



1948



Preview

NINJA

Requires the use of the d20 Modern Roleplaying Game,
Published by Wizards of the Coast inc.



NINJA



NINJA

A FREE PREVIEW

CREDITS

Design and Development: Lojag Hern

Editing: Chris Cant

Art: - Tony Perna

Special Thanks: Thomas Hardin, Brian
Davisson, and Andrew Burton.

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INTRODUCTION

Welcome to the free preview of the [1948:Ninja](#), a supplement for the [1948 Campaign Setting](#). This free preview features some selected material from the [1948:Ninja](#) supplement including the Table of Contents a brief introduction to the Ninja and the Cloak Dance feat, which is a prerequisite for the Ninja prestige class. This preview also features the table for the ninjutsu fighting style. A brief description and abbreviated stat block of **Dragonfly**, a major NPC from **1948**, finishes the second half of this preview.

[1948: Ninja](#) presents the Ninja prestige class designed for 1948 style adventures, which features rules for Ninjutsu and specific guidelines for the Ninja's allegiances, **spells**, and other abilities.

In addition to the ninja prestige class, the [1948:Ninja](#) supplement also features the **Basic Acrobatic Moves** talent for Fast heroes, which Dragonfly has. It also features the Cloak Dance feat, which is a prerequisite for the **Ninja** prestige class. Furthermore, it also includes a description of the **Black Dragon Society**, a secret organization of Ninjas and political radicals, bent on Japanese domination of the world. The second half of the [1948:Ninja](#) supplement features a full stat block and description of **Dragonfly**, a 12th level sample Ninja from the [1948 Campaign World](#).

OGC

Only the specific game mechanics of the Ninja prestige class, presented here, are considered Open Game Content. The character of Dragonfly, along with her description, background, personality and combat methods, as well as the introduction of the Ninja prestige class, the introduction to this book, the cover, the Bloodstone Press logo, and the title are all considered Product Identity. This material is unique to the 1948 Campaign Setting and cannot be reprinted in any format without the written permission of Bloodstone Press.

RELATED MATERIAL

Over the next few months and years, there will be a continuing stream of books for the [1948 Campaign Setting](#) published through Bloodstone Press. Some will be short like this one; others will be quite long. Some will be adventures or short stories while others will be complete campaign guides.

Check out these fine works to enhance your 1948 game from Bloodstone Press:

- [1948: Organizations, Allegiances and Secret Societies.](#)
- [Modern Eras \(1939-1945\)](#)

You will also need a copy of the d20 Modern Core Rule Book, published by Wizards of the Coast.

CLARIFICATIONS

Despite the long hours spent developing and honing this material, clarifications may still be in order. If you have any questions or need clarification concerning these rules, do not hesitate to contact us at questions@bloodstonepress.com. We will do our best to get you an answer and we will try to make suitable adjustments to future releases of this material.

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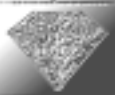
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NINJA

NINJA

“The skill of the Ninja is the art of winning.” — Takamatsu Toshitsugu

The history of the Ninja is shrouded in mystery. Some stories say that the Ninjas date back to the 4th century AD. Originally a sect of non-violent priests who practiced the art of stealth as a religion, they slowly evolved into warriors as they were forced to defend themselves against aggressive governments. In time, they taught their skills to successive generations, primarily the farmers living in the remote regions of Japan’s mountains.

Most Ninjas begin training...

CLOAK DANCE

Characters with this feat are skilled at using optical tricks to make themselves seem to be where they are not.

Prerequisites: Hide 10 ranks, Perform (dance) 4 ranks.

Benefit: The character with this feat can take a move action to obscure his exact position. Until the character’s next turn, he has partial concealment (20% miss chance). Alternatively, the character can take a full-round action to entirely obscure his exact position. Until his next action, the character has total concealment (50% miss chance).

Cloak Dance is a feat from the SRD

Ninjutsu Fighting Styles

Element	Facet	Effect
Air	Intellectual combat	Gain +4 dodge bonus to Defense
Earth	Stability and strength	Gain +4 to bull rush, grapple, and overrun checks
Fire	Expansiveness and foresight	Gain a +4 bonus to initiative; this stacks with any similar bonus from feats such as Improved Initiative
Water	Fluid responsiveness	Once per round, when an opponent makes a melee attack against the Ninja and misses, the Ninja may make an immediate attack of opportunity against that opponent. This counts against the Ninja’s total number of attacks of opportunity allowed in a round. The Ninja still may not make more than one attack of opportunity against the same opponent in a single round.
Void	Source of all elements	Spend two action points to use this ability. While activated, the Ninja may use any of the other four elemental styles interchangeably, but not more than once per round. For example, on the first round the Ninja may use the fire elemental style, gaining a bonus to initiative. On the following round, he may switch to another element, such as earth or water. (Note that in this example, the Ninja’s initiative would be reduced 4 points on the second round since he is switching the use of his ninjutsu ability from an Initiative bonus to another bonus.)

How does Ninjutsu work in d20 Modern? Check out the [1948:Ninja](#) today for the full details on how this ability works!



DRAGONFLY,

SAMPLE NINJA

Dragonfly is an elite member of the Japanese secret service. She is also an accomplished Ninja and often undertakes high-risk assignments behind enemy lines. She is deadly in unarmed combat and has no fear of attacking armed soldiers with her bare hands.

COMBAT

In combat, Dragonfly prefers to hide and ambush her opponents at close range. She is a superb martial artist and enjoys using her Elusive Target feat while brawling in the midst of a gun battle. She prefers the hit-and-run tactics of guerrilla warfare and will not hesitate to flee from a situation that might turn against her.

Takara Tokuru (Code Name: Dragonfly): (Fast-3, Dedicated-2, Martial Artist-5, Ninja-2) CR 12, Medium-size Human; HD 10d8+2d6+24; HP 79; Mas 17; Init.+8; Spd 30 ft; Defense 28 [29 Vs melee] (+4 Dex, +12 class, +2 ring) [touch 29, flat footed 24]; Rep +3, Bab +9, Grap +11, Att +11 melee (+13 unarmed/1d8+2), +13 range; saves Fort +8, Ref +13, Will +7; Str 14, Dex 16 (18), Con 14, Int 12, Wis 12, Cha 10

Action points: 6

Allegiance: Black Dragon Society



This is an abbreviated stat-block and description of Dragonfly. If you would like to know more about her background, personality, and abilities, check out [1948: Ninja](#) today for only **\$1.35**.

Other Supplements

The Book of Broken Dreams

The **Book of Broken Dreams** features 50+ pages of optional rules for adding realistic effects of trauma, psychosis and personality disorders to **your d20 game**.

Chapter 1 outlines the crippling psychological effects of traumatic stress and details the most common disorders that afflict trauma survivors: **post traumatic stress disorder** and dissociation.

Chapter 2 introduces a system of personality development that produces **thousands** of realistic, believable and diverse personalities which span the spectrum of sanity. From the mildly avoidant to the **severely anti-social**,

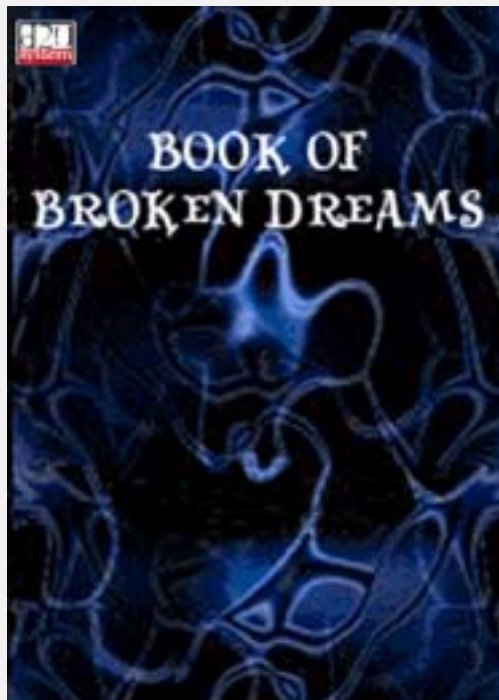
these personalities will bring a vivid new dimension to your role-playing games.

Chapter 3 discusses what *really* happens when characters become insane. **Schizophrenia**, dementia, manic-depression and more are all discussed in clear, game-mechanic terms. Add these options to your game for a dose of **harsh reality** and an accurate depiction of madness.

Chapter 4 includes dozens of **new spells** like *burden of proof*, *elude*, *labyrinthine conundrum*, *normalcy*, and many, many more.

Chapter 5 of the *Book of Broken Dreams* covers three new prestige classes, the mentalist, the **unatic**, and the dream weaver. It also presents several new feats including Lucid Dreaming.

Add these options to your game today and watch your characters writhe in the grip of disorder, **trauma** and madness!

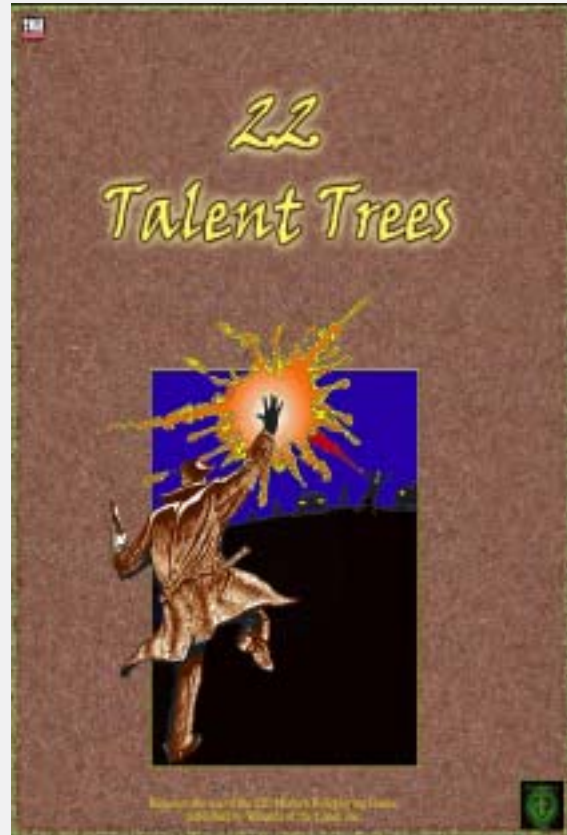


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22 Talent Trees

Are you bored by the dearth of **talent trees** presented in the Modern core rules? Do you wish your heroes had more options? Do you pine for **Offensive Driving** and a little **Domination**?

22 Talent Trees presents **86** new talents (grouped into **22** trees) for the core classes. With this supplement you can play Strong heroes who use their **Mighty Hurling** talents to throw objects extreme distances. Or perhaps you prefer a **Fast** hero who can use the **Quicker** than the **Eye** talents to gain a *blur* or *displacement* effect! Or would you rather play the Tough hero with **FX Resistance** and withstand the power of magic? What about the **Quick Thinking** Smart heroes who can use their talents to take action before other characters even figure out what is going on? Maybe you would prefer a Dedicated



hero, devoted to the service of others and able to donate their will power, their financial resources, and even their very **life** to another person in **need**. And finally, who could resist the pulchritudinous Charismatic hero with her **Stunning Beauty**?

These and **dozens** of other innovative ideas fill the pages of this supplement!

**BUT WAIT!
THERE'S MORE!**

22 Talent Trees also features a new feat and a new use for the Treat Injury skill, **Transplant Surgery**.

You get all this:

- 86** talents grouped into **22 Talent Trees**
 - A new **feat** to perform lifesaving transplants
 - 6** stunning images depicting the talents in action
- A **\$5.00** value for not **\$4**, not **\$3**, but only

\$2.88!

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Another 22 Talent Trees

So you have the original [22 Talent Trees](#), but still you need more options for your d20 Modern heroes? Do you wish your Fast heroes could strike with **Critical Precision**? Does your Tough hero need **thicker skin**? What if your Dedicated hero was **devoted** to mastering a weapon?

[Another 22 Talent Trees](#) presents dozens of new talents (grouped into **22** trees) for the core classes. With this supplement you can play a Strong hero and use the **Tackle** and **Grip of Iron** talents to break your puny opponents in half! You can also enjoy the speed of the Fast hero with the **Lightning Fists** talent tree. Or perhaps you would prefer the Tough hero, with hardened flesh and a punishing **Battle Endurance**. If you prefer a little **magic** in your modern games, you might enjoy the **Arcane Secrets** talent tree, designed for the Smart hero. With these mystical talents,

the Smart hero can gain all sorts of special abilities including **bonus spells**. The Dedicated hero, devoted to the **mastery** of a single weapon, is also a formidable character. Just imagine your hero brandishing his beloved **Weapon of Choice** and blasting his enemies! Dedicated heroes can also choose talents from the **Zen** Talent Tree and become **One with the Universe**. Of course we can't forget about the Charismatic hero and his terrifying showmanship when he uses the **Grand Weapon Display** talent!

These and **dozens** of other innovative ideas fill the pages of this supplement!

**BUT WAIT!
THERE'S MORE!**

[Another 22 Talent Trees](#) also features four new martial arts feats including the devastating **One Ton Kick** and the fiendish **Devil's Finger**.

You get all this:

- **Dozens** talents grouped into **22 Talent Trees**
 - Four new martial arts **feats**
 - **7** stunning images depicting the talents and feats in action
- A **\$5.00** value for not ~~\$4~~, not ~~\$3~~, but only

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Modern Eras

Modern Eras (1939-1945) contains all the information you need to take your **d20** game to the beaches of Normandy, the streets of **Krakow**, or the jungles of Burma. Whether you prefer cloak and dagger **spy missions**, commando raids behind enemy lines, daring **dogfights**, or enduring the horrors of German and Japanese camps, this supplement can bring epic history to your game table!

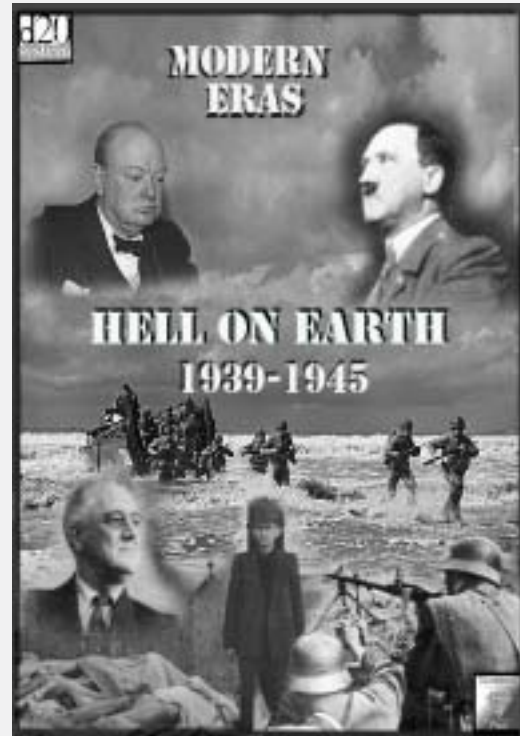
Chapter 1 of **Modern Eras (1939-1945)** introduces the **WWII** campaign setting and includes a timeline and a discussion of dozens of adventure **possibilities**. It also discusses a list of Alliances, including sinister groups like the **Thule Society**. Chapter 2 presents **nine** advanced classes that are related to the setting. Commandos, Demolitions Experts, **Nazi Occultists**, and Spies, among others, are covered in detail.

Chapter 3 discusses dozens of new feats necessary for waging war in the early 20th century including Combat Flight, **Nighttime Operations**, Crash Endurance, Advanced Calculations, Concentrated Fire, and Hopeful Vigor.

Chapter 4 covers much of the equipment available during **WWII**. Tanks, 16-inch guns, battleships, aircraft carriers, fighter planes, submarines, gliders, half-track motorcycles, torpedoes, **V-2 rockets**, and “J-guns” are only a few of the vehicles, weapons, and equipment covered in this chapter.

Chapter 5 discusses the possibilities of **FX** in the **WWII** setting. It describes new **magic items** such as the **Spear of Destiny**, and other items sought by the Nazis. This chapter also includes several **new spells** designed for **evil** spell casters. A handful of fiendish monsters round out this chapter, including foo fighters and **gremlins**.

Whether you want to relive history’s most **crucial** turning points or rewrite the history books entirely, if you’re ready to fight for your homeland, struggle to survive, and die for ideals, **Modern Eras (1939-1945)** can provide the battles, the horrors, and the glory you **crave!**



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