes to make their tracks appear reversed or like animal prints.

Firearm Silencer (2 RP)

This complex attachment suppresses the sound of a firearm, removing the Loud Weapon Trait. A Firearm Silencer cannot be applied to a Shotgun or Submachinegun.

Hidden Compartment (1 RP)

This small compartment is built into a character's clothing and can store small items. The compartment is impossible to find without inspecting the character's clothing, and in that case, a character must make a Difficult (4) Awareness Check to spot a Hidden Compartment.

Lantern/Flashlight (1 RP)

This light can either light a 30ft Radius Area to the level of daylight or creates a 60ft beam of light.

Recorder (2 RP)

This handheld recording device will record sounds and replay them with perfect clarity.

Shield (2 RP)

This large shield has 10 Vitality Points. By taking an Action, a character can raise the shield to grant themselves or an adjacent character Cover until the start of their next Turn. While they are raising the shield, the character is still able to take defensive Actions such as dodging and blocking. If the attack still hits you, it hits the shield instead.