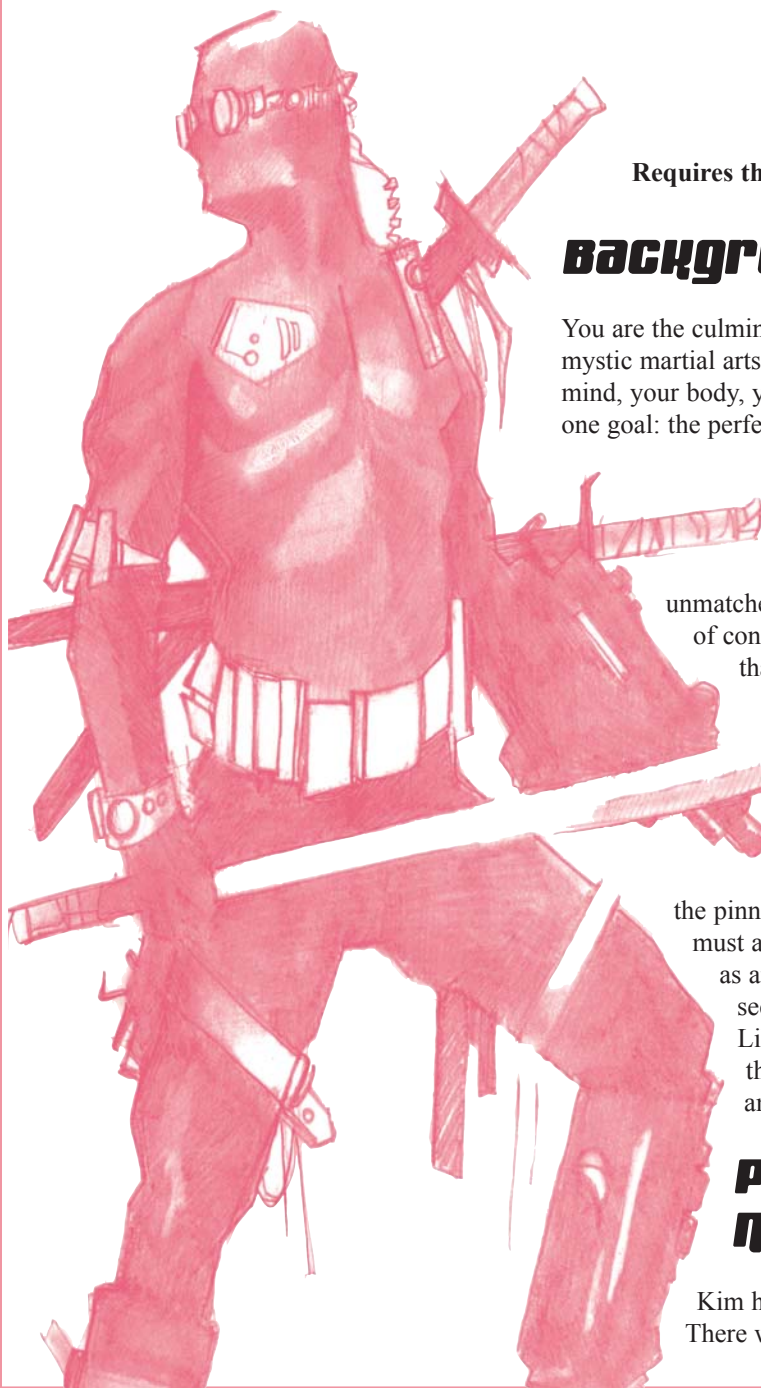




LPJ9803



DEVIL'S WORKSHOP



NEO NINJA

Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.

Background:

You are the culmination of over a thousand years of mystic martial arts and lethal stealth techniques. Your mind, your body, your soul are one; focused on only one goal: the perfect kill.

Descended from generations of silent warriors and arcane assassins, the Neo Ninja is a fusion of mythic tradition, relentless training, unmatched cunning, and a cold-blooded lack of conscience. All of which are vital traits that place them and their services in high demand in the modern world.

For that reason, only the best of the best are ever selected by the fabled Ninja clans. Not only do prospective initiates have to be at the pinnacle of the martial-arts world, they must also possess an inner fire that is cold as any blade, willing to kill without a second thought or a backward glance. Likewise, they must be willing to lose their own lives in the pursuit of duty, and of perfection.

Profile of a Neo Ninja:

Kim had once been a spoiled little rich girl. There was nothing that Daddy's corporate

money or Mommy's old-money name couldn't get her. Nothing, that is, except a cure for that hollow, empty feeling where she knew her soul was supposed to be. That's right; poor little rich girl. Mommy and Daddy's trophy daughter to be paraded out and shown off for the business partners and socialites; just like a world-class thoroughbred.

When she turned eighteen, however, it occurred to her that she was only bound to the lifestyle of the idle rich because she chose to be. Mommy and Daddy were far too busy with board meetings and luncheons to care if Little Kimmy stayed at Yale. They didn't even know she had run away until she didn't come home at Christmas break. By then, she had already romped halfway across Europe. Of course they sent detectives and hunters, but Kim soon found that she had a knack for staying one step ahead of the gumshoes.

When she busted out in Moscow, it occurred to her to blackmail Daddy. Sure, he'd never touched her in any improper way, but where there's smoke there's fire. One heated phone call later, and Kim was financed all the way to Sri Lanka. A near-fatal drug overdose there gave her the idea to pursue alternate religions, and from there, martial arts was just the next logical step.

Three years spent studying techniques all over Asia served her well. Her angry, combative nature made her an innate warrior. By the time she reached Tokyo, she had already acquired a reputation in the underground fighting circuits. She was good in the unarmed matches, but she was the bloody best when she could use her beloved kasuri-gama. It was only in the ring, covered in men's blood that she could feel something in that hollow spot deep inside her.

PROTOTYPES: NEO NINJA

That insane desire to be fulfilled almost proved her undoing. When she killed Sasaki Nakamura in Kobe, Kim didn't know that he was the son of a Yakuza lord. When they came after her, an acquaintance pointed her in the direction that led her to The Order, where she was taken in as an initiate. She almost laughed when they told her that to prove herself worthy, she would have to return with the senior Nakamura's head.

Now, four years later, she didn't laugh when they told her that her next kill was to be Daddy.

Requirements

To qualify to become a Neo Ninja, a character must fulfill the following criteria:

Base Attack Bonus: +5

Skills: Hide 10 ranks, Move Silently 10 ranks, Tumble 10 ranks.

Feats: Combat Martial Arts, Exotic Weapon Proficiency (Martial Arts Weapon), Weapon Focus (Martial Arts Weapon).

Special: Additionally, the character must seek out and contact The Order, and succeed on an initiation mission.

Class Information

Hit Die: 1d8

Action Points: 7 + one-half character level, rounded down, every time the Neo Ninja attains a new level in this class.

Class Skills

The Neo Ninja's class skills (*and the key ability for each skill*) are: Balance (*Dex*), Climb (*Str*), Craft (*Chemical*) (*Int*), Disguise (*Cha*), Disable Device (*Int*), Escape Artist (*Dex*), Hide (*Dex*), Jump (*Str*), Knowledge (*Any*) (*Int*), Listen (*Wis*), Move Silently (*Dex*), Profession (*Wis*), Read/Write Language (*none*), Search (*Int*), Sleight of Hand

(*Dex*), Speak Language (*none*), Tumble (*Dex*), and Swim (*Str*).

Skill Points at Each Level: 7 + Intelligence Modifier.

Class Features

The following features pertain to the Neo Ninja advanced class:

Superior Weapon Focus: At 1st Level, the Neo Ninja gains an additional +1 bonus to attack with the martial arts weapon she has already Focused upon.

Two Weapons - One Accord: Beginning at 1st Level, when using identical one-handed melee weapons, or a double melee weapon (*such as a three-section staff*), this ability allows the Neo Ninja to

attack as if she were using a single weapon. By making a single attack roll at her highest Base Attack Bonus, the Neo Ninja makes a double strike which inflicts 2x the single weapon's listed damage. For example, a Neo Ninja using a three-section rod could inflict up to 20 points of damage (*2x 1d10*) plus her strength modifier on a single attack. This attack is treated as a standard attack action, and is also considered as if it were made with the primary hand while fighting with two weapons (*see Table 5-3, pg. 138 d20 Modern: Core rulebook*).

Bonus Feats: At 2nd, 5th, and 8th Levels, the Neo Ninja gets a bonus feat. The bonus feat must be selected from the following list, and she must meet all the prerequisites of the feat to select it.

Acrobatic, Agile Riposte, Alertness, Armor Proficiency (*Light*), Athletic, Attentive, Brawl,

NEO NINJA

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Superior Weapon Focus, Two Weapons - One Accord	+1	+0
2nd	+1	+0	+2	+2	Bonus Feat, Great Leap	+1	+0
3rd	+2	+1	+2	+2	Weapon Specialization, Precise Strike +1d6	+2	+1
4th	+3	+1	+2	+2	Improved Critical, Fast Sneak	+2	+1
5th	+3	+1	+3	+3	Bonus Feat, Without A Trace	+3	+1
6th	+4	+2	+3	+3	Amazing Saves, Precise Strike +2d6	+3	+2
7th	+5	+2	+4	+4	Two Weapons - Two Accords, Wall Run	+4	+2
8th	+6/+1	+2	+4	+4	Bonus Feat, Superior Weapon Specialization	+4	+2
9th	+6/+1	+3	+4	+4	Always Stealthy, Precise Strike +3d6	+5	+3
10th	+7/+2	+3	+5	+5	Paragon of the Order	+5	+3

There are only 10 levels to this class

Cautious, Defensive Martial Arts, Dodge, Elusive Target, Meticulous, Mobility, Nimble, Stealthy, Two-Weapon Fighting, and Weapon Finesse.

Great Leap: Beginning at 2nd Level, the Neo Ninja is capable of almost superhuman leaps and jumps. This ability allows the character to spend one Action Point to multiply the distance that can be cleared with a successful Jump skill check by her Neo Ninja class level. For example, a 5th Level Neo Ninja could clear a 100 ft. long jump with a DC of only 25 (see *Jump skill description, pp 65-66, d20 Modern: Core rulebook*).

Weapon Specialization: At 3rd Level, the Neo Ninja gets this feat applied to the weapon she has Focused upon.

Precise Strike: At 3rd Level, the character also gains the extraordinary ability to strike precisely with a single one-handed weapon, inflicting additional damage on a successful attack. Only targets vulnerable to Critical Hits are subject to this ability, and it cannot be used as part of a Two Weapons-One Accord attack. At 6th and 9th Levels, the damage inflicted by this attack is increased.

Improved Critical: At 4th Level, the threat range on the Neo Ninja's specialized weapon is doubled, increasing the possibility of inflicting a Critical Hit on a successful attack.

Fast Sneak: At 4th Level, the Neo Ninja has become so adept at stealth, that she may move at her full movement rate without suffering a penalty to Hide and Move Silently skill checks.

Without A Trace: At 5th Level, the Neo Ninja inflicts a -4 penalty on those using Investigate, Listen, Search, or Spot to detect her activities while making use of the following skills: Balance, Climb, Disable Device, Escape Artist, Hide, Move Silently, and Sleight of Hand.

Amazing Saves: Years of training and a natural knack for resourcefulness have instilled in the Neo Ninja an innate knowledge of how to survive many

forms of danger. At 6th Level, the Neo Ninja adds her class level to all Saving Throws.

Two Weapons - Two Accords: At 7th Level, the Neo Ninja gains the ability to use her twin weapons (*or double weapon*) for both attack and defense while making a full-attack action. She may choose which of her Base Attack Bonuses to apply to a double-strike attack (*as in the Two Weapons - One Accord class ability*), and which to apply as a deflection bonus to her Defense. For example, a Neo Ninja with a BAB of +6/+1 may either make a double-strike attack at +6 while adding +1 to her Defense, or attack at +1 while adding +6 to her Defense.

Wall Run: Also at 7th Level, the Neo Ninja gains the extraordinary ability to move across vertical and near-vertical surfaces with amazing agility. By spending one Action Point, the character may move at her full speed up, down, or across a slope or wall as a standard move action with a successful Climb skill check. Further, she retains her Dexterity Bonus to Defense and suffers no penalty while making an Accelerated Climbing skill check (see *Climb skill description, pp 50-51, d20 Modern: Core rulebook*).

Superior Weapon Specialization: At 8th Level, the Neo Ninja adds +2 to the damage inflicted by her Specialized weapon. This is in addition to the previous +2 bonus for Specialization.

Always Stealthy: At 9th Level, the Neo Ninja is always considered to be taking 10 on all Hide and Move Silently checks, unless she wants to be noticed.

Paragon of the Order: At 10th Level, The Order has invested so much time, effort, and resources in the Neo Ninja that it will not let a little thing like her death diminish their returns. If the character dies, her body will be recovered by other Ninja, and carried to a safe-house, where it will undergo an arcane ritual of resurrection. By making a successful Fortitude Save with a DC of 25, the character can be revived - no matter how long the duration of death. Once revived, the character loses one permanent point of Constitution, and begins to heal normally.

Artwork: Sean Parnell

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