



NARUTO

SCROLLS OF KNOWLEDGE



FRANKTO VINNETI

VOLUME ONE

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Thank you!

Naruto: d20 is a supplement for the Roleplaying Game d20 Modern published by Wizards of the Coast™. To be able to comprehend and use the game to its full extent, you should purchase the d20 Modern Core Rulebook if you do not already own it. An alternative solution would be to read the System Reference Document (SRD) which contains every OGC portion of the rulebook, minus any artwork and flavor text shown in the original product.

The Naruto: d20 Guidebook contains in depth information about the Naruto™ world and its inhabitant, namely ninjas. It contains a wealth of information about their different techniques, the famous "Chakra" and even the geography. With a proficient Game Master, one could even recreate the whole Naruto series if he so wished!

While the primary inspiration for this guidebook is Naruto, it also finds roots in many other anime or manga, such as Samurai Deeper, Bleach, Rurouni Kenshin, and several others. These characters and ideas are copyright of their rightful owners.

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INTRODUCTION

Naruto d20: *The Scrolls of Knowledge* is an accessory to the *d20 Modern* roleplaying game. It is oriented towards fan of the Naruto anime and ninja in general, detailing their many secrets and focusing on many new options and expanded rules to allow for greater freedom of play. GMs use this book as a resource for creating their many shinobi-related villains, as a reference for techniques and other expanded rules.

The Narutoverse

Most characters in the Narutoverse will be ninja, but that doesn't mean that most character will be perfect. The Naruto series does a good job redefining ninja to most, as they are no longer perfect, emotionless killing machines.

No, ninja of the Narutoverse, and consequently Naruto d20 universe, are typical humans forced to live a life of war and harshness, with their own flaws and character. They too are human and do not generally force themselves into fitting a specific mold, although sometimes they are forced to.

This book is designed to let a player play a character without fitting into a specific mold, detailing at length the many techniques employed and providing detailed rules to create their own. It is meant to be a standalone supplement, but it just as well can be adapted to other *d20 Modern* additions such as *d20 Future* with minimal effort.

Naruto d20: The Scrolls of Knowledge

This book contains a myriad of new options and expanded rules to enhance both the players' and GM's experience. Players can read through the entire book without hesitation—they are likely to need all the help they can get to fend off the new and exciting enemies the options grant the GM!

Basic Game Mechanics (Chapter 1): This chapter introduces the changes made and recommended to the system, as well as the must-know mechanics introduced, such as Strength and Speed Ranks. This chapter also includes character creation.

Nonhuman Heroes (Chapter 2): Although these new races are not races per se, they are mutation of the human genes brought forth from generations of living in a same region, with training methods proper to that region (for example, their hidden village). There are also other races commonly seen in anime, such as Gigantic or Smallfolk humans.

Basic Classes (Chapter 3): This chapter details the changes brought to the expanded basic classes of the *d20 Modern* roleplaying game, such as added talent trees and skills.

Starting Occupations (Chapter 4): This short chapter brings the players and GM a few new options to choose from when selecting their starting occupations, more attuned to the shinobi mindset, such as the Academy Student, Mentored or Clan occupations.

Skills (Chapter 5): New use for skills and new skills altogether are found in this chapter, including the Shinobi skills like Chakra Control or Ninjutsu, but also Tumble or Jump.

Feats (Chapter 6): No book would be complete without new feats to choose from, and this chapter offers plenty. From Blood Pacts to Advanced Bloodlines to meta-chakra feats, exciting new options are there to truly make your character into what you want it to

be.

Equipment (Chapter 7): This chapter compiles useful equipment for any shinobi, as well as new vehicles, armors and weapons, including weapons found in other d20 Modern supplement or other eras altogether.

Ninja Ranks (Chapter 8): This chapter offers a bit of explanation and rules relating to the various shinobi ranks of the Narutoverse, from Civilian all the way up to Jounin and Kage.

Advanced and Prestige Classes (Chapter 9): A number of advanced and prestige classes are offered as new options to the players and GM alike, all more or less attuned to the Shinobi mindset—such as the Elementalist, or the Elite Shinobi Swordsman. Whether your character focuses on Ninjutsu, Genjutsu or Taijutsu, you should find a class here that appeals to you.

Techniques (Chapter 10): This chapter contains nearly a thousand new techniques, similar in many ways to spell, available to characters of all specializations, including Genjutsu (illusions), elemental Ninjutsu, and enough Taijutsu to sate any martial arts master. You can find in this chapter all the rules related to techniques, including the detailed rules pertaining to Learning, Performing, Creating, Developing, Teaching and Mastering techniques. At the end of chapter 10 one may find a simple index that allows searching for techniques by rank, name, type and subtype.

Bloodlines and Templates (Chapter 11): This chapter contains the many clans, including their occupations and bloodlines, of the Narutoverse, as well as other templates and subtypes for more interesting creatures.

Friends and Foes (Chapter 12): This chapter is more use to the GM than the players, in that it offers premade ordinary and heroic characters, as well as statistics for the characters proper to the Naruto series, including popular names such as Uzumaki Naruto, Haruno Sakura, Hatake Kakashi, Uchiha Sasuke, or even Orochimaru.

Summoning (Chapter 13): The *Scrolls of Knowledge* has its own rules for summoning creatures, and they are far more detailed than a simple Summon Monster spell; all manners of blood pact, rules and example creatures are round in this chapter.

Quests and Events (Chapter 14): Also of more interest to the GM, this chapter contains rules for handing out missions, adventures and even a sample Jounin examination. There are many plot hooks to choose from in the mission tables, well over a hundred, as well as several adventures for both low and high level PCs.

Naruto d20 Epics (Chapter 15): This chapter brings the D&D epic rules adapted to d20 Modern, or more specifically Naruto d20, including many new epic feats, Basic Class progression and more. Also found in this chapter are epic abilities in more details, such as the Naruto d20-variant of epic damage reduction, as well as Powers Beyond Mortality, a small set of rules pertaining to a less-powerful version of the Divine Ranks.

Ninja Tools (Chapter 16): Artifacts, weapon seals, traps, puppets—some of the most essential tools of a ninja are hidden in this chapter. All the rules for setting traps and puppets combat, as well as Naruto d20's equivalent for magic items, weapon seals, and their creations. Artifacts of untold power, such as the Raijin no Ken, are also locked away and hidden somewhere in this chapter.

Game Mastering (Chapter 17): The final chapter offers insight on how to handle the new rules, as well as the currency of the Narutoverse, a new bounty system, movement system proper to Naruto d20, and finally, a Hidden Village generation system.

What You Need to Play

Only the *d20 Modern Core Rulebook* is required to play Naruto d20, though other books might offer useful ruling insight, such as the d20 Future book, or even D&D's Dungeon Master's Guide. Although these books are useful, they are in no way necessary.

Sources: Note that this book includes material from other sources, modified and adapted to best suit the needs of the system, including but not limited to: Urban Arcana, Dungeons and Dragons, and d20 Future. Most of the changes were made to improve on the material, but sometimes simply to render the material compatible with what was already presented in this book.

CHAPTER I: BASIC GAME MECHANICS

This chapter contains some of the most relevant information found in the game, and is quite possibly the most important chapter to read for a most enjoyable gameplay experience. This information affects you, the player, more than you may know. This information also affects you, the GM, because you must know these rules by heart for the smoothest possible game development.

Chakra

Every living being possesses some measure of chakra, no matter how small. It represents the life energy of a being, the fuel of the soul. The more chakra an individual has, the stronger it can become.

Chakra is essentially divided in two parts: Chakra Pool, and Chakra Skills.

Chakra Skills

The "skill" aspect of chakra is divided in four parts: Chakra Control, Genjutsu, Ninjutsu and Taijutsu, one for each type of technique shinobi are known to perform.

Chakra Control serves a character the most in that it represents his ability to mold and control the flow of chakra in his body. A character with no rank in this skill cannot hope to be efficient in his usage of techniques. Chakra Control techniques tend not to be offensive or defensive, but rather perform sometimes gravity-defying feats such as walking up walls or on water.

Genjutsu serves a character the most in that it alters the perception of reality in a creature, causing illusions, and sometimes deadly hallucinations. Genjutsu also serves to identify illusions cast by another to avoid being caught in them, or to gain bonuses in resisting them.

Ninjutsu serves a character the most in that it allows him to blow plumes of flames, heal wounds or simply vanish without a trace. It is the most basic shinobi skill and benefits the most from strong chakra control.

Taijutsu serves a character the most in that it focuses the most on the character's physical strengths rather than how many techniques it possess, or how good his chakra control is. Although at its root, Taijutsu represents hand-to-hand combat, all forms of physical and non-mystical combat arts are represented by this skill.

Chakra Pool

The Chakra Pool of a character represents how many chakra it can spend before running out, and is represented by a set number that grows as the character advances in level, gains new abilities or ability score increase. The Chakra Control skill is an important part of managing how much chakra is spent and how efficiently a technique is used, but not always necessary.

Chakra Pool: An heroic character gains his Constitution modifier (minimum 0) plus 1 in chakra every level, doubled at first level. An ordinary character or creature without levels in an heroic class gains half that amount, rounded down. Summoned creatures are exception to this rules, and always have the same chakra pool as an Heroic character.

Optional Rule: The GM may decide that it suits his or her purpose more to set the chakra to Constitution score plus the character's level. For the purpose of sensing chakra, this optional rule has its own categories to determine how strong a Chakra Signature is (see Sense Chakra for details).

For example, an heroic character of 2nd level with a Constitution score of 13 (modifier +1) would have 6 points of Chakra; an ordinary character of the same level with the same Constitution score would have 3 points of Chakra.

Chakra Pool and Nonabilities: A creature without a Constitution score, such as an undead or a construct, does not have a chakra pool unless explicitly specified otherwise. If so, it uses its Wisdom score to determine the amount of Chakra it has.

Chakra Signature: Every creature with a chakra pool has its own signature. It is embedded in its genetic code and is proper to its owner; every chakra signature is unique. Chakra Signature can be modified with abilities or technique, though those who can are few and far in-between.

Abilities that change one's appearance—such as *Henge no Jutsu*—do not change a creature's chakra signature unless explicitly specified; once a creature dies, its Chakra, along with its Chakra Signature, disappear.

Though some things, such as aging, may slightly alter a Chakra Signature or drastic growth in ability, it remains recognizable to those familiar to it. A creature who can Sense Chakra remembers Chakra Signatures like a dog would scents, or humans would sights.

Generally, one can identify whether or not the signature is human, or animal.

Chakra Recovery

Once a character experiences a loss of Chakra, such as when it uses a technique, it recovers when resting in the same manner as it would hit points. Chakra is recovered at a rate equal to the character's Constitution modifier (minimum 1) every level per evening (8 hours) or rest.

Complete bed rest doubles that amount.

For example, a character with a Constitution score of 17 (modifier +3) that is 6th level would recover 18 points of chakra in an evening of rest. Complete bed rest would restore 36 chakra.

Chakra Depletion

There are many forms of chakra depletion—intentional, accidental and forced. All follow the same rules, regardless whether one's chakra supply was exhausted from chakra coil

damage, technique overuse or simply chakra damage.

Chakra Pool 0: When the Chakra Pool of a character is reduced to 0, the character must succeed a Fortitude save (DC 15) or be reduced to one-half its total hit points (or have its current hit points halved if it was below that number) and become Exhausted, in addition to suffering Chakra Depletion (see below). On a successful save, the character becomes Fatigued instead but loses not hit points.

A character with Chakra Pool 0 acts as though disabled. A disabled character can only perform a move or attack action each round (and not a full-round action).

Chakra damage when a character's Chakra Pool is 0 converted to hit points damage bypassing any energy resistance or damage reduction.

Constitution damage or drain, or ability damage or drain of the relevant ability score, cannot lower a Chakra Pool below 1.

Chakra Depletion: Once a character's chakra pool is reduced to 0, it suffers from Chakra Depletion. In this state, the character's Chakra Recovery rate is halved, and will be Fatigued until his Chakra Pool has recovered fully normally (artificial means of recovery, such as spirit bottles, do not count towards normal recovery). Complete Bed rest does not increase the amount recovered. When entering a state of Chakra Depletion, the character must still make saves as per rules when Chakra Pool 0 (see above).

Chakra Coils Damage: This type of damage is very rare and difficult to cure. Chakra Coil Damage lowers the character's current and total chakra pool and lowers it by the damaged amount.

Temporary chakra coil damage heals at the rate of 1 point per week of complete bed rest, unless aided by a medical ninjutsu technique.

Permanent chakra coil damage does not heal naturally and requires the aid of specific techniques or methods.

Chakra Pool Increases: Temporary increase of the relevant ability score (typically Constitution) does not generally increase the character's chakra pool, unless explicitly states in the ability.

Flat of the Chakra Pool increases the character's current and chakra pool by the specified amount. If the effect was temporary, it cannot reduce the character's chakra pool below 1 when it fades, though if it was depleted of chakra while using the ability, the condition will not change and the character's Chakra Pool will still be 0.

Stamina Damage: This damage generally occurs when a character uses the Chakra Control skill to convert the Chakra Cost of a technique to hit points (see Chakra Control skill for details). Abilities like Fast Healing or Regeneration do not heal Stamina damage, and while medical techniques do, they do so at a slower rate than normal damage.

Stamina damage is recovered at the rate of 1 point per level per hour spent performing non-strenuous activities in a climate it is accustomed to. Bed rest increases that amount by one-half.

In climates a character is not accustomed to, Stamina damage heals as normal, but once every three hours instead.

Ordinaries recover from stamina damage half as fast.

Basic Game Mechanics

This section contains all the basic game mechanics of the d20 Modern system that were modified or simply taken out, as well as important element of the Naruto d20 system.

Energy Damage

Three new types of energy damage were added to the Naruto d20 system, earth, water and wind.

Earth damage is common to the Doton ninjutsu subtype and Earth dragons. Water is common in Suiton ninjutsu and Water dragon, and finally Wind damage is common in Fuuton techniques and Wind dragons.

Optional Rule: When a character attempts to destroy an object with an unarmed strike without the proper feats, the attack only deals half damage, before applying hardness.

Each of the new damage type has an energy resistance equivalent of the same name, that acts in the same way energy resistance would for typical damage types.

Learn

This element is essential in the learning and mastering of techniques, though it can be employed elsewhere also. Learn checks are made to learn, develop, create and master techniques.

To make a Learn check, the character rolls 1d20 + character level + relevant ability modifier. The learn bonus presented in a creature's description does not include relevant ability modifier, but includes any bonus to Learn checks the creature may have, such as Chakra Affinity, Genius Nin or Grand Master.

Optional Rule: Since Naruto: d20 is a completely non-FX setting, mastercraft bonus can go up to +5 at the cost of +7 to the Purchase DC per point above 3.

A character can take 10 but not take 20 when making a Learn check.

Learning Techniques: The process of learning a technique is explained in details in *Chapter X: Techniques*. The character must succeed a number of times based on the technique's complexity rating, and each attempt takes a number of days equal to the technique's rank.

Starting Techniques: During character creation, the player does not typically roll Learn checks. Most characters start with 1d4 techniques, plus 1 per level. Typically, the

character gains the three basic Ninjutsu as bonus techniques, so long as it has ranks in the Ninjutsu skill: *Bunshin no Jutsu*, *Henge no Jutsu* and *Kawarimi no Jutsu*.

Actions

Naruto d20 uses several new different types of action to perform feats, techniques or abilities, described in detail below.

Instant Actions: A character can use an instant action even when it is not his turn. An instant action can be used to perform a defensive or counter-attack technique such as *Kirikaesu no Waza*, or *Kawarimi no Jutsu*. The character only has one swift or instant action per round.

Swift Action: A character can only use one instant or swift action per round, but must use a swift action on his turn. The character only has one swift or instant action per round.

Combat

Many combat situation calls for a particular rule that was altered for the purpose of Naruto d20, explained in detail below.

Action Points: In addition to their standard uses, a character can spend an action point to gain 1d6 points of Chakra for 1 minute, which can exceed his maximum Chakra Pool. More than one action point can be spent, but only the duration is refreshed, the actual chakra gained uses the highest rolled results.

Action points can be applied to Learn checks (see above).

Aid Another: A character cannot aid or have someone aid him to perform or identify a technique, though some exceptions, such as Summoning, are possible.

Blindsight/Blindsense (Ex): This ability represent the power to use non-visual senses to detect and locate creatures and operate normally without need of vision. This sense may refer to a keen sense of chakra, acute scent, sensitivity to vibration, keen hearing and so forth.

Blindsight: This ability makes invisibility and concealment (magical or not) irrelevant to the creature (though it still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object). This ability operates out to a range specified in the creature description.

The creature does not need to make Spot or Listen checks to notice creatures within range of blindsight. Unless noted otherwise, blindsight is continuous and the creature does not need to consciously focus to use it. Some forms of blindsight, however, need be triggered as a free action, so noted in the creature's description. If it must trigger the blindsight ability, the creature gains the benefits of blindsight only during its turn.

Optional Rule: Heroic characters running all-out can now run at 5 times their normal speed instead of 4 times. An encumbered character's maximum run speed is x4 instead of x5 using these rules.

Optional Rule: A creature with greater reach is unable to attack another if it is blocked by a creature or object in front of it. The creature can, however, reach the creature behind the obstacle if it is at least twice as tall as it. This rule goes for attacks of opportunity as well.

-Blindsight never allows a creature to distinguish colors or visual contrast. It cannot read using blindsight.

-Blindsight does not subject a creature to gaze attacks, unless the creature's eyes are functional and open (though darkvision does).

-Blinding attacks do not penalize creatures using blindsight.

-Deafening attacks nullify blindsight if it rely on keen hearing.

-Effects nullifying *sense chakra* nullify blindsight if it relies on a sense of chakra.

-Blindsight negates effects like displacement and blur.

Blindsense: This ability is a lesser variant of blindsight that allows the creature to notice things it cannot see, but without the pinpoint precision of blindsight. The creature with blindsense usually does not need to. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature.

Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Defense against attacks from creatures it cannot see.

Chakra Created Objects and Creature: A chakra created creature or object only has as much Chakra as was spent during their creation, based on the technique's cost, unless otherwise specified in its description. For example, a standard *Kage Bunshin* has 2 point of Chakra, while a *Tajuu Kage Bunshin* only has one.

When an object's chakra pool is reduced to 0, it is automatically destroyed, regardless of its physical condition. The fact that a creature or object has a Chakra Pool doesn't mean it can use technique or perform chakra-demanding activities, however.

Damage Reduction (Ex or Su): Damage reduction in Naruto d20 works differently from standard d20 Modern in that it does not require certain magical enhancement but rather special material, magical- or chakra-based enhancements.

A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), techniques, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability.

Some creatures are vulnerable to piercing, bludgeoning, or slashing damage. Others are vulnerable to certain materials, such as dark iron, silver or thorium. Attacks from weapons that are not made of the correct material have their damage reduced, even if the

weapon has an enhancement bonus of sorts.

Some monsters are vulnerable to chakra-enhanced weapon. Any weapon that has been permanently or temporarily enhanced with chakra, such as via a technique or a certain type of enhancement seal, overcomes the damage reduction of these monsters. Such creatures' natural weapons (but not attacks with weapons) are treated as chakra-enhanced for the purpose of overcoming damage reduction.

A few very powerful creatures are vulnerable only to other epic creatures attacks; that is, an attack coming from either a magical weapon with a +4 enhancement bonus, or a creature with 21 or more levels. Such creatures' natural weapons are also treated as epic for the purpose of overcoming damage reduction.

When a damage reduction entry has a dash (-) after the slash, no weapon negates the damage reduction. A few creatures are harmed by more than one kind of weapon. A weapon of either type overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction. A weapon must be both types to overcome this damage reduction. A weapon that is only one type is still subject to damage reduction. A projectile weapon bestows what qualities it has to its ammunition for the purpose of overcoming damage reduction.

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as injury type poison, a stunning effect, and injury type disease. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact.

Attacks that deal no damage because of the target's damage reduction do not disrupt spells or techniques. If a creature has damage reduction from more than one source, the two forms of damage reduction do not stack. Instead, the creature gets the benefit of the best damage reduction in a given situation.

Massive Damage Threshold (MAS): As a general rule, the MAS of a creature is increased to 50. A massive damage save is *always* a Fortitude save (DC 15).

New Conditions: Following standard conditions, these states describe ill effects and ailments a character may encounter:

Dazzled: The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.

Fascinated: A fascinated creature is entranced by a technique or supernatural effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the

fascinating effect. Any obvious threat, such as someone drawing a weapon, performing a technique, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the condition as a standard action.

Paralyzed: A paralyzed character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions, such as performing a technique requiring only concentration (some limitations may apply). Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (the DC is given in the creature's description). Unlike hold person and similar effects, a paralysis effect does not allow a new save each round.

A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Sickened: The character takes a -2 penalty on all attack rolls and damage rolls, saving throws, skill checks, and ability checks.

Tremorsense (Ex or Su): A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range. Aquatic creatures with tremorsense can also sense the location of creatures moving through water.

If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving to be detected.

As long as the other creatures are taking physical actions, including casting spells with somatic components, or technique with the Mobility or Hand Seals (half-seals) components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

Shinobi Skills

Ninjas have abilities most mundane characters cannot even fathom. These abilities include the ability to detect hostility and read thoughts, sense chakra signatures or even see chakra.

Although they may not often come into play, these are also critical elements of the Naruto d20 system, and are described in detail below.

Detect Emotions (Su): Some ability may grant a character the ability to sense a sentient creature's mood and emotions, as long as the creature has an Intelligence score and is capable of sentient thoughts.

If a character is aware of a creature that is within 30 feet, he may make a Sense Motive check (DC 20) to determine whether or not the creature is hostile or its current mood without having to interact with it. Targets of this ability must have an Intelligence, Wisdom and Charisma score of at least 1.

By concentrating further, the character is able to detect surface thoughts of a creature, providing it is sufficiently weak willed. Further concentration requires an attack action and focuses on one creature at a time.

1st round: Character is able to determine whether the creature is capable of sentient thoughts.

2nd round: Character detects emotions on a basic level, such as anger, frustration, contentment, relief or happiness.

3rd round: Character is able to probe into the creature's surface thoughts and read them, providing that the character's level or sense motive bonus is higher than the creature's Will save modifier. This is a gaze attack with a range equal to the Detect Emotions ability's range, and has a Will save DC of $10 + \frac{1}{2}$ character's level + character's Wis modifier. Succeeding the save prevents the character from reading the target's thoughts for 24 hours.

Surface thoughts can be read and will show the character certain images, but will not be able to determine complicated and structured sentences, such as "the enemy will attack from the seventh door to the west at midnight, and will come in small numbers, with a captain." Creatures of animal intelligence have simple, instinctual thoughts that the character can also pick up.

A creature that realizes its thoughts are being read may attempt a new save every round. The character is only able to read the thoughts of a struggling creature for 1 minute per day, though there is no limit if the creature is willing.

See Chakra (Su): Some ability may grant a character the ability to see Chakra. That means the character is able to see threads of Chakra around him and react to it better than most individuals. A character that can *See Chakra* gains is able to make a Spot check rather than a Genjutsu check to detect an ambient genjutsu.

The character will also be able to see a technique being used or chakra being spent, absorbed or dissipated. He will not be able to automatically determine the cause, only see

Optional Rule: Nonlethal Damage Option

When the amount of nonlethal damage taken is equal to your hit points, you become *staggered* and may only take a move or attack action each round (but not both). When it exceeds your current hit points, you fall unconscious. It doesn't matter whether the nonlethal damage exceeds your current hit points because the nonlethal damage has gone up or because your current hit points have gone down. Nonlethal damage heals at the rate of 1 hit points per hour per character level; spells, techniques or effects that heal normal damage and stamina damage remove an equal amount of nonlethal damage also. The Brawl feat allows the character's attacks when he deals nonlethal damage to deal 1d4 points instead of 1d3, and the improved brawl increases that damage to 1d6.

Staggered: A character whose nonlethal damage exactly equals his current hit points is staggered. A staggered character may take a single move action or attack action each round (but not both, nor can he take full-round actions).

A character whose current hit points exceed his nonlethal damage is no longer staggered; a character whose nonlethal damage exceeds his hit points becomes unconscious.

Regeneration: The regeneration quality treats all damage of the non-vulnerable type as nonlethal damage rather than ignoring damage equal to the character's massive damage threshold. Any nonlethal damage taken is healed at the rate specified in the monster entry. See *Friends and Foes - Special Qualities* for details.

that it is happening. These bonus do not take effect if the creature is blind.

See Through Chakra (Su): A character able to see through Chakra is able to make a Spot check rather than a Genjutsu check to detect an ambient Genjutsu, and gains a +4 competence bonus to any such check made, as well as a +2 resistance bonus to Will saves made to disbelieve Genjutsu. Furthermore, a character that can *see through chakra* is able to determine if a creature is a clone, real or summoned.

A creature able to see through chakra is able to determine whether a creature is a non-corporeal chakra construct or a physical being (such a physical clone or a summoned creature).

The character will also be able to see a technique being used or chakra being spent, absorbed or dissipated. He will not be able to automatically determine the cause, only see that it is happening.

The character can also see a creature's Chakra Pool and is able to determine its strength (see Sense Chakra below). These bonus do not take effect if the creature is blind.

Sense Chakra (Su): This ability enables one to sense the sources of Chakra lingering in one place or creatures. Depending on the strength and origin of the Chakra, the character may or may not be able to identify the source. A character able to Sense Chakra must concentrate for an attack action in order to use this ability Concentration plus 1d3 rounds (as per spell or technique). The character's senses extends to a range equal to 5 feet per level.

Depending on the strength of the source, he may or may not be able to pinpoint its location, but will be able to either recognize the source for what it is or detect approaching foes.

Chakra Activities: The source comes from a technique that was just used. To detect chakra activity, the character must make a Wisdom check (DC 20 - the technique's chakra cost). In addition, the character may make a Wisdom check (DC 20) to determine if the Chakra Cost of the technique was, even if partially or totally, converted to hit points. The strength of the source is based on the Chakra Cost of the technique being used.

Chakra Signature: The source of this Chakra comes from a creature directly. A character able to detect Chakra Signatures can easily identify the source of the chakra and remembers chakra signatures just as normal humans do sight, though it may take quite some time for a creature to get used to a specific Chakra Signature. The strength of the source is based on the creature's current Chakra Pool.

Source's Strength				
Source	Faint	Moderate	Strong	Overwhelming
Chakra Activities	5 or less	6-15	16-25	Higher than 26
Chakra Signature	18 or less	19-35	36-75	Higher than 76
<i>Optional Rule</i>	10 or less	11-23	24-36	Higher than 37

Suppressed: A suppressed Chakra Signature is undetectable and cannot be identified. It always counts as Chakra Pool 0.

Faint: The source is very weak and barely detectable at all. It can be identified if the character is nigh intimately familiar with the signature, but the character cannot pinpoint its location nor the distance which it is at.

Moderate: The source is easily detectable and decently strong. The character can identify it easily and gains a +2 bonus to Spot checks to detect its physical presence.

Strong: The chakra source is powerful and can easily be picked apart from the rest. It can be identified and the character gains a +4 bonus to Spot checks to detect its approach, even in low lighting and concealment.

Overwhelming: The source is overwhelmingly powerful and whole, and can be instantly picked apart even in a room packed with Strong signatures. It can be identified without concentration and the character gains a +10 bonus to Spot checks to detect it even without lighting and in total darkness or concealment, even if he is blind. It is important to note that even if the character is able to locate the source, miss chance due to lack of sight is not affected.

Dormant Sense: If the character is neither Fatigued nor Exhausted and has suffered no ability damage, he is able to sense chakra instinctively even when not actively concentrating on it. The range of the dormant sense in this case is 5 feet every 5 level (minimum 0 feet, meaning that it is non-existent) and the aura counts as though it was two category weaker, meaning that only Strong and Overwhelming auras can be sensed. The character will not, however, be able to discern Chakra Signatures with his dormant sense.

Suppress Chakra (Su): Certain character have the ability to conceal their chakra signature in order to make themselves pass undetected by enemies. This ability enables them to lower the strength of their Chakra Signature until it is completely snuffed out.

To activate the ability requires a full-round action. At that time, the character's Chakra Signature will be reduced by 1 category (ie, from Strong to Moderate). If the character's chakra pool changes because he uses, loses or gains chakra, he must make a Concentration or Chakra Control check (DC 10+chakra lost or gained) to concentrate on the ability.

The character can concentrate for an additional 5 rounds to further lower his chakra signature by 1 (maximum 1 category every 5 levels).

Suppress chakra lasts for as long as the character Concentrates, plus 10 minutes per level or hit dice.

Sealing Tenketsu: Dealing tenketsu damage forces a progressive paralyzation of the chakra coil system on the target, making it difficult to utilize techniques to a certain degree. The paralysis impedes the target's ability to perform Chakra Control, Genjutsu and Ninjutsu techniques of a progressively higher rank, starting from Rank 1, and also implies a penalty to perform checks.

When performing a technique after suffering tenketsu damage, the character must check to see if the technique's rank is equal to or lower than the technique rank relevant to the amount of tenketsu damage taken (see table below). If so, he must make a Chakra Control check to see if he can perform the technique; on a failed check, the character automatically fails his perform check.

If the character succeeds or the technique's rank is higher than the rank impeded by the tenketsu damage, he performs the technique normally but suffers a penalty to his Perform checks (see table below).

The penalties increase with the tenketsu damage (sealed tenketsu) taken, starting from 2, to 4, 8, 16, 32, 64, 128, 256 and every additional 8 from then on. Refer to the table below to determine the penalties for the amount of tenketsu damage taken.

Tenketsu Damage: This entry relates to the amount of tenketsu damage taken by the character. The penalties are not cumulative.

Chakra Control DC: The difficulty of the chakra control check the character must succeed to perform a technique of a rank impeded by tenketsu damage (see below).

Technique Rank: The rank of techniques impeded by tenketsu damage, for which the character must succeed a Chakra Control check in addition to a perform check. If the performed technique's rank is equal to or lower than this entry, it is impeded.

Check Penalty: The penalty to Chakra Control, Genjutsu and Ninjutsu perform checks suffered by the character. This penalty does not apply to the chakra control check made to perform an impeded technique, but it does apply to Chakra Control checks made to perform a Chakra Control technique (assuming the check was a success or the technique is not affected by tenketsu damage).

Tenketsu Damage	Chakra Control DC	Technique Rank	Check Penalty	Tenketsu Damage	Chakra Control DC	Technique Rank	Check Penalty
2	11	1	—	232	23	12	-8
4	12	2	—	240	24	13	-9
8	13	3	-1	248	24	13	-9
16	14	3	-1	256	26	13	-9
32	15	4	-2	264	26	13	-9
64	16	5	-2	272	27	14	-10
128	17	6	-3	280	27	14	-10
136	17	6	-3	288	29	14	-10
144	18	7	-4	296	29	14	-10
152	18	8	-4	304	30	15	-11
160	19	9	-5	312	30	15	-11
168	19	9	-5	320	32	15	-11
176	20	10	-6	328	32	15	-11
184	20	10	-6	336	33	16	-12
192	21	11	-7	344	33	16	-12
200	21	11	-7	352	35	16	-12
208	22	12	-8	360	35	16	-12
216	22	12	-8	361	40	20	-15
224	23	12	-8				

128 or more tenketsu damage: A character with 128 or more tenketsu damage is fatigued until tenketsu damage taken is reduced to 127 or lower.

Healing Tenketsu: Recovering from tenketsu damage outside of techniques is done while

the character rests.

The character heals his character level or hit dice in tenketsu damage every evening of rest.

Tenketsu damage is healed twice as fast during bed rest. Complete bed rest triples the amount of tenketsu damage healed.

Strength Ranks and Speed Ranks

Characters and creatures sometime gain abilities that greatly increase their physical prowess, namely physical strength and speed. These abilities are detailed in great detail below.

Speed Ranks: A character generally has speed rank 0 in its passive state, although special abilities may grant temporary or permanent speed ranks. Speed Ranks cannot be lower than 0.

Many different techniques, for example, grant speed ranks—the easiest example being Shodan Kousoku. This technique grants a temporary speed rank of 1 for a number of round, as will many of the same technique family.

Although a technique or ability may grant speed ranks, movement speed increase, regardless of the type, never increases a character's speed rank unless the ability explicitly states so.

A character attempting to spot someone under the effects of a speed rank suffers a -1 penalty to Spot checks against that creature per speed rank it has over the character's own, so long as the creature the character is trying to see is not stationary, in which case the penalty is not applied. For example, a creature moving at speed rank 1 suffers a -3 penalty to Spot checks to spot a creature hiding that is moving at speed rank 4. High Speed Sight can remedy that penalty without increasing a character's speed ranks.

Stacking Speed Ranks: No two sources of temporary Speed Rank stack unless explicitly stated in the description of at least one of the source. When two effect increasing speed ranks are applied to a character, use the highest to determine the benefits gained.

There are 10 speed ranks; beyond that, a creature gains no benefits. Speed Ranks from 1 to 9 can be achieved through techniques or other such methods, but Speed Rank 10 requires a special ability or feat, or the use of the *Shukuchi* epic technique.

An encumbered character suffers a -1 penalty to its actual speed ranks, and a heavily emcumbered -2 (minimum 0).

Kawarimi Defense: A Kawarimi defense means that a creature cannot avoid the character's attack using any technique that allows one to avoid an attack (such as Kawarimi no Jutsu, Shundou or Shunzeki) unless it moves at a speed rank equal to the specified entry.

High Speed Sight: This ability increases the actual speed rank of a creature when

determining its ability to spot other creatures moving at extreme speeds—it otherwise grants not benefits. Multiple abilities that grant high speed sight stack.

- *Rank 0*: The character moves at normal speed and gains no benefits from this speed rank. Speed ranks cannot go lower than speed rank 0.
- *Rank 1*: The character gains a +2 bonus to Jump checks, a +1 dodge bonus to Defense and Reflex saves, and a +1 bonus to attack rolls. The character's base land speed increases by 10 feet.
- *Rank 2*: The character gains a +3 bonus to Jump checks, a +2 dodge bonus to Defense and Reflex saves, and a +2 bonus to attack rolls. The character's base land speed increases by 15 feet.
- *Rank 3*: The character gains a +4 bonus to Jump checks, a +3 dodge bonus to Defense and Reflex saves, and a +3 bonus to attack rolls. The character's base land speed increases by 20 feet.
- *Rank 4*: The character gains a +5 bonus to Jump checks, a +4 dodge bonus to Defense and Reflex saves, and a +4 bonus to attack rolls. The character's base land speed increases by 25 feet. Ranged attacks made against the character have a 10% miss chance, and his attacks have a kawarimi defense 1.
- *Rank 5*: The character gains a +6 bonus to Jump checks, a +5 dodge bonus to Defense and Reflex saves, and a +5 bonus to attack rolls. The character's base land speed increases by 30 feet. Ranged attacks against him have a 15% miss chance, and his attacks have a kawarimi defense 2.
- *Rank 6*: The character gains a +7 bonus to Jump checks, a +6 dodge bonus to Defense and Reflex saves, and a +6 bonus to attack rolls. The character's base land speed increases by 35 feet. Ranged attacks against him have a 20% miss chance, and his attacks have a kawarimi defense 3. He gains an additional attack when making a full-attack action, at his highest attack bonus but at a -5 penalty.
- *Rank 7*: The character gains a +8 bonus to Jump checks, a +7 dodge bonus to Defense and Reflex saves, and a +7 bonus to attack rolls. The character's base land speed increases by 40 feet. Ranged attacks against him have a 20% miss chance, and his attacks have a kawarimi defense 3. He gains an additional attack when making a full-attack action, at his highest attack bonus.
- *Rank 8*: The character gains a +9 bonus to Jump checks, a +8 dodge bonus to Defense and Reflex saves, and a +8 bonus to attack rolls. The character's base land speed increases by 45 feet. Ranged attacks against him have a 20% miss chance, and his attacks have a kawarimi defense 4. He gains an additional attack when making a full-attack action, at his highest attack bonus.
- *Rank 9*: The character gains a +10 bonus to Jump checks, a +9 dodge bonus to Defense

and Reflex saves, and a +9 bonus to attack rolls. The character's base land speed increases by 50 feet. Ranged attacks against him have a 20% miss chance and melee attacks 10%, and his attacks have a kawarimi defense 5. He gains an additional attack when making a full-attack action, at his highest attack bonus.

– *Rank 10*: The character gains a +10 bonus to Jump checks, a +10 dodge bonus to Defense and Reflex saves, and a +10 bonus to attack rolls. The character's base land speed increases by 60 feet. All attacks against him have a 20% miss chance, and his attacks have a kawarimi defense 6. He gains an additional attack when making a full-attack action, at his highest attack bonus, and a second additional attack at a -5 penalty.

Strength Ranks: In a similar way to Speed Ranks, a character can gain up to six Strength Ranks; ranks 1 through 5 can be obtained from techniques, but Strength Rank 6 can only be attained with a special feat or ability. Non-permanent effects increasing one's Strength Rank do not stack (see above, Stacking Speed Ranks)

A character with Strength Ranks gains a +1 bonus to opposed Strength checks per Strength Rank he has over his opponent (minimum +0, maximum +5.)

– *Rank 0*: This is the rank of strength of a normal, mundane individual. Every character starts at Strength Rank 0 and very few will permanently advance past this rank.

– *Rank 1*: The character gains a +1 bonus to attack and weapon damage rolls.

– *Rank 2*: The character gains a +1 bonus to attack and weapon damage rolls, counts as though one size category larger when making opposed disarm, trip, grapple, bullrush or overrun, and his carrying capacity increases by one-quarter (round down).

– *Rank 3*: The character gains a +2 bonus to attack and weapon damage rolls, counts as though one size category larger when making opposed disarm, trip, grapple, bullrush or overrun, and his carrying capacity increases by one-half (round down).

– *Rank 4*: The character gains a +2 bonus to attack and weapon damage rolls, counts as though two size category larger when making opposed disarm, trip, grapple, bullrush or overrun, and his carrying capacity doubles.

– *Rank 5*: The character gains a +3 bonus to attack and weapon damage rolls, counts as though two size category larger when making opposed disarm, trip, grapple, bullrush or overrun, and his carrying capacity doubles.

– *Rank 6*: The character gains a +4 bonus to attack and weapon damage rolls, counts as though two size category larger when making opposed disarm, trip, grapple, bullrush or overrun, and his carrying capacity doubles. He also gains a damage reduction 5/dark iron.

Variant

There are many variant rules offered to enhance gaming experience in Naruto d20, from the Simplified Chakra Pool to the Elemental Affinities. These variants should all be

considered carefully with both the players' and GM's best interest in mind before using them in a campaign.

Simplified Chakra Pool: With the Chakra Control system being understandably complicated, the Naruto: d20 supplement offers an optional rule to greatly simplify and quicken gameplay for inexperienced players.

The Chakra Pool of a character is calculated as such: 2 plus the character's Constitution modifier (minimum 1) every level (therefore, a level 2 character with a Constitution of 13 would have 6 points of Chakra, while a level 10 character with a Constitution score of 16 would have a Chakra Pool of 50). Ordinaries still have half that amount.

The character cannot convert Chakra Cost to hit points anymore, but learning Genjutsu and Ninjutsu techniques now require 1 rank of Chakra Control per rank of the technique the character seeks to learn (4 ranks for a Rank 4 technique).

Furthermore, Soldier Pills grant a bonus to Chakra Pool of 2d6+2 instead of 2d4+1, and the Kagetsuki Bloodline cannot double its Chakra Pool when this optional rule is in effect.

Unarmed Lethal Damage: As an optional rule, all heroic shinobi are able to deal lethal damage and count as armed when making an unarmed attack. The shinobi still deals 1d3 point of damage, though, unless he has a special feat increasing that amount (such as combat martial arts). This rule does not change the benefits of Brawl, as it still deals non-lethal damage.

Power Units (PU): Power units function in such a way to allow a character greater freedom within a game. They serve to make the inexperienced prodigy stronger and still somewhat of a challenge to the seasoned veteran. A character with more power units is capable of greater prowesses, both mental and physical, but distinctly has less experience than a character of higher level.

The only true way to acquire a power unit is for the GM to give one or to benefit from a non-permanent effect that increase one's power unit. One should always be mindful of game balance when considering using power units, and they are a completely optional portion of the Naruto: d20 system. Nevertheless, implementing them can add distinct flavor to a game and add that edge combat needs to be just that much more interesting.

Optional Rules: Because of the obvious advantage a Power Unit grant to a character, it may be a good idea to increase the character's ECL and CR by 0.5 point per permanent Power Unit (rounded down).

Power Units add up to each other and all bonuses listed below stack:

- +0.5 dodge bonus to Defense (rounded down)
- +0.5 hit points per level (rounded down)
- +1 to his Learn checks
- +2 bonus to Chakra Pool
- +1 bonus to attack rolls
- +1 bonus to saving throws

- +2 bonus to Balance, Climb, Hide, Jump, Listen, Move Silently, Spot, Swim and Tumble checks
- +2 bonus to Initiative
- +2 feet movement increase (rounded to the nearest 5-foot unit)

For example, a character with 3 Power Units (PU) would gain the following: a +1 dodge bonus to defense, +1 hit points per level, +3 bonus to his Learn checks, +3 bonus to his Chakra Pool, attack rolls, saving throws, +6 bonus to Initiative and Balance, Climb, Hide, Jump, Listen, Move Silently, Spot, Swim and Tumble checks as well as a 5 feet movement increase.

Credits goes to Critical Strike Press for the original idea, although it was mostly modified by yours truly. They can be reached on their website (www.criticalstrikepress.com). Note that the Power Units are not Open Game Content and cannot be used without permission of their respective owner, in this case Critical Strike Press and Frankto Vinneti.

Create a True Ninja: In the following paragraph, you will find details on how to create a true Naruto ninja for a high powered campaign. Be warned that this can, and likely will, result in a very high powered game and should be used only by an experienced GM or a person seeking to play in that kind of universe.

A true Naruto ninja has to be strong, cunning, agile and have the ability to come up with thorough plan on the fly. He, or she, must be experienced and talented, wise and collected. He must always be prepared for the worst case scenario and have the ability to deal with anything life throws his way.

To be a true Ninja, one must:

- be built using 40-point buy or 5d6, taking the three best, rerolling ones.
- have at least 1 power unit.
- be able to learn techniques with only half the normal time.
- be able to move at up to 5 times his normal speed.
- count as armed and deal lethal damage with unarmed strikes even without the Combat Martial Arts feat (as per optional rule).
- begin play with the three basic techniques, Bunshin, Henge and Kowarimi, as well as 2d4 +1 technique per level.
- have Balance, Chakra Control, Climb, Disguise, Genjutsu, Hide, Listen, Move Silently, Ninjutsu, Search, Spot, Survival and Taijutsu as permanent class skills.
- be able to recover Chakra loss twice as fast.

Seeing how this can obviously unbalance the whole game, it should not be used unless one is looking for a "legal" way to create overpowered characters.

Elemental Chakra Affinity and Manipulation: Using this optional content, chakra itself has a nature in and of itself that can be discovered and used to empower a certain element. These elements are Doton, Fuuton, Hyouton, Katon,

Raiton and Suito.

Each character starts with 1 elemental affinity, which follows them throughout their shinobi career as their one strongest elements. This affinity is called a primary affinity, and grants the character gains a +1 bonus to Learn and Perform checks, and checks made to convert the cost of any techniques of that element to hit points, increasing by +1 every 5 levels thereafter, up to +5, and an energy resistance 5 to their own elements at 10th level. The energy resistance increases to 10 at 15th level, and 15 at 20th level. See table to the right.

Energy resistance for Ice and Lightning is Cold and Electricity.

However, the character is incapable of learning, copying and performing any technique of an element to which he does not have an affinity to, though he may still identify them. At level 10 and every 5 levels thereafter, up to level 20, the character gains an additional affinity, though it grants no additional bonuses other than the ability to learn techniques of that element.

This brings about other changes. Hyouton Mokuton techniques require special abilities or feats to be able to learn them.

Though affinities are referred to by their elements and not their technique types, practitioners of Doton are referred to as Earth-gifted. Hyouton, Ice-gifted; Fuuton, Wind-gifted; Katon, Fire-gifted; Raiton, Lightning-gifted and Suito affiliated are known as Water-gifted.

An elemental affiliated character suffers a -2 penalty to saves against its opposed primary element.

Fire beats Wind, Wind beats Lightning, Lightning beats Earth, Earth beats Water, and Water beats Fire.

To add a random factor, roll a d6-1 everytime a character gains an elemental affinity, rerolling if a result comes twice.

Hyouton

Prerequisite: Primary Elemental Affinity (Water or Wind), can only be taken at 1st level, heroic character.

Benefit: You gain an elemental affinity to Ice as well as Water or Wind (whichever you didn't select as your primary elemental affinity). Your Ice affinity may replace your primary elemental affinity, which is then downgraded to a normal affinity.

You do not gain elemental affinities from levels. Ice affinity is beaten by Fire, but beats

Level P, L, C Resistance		
1st	+1	—
6th	+2	—
10th	+2	5
11th	+3	5
15th	+3	10
16th	+4	10
20th	+4	15
21th	+5	15
Perform, Learn and Conversion bonuses, Energy Resistance for Primary Affinities.		

Elemental		
D6	Affinity	Opposite
1	Fire	Wind
2	Wind	Lightning
4	Lightning	Earth
5	Earth	Water
6	Water	Fire
The character suffers a -2 penalty to saves against his primary elemental opposite only.		

Earth.

Mokuton

Prerequisite: Primary Elemental Affinity (Earth or Water), can only be taken at 1st level, heroic character.

Benefit: When gaining a secondary elemental affinity to Earth or Water (whichever you didn't select as your primary elemental affinity), you are able to learn and perform Mokuton techniques normally.

Character Creation

Creating a character can sometimes be a tricky thing to do, especially using a system so heavily modified as this one. Below are some tips and advice, and the general process rewritten to serve as an aid to new players.

Ask Your GM!

Always have the GM "ok" the build or direction you wish to send your character in! Not meeting the GM's approval without having him know can cause trouble later on!

Ability Scores

Generating your ability score is generally done through the point-buy system (see below). Heroes and villains typically use 36-point buy (or 32), while NPCs use 25-point buy, and civilian and creatures 12 or 15-point buy.

Point Buy System: Each ability score starts at 8. The character must spend points to purchase the ability score he desires; ability scores from 8 to 14 cost 1 point. 15 and 16 cost 2 points, and 17 and 18 both cost 3 points.

For example, 36-point buy can generate the following array: 16, 14, 14, 14, 14, 10. The 16 score costs 10, while all four 14 cost 6, and the 10 costs 2; adding together makes 36.

Rolling the Die: Other ability generation systems including rolling the die, picking the best three of 4d6. For high-power campaign, picking the best three of 4d6, rerolling 1s is usually preferred.

Race

Is your character a normal human, or does he gain special benefit from his ancestor's body manipulation and experiments? Is he abnormally tall, or small? See chapter 2 for more details on the new races!

Basic Class

Choosing what basic class you take first will determine the foundation you will base your character upon. See chapter 3 for more details.

Hit Points

The amount of hit point a character has is determined by what class he takes. At first

level, a character always get maximum hit points from the hit die, but each subsequent level must be rolled.

Chakra Pool

A chakra pool is equal to the character's Constitution modifier (minimum 0) plus 1 every level. A character gains double chakra at first level.

Starting Occupation

Most shinobi character—the heroes, generally—choose from the four starting occupations offered in this book: Academy Student, Mentored, Ninja Law Enforcement or Wandering Ninja. What occupation you choose determine the benefits you gain from it—choose wisely!

Action Points

All basic class offer the same number of action points: $5 + \text{half the character's level in the class (rounded down)}$. Characters starting at higher than 1st level typically gain what action points their last level in the last class their character has taken rather than the number of action points it would have if it had progressed normally in all classes without spending an action point (left at the GM's discretion).

Skills and Feats

Choosing skills and feats can determine what advanced and prestige classes, techniques and later feats are available to you. A character gains skill points every level (times four at 1st level) depending on what class he takes, and one feat at first level plus any bonus his class and occupation may grant. See chapters 2, 3 and 4 for details.

Wealth

Roll 2d4 and add whatever bonus your character's starting occupation may grant to determine wealth at first level. Feats and skills, such as windfall and Profession may add to your wealth bonus. See page 204 of the d20 Modern Core Rulebook for wealth of characters after 1st level.

Equipment

After determining wealth, a character must then spend it on what equipment he can, being mindful of the item's restriction. See page 91 of the d20 Modern Core Rulebook for rules on spending and losing wealth. See chapter 7 for equipment and new items unique to Naruto d20.

CHAPTER II: NONHUMAN HEROES

Most shinobi coming from clans of their respective country are not typical, average humans due to the nature of their training and alterations inherited from their ancestors' bodies due to their training, either through various drugs or several generations following specific training methods and chakra manipulations. While a civilian wouldn't typically have a shinobi race, the offspring of a man whose family background includes 4 generations of extensively trained shinobi might.

The term nonhuman hero is used loosely: these creatures are both human and not, lacking the adaptability of the average man but gaining abilities from the blood running through their veins. Such a creature is not treated as human and does not gain extra skill points, as shown on the table below.

TABLE 2-1: HON-HUMANS AND SKILL POINTS		
Class	Skill Points	
Basic Classes	Human	Shinobi Races
Strong	3+Int modifier	2+Int modifier
Fast	5+Int modifier	4+Int modifier
Tough	3+Int modifier	2+Int modifier
Smart	9+Int modifier	8+Int modifier
Dedicated	5+Int modifier	4+Int modifier
Charismatic	7+Int modifier	6+Int modifier
Advanced Classes		
Soldier	5+Int modifier	4+Int modifier
Martial Artist	3+Int modifier	2+Int modifier
Gunslinger	5+Int modifier	4+Int modifier
Infiltrator	7+Int modifier	6+Int modifier
Daredevil	5+Int modifier	4+Int modifier
Bodyguard	3+Int modifier	2+Int modifier
Field Scientist	7+Int modifier	6+Int modifier
Techie	7+Int modifier	6+Int modifier
Field Medic	5+Int modifier	4+Int modifier
Investigator	5+Int modifier	4+Int modifier
Personality	5+Int modifier	4+Int modifier
Negotiator	5+Int modifier	4+Int modifier
Beastmaster	3+Int modifier	2+Int modifier
Blinkstrike	3+Int modifier	2+Int modifier
Elite Shinobi Swordsman	3+Int modifier	2+Int modifier
Medical Specialist	5+Int modifier	4+Int modifier
Ninja Police	5+Int modifier	4+Int modifier
Ninja Scout	5+Int modifier	4+Int modifier
Puppeteer	5+Int modifier	4+Int modifier
Sacred Fist	3+Int modifier	2+Int modifier
Shuriken Expert	5+Int modifier	4+Int modifier
Soul Edge	3+Int modifier	2+Int modifier
Taijutsu Master	3+Int modifier	2+Int modifier
Undying Shinobi	3+Int modifier	2+Int modifier

Prestige Classes		
Beastlord	3+Int modifier	2+Int modifier
Elementalist	5+Int modifier	4+Int modifier
Genjutsu Master	5+Int modifier	4+Int modifier
Ninja Operations Counter	6+Int modifier	5+Int modifier
Shade	5+Int modifier	4+Int modifier
Summoner	3+Int modifier	2+Int modifier
Technique Analyst	5+Int modifier	4+Int modifier
Weaponmaster	3+Int modifier	2+Int modifier

Skills and Feats

Nonhumans species gain 4 fewer skill points at 1st level, and 1 fewer every level thereafter, as well as one feat fewer at 1st level.

Languages Known

Nonhuman species in general gain one bonus language in addition to Common, that of their own country.

Shinobi Species

Following the descriptive text of each species is a summary of special traits and abilities.

Size: The species' size. Species that are exceptionally large or small receive modifiers to their Defense, attack rolls, grapple checks, and Hide skill checks.

Ability Modifiers: These modifiers adjust the ability scores of every member of the species. Size modifier to ability scores are already taken into account.

Base Speed: The distance an average member of the species can move (in feet) during a move action. In general, Medium and Large characters have a base speed of 30 feet, while Small characters have a base speed of 20 feet.

Special Qualities: Special qualities include species bonuses to skill checks and saving throws, bonus feats, and natural armor bonuses to Defense (if any). This section also describes any special abilities of the species, including special combat bonuses, the ability to see in low light or utter darkness, and the ability to resist magic.

Elemental Affinity: Using the elemental affinity optional rules, the species automatically gains the specified entry instead of choosing.

Free Language Skills: Nonhuman species receive a certain number of Read/Write Language and Speak Language skills for free, without spending any skill points. These free language skills are listed here.

Other Languages: Other languages commonly known to members of the species. Shinobi may learn additional languages, following the rules presented under the Speak Language and Read/Write Language skill descriptions.

Small and Large characters

Small characters gain a +1 size bonus to Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They suffer a -4 penalty on grapple checks.

Large characters suffer a -1 size penalty to Defense, attack rolls and a -4 size penalty on Hide checks. They gain a +4 bonus on grapple checks.

Small characters' lifting and carrying limits are three-quarters of those of Medium

characters.

Large characters' lifting and carrying limits are twice that of Medium characters.

Small characters generally move about two-thirds as fast as Medium characters.

Large characters generally move the same speed as Medium characters.

Small characters must use smaller weapons than Medium characters. They must use two hands to wield a weapon of Medium, and a weapon must be of Tiny size or smaller for them to consider it as a light weapon.

Large characters must use weapons larger than Medium characters. They may wield

Large weapons with one hand, and must use a Medium or smaller for them to consider a light weapon.

Armor for Small characters can be chopped down from exsistant protective outfits. It costs the same as Medium armor and weighs half as much. A Medium or larger creature cannot wear armor sized for a Small character.

Armors for Large characters can be pieced together with exsistant protective outfits. It costs one-half again as Medium armor and weighs twice as much. A Medium or smaller creature cannot wear armor sized for a Large character.

Gigantic

These humans are just like typical humans except that they are unusually large. They grow up to be anywhere between 8 and 14 feet tall.

Size: Large. Large characters suffer a -1 size penalty to Defense, attack rolls and a -4 size penalty on Hide checks. They gain a +4 bonus on grapple checks.

Ability Modifiers: +8 Strength, +4 Constitution, -2 Dexterity.

Base Speed: 30 feet.

Natural Armor: Gigantic humans gain a +2 natural armor bonus to Defense.

Humans: Gigantic humans still counts as humanoids, though the type does not generally allow creatures of Large size. Their slam deals 1d4 points of damage, claws 1d6, bites 1d6 and gores 1d8.

Bonus Feat: Gigantic humans receive Simple Weapons Proficiency as a bonus feat.

Elemental Affinity: Any.

Free Language Skills: Read/Write Common (or local language), Speak Common (or local language).

Other Languages: Any.

Challenge Rating: +1.

Level Adjustment: +2.

Human

This species is the typical, adaptable human. They gain additional skill points and feats, and no other special bonuses.

Size: Medium. Humans have no special bonuses or penalties due to their size.

Ability Modifiers: —

Base Speed: 30 feet.

Bonus Skills: Humans gain 4 more skill points at 1st level, and 1 more every level thereafter.

Bonus Feat: Humans gain an additional feat to choose from at 1st level, as well as Simple Weapons Proficiency.

Elemental Affinity: Any.

Free Language Skills: Read/Write Common (or local language), Speak Common (or local language).

Other Languages: Any.

Human/Earth

Humans native from the earth country, they are generally sturdier and larger than their peers.

Size: Medium. Humans have no special bonuses or penalties due to their size.

Ability Modifiers: +2 Constitution, -2 Wisdom.

Base Speed: 30 feet.

Tremorsense (Ex): A human/earth can concentrate for 1 swift action to activate a tremorsense 30 ft. ability once per day. The tremorsense lasts for 1 minute or the duration of an encounter (whichever is shorter).

Skill Bonus: The human/earth gains a +2 racial bonus to Climb checks.

Saving Throw Bonus: The human/earth gains a +1 racial bonus to saves against earth-based attacks.

Bonus Feat: Humans receive Simple Weapons Proficiency as a bonus feat.

Elemental Affinity: Earth.

Free Language Skills: Read/Write Common, Speak Common, Speak Earth.

Other Languages: Sign Language (Earth), Sign Language (Universal), Fire, Lightning, Water, Wind.

Human/Fire

Humans native from the fire country do not differ from the norm in sizes, but favor lighter-colored hair and tan more easily.

Size: Medium. Humans have no special bonuses or penalties due to their size.

Ability Modifiers: +2 Charisma, -2 Strength.

Base Speed: 30 feet.

Inspire Courage (Sp): The human/fire may inspire courage in all allies within 30 feet once per day. As a swift action, he may grant himself a +1 morale bonus to attack rolls, saves and skill checks, and a +4 morale bonus to saves against fear effects for 1 minute or the duration of an encounter (whichever is shorter).

Skill Bonus: The human/fire gains a +1 racial bonus to Diplomacy and Gather Information checks.

Saving Throw Bonus: The human/fire gains a +1 racial bonus to saves against fire-based attacks.

Bonus Feat: Humans receive Simple Weapons Proficiency as a bonus feat.

Elemental Affinity: Fire.

Free Language Skills: Read/Write Common, Speak Common, Speak Fire.

Other Languages: Sign Language (Fire), Sign Language (Universal), Earth, Lightning, Water, Wind.

Human/Lightning

Humans native from the lightning country are generally short and stout, favor darker hair and weather-beaten skin from the extreme seasonal weather.

Size: Medium. Humans have no special bonuses or penalties due to their size.

Ability Modifiers: +2 Dexterity, -2 Wisdom.

Base Speed: 30 feet.

Grounded (Su): Once per day as an instant action, the character can choose to take only half damage from any single electricity-based attacks, so long as he is in contact with the ground. This must be declared before damage from the ability is rolled. Resistance is applied after halving the damage and saves (if it allows any) are rolled.

Skill Bonus: The human/lightning gains a +2 racial bonus to Tumble checks.

Saving Throw Bonus: The human/lightning gains a +1 racial bonus to saves against electricity-based attacks.

Bonus Feat: Humans receive Simple Weapons Proficiency as a bonus feat.

Elemental Affinity: Lightning.

Free Language Skills: Read/Write Common, Speak Common, Speak Lightning.

Other Languages: Sign Language (Lightning), Sign Language (Universal), Earth, Fire, Water, Wind.

Human/Water

Humans native from the water country tend to be leaner, with longer limbs and darker hair. A typical trait of these folks are sharp, shark-like teeth.

Size: Medium. Humans have no special bonuses or penalties due to their size.

Ability Modifiers: +2 Strength, -2 Charisma.

Base Speed: 30 feet. Humans/water have a swim speed of 20 feet.

Hold Breath (Ex): The human/water can hold his breath twice as long as normal before suffocating or drowning.

Skill Bonus: The human/water gains a +2 racial bonus to Swim checks.

Saving Throw Bonus: The human/water gains a +1 racial bonus to saves against water-based attacks.

Bonus Feat: Humans receive Simple Weapons Proficiency as a bonus feat.

Elemental Affinity: Water.

Free Language Skills: Read/Write Common, Speak Common, Speak Water.

Other Languages: Sign Language (Water), Sign Language (Universal), Earth, Fire, Lightning, Wind.

Human/Wind

Humans native from the wind country tend to be leaner, their skin golden and most commonly have pale-blond hair.

Size: Medium. Humans have no special bonuses or penalties due to their size.

Ability Modifiers: +2 Dexterity, -2 Wisdom.

Base Speed: 30 feet.

Quickness (Su): Once per day, the human/wind may activate this ability as an instant action. When he makes a Reflex save against an attack, technique or effect requiring a save for half damage, he takes no damage on a successful save. This ability is used regardless whether the save was successful or not. It must be declared before rolling the save.

Skill Bonus: The human/lightning gains a +1 racial bonus to Balance and Tumble checks.

Saving Throw Bonus: The human/wind gains a +1 racial bonus to saves against wind-based attacks.

Bonus Feat: Humans receive Simple Weapons Proficiency as a bonus feat.

Elemental Affinity: Wind.

Free Language Skills: Read/Write Common, Speak Common, Speak Wind.

Other Languages: Sign Language (Wind), Sign Language (Universal), Earth, Fire, Lightning, Water.

Monstrous

These creatures were born deformed to an extreme degree either due to experiments or an extreme type of birth defect.

Type: Monstrous Humanoid

Size: Medium. Humans have no special bonuses or penalties due to their size.

Ability Modifiers: +4 Strength, -2 Dexterity, +2 Constitution, -2 Charisma.

Base Speed: 30 feet.

Deformities: The monstrous human gains several benefits from his deformities, including natural weapons. He must choose two deformities (which may be two different natural weapon).

Natural Weapon (choose one): The monstrous human may choose one of the following: slam, tail whip, claws, gore or bite. He gains the appropriate body part (horns, claws, fangs, a tail, etc).

Advanced Immune System: The monstrous human gains a +8 bonus to Fortitude saves against poisons and diseases.

Amphibious: The monstrous human is able to breathe water and air normally.

Powerful Legs: The monstrous human has a base land speed of 40 feet, and possibly digitigrade feet.

Scales: The monstrous human gains a +4 natural armor bonus to defense, and scales covering his entire body.

Bonus Feat: Monstrous humans receive Archaic Weapon Proficiency or Simple Weapons Proficiency as a bonus feat.

Elemental Affinity: Any.

Free Language Skills: Read/Write Common (or local language), Speak Common (or local language).

Other Languages: Any.

Challenge Rating: +1.

Level Adjustment: +2.

Smallfolk

These humans are generally much smaller than their peers, but their bodies are also proportioned as a human would, rather than like a stout, dwarfish human. Smallfolks tend to be between 3 and a half to 4 and a half feet tall.

Size: Small. Small characters gain a +1 size bonus to Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They suffer a -4 penalty on grapple checks.

Ability Modifiers: +2 Dexterity.

Base Speed: 20 feet.

Bonus Feat: Smallfolks receive Simple Weapons Proficiency as a bonus feat.

Elemental Affinity: Any.

Free Language Skills: Read/Write Common (or local language), Speak Common (or local language).

Other Languages: Any.

Trueblooded Human

These humans are the byproducts of selective breeding and a dozen generations of shinobi and highly-trained, chakra-able individuals.

Size: Medium. Humans have no special bonuses or penalties due to their size.

Ability Modifiers: +2 Strength, +2 Constitution, +2 Charisma.

Base Speed: 30 feet.

Low-Light Vision: Trueblooded humans can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Darkvision: Trueblooded humans can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and trueblooded humans can function with no light at all.

Elemental Affinity: Any.

Bonus Feat: Trueblooded humans receive either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat.

Free Language Skills: Read/Write Common (or local language), Speak Common (or local language).

Other Languages: Sign Language (Universal), Earth, Fire, Lightning, Water, Wind.

Level Adjustment: +1.

Age

As the character ages, his or her physical ability scores decrease and his or her mental ability scores increase, as detailed on the table below. The effects of each aging step are cumulative.

Age Category	Gigantic	Human	Monstrous	Smallfolk	Trueblooded	Ability Adjustments
Child	1-8	1-11	1-11	1-8	1-11	-3 to Str and Con; -1 to Dex, Int, Wis, and Cha
Young adult	9-13	12-15	12-15	9-13	12-16	Original scores
Adult	14-35	16-39	16-29	14-35	17-50	Original scores
Middle age	36-50	40-59	30-39	36-50	51-75	-1 to Str, Dex, and Con; +1 to Int, Wis, and Cha
Old	51-60	60-79	40-59	51-60	76-99	-1 to Str, Dex, and Con; +1 to Int, Wis, and Cha
Venerable	61+	80+	60+	61+	100+	-1 to Str, Dex, and Con; +1 to Int, Wis, and Cha

CHAPTER III: BASIC CLASSES

Strong Hero

The Strong hero is a shinobi that uses his Strength score to the best of his ability. Levels in this class demonstrates intense physical ability for greater overall strength and power. Strong heroes excel at both taijutsu and close-quarter combat, as well as other types of extreme effort and activities that require raw strength over the skilled finesse some other heroes possess.

The Strong hero type of shinobi is often a Taijutsu specialist or a ninja that focuses on the close-quarter aspect of combat.

Examples of Strong Heroes

Martial artists, swordsmen or even some type of bodybuilder are all good example of Strong Heroes. Any character making better use of raw physical strength rather than brain power or agility might prefer this class to others.

Class Information

The following information pertains to the Strong Hero basic class.

Ability

Strength is the ability associated with this class of shinobi. Strong heroes tend to have higher Dexterity and Constitution to aid them in battle, as they increase saving throws, defense and hit points.

Hit Die

The Strong Hero gains 1d8 hit points per level. The Constitution modifier applies.

Action Points

The Strong Hero gains a number of action points equal to 5 + one-half his character level, rounded down, every time he attains a new level in this class.

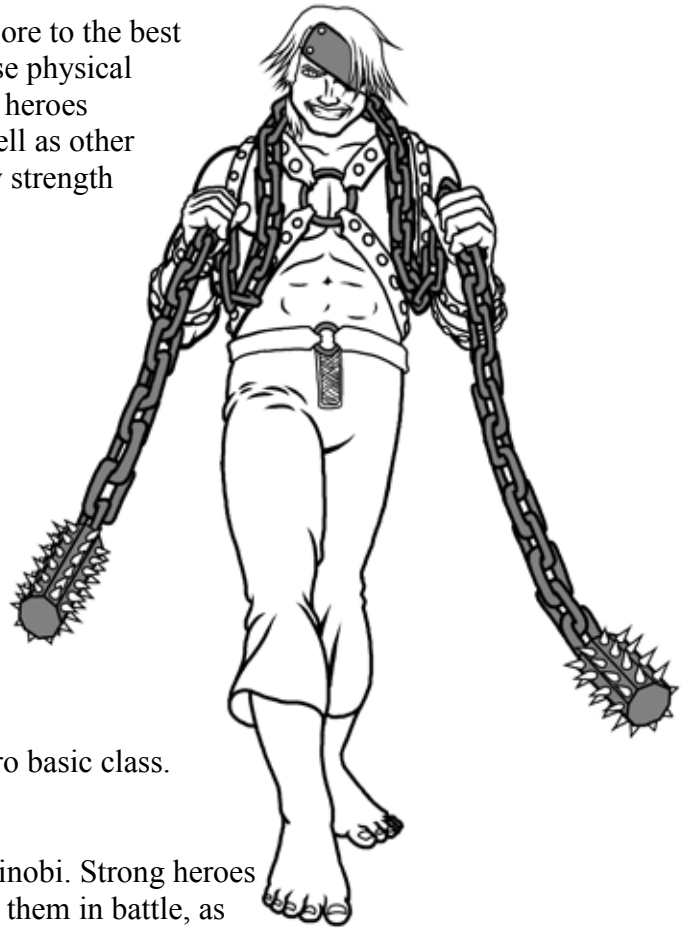
Class Skills

The Strong Hero's class skills, and the key ability for each are as follows.

Climb (Str), Craft (structural) (Int), Handle Animal (Cha), Jump (Str), Knowledge (current events, ninja lore, popular culture, streetwise, tactics) (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Speak Language (none), Swim (Str) and Taijutsu (Str).

Also, the starting occupation the hero selects can provide additional class skills to choose from.

Skill Points at First Level: $(3 + \text{Int modifier}) \times 4$.



Skill Points at Each Level: 3 + Int modifier.

TABLE 3-1: STRONG HERO

	Base							
	Attack	Fort	Ref	Will		Defense	Reputation	
Level	Bonus	Save	Save	Save	Special	Bonus	Bonus	
1 st	+1	+1	+0	+0	Talent	+1	+0	
2 nd	+2	+2	+0	+0	Bonus feat	+2	+0	
3 rd	+3	+2	+1	+1	Talent	+2	+0	
4 th	+4	+2	+1	+1	Bonus feat	+3	+0	
5 th	+5	+3	+1	+1	Talent	+3	+1	
6 th	+6/+1	+3	+2	+2	Bonus feat	+3	+1	
7 th	+7/+2	+4	+2	+2	Talent	+4	+1	
8 th	+8/+3	+4	+2	+2	Bonus feat	+4	+1	
9 th	+9/+4	+4	+3	+3	Talent	+5	+2	
10 th	+10/+5	+5	+3	+3	Bonus feat	+5	+2	

Starting Feats

In addition to the two feats all characters get at first level, a Strong hero begins play with the Simple Weapon Proficiency feat.

Optional Rule: Strong Heroes may begin play with proficiency in light and medium armors. Taking this class after level 1 grants no armor proficiency.

Class Features

The following features pertain to the Strong Hero advanced class.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Strong hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Extreme Effort Talent Tree

A Strong hero can push himself to make an extreme effort. The effort must relate either to a Strength check or a Strength-based skill check. You must decide to use this ability before making the check.

Extreme Effort: The effort requires a full-round action and provides a +2 bonus on the check.

Improved Extreme Effort: The effort requires a full-round action and provides a +2 bonus that stacks with the bonus provided by extreme effort (+4 total).

Prerequisite: Extreme effort.

Advanced Extreme Effort: The effort requires a full-round action and provides a +2 bonus that stacks with the bonuses provided by extreme effort and improved extreme effort (+6 total).

Prerequisites: Extreme effort, improved extreme effort.

Ignore Hardness Talent Tree

The Strong hero has an innate talent for finding weaknesses in objects. This allows a Strong hero to ignore some of an object's hardness when making a melee attack to break it.

Ignore Hardness: The Strong hero ignores 2 points of an object's hardness.

Improved Ignore Hardness: The Strong hero ignores 2 additional points of an object's hardness (for a total of 4).

Prerequisite: Ignore hardness.

Advanced Ignore Hardness: The Strong hero ignores 2 additional points of an object's hardness (for a total of 6).

Prerequisites: Ignore hardness, improved ignore hardness.

Melee Smash Talent Tree

The Strong hero has an innate talent that increases melee damage.

Melee Smash: The Strong hero receives a +1 bonus on melee damage.

Improved Melee Smash: The Strong hero receives an additional +1 bonus on melee damage (+2 total).

Prerequisite: Melee smash.

Advanced Melee Smash: The Strong hero receives an additional +1 bonus on melee damage (+3 total).

Prerequisites: Melee smash, improved melee smash.

Taijutsu Talent Tree

By selecting a talent from this talent tree, the Strong Hero gains a bonus to hit with unarmed attacks and a bonus to his Taijutsu skill.

Taijutsu: The Strong Hero gains a +1 bonus to unarmed attack rolls and Taijutsu skill checks.

Improved Taijutsu: The bonus increases to +2 to unarmed attack rolls and Taijutsu skill checks.

Prerequisite: Taijutsu.

Advanced Taijutsu: The Strong Hero's bonus increases to +3 to unarmed attack rolls, Taijutsu skill checks, and a +2 bonus to his Learn checks to learn taijutsu techniques.

Prerequisite: Taijutsu, Improved Taijutsu.

Sense Chakra: The Strong Hero gains the ability to Suppress Chakra normally, as per shinobi skill.

Prerequisite: One talent from the Taijutsu talent tree.

Suppress Chakra: The Strong Hero gains the ability to Suppress Chakra normally, as per shinobi skill.

Prerequisite: One talent from the Taijutsu talent tree.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Strong hero gains a bonus feat. This feat must be selected from the following list, and the Strong hero must meet any prerequisites.

Animal Affinity, Archaic Weapons Proficiency, Athletic, Blind-Fight, Brawl, Cleave, Combat Martial Arts, Combat Reflexes, Exotic Melee Weapon Proficiency, Genin, Gift of Summoning, Great Cleave, Improved Brawl, Improved Chakra Pool, Improved Combat Martial Arts, Nin Weapons Proficiency, Power Attack, Taijutsu Adept, Training, Weapon Focus.

Fast Hero

The Fast hero is a type of shinobi that relies on both defense and often stealth as its best weapon, and thus makes best uses of Dexterity. With levels in this class, one qualifies as both a ranged and melee specialist, with the ability to make quick and precise throw and using one's quickness to get out of harm's way.

The Fast hero makes for a fine taijutsu specialist, but is much less damage oriented than the Strong hero.

Examples of Fast Heroes

Acrobats, thieves and burglars are all good examples of fast heroes. They are nimble and quick on their feet, which enables them to make a quick retreat in time of need or swiftly hide around a corner to avoid unwanted attention.

Class Information

The following information pertains to the Fast Hero basic class.

Ability

The main focus of this class is Dexterity. While this characteristic is very important, a Fast hero makes good use of his Strength and Constitution score. Having a high Intelligence score also helps increasing his already wide array of skills.

Hit Die

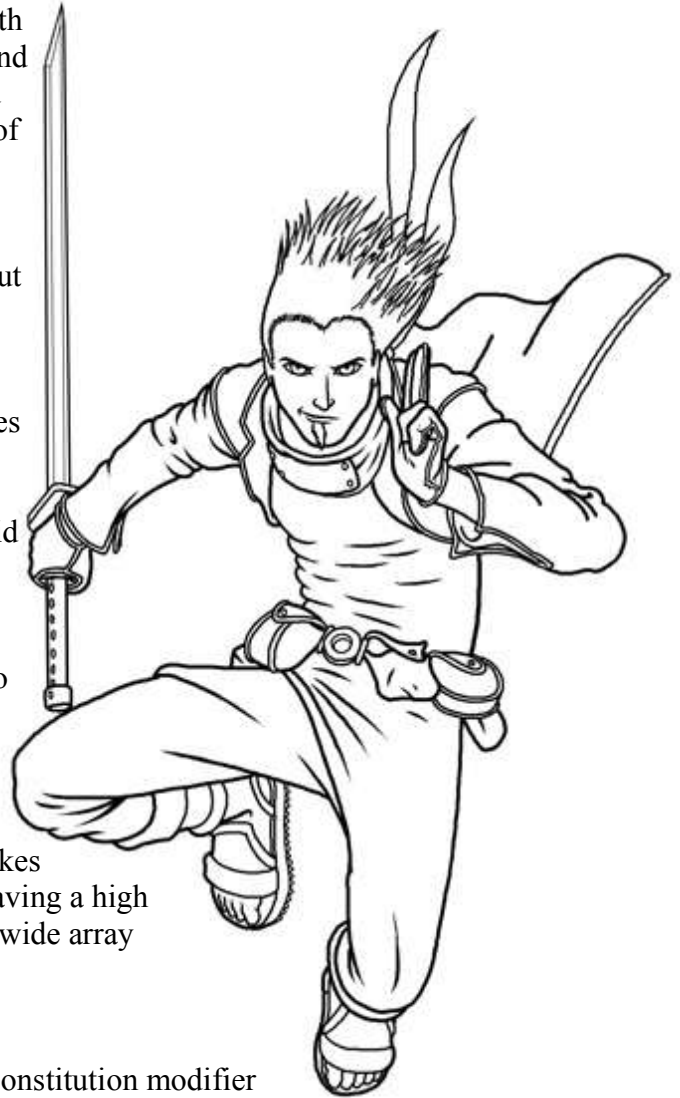
The Fast Hero gains 1d8 hit points per level. The Constitution modifier applies.

Action Points

The Fast Hero gains a number of action points equal to 5 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Fast Hero's class skills, and the key ability for each are as follows.



Balance (Dex), Craft (mechanical) (Int), Drive (Dex), Escape Artist (Dex), Hide (Dex), Knowledge (current events, ninja lore, popular culture, streetwise) (Int), Move Silently (Dex), Pilot (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Sleight of Hand (Dex), Speak Language (none), Taijutsu (Str) and Tumble (Dex).

Also, the starting occupation the hero selects can provide additional class skills to choose from.

Skill Points at First Level: $(5 + \text{Int modifier}) \times 4$.

Skill Points at Each Level: $5 + \text{Int modifier}$.

TABLE 3-2: FAST HERO

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+0	+1	+0	Talent	+3	+0
2 nd	+1	+0	+2	+0	Bonus feat	+4	+0
3 rd	+2	+1	+2	+1	Talent	+4	+1
4 th	+3	+1	+2	+1	Bonus feat	+5	+1
5 th	+3	+1	+3	+1	Talent	+5	+1
6 th	+4	+2	+3	+2	Bonus feat	+6	+2
7 th	+5	+2	+4	+2	Talent	+6	+2
8 th	+6/+1	+2	+4	+2	Bonus feat	+7	+2
9 th	+6/+1	+3	+4	+3	Talent	+7	+3
10 th	+7/+2	+3	+5	+3	Bonus feat	+8	+3

Starting Feats

In addition to the two feats all characters get at first level, a Fast hero begins play with the Simple Weapon Proficiency feat.

Optional Rule: Fast Heroes may begin play with proficiency in light armors. Taking this class after level 1 grants no armor proficiency.

Class Features

The following features pertain to the Fast Hero advanced class.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Fast hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Defensive Talent Tree

The Fast hero gains the ability to improve his innate defensive talents as the hero attains new levels.

Evasion: If the Fast hero is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the Fast hero suffers no damage if he makes a successful saving throw. Evasion can only be used when wearing light armor or no armor.

Uncanny Dodge 1: The Fast hero retains his Dexterity bonus to Defense regardless of being caught flat-footed or struck by a hidden attacker. (The hero still loses his Dexterity bonus to Defense if the hero is immobilized.)

Prerequisite: Evasion.

Uncanny Dodge 2: The Fast hero can no longer be flanked; the hero can react to opponents on opposite sides of him as easily as he can react to a single attacker.

Prerequisites: Evasion, uncanny dodge 1.

Defensive Roll: The Fast hero can roll with a potentially lethal attack to take less damage from it. When the Fast hero would be reduced to 0 hit points or less by damage in combat (from a ranged or melee attack), he can attempt to roll with the damage.

A Fast hero spends 1 action point to use this talent. Once the point is spent, the hero makes a Reflex saving throw (DC = damage dealt). If the save succeeds, he takes only half damage. The Fast hero must be able to react to the attack to execute a defensive roll—if the hero is immobilized, he can't use this talent.

Since this effect would not normally allow a character to make a Reflex save for half damage, the Fast hero's evasion talent doesn't apply to the defensive roll.

Prerequisites: Evasion, uncanny dodge 1.

Opportunist: The Fast hero can spend 1 action point to use this talent. Once the point is spent, the hero can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the Fast hero's attack of opportunity for that round. Even a Fast hero with the Combat Reflexes feat can't use this talent more than once per round.

Prerequisite: Evasion.

Optional Rule: In order to make up for the balance issue with the fast hero class, the Defensive Talent Tree may have the *Uncanny Dodge 1* and *Evasion* talents switch place, with *Uncanny Dodge 1* being available at level 1, and *Evasion* requiring *Uncanny Dodge 1* rather than the opposite.

Deflection Talent Tree

By selecting a talent from this talent tree, the Fast Hero gains a bonus to defense against ranged attacks such as thrown weapons and arrows, but not against ballistic weapons.

Deflect: The Fast Hero, if he is aware of his enemy, gains a +1 deflection bonus to defense against ranged weapon (ballistic weapons don't apply). This bonus is denied if the Fast Hero is caught flat-footed or is denied his dexterity bonus.

Improved Deflect: Defense bonus against ranged weapons increases to +2.

Prerequisite: Deflect.

Advanced Deflect: The Fast Hero's deflection bonus against ranged weapon increases to +3.

Prerequisite: Deflect, Improved Deflect.

Sense Chakra: The Fast Hero gains the ability to Suppress Chakra normally, as per shinobi skill.

Prerequisite: One talent from the Deflection talent tree.

Suppress Chakra: The Fast Hero gains the ability to Suppress Chakra normally, as per shinobi skill.

Prerequisite: One talent from the Deflection talent tree.

Increased Speed Talent Tree

The Fast hero can increase his natural base speed.

Increased Speed: The Fast hero's base speed increases by 5 feet.

Improved Increased Speed: The Fast hero's base speed increases by 5 feet. This talent stacks with increased speed (10 feet total).

Prerequisite: Increased speed.

Advanced Increased Speed: The Fast hero's base speed increases by 5 feet. This talent stacks with increased speed and improved increased speed (15 feet total).

Prerequisites: Increased speed, improved increased speed.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Fast hero gains a bonus feat. This feat must be selected from the following list, and the Fast hero must meet any prerequisites.

Acrobatic, Combat Expertise, Combat Throw, Defensive Martial Arts, Dodge, Double Tap, Elusive Target, Focused, Genin, Gift of Summoning, Improved Chakra Pool, Improved Disarm, Mobility, Nin Weapons Proficiency, Personal Firearms Proficiency, Point Blank Shot, Stealthy, Taijutsu Adept, Training, Weapon Finesse.

Tough Hero

The elements of a tough hero can enable one to run for great distances without tiring, concentrate on a tough jutsu, utilize a higher level of chakra reserve, or simply out last your opponents with sheer vitality. Taijutsu perfectly augments this type of hero who would follow the meaning of the ninja to endure through their endeavors.

Although lacking in offensive capabilities, their defensive qualities and endurance openly out class those of the fast or strong hero.

Example of Tough Heroes

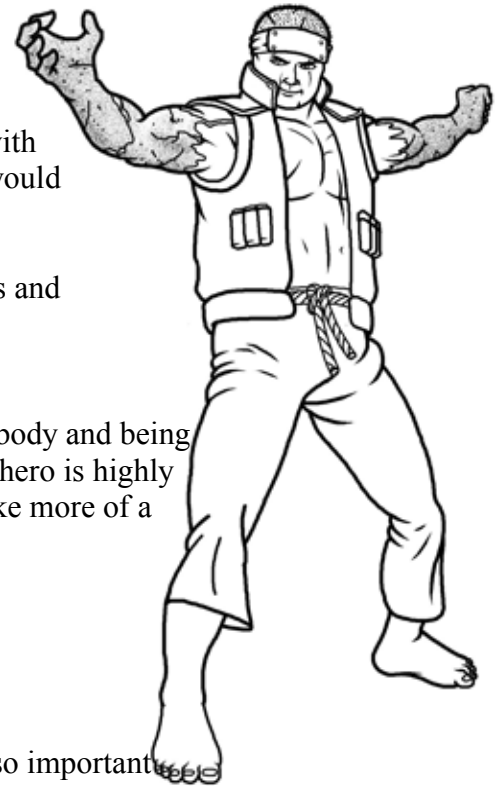
Brawlers, sprinter or any type of shinobi that believes having a fit body and being in good health before training his mind is the thing to do. A tough hero is highly resistant to the whims of nature, poisons and tends to be able to take more of a hit than your ordinary shinobi.

Class Information

The following information pertains to the Tough Hero basic class.

Ability

For a Tough hero, Constitution is the primary ability score. It is also important to have a good Strength and Dexterity score to fare well in combat, which is usually their main affectation. A good Wisdom is also helpful for a Tough hero that wishes to resist the effects of torture or Genjutsu, the bane of many ninja.



Hit Die

The Tough Hero gains 1d10 hit points per level. The Constitution modifier applies.

Action Points

The Tough Hero gains a number of action points equal to 5 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Tough Hero's class skills, and the key ability for each are as follows.

Climb (Str), Concentration (Con), Craft (mechanical, structural) (Int), Drive (Dex), Intimidate (Cha), Knowledge (current events, ninja lore, popular culture, streetwise) (Int), Profession (Wis), Read/Write Language (none), Ride (Dex), Speak Language (none), Spot (Wis), Survival (Wis) and Taijutsu (Str).

Also, the starting occupation the hero selects can provide additional class skills to choose from.

Skill Points at First Level: $(3 + \text{Int modifier}) \times 4$.

Skill Points at Each Level: $3 + \text{Int modifier}$.

TABLE 3-3: TOUGH HERO

Level	Base	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
	Attack Bonus						
1 st	+0	+1	+0	+0	Talent	+1	+0
2 nd	+1	+2	+0	+0	Bonus feat	+2	+0
3 rd	+2	+2	+1	+1	Talent	+2	+1
4 th	+3	+2	+1	+1	Bonus feat	+3	+1
5 th	+3	+3	+1	+1	Talent	+3	+1
6 th	+4	+3	+2	+2	Bonus feat	+3	+2
7 th	+5	+4	+2	+2	Talent	+4	+2
8 th	+6/+1	+4	+2	+2	Bonus feat	+4	+2
9 th	+6/+1	+4	+3	+3	Talent	+5	+3
10 th	+7/+2	+5	+3	+3	Bonus feat	+5	+3

Starting Feats

In addition to the two feats all characters get at first level, a Tough hero begins play with the Simple Weapon Proficiency feat.

Optional Rule: Tough Heroes may begin play with proficiency in light, medium and heavy armors. Taking this class after level 1 grants no armor proficiency.

Class Features

All of the following are class features of the Tough hero.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Tough hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Damage Reduction Talent Tree

The Tough hero has an innate talent to ignore a set amount of damage from most weapons, but not from energy or special attack forms (which may or may not exist, depending on the campaign). Before the hero can select a talent from this tree the hero must have previously selected at least one talent from the Energy Resistance or Unbreakable Talent Tree.

Damage Reduction 1/—: The Tough hero ignores 1 point of damage from melee and ranged weapons.

Prerequisite: One other talent from either the Endurance, Energy Resistance Talent Tree or the Unbreakable Talent Tree.

Damage Reduction 2/—: The Tough hero ignores an additional 1 point of damage from melee and ranged weapons (DR 2/— total).

Prerequisites: Damage reduction 1/—, one other talent from either the Endurance, Energy Resistance Talent Tree or the Unbreakable Talent Tree.

Damage Reduction 3/—: The Tough hero ignores an additional 1 point of damage from melee and ranged weapons (DR 3/— total).

Prerequisites: Damage reduction 1/—, damage reduction 2/—, one other talent from either the Endurance, Energy Resistance Talent Tree or the Unbreakable Talent Tree.

Stamina Talent Tree

By selecting a talent from this talent tree, the Tough Hero can increase his Chakra pool.

Endurance: The Tough Hero's Chakra pool increases by two points.

Improved Endurance: The Chakra Pool increases by four points (total 6).

Prerequisite: Endurance.

Advanced Endurance: The Tough Hero's Chakra Pool increases by 6 points (total 12) and he gains a +2 bonus on Fortitude save to resist exhaustion when Chakra runs out.

Prerequisite: Endurance, Improved Endurance.

Second Chance: The Tough hero can spend 1 action point to gain a second chance. Once this talent is activated, the Tough Hero will recover a number of Chakra point equal to his Constitution modifier. The Tough Hero may not exceed his maximum Chakra Pool by this mean.

Prerequisite: Second Wind, Robust.

Sense Chakra: The Tough Hero gains the ability to Suppress Chakra normally, as per shinobi skill.

Prerequisite: One talent from the Stamina talent tree.

Suppress Chakra: The Tough Hero gains the ability to Suppress Chakra normally, as per shinobi skill.

Prerequisite: One talent from the Stamina talent tree.

Energy Resistance Talent Tree

The Tough hero is particularly resistant to certain kinds of deadly energy effects. These talents can be selected in any order.

Acid Resistance: The Tough hero ignores an amount of acid damage equal to his Constitution modifier.

Cold Resistance: The Tough hero ignores an amount of cold damage equal to his Constitution modifier.

Earth Resistance: The Tough hero ignores an amount of earth damage equal to his Constitution modifier.

Electricity Resistance: The Tough hero ignores an amount of electricity damage equal to his Constitution modifier.

Fire Resistance: The Tough hero ignores an amount of fire damage equal to his Constitution modifier.

Sonic/Concussion Resistance: The Tough hero ignores an amount of sonic or concussion damage equal to his Constitution modifier.

Water Resistance: The Tough hero ignores an amount of water damage equal to his Constitution modifier.

Wind Resistance: The Tough hero ignores an amount of wind damage equal to his Constitution modifier.

Unbreakable Talent Tree

The Tough hero is particularly resilient thanks to the following talents.

Remain Conscious: The Tough hero gains the ability to continue to perform actions when he would otherwise be considered unconscious and dying. When the Tough hero's hit points reach -1, the hero can perform as though he were disabled, making either an attack action or a move action every round until the hero reaches -10 hit points (and dies) or the hero's hit points return to 1 or higher. The hero can choose to succumb to unconsciousness if he thinks that doing so might prevent him from taking more damage.

Robust: The Tough hero becomes especially robust, gaining a number of hit points equal to his Tough level as soon as he selects this talent. Thereafter, the hero gains +1 hit point with each level of Tough he gains.

Second Wind: The Tough hero can spend 1 action point to gain a second wind. When the hero does this, he recovers a number of hit points equal to his Constitution modifier. This talent does not increase the Tough hero's hit points beyond the character's full normal total.

Stamina: The Tough hero recovers twice as fast as normal. So, the hero recovers 2 hit points per character level per evening of rest, 2 points of temporary ability damage per evening of rest, and awakens in half the normal time after being knocked unconscious.

Prerequisite: Robust.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Tough hero gains a bonus feat. This feat must be selected from the following list, and the Tough hero must meet any prerequisites.

Alertness, Athletic, Brawl, Confident, Empowered Resilience, Endurance, Genin, Gift of Summoning, Great Fortitude, Improved Brawl, Improved Bull Rush, Improved Chakra Pool, Improved Feint, Knockout Punch, Nin Weapons Proficiency, Power Attack, Streetfighting, Taijutsu Adept, Talented Shinobi, Toughness, Training, Vehicle Expert.

Smart Hero

The Smart hero makes the best use of Intelligence of all the other hero. His large array of skills and number of skill points make him perfect to add a variety of knowledge and skill to a character. Taking levels in this class demonstrate extreme proficiency in many domains and allows for more versatile characters.

A Smart hero is by no mean an expert in either close quarter or ranged battle, but he is an efficient tactician and very proficient in the use of the Ninja Arts.

Example of Smart Heroes

True technique specialists, biology experts, war tacticians or master crafter are all aspect a Smart hero may take. Of all the other classes, he has the widest variety of skills and therefore the most potential to make the best use of them. Smart heroes also make excellent puppeteers.

Class Information

The following information pertains to the Smart Hero basic class.

Ability

A Smart hero relies mostly on Intelligence. This ability is priceless for one who likes a wide range of skills and flexibility in their build. Wisdom is also important to complement their good Will saves and many skills.

Hit Die

The Smart Hero gains 1d6 hit points per level. The Constitution modifier applies.

Action Points

The Smart Hero gains a number of action points equal to $5 + \text{one-half his character level}$, rounded down, everytime he attains a new level in this class.

Class Skills

The Smart Hero's class skills, and the key ability for each are as follows.

Computer Use (Int), Craft (calligraphy, chemical, electronic, mechanical, pharmaceutical, structural, visual art, writing) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Forgery (Int), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, ninja lore, physical sciences, popular culture, streetwise, tactics, technology, theology and philosophy) (Int), Navigate (Int), Ninjutsu (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), and Speak Language (none).

Also, the starting occupation the hero selects can provide additional class skills to choose from.

Skill Points at First Level: $(9 + \text{Int modifier}) \times 4$.

Skill Points at Each Level: $9 + \text{Int modifier}$.

TABLE 3-4: SMART HERO

	Base						
	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	Bonus
1 st	+0	+0	+0	+1	Talent	+0	+1
2 nd	+1	+0	+0	+2	Bonus feat	+1	+1
3 rd	+1	+1	+1	+2	Talent	+1	+1
4 th	+2	+1	+1	+2	Bonus feat	+1	+2
5 th	+2	+1	+1	+3	Talent	+2	+2
6 th	+3	+2	+2	+3	Bonus feat	+2	+2
7 th	+3	+2	+2	+4	Talent	+2	+3
8 th	+4	+2	+2	+4	Bonus feat	+3	+3
9 th	+4	+3	+3	+4	Talent	+3	+3
10 th	+5	+3	+3	+5	Bonus feat	+3	+4

Starting Feats

In addition to the two feats all characters get at first level, a Smart hero begins play with the Simple Weapon Proficiency feat.

Optional Rule: Smart Heroes may begin play with proficiency in light armors. Taking this class after level 1 grants no armor proficiency.

Class Features

All of the following are class features of the Smart hero.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Smart hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Ninjutsu Talent Tree

By selecting a talent from this talent tree, the Smart Hero gains a bonus to identify and perform Ninjutsu techniques.

Ninjutsu: The Smart Hero gains a +1 bonus to Ninjutsu to perform a technique, and a +2 bonus to identify techniques.

Improved Ninjutsu: The bonuses increase to +2 to perform and +4 to identify techniques.

Prerequisite: Ninjutsu.

Advanced Ninjutsu: The Smart Hero's bonuses increase to +3 and +6 to Ninjutsu skills. In addition, the Hero gains a +2 bonus to his Learn checks to learn ninjutsu techniques.

Prerequisite: Ninjutsu, Improved Ninjutsu.

Sense Chakra: The Smart Hero gains the ability to Suppress Chakra normally, as per shinobi skill.

Prerequisite: One talent from the Ninjutsu talent tree.

Suppress Chakra: The Smart Hero gains the ability to Suppress Chakra normally, as per shinobi skill.

Prerequisite: One talent from the Ninjutsu talent tree.

Research Talent Tree

The Smart hero has a natural aptitude for study and fact-finding. These talents can be selected in any order.

Savant: Select one of the skills listed in the following paragraph. The hero must have ranks in the skill if it is Trained Only. The Smart hero gets to add a bonus equal to his Smart level when making checks with that skill. A Smart hero can take this talent multiple times; each time it applies to a different skill.

Computer Use, Craft (any single skill), Decipher Script, Demolitions, Disable Device, Forgery, Investigate, Knowledge (any single skill), Navigate, Repair, Research, Search. The Smart hero may not apply this bonus to Chakra Control, Genjutsu, Ninjutsu or Taijutsu.

Linguist: With this talent, the Smart hero becomes a master linguist. Whenever the hero encounters a new language, either spoken or written, that he does not know the Smart hero can make an Intelligence check to determine if he can understand it. The check is made with a bonus equal to the hero's Smart level. For a written language, the bonus applies to a Decipher Script check instead.

The DC for the check depends on the situation: DC 15 if the language is in the same group as a language the hero has as a Read/Write Language or Speak Language skill; DC 20 if the language is unrelated to any other languages the hero knows; and DC 25 if the language is ancient or unique. With this special ability, a Smart hero can glean enough meaning from a conversation or document to ascertain the basic message, but this ability in no way simulates actually being able to converse or fluently read and write in a given language.

A single check covers roughly one minute of a spoken language or one page of a written language.

Prerequisite: At least 1 rank in either Read/Write Language or Speak Language for each of three different languages.

Strategy Talent Tree

The Smart hero has the brainpower to see solutions in most situations. These talents can be selected in any order, but before the hero can select a talent from this tree he must have previously selected at least one talent from the Research Talent Tree.

Exploit Weakness: After 1 round of combat, the Smart hero can designate one opponent and try to find ways to gain an advantage by using brains over brawn. The Smart hero uses a move action and makes an Intelligence check (DC 15) with a bonus equal to his Smart level. If the check succeeds, for the rest of the combat the Smart hero uses his Intelligence bonus instead of either Strength or Dexterity bonus on attack rolls as the hero finds ways to outthink his opponent and notices weaknesses in his opponent's fighting style.

Prerequisite: One talent from the Research Talent Tree.

Plan: Prior to an encounter the Smart hero can develop a plan of action to handle the situation. Using this talent requires preparation; a Smart hero can't use this talent when surprised or otherwise unprepared for a particular situation. Creating a plan requires 1 minute.

After creating the plan the Smart hero makes an Intelligence check (DC 10) with a bonus equal to his Smart level. The result of the check provides the Smart hero and allies with a circumstance bonus. A Smart hero can't take 10 or 20 when making this check.

Check Result	Bonus
9 or lower	+0 (check failed)
10–14	+1
15–24	+2
25 or higher	+3

This bonus can be applied to all skill checks and attack rolls made by the Smart hero and his allies, but the bonus only lasts for the first 3 rounds after making the plan. After that time, reduce the bonus by 1 point (to a minimum of +0) for every additional round the situation continues, as the vagaries of circumstance begin to unravel even the best-laid plans.

Prerequisite: One talent from the Research Talent Tree.

Trick: The Smart hero has the ability to temporarily confuse a target through the use of ploy and deception. The target must have an Intelligence score of 3 or higher to be susceptible to a trick, must be within 30 feet of the hero, and must be able to hear and understand the hero.

To play a trick on a target, the hero must use a full-round action and make an Intelligence check (DC 15), adding his Smart level as a bonus. If the Intelligence check succeeds, the target can try to think quickly and ignore the trick.

The target resists the trick by making a Will saving throw (DC 10 + Smart hero's class level + Smart hero's Int bonus). If the saving throw fails, the target becomes dazed (unable to act, but can defend normally) for 1 round.

A trick can only be played on a particular target once per encounter. After the first trick in an encounter, whether the attempt succeeds or not, that target becomes wary and immune to such ploys. This is a mind-affecting ability.

Prerequisite: One talent from the Research Talent Tree.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Smart hero gains a bonus feat. This feat must be selected from the following list, and the Smart hero must meet any prerequisites.

Builder, Cautious, Combat Expertise, Craft Advanced Weapon Seals, Craft Minor Weapon Seals, Craft Puppets, Educated, Gearhead, Genin, Gift of Summoning, Improved Chakra Pool, Improved Disarm, Improved Trip, Iron Will, Lightning Reflexes, Meticulous, Ninjutsu Adept, Nin Weapons Proficiency, Studious, Talented Shinobi, Training, Vehicle Expert, Weapon Focus.

Dedicated Hero

The Dedicated hero is the most intuitive of all the other hero types, and he makes the best use of his Wisdom score. Be it at discerning lies, tracking down a foe or avoiding surprise, the Dedicated hero is the best there is at using his intuition to save himself and his comrades. Taking levels in this class demonstrate true determination and proficiency in battle situation to avoid surprise and turn an ambush to your advantage.

While the Dedicated hero is not particularly strong in either melee or ranged combat, his unrivaled Willpower and toughness makes it easy for him to fare just as well as a shinobi as any other.

Example of Dedicated Heroes

Sages, medical specialists or scouts, Dedicated heroes are proficient at detecting lies, treating wounds and tracking, thus they make efficient addition to any team of shinobi, during both peace or war time.

Class Information

The following information pertains to the Dedicated Hero basic class.

Ability

Wisdom is the primary ability for the Dedicated hero, mainly because of his good Will saves and many Wisdom-based skills. Constitution is also important for both hit points and Fortitude, just as a good Intelligence score allows more flexibility with skill points.

Hit Die

The Dedicated Hero gains 1d6 hit points per level. The Constitution modifier applies.

Action Points

The Dedicated Hero gains a number of action points equal to 5 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Dedicated Hero's class skills, and the key ability for each are as follows. Chakra Control (Wis), Craft (calligraphy, pharmaceutical, visual art, writing) (Int), Gamble (Wis), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, ninja lore, physical sciences, popular culture, streetwise, tactics, technology, theology and philosophy) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), and Treat Injury (Wis). Also, the starting occupation the hero selects can provide additional class skills to choose from.

Skill Points at First Level: $(5 + \text{Int modifier}) \times 4$.

Skill Points at Each Level: $5 + \text{Int modifier}$.



TABLE 3-5: DEDICATED HERO

	Base						
	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	Bonus
1 st	+0	+1	+0	+1	Talent	+1	+1
2 nd	+1	+2	+0	+2	Bonus feat	+2	+1
3 rd	+2	+2	+1	+2	Talent	+2	+1

4 th	+3	+2	+1	+2	Bonus feat	+3	+2
5 th	+3	+3	+1	+3	Talent	+3	+2
6 th	+4	+3	+2	+3	Bonus feat	+3	+2
7 th	+5	+4	+2	+4	Talent	+4	+3
8 th	+6/+1	+4	+2	+4	Bonus feat	+4	+3
9 th	+6/+1	+4	+3	+4	Talent	+5	+3
10 th	+7/+2	+5	+3	+5	Bonus feat	+5	+4

Starting Feats

In addition to the two feats all characters get at first level, a Dedicated hero begins play with the Simple Weapon Proficiency feat.

Optional Rule: Dedicated Heroes may begin play with proficiency in light and medium armors. Taking this class after level 1 grants no armor proficiency.

Class Features

The following are class features of the Dedicated hero.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Dedicated hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Chakra Control Talent Tree

By selecting a talent from this talent tree, the Dedicated Hero gains a bonus to control the flow of Chakra within his body.

Chakra Control: The Dedicated Hero gains a +1 bonus to all Chakra Control checks.

Improved Chakra Control: The Chakra Control bonus increases to +3.

Prerequisite: Chakra Control.

Advanced Chakra Control: And finally, the Control bonus increases to +5. In addition, the Hero gains a +2 bonus to his Learn checks to learn Chakra Control techniques.

Prerequisite: Chakra Control, Improved Chakra Control.

Sense Chakra: The Dedicated Hero gains the ability to Suppress Chakra normally, as per shinobi skill.

Prerequisite: One talent from the Chakra Control talent tree.

Suppress Chakra: The Dedicated Hero gains the ability to Suppress Chakra normally, as per shinobi skill.

Prerequisite: One talent from the Chakra Control talent tree.

Empathic Talent Tree

The Dedicated hero's innate talents give him a great capacity for empathy.

Empathy: The Dedicated hero has a knack for being sensitive to the feelings and thoughts of others without having those feelings and thoughts communicated in any objectively explicit manner. This innate talent provides a bonus on checks involving interaction skills (Bluff, Diplomacy, Handle Animal, Intimidate, Perform, and Sense

Motive), provided the hero spends at least 1 minute observing his target prior to making the skill check. The bonus is equal to the hero's Dedicated level.

Improved Aid Another: The Dedicated hero's bonus on attempts to aid another increases by +1 on a successful aid another check. This talent can be selected multiple times, each time increasing the bonus by +1.

Prerequisite: Empathy.

Intuition: The Dedicated hero has an innate ability to sense trouble in the air. The Dedicated hero can make a Will saving throw (DC 15). On a successful save, the hero gets a hunch that everything is all right, or the hero gets a bad feeling about a specific situation, based on the GM's best guess relating to the circumstances. This talent is usable a number of times per day equal to the character's Dedicated level.

Prerequisite: Empathy.

Healing Talent Tree

The Dedicated hero has a talent for healing.

Healing Knack: The hero has a knack for the healing arts. The hero receives a +2 bonus on all Treat Injury skill checks.

Healing Touch 1: The Dedicated hero's ability to restore damage with a medical kit or perform surgery with a surgery kit increases by +2 hit points.

Prerequisite: Healing knack.

Healing Touch 2: The Dedicated hero's ability to restore damage with a medical kit or perform surgery with a surgery kit increases by +2 hit points, which stacks with healing touch 1 for a total of +4 hit points.

Prerequisites: Healing knack, healing touch 1.

Insightful Talent Tree

The Dedicated hero's innate insightfulness serves her well.

Skill Emphasis: The Dedicated hero chooses a single skill and receives a +3 bonus on all checks with that skill. This bonus does not allow the hero to make checks for a trained-only skill if the hero has no ranks in the skill.

Aware: The Dedicated hero is intuitively aware of his surroundings. The hero adds his base Will saving throw bonus to Listen or Spot checks to avoid surprise.

Prerequisite: Skill emphasis.

Faith: The Dedicated hero has a great deal of faith. It might be faith in self, in a higher power, or in both. This unswerving belief allows the Dedicated hero to add his Wisdom modifier to the die roll whenever the hero spends 1 action point to improve the result of an attack roll, skill check, saving throw, or ability check.

Prerequisite: Skill emphasis.

Cool Under Pressure: The Dedicated hero selects a number of skills equal to 3 + the hero's Wisdom modifier. When making a check with one of these skills, the Dedicated hero can take 10 even when distracted or under duress.

Prerequisite: Skill emphasis plus either faith or aware.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Dedicated hero gains a bonus feat. This feat must be from this list, and the Dedicated hero must meet any prerequisites.

Advanced Firearms Proficiency, Alertness, Archaic Weapons Proficiency, Attentive,

Blind-Fight, Deceptive, Educated, Far Shot, Genin, Gift of Summoning, Harmony, Improved Chakra Pool, Iron Will, Medical Expert, Meticulous, Nin Weapons Proficiency, Surgery, Talented Shinobi, Track, Training, Weapon Focus.

Charismatic Hero

The Charismatic hero is a type of shinobi that relies on his wits and sharp tongue to fare well in life, and makes the best use of Charisma. Taking levels of Charismatic hero demonstrate a greater ability with words and the various skills required for a ninja, and greater proficiency with Genjutsu.

The Charismatic hero specializes in spying and Genjutsu, rather than close quarter or even ranged combat.

Example of Charismatic Heroes

Charismatic heroes make the best spy one could possibly hope for. They are proficient with disguises, information gathering, Genjutsu and many social skills most ninja simply can't practice for mere lack of time. Spies, public entertainers or part time bartender are all examples of Charismatic hero found in the everyday life of a shinobi.

Class Information

The following information pertains to the Charismatic Hero basic class.

Ability

Charisma is the primary ability for the Charismatic hero. Intelligence also allows for even more skill points, as he is second to only the Smart hero in that domain. A good Dexterity and Constitution score allow for better efficiency with saving throws.

Hit Die

The Charismatic Hero gains 1d6 hit points per level. The Constitution modifier applies.

Action Points

The Charismatic Hero gains a number of action points equal to 5 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Charismatic Hero's class skills are as follows.

Bluff (Cha), Craft (calligraphy, visual art, writing) (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Genjutsu (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, ninja lore, popular culture, streetwise, theology and philosophy) (Int), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, wind instruments) (Cha), Profession (Wis), Read/Write Language (none), and Speak Language (none).

Also, the starting occupation the hero selects can provide additional class skills to choose from.



Skill Points at First Level: $(7 + \text{Int modifier}) \times 4$.

Skill Points at Each Level: $7 + \text{Int modifier}$.

TABLE 3-6: CHARISMATIC HERO

Level	Base	Fort	Ref	Will	Special	Defense	Reputation
	Attack Bonus						
1 st	+0	+1	+1	+0	Talent	+0	+2
2 nd	+1	+2	+2	+0	Bonus feat	+1	+2
3 rd	+1	+2	+2	+1	Talent	+1	+2
4 th	+2	+2	+2	+1	Bonus feat	+1	+3
5 th	+2	+3	+3	+1	Talent	+2	+3
6 th	+3	+3	+3	+2	Bonus feat	+2	+3
7 th	+3	+4	+4	+2	Talent	+2	+4
8 th	+4	+4	+4	+2	Bonus feat	+3	+4
9 th	+4	+4	+4	+3	Talent	+3	+4
10 th	+5	+5	+5	+3	Bonus feat	+3	+5

Starting Feats

In addition to the two feats all characters get at first level, a Charismatic hero begins play with the Simple Weapon Proficiency feat.

Optional Rule: Charismatic Heroes may begin play with proficiency in light armors.

Taking this class after level 1 grants no armor proficiency.

Class Features

All of the following are class features of the Charismatic hero.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Charismatic hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Charm Talent Tree

The Charismatic hero has an innate talent for being charming and captivating.

Charm: The Charismatic hero gets a competence bonus on all Charisma-based skill checks made to influence members of his chosen gender. (Some characters are charming to members of the opposite gender, others to members of the same gender.) The bonus is equal to the character's Charismatic level.

A Charismatic hero can only charm Gamemaster characters with attitudes of indifferent or better. The charm bonus can't be used against characters who are unfriendly or hostile. This ability can be taken more than once (for another gender).

Favor: The Charismatic hero has the ability to acquire minor aid from anyone he meets. By making a favor check, a Charismatic hero can gain important information without going through the time and trouble of doing a lot of research. Favors can also be used to acquire the loan of equipment or documents, or to receive other minor assistance in the

course of an adventure.

A Charismatic hero spends 1 action point to activate this talent. To make a favor check, roll a d20 and add the character's favor bonus, equal to the character's Charismatic level. The GM sets the DC based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 30 for formidable and highly dangerous, expensive, or illegal favors. A Charismatic hero can't take 10 or 20 on this check, nor can the hero retry the check for the same (or virtually the same) favor. Favors should help advance the plot of an adventure. A favor that would enable a character to avoid an adventure altogether should always be unavailable to the character, regardless of the result of a favor check.

The GM should carefully monitor a Charismatic hero's use of favors to ensure that this ability isn't abused. The success or failure of a mission shouldn't hinge on the use of a favor, and getting a favor shouldn't replace good roleplaying or the use of other skills. The GM may disallow any favor deemed to be disruptive to the game.

Prerequisite: Charm.

Captivate: The Charismatic hero has the ability to temporarily beguile a target through the use of words and bearing. The target must have an Intelligence score of 3 or higher to be susceptible to a captivate attempt, must be within 30 feet of the hero, must be flat-footed or not in combat, and must be able to see, hear, and understand the hero.

To captivate a target, the hero must use an attack action and make a Charisma check (DC 15), adding his Charismatic level as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the captivation attempt by making a Will saving throw (DC 10 + Charismatic hero's class level + Charismatic hero's Cha bonus). If the saving throw fails, the hero becomes the target's sole focus. The target pays no attention to anyone else for 1 round and remains flat-footed. This focusing of the target's attention allows other characters to take actions of which the captivated target is unaware. The effect ends immediately if the target is attacked or threatened.

A Charismatic hero can concentrate to keep a target captivated for additional rounds. The Charismatic hero concentrates all his effort on the task, and the target gets to make a new Will save each round. The effect ends when the hero stops concentrating, or when the target succeeds on the save. This is a Mind-Affecting ability.

Prerequisites: Charm, Favor.

Fast-Talk Talent Tree

The Charismatic hero has an innate talent for bending the truth and dazzling others with a combination of words, mannerisms, and charm.

Fast-Talk: The Charismatic hero has a way with words when attempting to con and deceive. With this talent, he applies his Charismatic level as a competence bonus on any Bluff, Diplomacy, or Gamble checks the hero makes while attempting to lie, cheat, or otherwise bend the truth.

Dazzle: The Charismatic hero has the ability to dazzle a target through sheer force of personality, a winning smile, and fast-talking. The target must have an Intelligence score of 3 or higher to be susceptible to a dazzle attempt, must be within 30 feet of the hero, and must be able to see, hear, and understand the hero.

To dazzle a target, the hero must use an attack action and make a Charisma check (DC

15), adding his Charismatic level as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the dazzle attempt by making a Will saving throw (DC 10 + Charismatic hero's class level + Charismatic hero's Cha bonus). If the save fails, the target receives a -1 penalty on attack rolls, ability checks, skill checks, and saving throws for a number of rounds equal to the character's Charismatic level.

This talent can be selected multiple times, each time worsening the dazzled penalty by -1. This is a Mind-Affecting ability.

Prerequisite: Fast-talk.

Taunt: The Charismatic hero has the ability to temporarily rattle a target through the use of insults and goading. The target must have an Intelligence score of 3 or higher to be susceptible to a taunt, must be within 30 feet of the hero, and must be able to hear and understand the hero.

To taunt a target, the hero must use an attack action and make a Charisma check (DC 15), adding his Charismatic level as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the taunt by making a Will saving throw (DC 10 + Charismatic hero's class level + Charismatic hero's Cha bonus). If the save fails, the target becomes dazed (unable to act, but can defend normally) for 1 round.

A taunt can be played on an opponent any number of times. This is a Mind-Affecting ability.

Prerequisites: Fast-talk, dazzle.

Genjutsu Talent Tree

By selecting a talent from this talent tree, the Charismatic Hero gains a bonus to identify and perform Genjutsu techniques.

Genjutsu: The Charismatic Hero gains a +1 bonus to Genjutsu checks to perform a technique, and a +2 bonus checks made to identify and analyze Genjutsu.

Improved Genjutsu: The bonuses increase to +2 to perform and +4 to identify and analyze Genjutsu.

Prerequisite: Genjutsu.

Advanced Genjutsu: The Charismatic Hero's bonuses increase to +3 to perform and +6 to identify and analyze Genjutsu. In addition, the Hero gains a +2 bonus to his Learn checks to learn genjutsu techniques.

Prerequisite: Genjutsu, Improved Genjutsu.

Sense Chakra: The Charismatic Hero gains the ability to Suppress Chakra normally, as per shinobi skill.

Prerequisite: One talent from the Genjutsu talent tree.

Suppress Chakra: The Charismatic Hero gains the ability to Suppress Chakra normally, as per shinobi skill.

Prerequisite: One talent from the Genjutsu talent tree.

Leadership Talent Tree

The Charismatic hero has a talent for leadership and inspiration.

Coordinate: The Charismatic hero has a knack for getting people to work together.

When the hero can spend a full round directing his allies and makes a Charisma check (DC 10), the hero provides any of his allies within 30 feet a +1 bonus on their attack rolls and skill checks. The bonus lasts for a number of rounds equal to the hero's Charisma modifier.

The hero can coordinate a number of allies equal to one-half his Charismatic level, rounded down (to a minimum of one ally).

Inspiration: The Charismatic hero can inspire his allies, bolstering them and improving their chances of success. An ally must listen to and observe the Charismatic hero for a full round for the inspiration to take hold, and the hero must make a Charisma check (DC 10). The effect lasts for a number of rounds equal to the hero's Charisma modifier.

An inspired ally gains a +2 morale bonus on saving throws, attack rolls, and damage rolls. A Charismatic hero can't inspire himself. The hero can inspire a number of allies equal to one-half his Charismatic level, rounded down (to a minimum of one ally).

Prerequisite: Coordinate.

Greater Inspiration: The Charismatic hero can inspire his allies to even greater heights, bolstering them and improving their chances of success. An ally must listen to and observe the Charismatic hero for a full round for the greater inspiration to take hold, and the hero must make a Charisma check (DC 10). The effect lasts for a number of rounds equal to the hero's Charisma modifier.

An inspired ally gains an additional +1 morale bonus on saving throws, attack rolls, and damage rolls, which stacks with the bonus from inspiration for a total of a +3 morale bonus.

A Charismatic hero can't inspire himself. The hero can inspire a number of allies equal to one-half his Charismatic level, rounded down (to a minimum of one ally).

Prerequisites: Coordinate, inspiration.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Charismatic hero gains a bonus feat. This feat must be selected from the following list, and the Charismatic hero must meet any prerequisites.

Agile Riposte, Creative, Deceptive, Dodge, Force of Personality, Frightful Presence, Genin, Genjutsu Adept, Gift of Summoning, Improved Chakra Pool, Iron Will, Lightning Reflexes, Low Profile, Nin Weapons Proficiency, Point Blank Shot, Renown, Talented Shinobi, Training, Trustworthy, Windfall.

CHAPTER IV: STARTING OCCUPATIONS

Academy Student: Fresh out of the Academy, you are ready to make your way into history as a Genin. You were assigned in a team of three with a Jounin supervisor.

Prerequisite: Age 10+.

Skills: Select any three skills from the following list as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill: Balance, Bluff, Climb, Chakra Control, Concentration, Craft (chemical, mechanical, calligraphy), Disable Device, Disguise, Escape Artist, Gather Information, Genjutsu, Hide, Investigate, Jump, Knowledge (ninja lore), Listen, Move Silently, Ninjutsu, Search, Sleight of Hand, Spot, Survival, Taijutsu, and Tumble.

Feat: Select one of the following: Archaic Weapon Proficiency, Brawl, Combat Martial Arts, Defensive Martial Arts, Genin, Genjutsu Adept, Nin Weapons Proficiency, Ninjutsu Adept, and Taijutsu Adept.

Wealth Bonus Increase: +1

Mentored: Still in your master's shadow, you aim to rise to fame as one of the student of a legendary shinobi. Your skills are naturally more keen than that of a typical academy student, but you also tend to be more specialized. Mentored characters are very rare, as few high-level shinobi are known to take upon the job.

Prerequisite: Age 12+.

Skills: Select any three skills from the following list as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill: Balance, Bluff, Climb, Chakra Control, Concentration, Craft (chemical, calligraphy), Disable Device, Disguise, Escape Artist, Gather Information, Genjutsu, Hide, Investigate, Jump, Knowledge (ninja lore), Listen, Move Silently, Ninjutsu, Search, Sleight of Hand, Spot, Survival, Taijutsu, and Tumble.

Feat: Select one of the following: Alertness, Archaic Weapon Proficiency, Brawl, Combat Martial Arts, Defensive Martial Arts, Dodge, Genin, Genius Nin, Genjutsu Adept, Meticulous, Nin Weapons Proficiency, Ninjutsu Adept, Point Blank Shot, and Taijutsu Adept.

Wealth Bonus Increase: +1

Reputation Bonus Increase: +1

Ninja Law Enforcement: This occupation covers any type of ninja law enforcement, such as ANBU, the Ninja Police or even the Hunter-Nins.

Prerequisite: Age 15+.

Skills: Select any two skills from the following list as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill: Bluff, Climb, Chakra Control, Concentration, Diplomacy, Gather Information, Genjutsu, Hide, Investigate, Knowledge (ninja lore), Listen, Move Silently, Ninjutsu, Search, Survival, Taijutsu, and Tumble.

Feat: Select one of the following feats: Archaic Weapon Proficiency, Armor Proficiency, Brawl, Combat Martial Arts, Defensive Martial Arts, Genin, Genjutsu Adept, Nin Weapons Proficiency, Ninjutsu Adept, Point Blank Shot, Precise Shot, Rapid Shot, Taijutsu Adept, and Trustworthy.

Wealth Bonus Increase: +2

Seal Expert: You come from a background of expertise in sealing ninjutsu.

Prerequisite: Age 15+.

Skills: Select any one skills from the following list as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill: Chakra Control, Craft (calligraphy), Knowledge (ninja lore), Ninjutsu.

Pre-Selected Feat: A seal expert must choose the Scribe Chakra Symbols feat at 1st level.

Sealing Techniques: A seal expert can learn Sealing techniques normally, without taking a penalty or additional time, regardless of his level or ranks in Craft (calligraphy).

Reputation Bonus Increase: +1.

Technician: You have uncanny ease to learn lost or forgotten techniques.

Prerequisite: Age 12+

Pre-Selected Skills: Genjutsu 4 ranks, Knowledge (ninja lore) and Ninjutsu 4 ranks.

Pre-Selected Feat: A seal expert must choose either the Genjutsu Adept or Ninjutsu Adept feat at 1st level.

Expertise: You require 1 less success to learn Lost Hijutsu and Lost Kinjutsu techniques of any type (minimum 1).

Reputation Bonus Increase: +1.

Wandering Ninja: You are a wandering ninja, a shinobi not attached to any village either from being a missing-nin or from being raised or trained by one, or another wandering ninja.

Prerequisite: Age 15+.

Skills: Select any two skills from the following list as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill: Climb, Chakra Control, Craft (calligraphy), Disable Device, Escape Artist, Gamble, Genjutsu, Knowledge (current events, ninja lore, streetwise), Listen, Ninjutsu, Perform, Profession, Sleight of Hand, Spot, Survival, Swim and Taijutsu.

Feat: Select one of the following: Archaic Weapon Proficiency, Brawl, Combat Martial Arts, Nin Weapons Proficiency, or Point Blank Shot.

Wealth Bonus Increase: +1

Reputation Bonus Increase: +2

Shinobi Clans and Occupations

There are several prominent clans in the world of Shinobi, and most of them are not only very specialized but also hold shinobi secrets and the power of Advanced Bloodlines.

Aburame Clan

The famous clan of the *Hidden Leaf* sprouted many excellent ninja. Their ability is on par to that of the *Hyuuga* clan, and while their *special ability* is not as powerful, it still is a valuable asset during a combat. They are often referred to as creepy, but never looked down upon.

Aburame Clan (Occupation)

Prerequisite: Age 8+.

Skills: Select any two skill from the following list as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill: Balance, Chakra Control, Climb, Gather Information, Genjutsu, Hide, Investigate, Knowledge (behavioral science, civics, current events, ninja lore, physical science, tactics), Listen, Move Silently, Ninjutsu, Research, Search, Spot, Survival, Taijutsu, Tumble.

Feat: Select one of the following: Advanced Bloodline (Kikai Host), Destruction Bugs, Genin, Genius Nin, Genjutsu Adept, Nin Weapons Proficiency, Ninjutsu Adept.

Affiliation: You require 1 less success to learn Aburame Hijutsu techniques.

Reputation Bonus Increase: +1

Dattoumaru Clan

From the *Hidden Village of Cloud*, this clan of taijutsu users is reputed for their advanced bloodline, which gives them lightning speed and many other combat advantages. They are respected and well known in the *Thunder Country* as expert in *Missing-Nin* assassination.

Dattoumaru Clan (Occupation)

Prerequisite: Age 8+.

Skills: Select any two skill from the following list as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill: Balance, Chakra Control, Climb, Jump, Ninjutsu, Sleight of Hand, Survival, Taijutsu, Tumble.

Feat: Select one of the following: Advanced Bloodline (Hiraishin), Brawl, Combat Martial Arts, Dodge, Improved Initiative, Nin Weapons Proficiency, Run, Taijutsu Adept.

Affiliation: You require 1 less success to learn Dattoumaru Hijutsu techniques.

Wealth Bonus Increase: +1.

Reputation Bonus Increase: +1.

Fujiwara Clan

The Fujiwara Clan is not affiliated to any village but responsible for much of what Genjutsu and Ninjutsu has become today. With their advanced knowledge, they have become extremely proficient at the creation and perfection of the various means of chakra manipulation techniques.

Fujiwara Clan (Occupation)

Prerequisite: Age 8+.

Skills: Select any one skill from the following list as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill: Chakra Control, Decipher Script, Genjutsu, Knowledge (ninja lore), Ninjutsu, Survival.

Feat: Select one of the following: Advanced Bloodline (Doukagan), Educated, Gearhead,

Genjutsu Adept, Harmony, Ninjutsu Adept, Nin Weapons Proficiency.
Affiliation: You require 1 less success to learn Fujiwara Hijutsu techniques.
Wealth Bonus Increase: +1

Hyuuga Clan

The single most powerful clan in Konoha, the Hyuuga are a clan to be respected and feared. They possess the Byakugan, an eye bloodline limit that surpasses even the Sharingan in observational prowess.

Hyuuga Clan (Occupation)

Prerequisite: Age 8+.

Skills: Select any two skill from the following list as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill: Balance, Chakra Control, Hide, Intimidate, Knowledge (behavioral science, ninja lore), Move Silently, Ninjutsu, Search, Sense Motive, Sleight of Hand, Spot, Taijutsu, Tumble.

Feat: Select one of the following: Advanced Bloodline (Byakugan), Combat Martial Arts, Defensive Martial Arts, Genin, Genius Nin, Nin Weapons Proficiency, Ninjutsu Adept, Taijutsu Adept.

Affiliation: You require 1 less success to learn Hyuuga Hijutsu techniques.

Wealth Bonus Increase: +1

Reputation Bonus Increase: +1

Ishimaru Clan

The Ishimaru Clan are some of the finest practitioners of Ninjutsu and Taijutsu of the Hidden Stone. Some of its more talented members form an entire squad of the Tsuchikage's elite guard. Their combat style is as simplistic as it is brutal.

Ishimaru Clan (Occupation)

Prerequisite: Age 8+.

Skills: Select any two skill from the following list as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill: Climb, Hide, Jump, Move Silently, Ninjutsu, Survival, and Taijutsu.

Feat: Select one of the following: Advanced Bloodline (Fortify), Archaic Weapon Proficiency, Armor Proficiency (light, medium), Brawl, Combat Martial Arts, Defensive Martial Arts, Genin, Nin Weapons Proficiency, Ninjutsu Adept, and Taijutsu Adept.

Affiliation: You require 1 less success to learn Ishimaru Hijutsu techniques.

Wealth Bonus Increase: +1

Reputation Bonus Increase: +1

Kagetsuki Clan

A clan surrounded by several and myth and legend existing today, they are a people whom have no ability to generate or rejuvenate their own chakra. Although capable of

crafting incredible medicines to offset this, they are most known for their feared capability to absorb chakra from other living beings.

Kagetsuki Clan (Occupation)

Prerequisite: Age 10+.

Skills: Select any two skill from the following list as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill: Chakra Control, Concentration, Craft (chemical, pharmaceutical), Diplomacy, Disguise, Genjutsu, Hide, Knowledge (ninja lore), Listen, Move Silently, Ninjutsu, Research, Search, Spot, Taijutsu.

Feat: Select one of the following: Advanced Bloodline (Chakra Vampire), Alertness, Armor Proficiency (light), Builder, Dodge, Nin Weapons Proficiency, Ninjutsu Adept, Stealthy, Taijutsu Adept, Trustworthy.

Affiliation: You require 1 less success to learn Kagetsuki Hijutsu techniques.

Wealth Bonus Increase: +1

Kaguya Clan

A famous clan of battle thirsty warriors that rebelled against the Hidden Mist a few years ago, possibly seeking wealth and fame, and barbaric carnage. They are extremely powerful, so much that it is said that absolutely no injury can permanently cripple them. Some have even been known to regrow their lost limbs and live for close to two centuries because of their powerful advanced bloodline. They were ruthless warmongers, which eventually led to their demise as they attempted a coup d'état against the hidden village of Mist.

Kaguya Clan (Occupation)

Prerequisite: Age 8+.

Skills: Select any two skill from the following list as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill: Balance, Chakra Control, Climb, Jump, Intimidate, Knowledge (ninja lore, tactics), Ninjutsu, Spot, Swim, Taijutsu, Tumble.

Feat: Select one of the following: Advanced Bloodline (Shikotsu Myaku), Archaic Weapon Proficiency, Combat Martial Arts, Defensive Martial Arts, Genin, Genius Nin, Nin Weapon Proficiency, Ninjutsu Adept, Taijutsu Adept.

Affiliation: You require 1 less success to learn Kaguya Hijutsu techniques.

Reputation Bonus: +1.

Mibu Clan (Optional Clan)

This immense clan said to be the direct descendant of God possesses more than a few bloodlines, some of which were what the very first independant Shinobi based their abilities on. The Mibu Clan has tacticians that possess the ability to read mind, soldiers with the ability to manipulate fire and water, others to make their skin into iron. The Ishimaru and Yachoumaru are direct descendants of the Mibu Clan, as is the Kyuushou Kousei bloodline. The Katsugan bloodline and Kagetsuki Clan were exiled failures of the

clan's experiments.

They hold no qualm to kidnapping humans and using them as guinea pigs for their experiments, tossing the failures in the massive forest surrounding the equally massive landmass that is the Clan's castle grounds. The successes are welcomed with open arms, with promises of power and immortality, and sometimes a little more forcefully with an intense session of brainwashing.

Furthermore, the Clan has a powerful sword style at its disposal, called the Muryou Saikyou Ryu. More than a few users of the Shinmei Ryu are also known to have ties with the Mibu.

Mibu Clan (Occupation)

Prerequisite: Age 8+.

Skills: Select any two skill from the following list as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill: Balance, Chakra Control, Concentration, Craft (calligraphy, chemical, mechanical, pharmaceutical), Diplomacy, Disguise, Genjutsu, Hide, Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, ninja lore, physical sciences, popular culture, tactics, technology, or theology and philosophy), Listen, Move Silently, Ninjutsu, Research, Search, Sense Motive, Spot, Swim, Taijutsu, Treat Injury and Tumble.

Feat: Select one of the following: Advanced Bloodline (Satori or Red Eyes), Alertness, Animal Affinity, Armor Proficiency (light), Attentive, Builder, Creative, Deceptive, Dodge, Educated, Focused, Genius Nin, Genjutsu Adept, Guide, Heroic Surge, Medical Expert, Meticulous, Nin Weapons Proficiency, Ninjutsu Adept, Stealthy, Studious, Taijutsu Adept, Trustworthy.

Affiliation: You require 1 less success to learn Mibu Hijutsu techniques.

Wealth Bonus Increase: +1

Reputation Bonus: +1.

Uchiha Clan

One of Konoha's most famous clan, the Uchiha clan are amongst the most respected and powerful individuals in the village. They are well known because of the Sharingan, a special eye condition that can be awakened by some members of the clan.

Uchiha Clan (Occupation)

Prerequisite: Age 8+.

Skills: Select any two skill from the following list as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill: Balance, Genjutsu, Hide, Intimidate, Knowledge (behavioral science, ninja lore, tactics), Move Silently, Ninjutsu, Sleight of Hand, Spot, Taijutsu, Tumble.

Feat: Select one of the following: Advanced Bloodline (Sharingan Eye), Athletic, Combat Martial Arts, Defensive Martial Arts, Educated, Genin, Genius Nin, Nin Weapons Proficiency, Ninjutsu Adept, Taijutsu Adept.

Techniques: Select one of the following techniques as bonus technique the character can

learn requiring only half the usual time and gain a +2 competence bonus to perform: Goukakyuu no Jutsu, Housenka no Jutsu.

Affiliation: You require 1 less success to learn Uchiha Hijutsu techniques.

Wealth Bonus Increase: +1

Reputation Bonus Increase: +1.

Yachoumaru Clan

A small but very powerful and respected clan of the Hidden Stone. They possess a strong bloodline and one of its founding member was the first *Tsuchikage*. They constitute a major trump card of the village's defense and have strong connection in its military.

Yachoumaru Clan (Occupation)

Prerequisite: Age 8+.

Skills: Select any two skill from the following list as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill: Chakra Control, Climb, Genjutsu, Hide, Investigate, Jump, Knowledge (ninja lore, tactics), Move Silently, Ninjutsu, Survival, Taijutsu.

Feat: Select one of the following: Advanced Bloodline (Dairiki), Chakra Affinity, Defensive Martial Arts, Genin, Nin Weapons Proficiency, Ninjutsu Adept, Taijutsu Adept.

Affiliation: You require 1 less success to learn Yachoumaru Hijutsu techniques.

Wealth Bonus Increase: +1

Reputation Bonus Increase: +1

CHAPTER V: SKILLS

Bluff (Cha) [New Use]

Being good at deceiving your foes has always benefited you when using Genjutsu.

Synergy: A character with 5 or more ranks in Bluff gains a +1 bonus on Genjutsu checks made to perform a Compulsion technique.

Chakra Control (Wis)

This skill can be used to perform Chakra Control techniques, activate enhancement seals, or other items.

It can also be used to convert the chakra cost of a technique to hit points, dealing himself stamina damage instead. Unless specified otherwise, the character is always able to convert

Check (Convert): The character checks to take stamina damage instead of paying Chakra cost. Add the amount of chakra to convert to the base DC from the table below. The total DC cannot be lower than 10.

Convert	Base DC
1 chakra for 2 damage	0
1 chakra for 1 damage	5
Every rank of the technique	+1

The time required to perform the action (usually a technique) increases one step.

Base Time	Modified Time
Swift or instant action	Move-equivalent action
Move-equivalent action	Attack action
Attack action	Full-round action
Full-round or full-attack action or longer	Unchanged

A successful check means the character takes a certain amount of stamina damage based on the conversion rate and the amount to convert.

Check (Quickened Convert): The character checks to take stamina damage instead of paying Chakra cost, without increasing the time required to perform the action. Add the amount of chakra to convert to the base DC from the table below. The total DC cannot be lower than 10.

Convert	Base DC
1 chakra for 3 damage	0
1 chakra for 2 damage	5
1 chakra for 1 damage	10
Every rank of the technique	+1

A successful check means the character takes a certain amount of stamina damage based on the conversion rate and the amount to convert.

Retry?: The character usually cannot retry unless he attempts to perform the action again. If the action was a technique, the character can still perform it but cannot convert the chakra cost to stamina damage. A failed check still increases the time spent performing the action.

Time: Using this skill is done as part of an action, and may increase the time spent taking

said action.

Special: The character can take 10 but can't take 20 when performing a technique. The character can't take 10 or take 20 when converting chakra to hit points.

Craft (calligraphy) (Int) [New Use]

Trained Only.

Using this skill, a character can scribe symbols that can absorb Chakra, such as Scrolls or Explosive Tags. Attempting to craft the following items without the Scribe Chakra Symbols feat incurs a -8 penalty to craft checks and takes twice the amount of time.

Purchase DC: This entry indicates the prices of the material used, namely Ink and Paper.

Craft DC: This entry is the Craft check the character must succeed to successfully craft the inscriptions.

Time: Indicates the time required to craft the item.

TABLE 5-2: CHAKRA INSCRIPTIONS

Type	Purchase DC	Craft DC	Time
Advanced Seal (2)	4	16	1/2 hr.
Exploding Tags			
Standard	3	18	1/2 hr.
Greater	3	25	1 hr.
Trap Note	3	22	1 hr.
Exploding Kunai	3	25	1 hr.
Scroll of Seals			
Lesser	5	15	(see text)
Greater	10	26	(see text)
Sealing Scroll	3	15	1 hr.
Sealing Tag	3	28	4 hr.
Summoning Scroll			
Lesser	6	15	1 hr.
Greater	9	20	2 hr.
Sunburst Tag (4)	10	20	3 hr.
Technique Scroll	6	(See text)	(see text)
Elemental Scroll	4	15	1/2 hr.
Chakra Storing Gem (requires XP)			
Least	7	15	1/2 hr.
Lesser	13	20	1 hr.
Greater	16	25	2 hr.

Advanced Seal: Similar to Exploding Tags, the advanced seal serve as a Chakra Conductor for advanced Sealing Ninjutsu. The purpose of an advanced seal is only limited by its user's imagination and techniques. It is about the size of a gaming card, and bears complicated symbols that varies from one person to another. Because of its complexity and chakra signature, an advanced seal can only be used by a person of the same Chakra Signature as its creator. Creating 2 Advanced Seals takes an hour and 6 Chakra Point, which cannot be converted to hit points.

Exploding Tags: These simple pieces of paper lined with complex seals are designed to serve as the shinobi's own explosives, only usable by chakra-able individuals.

Standard: The tag created is most common and although it requires a fair amount of seal knowledge, is quite simple to craft. Creating a standard exploding tag takes 30 minutes and costs 2 points of Chakra that can't be converted.

Greater: The more complex and powerful greater exploding tag takes an hour to craft, and costs 6 points of Chakra that can't be converted.

Trap Note: A variant of the standard exploding tag designed to set off when tampered with is ideal to set traps. Crafting one requires 5 points of Chakra that can't be converted and takes an hour.

Exploding Kunai: Using a kunai as a base to add the power of a single greater exploding tag requires 1 hour and 6 Chakra point for every kunai.

Scroll of Seals: This type of scroll is used to store knowledge of techniques so that it may be passed down to others. There are two types of scrolls: lesser and greater.

Lesser: The character may scribe up to 6 ranks of technique in a standard blank scroll, divided in up to 3 techniques.

Using a large blank scroll, the character may scribe up to 14 ranks of techniques, divided in up to 7 techniques, each of which can be no higher than rank 6.

The scroll of seals grants a +1 bonus to Learn checks made to learn (via Self-Teaching, see Techniques chapter Learn DC section for details) the techniques.

The one to craft the scroll must have completed at least the first step of mastery in the technique, and scribing the technique takes 1 hour per rank.

Greater: The character uses this type of scroll to scribe higher-ranked techniques on a large blank scroll. The character may scribe a single technique of rank 14 or lower on a large blank scroll, requiring 4 hours of time to craft the scroll per rank of the technique. The greater scroll of seals grants a +2 bonus to Learn checks made to learn the technique.

Sealing Scroll: Creating a sealing scroll requires 2 points of chakra that can't be converted and takes 1 hour.

Sealing Tag: Creating a sealing tag requires 12 points of Chakra that can't be converted to hit points and takes 4 hours. Full description of the item can be found in the Equipment chapter.

Summoning Scroll: The character is able to craft these scrolls that help greatly in the summoning of creatures. If he has a blood pact, he may choose to make a scroll that can only be used to summon creatures of this blood pact and doubles the bonuses, as well as the creation time of the scroll. See Equipment chapter for more details.

Lesser: Creating the lesser summoning scrolls take 1 hour and requires 4 points of Chakra that may not be converted to hit points.

Greater: The greater scroll takes 2 hours to create and 8 points of Chakra that may not be converted to hit points.

Sunburst Tag: Similar to Exploding tags, those notes require 8 Chakra Points for every 5 tags created (cost which may not be converted to hit points). Full description of the item can be found in the Equipment chapter.

Technique Scroll: Crafting a technique scroll requires a Craft check (DC 25 + rank of the technique) and costs an amount of Chakra equal to the technique's cost, which cannot be converted to hit points. If the technique can be empowered, the crafter may pay additional cost to allow the scribed technique to be empowered, but only to the point which the technique was when scribed.

Crafting a technique scroll requires that the character pay 15 XP per rank of the technique and have the third step of mastery in the scribed technique.

Scribing the technique otherwise takes normal time (see scroll of seals).

Elemental Scroll: The elemental scroll must be crafted to match a single element: Earth, Fire, Ice, Lightning, Water, Wind. Crafting the scroll takes 30 minutes and costs 3 points of Chakra that can't be converted

Chakra Storing Gem: A chakra storing gem is a gemstone covered in various, tiny seals that allow it to absorb and contain chakra without actually generating any to abilities like sense chakra. When viewed by a creature that can see chakra, the gem to glows brilliantly. Though useful tools, the knowledge required to craft these items is not well known and requires secret techniques not often taught.

To draw from the reserve of a chakra storing them, the character must make direct skin contact with it with his hands either after or before performing the technique. Because the character is drawing from a foreign source of chakra, it is only possible to draw chakra from a single chakra storing gem every 24 hours.

Pouring Chakra in a Storing Gem is a full-round action and requires a Chakra Control check (DC 25). Failure by less than 10 allows the character to still proceed, but he must spend one-half again as much chakra, rounded up. The character can attempt to pour chakra in a single storing gem only once per day, though he is still able to store chakra in another gem.

The moment a character draws chakra from a gem, whether it was full or not, it enters a 'locked' state that prevents anyone from pouring anymore chakra into it. When a gemstone's chakra reserve is reduced to 0, it crumbles into worthless mineral dust.

Least Chakra Storing Gem: A least chakra gem is a small, semi-precious, usually opaque and featureless. A least chakra gem can hold up to 5 points of Chakra.

Prerequisite: Character level 3, craft least chakra storing gem ninjutsu technique; **XP Cost:** 10 XP; **Chakra to Create:** 2.

Lesser Chakra Storing Gem: A lesser chakra gem is a small, precious, usually clear and finely cut. A lesser chakra gem can hold up to 10 points of Chakra.

Prerequisite: Character level 6, craft lesser chakra storing gem ninjutsu technique; **XP Cost:** 25 XP; **Chakra to Create:** 6.

Greater Chakra Storing Gem: A greater chakra gem is a small, rare and very precious gemstone, crystal clear and flawless. A greater chakra storing gem can hold up to 20 points of Chakra.

Prerequisite: Character level 9, craft greater chakra storing gem ninjutsu technique; **XP Cost:** 50 XP; **Chakra to Create:** 10.

Craft (chemical) (Int) [New Use]

Trained Only.

This skill allows you to craft new chemicals and poison for the player and GM characters to use.

Purchase DC: This entry indicates the market price of the chemical.

Material Cost: This entry indicates the cost for the materials used to craft the chemical
Craft DC: This entry is the Craft check the character must succeed to successfully craft the chemical.

Time: Indicates the time required to craft the item.

TABLE 5-3: POISONS

Name	Type	Save DC	Initial Damage	Secondary Damage	Purchase DC	Material Cost	Craft DC	Time	Restriction
Chakra Mantle	Contact	17	(See text)	—	16	11	20	2 hr.	+1 (Lic)
Heartroot Powder	Inhaled	16	1d4 Con	2d4 Con	21	16	19	3 hr.	+2 (Res)
Nightlily Paste	Injury	18	1d3 Dex	1d6 Wis	17	14	17	2 hr.	+1 (Lic)
Leach Dust	Ingested	15	1d6 Str	Paralysis	22	19	23	4 hr.	+3 (Mil)
Ketsuekigyoko	Injury	17	1d4 Con	1d4 Con	18	18	21	2 hr.	+2 (Res)
Nevoa Gas	Inhaled	14	1d3 Wis	Unconsciousness	21	20	22	5 hr.	+3 (Mil)
Fireseed Spice	Ingested	18	2d4 Chakra	2d4 Chakra	28	24	26	8 hr.	+3 (Mil)
Dokutengu	Contact	13	1d4 Str	1d4 Wis	17	15	19	3 hr.	+1 (Lic)
Lotus Perfume	Inhaled	17	1d3 Cha	2d4 Cha	19	17	21	2 hr.	+2 (Res)
Fireseed Essence	Ingested	12	1d6 Wis	1d6 Wis	16	13	17	1 hr.	+1 (Lic)
Turtle's Dexterity	Injury	14	1d4 Dex	1d4 Str	15	12	16	1 hr.	+2 (Res)
Saruhire	Inhaled	13	2d4 Int	1d6 Int	20	16	23	2 hr.	+1 (Lic)
Ocean Breeze	Contact	14	Paralysis	Paralysis	18	15	19	3 hr.	+2 (Res)
Chakra Sponge	Contact	19	1d4 Chakra	1d6 Chakra	16	15	22	5 hr.	+3 (Mil)
God's Will	Ingested	16	1d6 Int	1d6 Cha	15	13	17	6 hr.	+2 (Res)
Tosha Pills	Ingested	11	1d4 Cha	Nauseated	13	11	15	2 hr.	+1 (Lic)
Byoukiyuge	Inhaled	14	1d2 Con	1 Con*	19	17	19	5 hr.	+2 (Res)
Hachidoku	Injury	18	2d8 hit points	1d4 Con	19	16	20	3 hr.	+2 (Res)
Nemuri	Injury	16	Unconsciousness	Unconsciousness	20	16	19	2 hr.	+2 (Res)
Ghostly Chains	Injury	17	1d4 Dex (see text)	1d4 Str	22	14	22	4 hr.	+2 (Res)

See *Craft Poisons* feat for details.

Chakra Mantle: This poison is designed to knock out creatures with weak chakra signature. Any creature coming in contact with the poison that has a Chakra Pool of 10 or lower must make a Fortitude save or fall unconscious for 2d4 hours.

Ghostly Chains: This poison causes the muscles to spasm painfully and knot up, rendering the victim incapacitated on a deeper level than other, more normal, brands of poisons. On both primary and secondary damage, in case of a failed save, the victim's maximum Speed Ranks are decreased by 1. This damage heals up at the same rate as ability damage, and counts as Strength damage for the purpose of medical techniques.

Type: The poison type depends how it can be applied and what creature it is effective against.

Contact: Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison can still affect it. A chest or other object can be smeared with contact poison as part of a trap. This type of poison is fairly popular because of this.

Ingested: Ingested poisons are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone into drinking or eating something poisoned. This type of poison is also quite popular amongst ninja.

Inhaled: Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack with a range increment of 10 feet. When it strikes a hard

surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a 10-foot cube. Each creature within the area must make a saving throw. (Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts, and other parts of the body.)

Injury: This poison must be delivered through a wound. If a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison does not affect it. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

Save DC: The Difficulty Class of the Fortitude save to negate the effects of the poison.

Initial Damage: The damage a character takes immediately upon failing his or her Fortitude save. Chakra damage is recovered normally.

Secondary Damage: The damage a character takes after 1 minute of exposure to the poison if the character fails a second saving throw. Ability score damage is temporary, unless marked with an asterisk, in which case the damage is permanent ability drain. Unconsciousness lasts for 1d3 hours, and paralysis lasts 2d6 minutes. Chakra damage is recovered normally.

Restriction: The restriction rating for the poison, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the poison on the black market.

TABLE 5-4: NINJA MEDICINE AND CHEMICALS

Type	Purchase DC	Craft DC	Time
Adrenaline Boost	13	20	5 hr.
Blood Increasing Pills	11	19	4 hr.
Instant-Ice Bombs	13	23	4 hr.
Perception Oil	16	25	2 hr.
Ration Pills	7	17	3 hr.
Sense Tablets	8	18	2 hr.
Soldier Pills	8	17	3 hr.
Spirit Bottle	9	22	6 hr.

Adrenaline Boost: This chemical produces a sudden surge of adrenaline and allows you to remain conscious even near death. A successful check produces one syringe.

Blood Increasing Pills: These pills provoke a sudden surge of blood throughout the body and allows faster regeneration for the user on a short amount of time. A successful check produces 5 pills.

Instant-Ice Bombs: This chemical allows the quick formation of ice to form deadly spike to impale one's enemy and make short of a fight. A successful check produces 3 bombs.

Perception Oil: This natural and hard to find oil is a translucent, thick fluid that dulls the senses when it is applied to a creature. A successful check produces enough oil for one Medium-sized or Small creature, or two Tiny or smaller creatures.

Ration Pills: Similar to soldier pills, this pill contains much more nutriment and allows one to go without food for up to 6 days. A successful check produces 5 pills.

Sense Tablet: A strong chemical drug that improves and stimulates one's senses. Easy to produce and don't create a dependence, they are popular amongst guards and those who occupy a similar position. A successful check produces 5 tablets.

Soldier Pills: These pills contain so much protein and boosts that it allows one to fight

restlessly for as much as 72 hours. A successful check produces 5 pills.

Spirit Bottle: This potion allows a much faster recover of one's Chakra, but as a drawback makes Chakra Control nearly impossible while its effects last. A successful check produces one potion.

Craft (Chemical) (Int) [New Use]

Trained Only. Requires Craft Shinobi Drugs

A shinobi's body is one of many secrets, and this craft helps a shinobi fully exploit that potential. A shinobi drug cannot be used twice by the same character unless specified otherwise by the character. With every drug taken, it is increasingly harder to resist their nefarious effects.

Not every shinobi is forced to take those drugs, for the ill effects are a serious setback.

Material Cost: Shinobi Drugs have no Purchase DC because they are not freely distributed or offered on sale anywhere. Their ingredients are exceedingly rare in many cases, and very difficult to acquire.

XP Cost: Brewing shinobi drugs is extremely demanding because of the constant need to pour power into them during their preparation. The XP Cost is paid by the crafter.

Preparation Time: This entry notes the time required to prepare the drug that actively requires the user's attention.

Brewing Time: The brewing time of a Shinobi Drug does not include the time used to cool before bottling the drug. Using any less, or any more, than the exact required time will render the product useless.

Craft DC: This entry indicated the Craft check a character must succeed in order to successfully brew the drug. Failure destroys any components and material used in the confection and requires the character to purchase them again.

Save DC: This entry is the Fortitude save DC the ingester must succeed in order to bypass the primary and secondary damage caused by the drug. Every new drug taken, regardless of the type, increases the Save DC by 2.

Creatures immune to either poisons or diseases are immune to both the initial and secondary damage of the drug, but also to the effects of the disease—it counts as though it was never ingested in the first place, regardless whether the immunity was permanent or not.

Save bonuses to either poisons and diseases apply to the initial and secondary damage, but not both—choose whichever is highest.

Initial Damage: When ingesting the drug, the character will suffer the initial damage unless it succeeds the required Save DC (see above). Ability damage and coil damage (chakra coil) is temporary unless specified otherwise, with an asterisk (*), in which case it is permanent unless healed by means of a spell or medical ninjutsu.

While character immune to poison or diseases are also unaffected by the effects of the drug, both good and bad, damage caused by it cannot be healed by techniques that affect damage from poison and diseases and must be healed normally.

Damage caused by the drug can only be healed by a character of level higher than half the save DC.

Secondary Damage: The damage taken by the character 1 minute after ingesting the drug unless he succeeds a second Fortitude save. Unconsciousness lasts for 1 week unless specified otherwise. Paralysis lasts for 1d6 days.

The drug takes effect only after the initial and secondary damage is fully healed, or immediately if no damage was taken.

Special: A character without an advanced chemical kit suffers a -4 penalty on Craft (chemical) checks when making Shinobi Drugs. A character is required to take the feat Craft Shinobi Drug to be considered trained in this skill.

Name	Material Cost	XP Cost	Preparation Time	Brewing Time	Craft DC	Save DC	Initial Damage	Secondary Damage	Res
Fireseed Extract	28	1,000	48 hr.	8 wk.	27	26	2d4 Wis	2d4 Wis, 2d6 Cha	+4 (Ill)
Tosha Liquor	24	1,000	24 hr.	3 wk.	25	22	1d4 Wis, 1d3 Int	2d4 Wis, 1d6 Int	+3 (Mil)
Dragonheart Tonic	35	3,500	48 hr.	8 wk.	30	25	2d6 Dex	3 Dex*	+3 (Mil)
Nightlily Draught	35	3,500	48 hr.	8 wk.	30	25	2d6 Str	3 Str*	+3 (Mil)
Heartroot Essence	35	3,500	48 hr.	8 wk.	30	25	Unconsciousness	3 Wis*	+3 (Mil)
Wit-sharpening Elixir	35	3,500	48 hr.	8 wk.	30	25	2d6 Cha	3 Cha*	+3 (Mil)
Redmoss Powder	35	3,500	48 hr.	8 wk.	30	25	Paralysis	3 Con*	+3 (Mil)
Draught of the Black Rose	35	3,500	48 hr.	8 wk.	30	25	2d6 Int	3 Int*	+3 (Mil)
Blackweed Elixir	27	1,000	24 hr.	4 wk.	25	20	2d6 Coil	6 Coil*	+4 (Ill)
Swiftwind Elixir	22	250	24 hr.	1 wk.	22	21	1d6 Wis, 1d6 Coil	2 Wis*, 2 Coil*	+3 (Mil)
Akimichi Pill: Green	15	100	24 hr.	2 wk.	23	—	—	—	—
Akimichi Pill: Yellow	20	150	48 hr.	2 wk.	27	—	—	—	—
Akimichi Pill: Red	25	250	72 hr.	2 wk.	31	—	—	—	—
Death God Pill	17	100	48 hr.	2 wk.	23	29	Unconsciousness 2d6 hours	3d6 Con (see text)	+4 (Ill)

Fireseed Extract: Allows the character to Sense Chakra at half his normal level. If the character can already Sense Chakra, the character counts as though he was five level higher when doing so.

Tosha Liquor: The character gains a +1 bonus to Genjutsu checks made to perform or detect a genjutsu, and the save DC of his Genjutsu techniques increases by 1.

Dragonheart Tonic: The character gains a +3 inherent bonus to his Strength score. This bonus is permanent, and does not stack with other inherent bonuses.

Nightlily Draught: The character gains a +3 inherent bonus to his Dexterity score. This bonus is permanent, and does not stack with other inherent bonuses.

Heartroot Essence: The character gains a +3 inherent bonus to his Constitution score. This bonus is permanent, and does not stack with other inherent bonuses.

Wit-sharpening Elixir: The character gains a +3 inherent bonus to his Intelligence score. This bonus is permanent, and does not stack with other inherent bonuses.

Redmoss Powder: The character gains a +3 inherent bonus to his Wisdom score. This bonus is permanent, and does not stack with other inherent bonuses.

Draught of the Black Rose: The character gains a +3 inherent bonus to his Charisma

score. This bonus is permanent, and does not stack with other inherent bonuses.

Blackweed Elixir: This drug forcefully matures the character's chakra coil system, and allows him to learn and perform Sealing techniques without penalties, before the required level.

Swiftwind Elixir: This drug increases the character's potential and his body's tolerance for speed-based techniques. The character gains a +1 bonus to all checks made relating to Shunjutsu ninjutsu techniques or Mobility taijutsu techniques, including Chakra Control checks to convert the cost and Concentration checks to perform the technique on the defensive.

Akimichi Pills: The recipe to craft those pills is unknown outside the Nara and Akimichi clans of the Hidden Village of the Leaf. The akimichi pills can be found in the Relics and Artifacts section of chapter 17.

Death God Pill: This drug deals Constitution damage only to a character that doesn't have the Cursed Seal template, and has no effect. If the character has the cursed seal template, he gains the Cursed Seal Level 2 ability.

Craft (mechanical) (Int) [New Use]

Trained Only. Requires Craft Puppets

Using this skill, the character is able to craft the finest puppets used with certain Ninjutsu techniques.

Purchase DC: This entry indicates the prices of the material used, namely wood and metal.

Craft DC: This entry is the Craft check the character must succeed to successfully craft the puppets.

Time: Indicates the time required to craft the item.

TABLE 5-5: PUPPETS

Type	Purchase DC	Craft DC	Time
Utility Puppet Cores			
Small	13	16	8 hr.
Medium-size	18	19	12 hr.
Large	23	22	16 hr.
Combat Puppet Cores			
Small	15	19	8 hr.
Medium-size	20	23	12 hr.
Large	25	26	16 hr.
Add Weapon Point	10	20 (see text)	2 hr.
Add Utility Point	10	20 (see text)	2 hr.
Add Free Point	20	25 (see text)	4 hr.
Puppet Component	Varies	Varies	Varies

Utility Puppets: This type of puppet serves often as a container or as a trap-bearer, as its combat capability are must lesser than the Combat Puppet's. A utility puppet core, when crafted, starts with 3 utility points only.

Combat Puppets: As its name imply, this type of puppet is more often used during combat and is somewhat less versatile than its utility counterpart. A combat puppet core, when crafted, starts with 3 combat points only.

Add Points: A successful check adds a certain point to a puppet core, either combat, utility or free, within limitations (see Chapter 17 for details on maximum points allotation).

The Craft DC increases by 1 point every further use of the Add Point skill in that category (for example, additional utility and combat points do not stack to increase their respective DCs).

Puppet Component: To craft a puppet component, the character must make a Craft (mechanical) check equal to the component's Purchase DC +5, and has a material cost of two-thirds the component's normal cost, rounded up. Crafting a component takes 1 hour per 5 points of the material cost DC.

Craft (mechanical) (Int) [New Use]

Trained Only.

Check: The character outfits a piece of equipment to bear a seal slot. A successful check does not add the enhancement seal, but simply allows a seal to be applied to the modified piece of equipment.

Pieces of armor (armor, wrists, feet, fingers) can only be outfitted with one seal slot.

Weapons can only contain up to 2 seal slots, only one of which can be a greater seal slot. Note that each head of a double weapon counts as a different weapon and can receive its own seal slot.

Craft DC: This entry is the Craft check the character must succeed to successfully apply the slot.

Chakra Cost: This entry denotes the Chakra spent every 8 hours (1 day of work) spent applying the seal slot.

Time: Indicates the time required to apply the seal slot.

Retry?: A failed check permanently eliminates the seal slot on the weapon or armor. Another check can be attempted on the same piece if it can hold other seal slots.

TABLE 5-6: ENHANCEMENT SEAL SLOTS

Type	Craft DC	Chakra Cost	Time
Minor Seal Slot	15	5	8 hr.
Advanced Seal Slot	20	10	16 hr.
Greater Seal Slot	25	15	32 hr.

Craft (pharmaceutical) (Int) [New Use]

Trained Only.

Using this skill, the character is able to craft powerful antidotes from a sample of poison.

Check: This skill allows the character to make 3 doses of antidote from 1 dose of poison. Antidotes come in two categories: general and specific. A general antidote can work against most mild poisons, while the specific antidotes work against any kind of poisons.

The antidote must be administered the same way the poison was, be it injected into one's bloodstream (injury) or upon contact with it (contact).

An antidote allows the creature taking it to make a second save against poison without ill effects, with a circumstance bonus or penalty depending on the antidote crafted. If the save is a success, the character does not take secondary damage and heals from the

damage twice as fast. If the character had already taken secondary damage, it heals from the damage twice as fast only.

The antidote functions only against one dose of poison, and a character cannot take more than one dose of antidote per dose of poison it was affected by.

Any 5 points the character exceeds the DC by, the antidote grants an additional +1 circumstance bonus to the save.

Poison Fortitude Save DC	Purchase DC	Craft DC	Time
14 or lower (general)	8	13	1 hr.
14 or lower (specific)	6	15	1 hr.
15-18 (general)	12	15	3 hr.
15-18 (specific)	10	17	3 hr.
19-22 (specific)	15	20	6 hr.
23 or higher	20	25	12 hr.

General: General antidotes can work on most poison of Save DC 18 or lower, depending on the type crafted. The general antidote allows to make a second Fortitude save with a +2 circumstance bonus.

Specific: A specific antidote works only for the poison it was tailored from, and allows the character to make a second Fortitude save with a +4 circumstance bonus.

Special: A character without a pharmacist kit takes a -4 penalty on Craft (pharmaceutical) checks. A character with the Medical Expert feat gets a +2 bonus on all Craft (pharmaceutical) checks.

Genjutsu (Cha)

Trained Only.

This skill is used to perform a Genjutsu and analyze them.

Check: The DC to perform a Genjutsu is given with the technique itself. To detect and analyze a non-harmful Genjutsu (such as a noise or a modification of the surroundings), you must first detect an anomaly and succeed a Genjutsu check (DC 15 + technique's rank). A success grants you the ability to make a Will save to disbelieve the Genjutsu and the certainty that Genjutsu is present, but not which one it is.

Also, when you witness a Genjutsu, you may attempt a Genjutsu check (DC 10 + the technique's Complexity Rating + Genjutsu's Rank) to identify the Genjutsu if it is one known to you.

Try Again?: You are not allowed a retry to analyze, perform or identify a Genjutsu.

Time: Analyzing a Genjutsu is a move-equivalent action, and identifying one is a free action.

Special: A character with the Genjutsu Adept feat gains a +2 bonus to Genjutsu checks. A character can Take 10 but can't Take 20 when performing a Genjutsu technique.

Synergy: A character what 5 ranks in bluff gains a +1 bonus on Genjutsu checks.

The following synergy does not stack with the synergy granted from having ranks in the Knowledge (ninja lore) skill, but does stack with aforementioned synergy when *creating* a Genjutsu technique.

A character with 5 or more ranks in Genjutsu gains a +1 bonus on his Learn checks to learn Genjutsu techniques.

A character with 10 or more ranks in Genjutsu gains a +1 bonus on his Learn checks to learn Genjutsu techniques.

A character with 15 or more ranks in Genjutsu gains a +1 bonus on his Learn checks to learn Genjutsu techniques.

A character with 20 or more ranks in Genjutsu gains a +1 bonus on his Learn checks to learn Genjutsu techniques.

Jump (Str)

In Naruto: d20, the Jump mechanics have undergone a modification. The Jump check is still modified by the character's movement rate, and an untrained character still falls prone if he or she doesn't beat the DC by 5.

Long Jump: The DC calculation for long jump is basically the same, except that only a 10-foot move is required to make the jump.

High Jump: Again, only a 10-foot move is required to complete the Jump, and the DC calculation makes it easier for a character to jump higher. The DC for High Jump is now $2 + (\text{height in feet} \times 2)$.

High Jump Height	DC1	High Jump Height	DC1
1 foot	4	5 feet	12
2 feet	6	6 feet	14
3 feet	8	7 feet	16
4 feet	10	8 feet	18

1 Requires a 10-foot move. Without a running start, double the DC.

The maximum height a character can jump has also been altered:

Creature Size	Maximum Height
Colossal	256 ft.
Gargantuan	128 ft.
Huge	64 ft.
Large	32 ft.
Medium-size	24 ft.
Small	12 ft.
Tiny	6 ft.
Diminutive	3 ft.
Fine	1.5 ft.

Jumping Down: The Jump Down DC is exactly the same, except that its efficiency is doubled. A character jumping down will see his or her fall damage reduced as if he or she had dropped 20 feet fewer than he or she actually did.

Knowledge (Int)

Trained Only.

Same as the conventional Knowledge skill, except for a new topic: Ninja Lore.

Ninja Lore: The various ninja sayings and rules, the true definition of Chakra and any topic related to the Ninjas, except their history.

Check: Using this skill, the character is able to identify certain elements of the ninja life, such as the summons.

- A DC 5 + the level of the summon will reveal what level and Rank a *Soldier* summon is.

- A DC 10 + the level of the summon will reveal what level and Rank a *Protector* summon is.

- A DC 15 + the level of the summon will reveal what level and Rank a *Guardian*

summon is.

- A DC 20 + the level of the summon will reveal what level and Rank a *Elite* summon is.

- A DC 25 + the level of the summon will reveal what level and Rank an *Avatar* summon is.

Synergy: Following synergies are cumulative:

The following synergy does not stack with the synergy granted from having ranks in Genjutsu, Ninjutsu or Taijutsu skill, use whichever is higher. Chakra Control is not affected. The synergy however does stack with synergy acquired from having ranks in a relevant skill for the purpose of *creating* a technique.

A character with 5 or more ranks in Knowledge (ninja lore) gains a +1 bonus on his Learn check to learn a new technique.

A character with 10 or more ranks in Knowledge (ninja lore) gains a +1 bonus on his Learn checks to learn a new technique.

A character with 15 or more ranks in Knowledge (ninja lore) gains a +1 bonus on his Learn checks to learn a new technique.

A character with 20 or more ranks in Knowledge (ninja lore) gains a +1 bonus on his Learn checks to learn a new technique.

Ninjutsu (Int)

Trained Only.

This skill is used to perform a Ninjutsu and analyze them.

Check: The DC to perform a Ninjutsu is given with the technique itself. Also, when you witness a Ninjutsu, you may attempt a Ninjutsu check (DC 10 + the technique's Complexity Rating + Ninjutsu's Rank) to identify the Ninjutsu if it is one known to you.

Try Again?: You are not allowed a retry to perform or identify a Ninjutsu.

Time: Identifying a Ninjutsu is a free action.

Special: A character with the Ninjutsu Adept feat gains a +2 bonus to Ninjutsu checks.

A character can Take 10 but can't Take 20 when performing a Ninjutsu technique.

Synergy: The following synergy does not stack with the synergy granted from having ranks in the Knowledge (ninja lore) skill, but does stack with aforementioned synergy when *creating* and *developing* a Ninjutsu technique.

A character with 5 or more ranks in Ninjutsu gains a +1 bonus on his Learn checks to learn Ninjutsu techniques.

A character with 10 or more ranks in Ninjutsu gains a +1 bonus on his Learn checks to learn Ninjutsu techniques.

A character with 15 or more ranks in Ninjutsu gains a +1 bonus on his Learn checks to learn Ninjutsu techniques.

A character with 20 or more ranks in Ninjutsu gains a +1 bonus on his Learn checks to learn Ninjutsu techniques.

Read/Write Language (None)

Trained Only.

The Read/Write Language skill doesn't work like a standard skill.

-Languages of the Elemental Countries—Earth, Fire, Lightning, Water and Wind—all share one alphabet, and therefore one writing skill: Common.

Sign Language is a spoken, not written language (see Speak Language for details).

Sleight of Hand (Dex) [New Use]

Being good with minor tricks, pick pocketing and such made it easier for you to perform hand seals.

Synergy: A character with 5 or more ranks in this skill gains a +1 bonus to any checks to perform a technique requiring hand seals.

Speak Language (None)

Trained Only.

The Speak Language skill doesn't work like a standard skill.

-Sign Languages are not spoken with words and require sight and/or lighting to be understood, as well as at least 1 hand free to be spoken.

Blind characters suffer a 20% chance of failure to attempt to speak Sign Languages each round, and cannot understand it, as they cannot see it.

Deaf creatures can understand sign languages.

There are typically two types of Sign Languages: Universal, and country-specific.

Country-specific sign language is typically a closely-guarded secret.

Taijutsu (Str)

Trained Only.

This skill is used to perform Taijutsu moves.

Check: The DC to perform a Taijutsu move is given with the technique itself. Also, when you witness a Taijutsu, you may attempt a Taijutsu check (DC 10 + the technique's Complexity Rating + Taijutsu's Rank) to identify the Taijutsu if it is one known to you.

Try Again?: You are not allowed a retry to perform or identify a Taijutsu.

Time: Identifying a Taijutsu is a free action.

Special: A character with the Taijutsu Adept feat gains a +2 bonus to Taijutsu checks. A character can Take 10 but can't Take 20 when performing a Taijutsu technique.

Synergy: A character with 5 or more ranks in Taijutsu gains a +1 bonus to unarmed attacks.

A character with 10 or more ranks in Taijutsu gains a +1 bonus to unarmed damage.

The following synergy does not stack with the synergy granted from having ranks in the Knowledge (ninja lore) skill, but does stack with aforementioned synergy when *creating* a Taijutsu technique.

A character with 5 or more ranks in Taijutsu gains a +1 bonus on his Learn checks to learn Taijutsu techniques.

A character with 10 or more ranks in Taijutsu gains a +1 bonus on his Learn checks to learn Taijutsu techniques.

A character with 15 or more ranks in Taijutsu gains a +1 bonus on his Learn checks to learn Taijutsu techniques.

A character with 20 or more ranks in Taijutsu gains a +1 bonus on his Learn checks to learn Taijutsu techniques

Tumble (Dex) [New Use]

Trained Only.

Adept at taking falls, you are quick to tumble back on your feet.

Stand from Prone: By succeeding a Tumble check (DC 20), you are able to stand from prone as an instant action that does not provoke an attack of opportunity. This can only be used during movement, be it a 5-foot step or otherwise.

CHAPTER VI: FEATS

This chapter contains new feats pertaining to the Naruto d20 system. A character gains one feat at first level, plus 1 feat every three levels thereafter (3rd, 6th, 9th and so forth). Some occupations and races grant bonus feats, human being the most obvious example.

Most of the feats in this chapters have prerequisites that must be met in order to select them, which can be anything from other feats, to races or skill ranks.

Planning Ahead

You might not know at character creation, or even later on in the campaign, what path you would like your character to take, or what path you might need to take. Whether you want your character to stay on a simple path or make a complete change of direction is entirely up to you; however, planning at least a level or two in advance can help you make the most of the path you want to take.

Observing your GM's tendencies can be very rewarding in the long run, and might allow you to make choices you will forever be satisfied with.

Feat Name	Prerequisite	Benefits
A Sword That Never Kills	Wis 13, Heroic character	Allows character to avoid killing opponents.
Ability Focus	Special attack	Improves a special attack's DC by +2.
Advanced Bloodline	1st level only	Character gains an advanced bloodline.
Advanced Seal Proficiency	Ninjutsu 6 ranks	Character can use Advanced Seals.
Advanced Study	Can only be taken at 1st level	Character can learn a higher-ranked technique.
Advanced Two-Weapon Defense	Advanced Two-Weapon Fighting, Improved Two-Weapon Defense, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting	Same as Two-Weapon Defense, but shield bonus is +5.
Akimichi Toughness	Con 15, Heroic character	Character gains 5 hit points and sturdiness of an akimichi.
Animal Bond	Moujuu Aishou, Handle Animal 6 ranks	Character level increase by 1 to determine companion strength.
Blood Pact	Special	Character signs a blood pact with an animal type
Bloodthirst	Rage or frenzy ability	Enter rage or frenzy more often every day.
Chakra Affinity	1st level only	Affinity in one technique type.
Chakra Presence	Chakra Pool 50.	Character can release large amount of energy to neutralize his foes.
Chakra Restoration	—	Increases Chakra recovery rates.
Chuunin	Heroic character level 6, Genin, Must know at least 9 techniques or have executed more than 8 C-Rank missions, Cha 12.	Various bonuses to skills and in his village.
Control Frenzy	Frenzy ability	Reroll failed attempt to resist frenzy.
Craft Advanced Enhancement Seals	Craft (mechanical) 8 ranks, Chakra Control 12 ranks, Craft Minor Weapon Seals, heroic character.	Character can add Advanced Seal slots to a weapon and apply enhancement seals. Penalty to learn sealing ninjutsu techniques reduced to -4.

Craft Greater Enhancement Seals	Craft (mechanical) 12 ranks, Chakra Control 15 ranks, Craft Minor Weapon Seals, Craft Advanced Weapon Seals, heroic character.	Character can add Greater Seal slots to a weapon and apply enhancement seals. Penalty to learn sealing ninjutsu techniques reduced to -2.
Craft Human Puppets	Craft (mechanical) 12 ranks, Knowledge (earth and life science) 9 ranks, Craft Puppets.	Character is able to create puppets from a human body.
Craft Minor Enhancement Seals	Craft (mechanical) 6 ranks, Chakra Control 6 ranks, heroic character.	Character can add Minor Seal slots to a weapon and apply enhancement seals. Penalty to learn sealing ninjutsu techniques reduced to -6.
Craft Poisons	—	Character can craft and apply poisons without penalty.
Craft Puppets	—	Character can craft nin-puppets.
Craft Shinobi Drugs	—	Character can craft shinobi drugs, gains +2 bonus to saves against shinobi drugs.
Determined Genius/Chakra Coils Disorder	Wis 13, 1st level only	Character can't use most techniques, but gains various bonuses instead.
Empowered Resilience	Chakra Control 6 ranks, Chakra Pool 16.	Character can expend chakra to gain greater resistance.
Eyes of Divination	Sense Motive 8 ranks, Attentive	Character can learn Kaigan technique.
Face Masking	Disguise 2 ranks, heroic character, 1st level only	Character gains +2 to disguise checks when taking the appearance of another.
Force of Personality	Cha 13	Character can apply Cha modifier to Will saves instead of Wisdom.
Forensics Training	Knowledge (earth and life science) 6 ranks, Treat Injury 6 ranks	Character is able to perform forensics.
Genin	Know 4 or more techniques	Various bonuses to skill checks and reputation in his village.
Genius Nin	Any ability score 13, heroic character, 1st level only (see text)	Character gains a +2 bonus to Learn checks and Reputation in his village and lowers occupation minimum age by 1d4+1 years.
Genjutsu Adept	—	Character gains +2 bonus to Genjutsu checks and +1 Genjutsu save DC and +1 attempt to learn Genjutsu techniques.
Gift of Summoning	Ninjutsu 9 ranks	Character can learn summoning techniques without penalty.
Gouken	Taijutsu 4 ranks	Character can learn Gouken techniques and strike objects unarmed without penalties.
Grand Master	4 ranks any one of the following: Chakra Control, Genjutsu, Ninjutsu or Taijutsu.	Greater ease with which to master technique.
Greater Street Savvy	Street Savvy ability	Gain +2 bonus to Street Savvy checks.
Hachimon Tonkou	1st level only	Character can learn Hachimon Tonkou techniques.
Hand Seals Proficiency	Sleight of Hands 6 ranks	Can make hand seals even if holding a Small or smaller object in one hand.
Harmony	Chakra Control 5 ranks	Character gains Kinobori and Tadayou techniques, +1 bonus to Chakra Control checks and saves DC of Chakra Control techniques increases by 1.
Improved Chakra Pool	—	Character's Chakra Pool increases by 4.

Improved Combat Expertise	Int 13, Combat Expertise, BAB +6	Lower attack bonus to increase Defense.
Improved Power Attack	Str 13, Power Attack, BAB +6	Lower attack bonus to increase damage with 2-handed attacks.
Improved Two-Weapon Defense	Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting	Same as Two-Weapon Defense, but shield bonus to Defense is +3.
Insightful Reflexes	—	Character may apply Int modifier to Reflex saves rather than Dex.
Jounin	Heroic character level 12, Genin, Chuunin, Must know at least 17 techniques or have executed more than 20 B-Rank missions, Cha 13	Various bonuses to skill checks and reputation in his village.
Keen Senses	Heroic character level 6, Wis 13	Better proficiency at Sensing Chakra.
Keen Sight	Heroic character, can only be taken at 1st level	Character gains low-light vision.
Kusari-gama Style	BAB +3, Combat Expertise, Nin Weapons Proficiency, Int 13	Better proficiency with the Kusari-gama.
Light Sleeper	Con 13	Can sleep in bouts if 4 hours and still be rested.
Mastercrafter	Either Craft (electrical) 9 ranks or Craft (mechanical) 9 ranks or both	Allows character to craft mastercrafted objects.
Monkey Grip	Str 13, BAB +1	Character can wield larger weapons without penalty.
Moujuu Aishou	1st level only	Character gains an animal companion.
Ninjutsu Adept	—	Character gains +2 bonus to Ninjutsu checks and +1 Ninjutsu save DC and +1 attempt to learn Ninjutsu techniques.
Multipuppet Fighting	Advanced Puppetry II, Dex 13	Character is more able to fight with multiple puppets.
Mutation	Monstrous human only, can only be taken at 1st level.	Character can choose an additional deformity.
Nin Weapons Proficiency	—	Gains proficiency in various arms.
Power Critical	Base attack bonus +4, proficiency with the chosen weapon	Character is better at confirming criticals with one weapon.
Puppet Multiattack	Advanced Puppetry II	Character's puppets gain multiattack.
Puppeteer Insight	Advanced Puppetry III, Int 13	Character is adept at fighting other puppeteers.
Rapid Shot	Dex 13, Point Blank Shot	Character can make an extra attack by imposing a penalty to all attacks.
Resist Poisons	—	Character gains better chance to resist poisons and diseases.
Reverse Doctor	Chakra Scalpel	Can now use Dex or Int modifier with Chakra Scalpel attacks.
Sacred Flurry	Sacred fist stance (1d6), buddhist palm (chakra), base attack bonus +6, Dex 15.	Character may make a sacred flurry and gain additional attacks in a full-attack action.
Scribe Chakra Symbols	—	Character can use Craft (calligraphy) to make various ninja implements without penalty.

Shadow Arts	Hide 5 ranks, Ninjutsu 5 ranks	Character can learn Shadow Arts techniques without penalty.
Skilled	1st level only	Character gains more skill points every level.
Specialist's Gaze Counter	BAB 3+, Wis 13	Character is better at averting one's gaze.
Soul Edge Specialization	Soul Edge class ability, Ghost Edge, Weapon Focus (soul edge) Wis 13	Character gains weapon specialization with his soul edge.
Taijutsu Adept	—	Character gains +2 bonus to Taijutsu checks and +1 Taijutsu save DC and +1 attempt to learn Taijutsu techniques.
Talented Shinobi	—	Character can spend more skill points.
Technique Focus	6 ranks in relevant skill	Character gains better proficiency in a technique.
Technical Knowledge	Educated, Knowledge (ninja lore) 9 ranks, any 1 Meta-Chakra Specialization	Character gains a Learn check bonus to develop or create techniques, and grants a Learn bonus to students when teaching.
Training	4 ranks in relevant skill	Character can learn Training techniques without penalty.
True Blinkstrike	Blinkstrike +3 class ability, Quick Draw, Dodge, Mobility, Agile Riposte	Character can turn Blinkstrike's defense bonus into offense bonus and move normally while making a full-attack.
Twin Soul Style	Soul Edge class ability, Two-Weapon Fighting, Dex 15	Character is able to form two soul edges.
Two-Weapon Defense	Two-Weapon Fighting	Character can gain a +1 shield bonus to Defense by sacrificing his off-handed weapon attacks for one round.
Weapon Adaptation Training	Int 13	Character can retrain weapon-specific feats and abilities.
Webspinner	Advanced Bloodline (Gumoshin), Gumokeitou	Character can create more kumonosu per day.
Will over Flesh	1st level only	Character uses his Wisdom modifier instead of his Constitution modifier to determine his chakra pool.
<i>Meta-Chakra Feats</i>		
Adept Puppeteer	Ninjutsu 12 ranks, Int 13, Advanced Puppetry III ability	Reanimate puppets instantly.
Blood Mage	Ninjutsu 6 ranks, Con 13	Character able to learn Blood Sorcery techniques, and sacrifice hit points for chakra.
Blurstrike	Quick Draw, Blinkstrike +1 class ability, 5th step of mastery in <i>Kenjutsu Ougi - Iaido</i>	Character can sheathe his weapon as a free action in Blurstrike stance.
Chakra Weaving	—	Gain 3 meta-chakra charges.
Critical Stare	Any 2 Meta-Chakra Specialization	The character can gain See Chakra for 1 minute.
Efficient Technique	Any 1 meta-chakra feat, Chakra Control 9 ranks	Technique costs less chakra.
Elemental Shaping	Any 1 meta-chakra feats, Ninjutsu 12 ranks	Elemental ninjutsu can be made shapeable.
Empower Summoning	Gift of Summoning	Summonings made more powerful and combat-efficient.
Empower Technique	Any 2 meta-chakra feats, Chakra Pool 40, Chakra Control 12 ranks	Ninjutsu technique gain 50% more power.

Enlarge Technique	—	Technique has double reach.
Extend Technique	—	Technique duration gains 50%.
Flawless Form	Taijutsu 4 ranks	Taijutsu technique increases character's performance.
Hand Seals Mastery	Ninjutsu 16 ranks, Sleight of Hands 12 ranks, Genius Nin, One-handed Seals	Can forego making hand seals when performing a technique.
Heighten Technique	Any 1 meta-chakra feat	Technique's rank can be increased.
Innate Control	Chakra Control 15 ranks	Can stick to wall, walk on water or snow as a reaction.
Maximize Technique	Empower Technique, Chakra Pool 60, Chakra Control 15 ranks	Technique's effect is always maximized.
One-handed Juunishi	Ninjutsu 9 ranks, Sleight of Hands 6 ranks, Genius Nin	Character can turn hand-seals into half-seals at a penalty, thus performing hand-seals one handed.
One-Man Army	Any 1 meta-chakra feat, <i>Kage Bunshin no Jutsu</i> (Advanced Proficiency), <i>Tajuu Kage Bunshin no Jutsu</i>	Character is more adept at performing Kage Bunshin or Tajuu Kage Bunshin.
Path of the Fiendfire	Blood Mage, Knowledge (ninja lore) 9 ranks, Ninjutsu 9 ranks, Con 15	Character able to learn Fiendfire, and expend meta-chakra charges for fire resistance.
Sturdy Illusion	Any 1 meta-chakra feat, Genjutsu 9 ranks	Genjutsu technique has a chance to resist being dispelled.
Supercharged Technique	Any 1 meta-chakra feat	Elemental Ninjutsu deals half force damage.
Vile Technique	Any 2 meta-chakra feats, Wis 16, evil allegiance	Ninjutsu technique deals half negative energy damage.
Widen Technique	—	Technique's area of effect is increased 50%.

A Sword that Never Kills

By selecting this feat, a character is able to avoid the death of an opponent he is fighting.

Prerequisite: Wis 13, Heroic character.

Benefit: By taking a -2 penalty to attack and damage rolls, if the character's attack would drop a creature's hit point below 0, the creature is instead reduced to 0 hit points and unconscious until brought back to 1 hit point. The character must declare the use of this ability before making his attack roll.

Ability Focus

Added proficiency with a special attack

Prerequisite: Special attack.

Benefit: You choose a single special attack to focus in. The ability must be an extraordinary, supernatural or spell-like attack obtained from a race, template or class.

Add +2 to the DC of all saving throws of the attack you focus in.

Special: This feat can be selected multiple times. Its effect does not stack, but each time it applies to a new ability.

Ability Focus cannot be applied to a spell, technique or item.

Advanced Bloodline [Bloodline]

Your blood is stranger, stronger than the average human. You are the heir of a strong and

ancient lineage, and as such possess special qualities and power that none other than your kin possess.

Prerequisite: Can only be taken at first level.

Benefit: Selecting this feat enables you to take levels in the selected bloodline (see Bloodlines and Templates chapter for details). The prerequisites are not required to take the feat, but only to gain levels in the bloodline.

Bloodline	Minor	Prerequisites Intermediate	Major
Kikai Host	Advanced Bloodline (Kikai Host)	—	—
Chakra Vampire		<i>Bloodline Template, ECL +0</i>	
Sabiketsu		<i>Bloodline Template, ECL +0</i>	
Child of the Wild	Survival 2 ranks, Advanced Bloodline (Child of the Wild)	—	—
Hiraishin	Balance, Jump or Tumble 2 ranks, Advanced Bloodline (Hiraishin)	—	—
Doukagan	Genjutsu 2 ranks, Ninjutsu 2 ranks, Advanced Bloodline (Doukagan)	—	—
Gumoshin	Climb 2 ranks, Advanced Bloodline (Gumoshin)	—	—
Hyouma	—	Elemental Affinity (Ice), Advanced Bloodline (Hyouma)	—
Byakugan	—	Search, Sense Motive or Spot 2 ranks, Advanced Bloodline (Byakugan)	—
Reikyou	—	Advanced Bloodline (Reikyou), Improved Chakra Pool	—
Fortify	Elemental Affinity (Earth), Advanced Bloodline (Fortify)	—	—
Shikotsu Myaku	Advanced Bloodline (Shikotsu Myaku)	Intimidate or Concentration 2 ranks, Advanced Bloodline (Shikotsu Myaku)	Base Fortitude Save +1, Intimidate or Concentration 2 ranks, Advanced Bloodline (Shikotsu Myaku)
Katsugan	Spot 2 ranks, Advanced Bloodline (Katsugan)	—	—
Kyuushou Kousei	—	Constitution 14, Advanced Bloodline (Kyuushou Kousei)	—
Kamitora	—	—	Craft (calligraphy) or Craft (visual arts) 4 ranks, Advanced Bloodline (Kamitora)
Dairiki	Strength 13, Elemental Affinity (Earth), Advanced Bloodline (Dairiki)	—	—
Sharingan Eye	Intimidate or Spot 2 ranks, Advanced Bloodline (Sharingan Eye)	Intimidate or Spot 2 ranks, Elemental Affinity (Fire) Advanced Bloodline (Sharingan Eye)	—

Satori (Optional)	—	Craft (mechanical) or Knowledge (tactics) 2 ranks, Sense Motive 2 ranks, Advanced Bloodline (Satori)	Craft (mechanical) 4 ranks, Knowledge (tactics) 4 ranks, Sense Motive 4 ranks, Advanced Bloodline (Satori), Attentive
Red Eyes (Optional)	—	Strength 14, Dexterity 14 or Constitution 14, Intimidate 4 ranks, Advanced Bloodline (Red Eyes)	—

Special: Under very rare and unusual condition, the GM may allow a character to select this feat at a later time, but there must be special requirements and most likely limitations determined by the GM.

A character can only have one bloodline feat.

Advanced Seal Proficiency

Prerequisite: Ninjutsu 6 ranks.

Benefits: With this feat, the character can learn *Advanced Seal* techniques without penalty, even though they are, for the most part, sealing techniques. Selecting this feat also lessens the penalty to learn *Sealing* techniques by 2 for character who do not meet the requirements to learn sealing techniques without penalty.

Normal: A character below 12th level normally takes a -8 penalty to Learn checks to learn a *Sealing* technique.

Advanced Study

Prerequisite: Can only be taken at 1st level.

Benefit: You gain a the ability to learn a technique of 2 ranks higher than you normally could, with a +2 competence bonus to Learn checks. You cannot attain mastery in this technique until you attain sufficient level to learn it normally.

This bonus does not stack with feats and abilities that allow learning higher-ranked techniques, such as Genius Nin.

Advanced Two-Weapon Defense

Prerequisite: Advanced Two-Weapon Fighting, Improved Two-Weapon Defense, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting.

Benefit: Same as two-weapon defense and improved two-weapon defense, but the shield bonus to defense increases to +5.

Akimichi Toughness

This feat is unique to members of the Akimichi clan.

Prerequisite: Con 13, Heroic character, can only be taken at first level.

Benefit: You gain 5 hit points, and the ability to consume an Akimichi Food Pill without dying, though you still suffer any aftereffects of consuming the pills.

Special: The GM may disallow this feat, at his discretion (for example, to a non-Akimichi character).

Animal Bond

Prerequisite: Moujuu Aishou, Handle Animal 6 ranks.

Benefit: Your effective level when determining the progression of your animal

companion increases by 1. The companion can never have more hit dice than you.

Blood Pact

Prerequisite: See Table 5-2: Blood Pact

Benefits: To sign a blood pact, you must first find the *Contract* of the desired creature type. The contract holds the signature of every other being to ever sign it before you, and can be found by summoning a *Contract Holder* of the desired creature type, typically any Protector or higher ranked summon. In order to apply your signature, you must sign your name in blood and apply your fingerprints to the contract, after which your fate will be sealed. One cannot undo the contract, unless he is brought back from the dead, as the contract ends at your death. Different creature may have different requirements, as will be specified below. See *Summoning and Summoned Creatures* section for details and statistic on the creatures. Having made a blood pact grants the user a +4 bonus to any charisma-based skill checks towards his selected creature type.

Special: The Game Master may require a special event to make this feat available (See Quests and Event section for more details).

TABLE 5-2: BLOOD PACT

Creature Type	Requirements
Bear (Kuma)	Con 13, ECL 8
Boar (Osu-buta)	Str 13
Dog (Inu)	Wis 13
Dragon (Ryu)	Cha 14, ECL 10
Hare (Usagi)	Dex 13
Hawk (Taka)	Dex 13, Wis 13
Horse (Uma)	Dex 13, Ride 6 ranks
Lizard (Eki)	Dex 13 or Wis 13
Monkey (Saru)	Dex 13, Int 13
Ogre (Oni)	Con 16, Wis 16, ECL 12, Evil Allegiance
Ox (O-ushi)	Str 13, Con 13
Ram (O-hitsuji)	Str 13
Rat (Nezumi)	Dex 13
Raven (Karasu)	Dex 13, Wis 13, ECL 8
Shark (Same)	Str 13, ECL 8
Slug (Namekuji)	Wis 13, Good allegiance
Snake (Hebi)	Dex 13, Cha 13, Evil, Revenge or Power allegiance
Spider (Gumo)	Dex 13
Tiger (Tora)	Str 13, Dex 13, ECL 8
Toad (Gama)	Int 13, Base Will Save +3
Turtle (Kame)	Con 13, Wis 13
War Hero (Gunshin)	Str 14, Dex 14, Cha 12, ECL 10

Bloodthirst

Prerequisite: Rage or frenzy ability.

Benefit: You can use your rage or frenzy abilities an additional time every day.

Chakra Affinity

Your talent lies in a specific field of Chakra mastery, and you are at ease with technique falling in that category.

Prerequisite: Can only be taken at first level.

Benefit: Upon selection of this feat, the character must chose from one of the four

technique type (Chakra Control, Genjutsu, Ninjutsu and Taijutsu) for which he will receive a +2 bonus to his Learn checks. He must also chose another type, which cannot be the same as his "good" type, for which he will suffer a -1 penalty to his Learn checks.

Chakra Presence

Prerequisite: Chakra Pool 50.

Benefit: Up to three times per day, as long as the character's chakra pool is above 25, he may activate his Chakra Presence. This ability requires a move-equivalent action to activate and lasts for 1 minute. Any creature, ally or enemy, that comes within 10 feet of the character while his Presence is active must make a Fortitude save (DC 15 + 1 per 10 points above 50, maximum 30) or suffer a -2 penalty to attack rolls, defense and skill checks because the air is too heavy from the character's Chakra.

This effects lasts until the duration expires or the creature leaves the radius of the ability. If the character's chakra pool increases sufficiently while the presence is active, so will the DC to resist it; furthermore, all creatures within range will need to make a second save to avoid the penalty.

Chakra Restoration

You recover Chakra faster than the common individual.

Benefit: The character recovers 1 point per level of additional chakra per evening of rest.

Chuunin

Prerequisite: Heroic character level 6, Genin, Must know at least 9 techniques or have executed more than 8 C-Rank missions, Cha 12.

Benefit: Being a Chuunin grants a character automatically a "restricted" license in his Ninja village, a +3 bonus to their Wealth and +2 bonus to any one of the following skills: Bluff, Chakra Control, Diplomacy, Disable Device, Gather Information, Genjutsu, Hide, Investigate, Knowledge (ninja lore), Move Silently, Ninjutsu, and Taijutsu.

Alternatively, the character may chose one of the following abilities in place of a skill bonus: Sense Chakra or Suppress Chakra.

A Chuunin is also put in control of a 4-man team, granting him 3 allies he may require a *Favor* from (see Ninja Ranks section for more details). *Note:* The Game Master may require a special event to make this feat available, such as a Chuunin Examination (See Quests and Event section for more details).

Special: One should note that a character may become a Chuunin without selecting this feat. If the GM judge they are sufficiently talented to become Chuunin, he may grant them the title without having them select this feat. This does not mean, however, that they gain any of the benefits of taking this feat.

Control Frenzy

Prerequisite: Frenzy ability.

Benefit: This feat allows you to reroll a failed save or check made to avoid entering a Frenzy up to once per day.

Special: This feat can be taken more than once, each time allows it to be used an additional time per day.

Craft Advanced Enhancement Seals

Prerequisite: Craft (mechanical) 8 ranks, Chakra Control 9 ranks, Craft Minor Weapon Seals, heroic character.

Benefit: With this feat, the character is able to add an Advanced Seal Slot using the Craft (mechanical) skill, and apply Minor or Advanced enhancement seals to a weapon. The penalty to learn Sealing ninjutsu techniques is lessened to -4, but still requires twice the required time below 12th level.

Craft Greater Enhancement Seals

Prerequisite: Craft (mechanical) 12 ranks, Chakra Control 12 ranks, Craft Minor Weapon Seals, Craft Advanced Weapon Seals, heroic character.

Benefit: With this feat, the character is able to add a Greater Seal Slot using the Craft (mechanical) skill, and apply Minor, Advanced or Greater enhancement seals to a weapon. The penalty to learn Sealing ninjutsu techniques is lessened to -2, but still requires twice the required time below 12th level.

Craft Human Puppets

Prerequisite: Craft (mechanical) 12 ranks, Knowledge (earth and life science) 9 ranks, Craft Puppets.

Benefit: With this feat, you gain the ability to craft human puppets. Refer to the puppet chapter for more details.

Craft Minor Enhancement Seals

Prerequisite: Craft (mechanical) 6 ranks, Chakra Control 6 ranks, heroic character.

Benefit: With this feat, the character is able to add a Minor Seal Slot to a piece of equipment with the Craft (mechanical) skill, and apply Minor enhancement seals to a weapon. He also only suffers a -6 penalty to Learn checks when trying to learn Sealing ninjutsu techniques, but still takes twice the required time when below 12th level.

Craft Poisons

Your ability at mixing chemicals and creating new ones is such that you may craft poisons without risks.

Benefit: This feat allows you to craft Poisons (see Craft [Chemicals] new use for more details) without penalty. You may also apply poison to a weapon without risking poisoning yourself.

Normal: Crafting Poisons normally imply a -4 penalty on one's Craft checks. In addition, you normally always risk poisoning yourself when applying Poison to a weapon (on a roll of 1 on a d20).

Craft Puppets

Using your mechanical genius, you can easily craft the most complex of puppets without trouble of any sort.

Benefit: You may use the Craft (mechanical) skill to create items listed in TABLE 5-4: Puppets. It also enables you to craft Puppet Components, each having a DC equal to the Purchase DC -3. Crafting Puppet Components requires 1 hour per 4 points of the Craft

DC (minimum 1 hour).

Craft Shinobi Drugs

Benefit: This feat allows you to craft Shinobi Drugs (see Craft [Chemicals] new use for more details). You gain a +2 bonus to saves against the initial and secondary damage of shinobi drugs.

Normal: You cannot craft shinobi drugs without this feat.

Determined Genius/Chakra Coils Disorder

Your chakra coils are too weak to let you perform Ninjutsu, Genjutsu or Chakra Control techniques. The condition cannot be cured. Your will is indomitable, and your determination to succeed staggering.

Prerequisite: Wis 13, can only be taken at 1st level.

Benefit: You are completely unable to learn and perform Chakra Control, Genjutsu or Ninjutsu techniques, though you may still identify them or convert the Chakra Cost of techniques normally. You are unable to Sense Chakra, but are still able to use Suppress Chakra if you have the ability. You are still able to learn and perform Hachimon Tonkou techniques, if you have the ability to.

You gain a +4 bonus Learn checks for Taijutsu techniques if you take one-half again the normal time to learn the technique (before reduction from beating the Learn DC by a certain amount), and a +4 bonus to perform and identify Taijutsu techniques. The save DC of your Taijutsu techniques increase by 2.

You also gain a +2 bonus to Will saves against fear effects. Using the Harmony feat, or the Innate Control feat, you can gain the *kinobori*, *tadayou* and *yukigutsu* techniques and perform them.

Empowered Resilience

You are proficient at using Chakra effectively to empower yourself.

Prerequisite: Chakra Control 6 ranks, Chakra Pool 16.

Benefits: You may spend an instant action and 1 point of chakra that can't be converted to gain a +4 resistance bonus to saving throws until your next turn. You may do so when it is not your turn, but must declare using the ability before making a saving throw.

Note: Using this ability expends your instant action this round, meaning that using techniques or ability requiring a swift action or an instant action, such as *kawarimi no jutsu* is impossible.

Eyes of Divination

Prerequisite: Sense Motive 8 ranks, Attentive

Benefit: Selecting this feat allows you to learn the *Kaigan* technique. You must still succeed the Learn check normally, and find a source to learn a *Kinjutsu* from.

Face Masking

Prerequisite: Disguise 2 ranks, heroic character, can only be taken at 1st level

Benefit: Selecting this feat grants the character a +2 bonus to disguise checks made to

assume the identity of a specific person and allows him to learn the *Hijutsu - Kao Utsushi no Jutsu* technique, though he must still succeed a Learn check normally and find a source to learn a *Kinjutsu* from.

Force of Personality

Prerequisite: Cha 13.

Benefit: You may apply your Charisma modifier to Will saves instead of your Wisdom modifier.

Forensics Training

Prerequisite: Knowledge (earth and life science) 6 ranks, Treat Injury 6 ranks

Benefit: You have extensive knowledge of the human body that allows you to perform a autopsy on a dead subject. Autopsy allows you to determine not only the cause of death, but also reveals much of a body's secrets.

Performing autopsy requires 1 hour and can only be done on subjects of your own type.

Every 3 ranks beyond 6, you may learn to perform autopsy on one additional type.

The first hour allows you to make one use of the *forensics training* feat, and every hour after that allows for an additional use, up to a maximum of 1 hour per point of the dead subject's former Constitution score; afterwards, the body becomes useless. The DC of the forensics' use depends on the use you make of it, and is always a Knowledge (earth and life science) check, unless specified otherwise.

Cause of Death (DC 15): You are able to determine the nature of the killing blow delivered on the subject. Viable examples include: mental trauma (possibly through genjutsu), poisoning, disease, hemorrhage (also reveals the nature of the damage), or chakra coil damage.

Examination (DC 18): You are able to determine all types of poisons and diseases the subject had been affected with in the last 14 days before its passing.

Condition (DC 20): You are able to determine the subject's maximum hit points and chakra pool, level and if it had an advanced bloodline. You cannot tell the bloodline's effects with this use of forensics.

Specialization (DC 28): You are able to determine one of the following: what the subject's Strength, Dexterity or Constitution (choose one) scores were before its passing, minus all enhancement bonuses, or the types of technique it utilised the most (Chakra Control, Genjutsu, Ninjutsu or Taijutsu; if ninjutsu or taijutsu, specify the subtype, if any).

Necromancy (Treat Injury DC 30): Another use of the *forensics training* is the ability to put a body back together no matter how mangled it was, assuming no bodyparts are missing. If any bodyparts are missing, *necromancy* cannot be performed. The body, when pieced back together, may be used to perform autopsy upon for 1 hour, plus 1 hour every 5 points you beat the DC by. This is generally the task of several medics aiding one another. *Necromancy* cannot be retried.

A character with ranks in Treat Injury or Knowledge (earth and life science) may aid a character perform forensics, but a character with forensics training cannot aid another character perform autopsy without the feat.

A character without a Disposal/Forensics Kit suffers a -4 penalty to checks made during autopsy.

Genin

Prerequisite: Must know at least 4 techniques.

Benefit: Being a Genin grants a character automatically a “licensed” license in his Ninja village, a +1 bonus to their Wealth and +1 bonus to any one of the following skills: Chakra Control, Gather Information, Genjutsu, Hide, Investigate, Move Silently, Ninjutsu, and Taijutsu.

Alternatively, the character may choose one of the two following abilities in place of a skill bonus: Sense Chakra or Suppress Chakra.

Note: The Game Master may require a special event to make this feat available, such as a Genin Examination (See Quests and Event section for more details).

Special: This feat is a bonus feat available to all basic classes.

Genius Nin

Your natural ability allows you to learn faster than normal individuals.

Prerequisite: Can only be taken at first level, Heroic character, relevant ability score at 13 or higher (see text).

Benefit: Choose one of the following: Chakra Control, Genjutsu, Ninjutsu or Taijutsu. You gain a +2 bonus to Learn checks of the selected technique type, and are able to learn techniques of one rank higher than your character level of that technique type.

The age requirement of occupations and the young adult age category (age 12-15) is lowered by up to 5 years, and you gain a +2 reputation bonus your home village.

Special: You may take this feat more than once, but only at first level. Each time, it applies to another type of technique.

Optional Rule: The GM may declare that the Genius Nin feat applies to all types of technique, and the character gains an universal +2 bonus to Learn checks and may learn a technique of 1 rank higher of all types.

Genjutsu Adept

You master the subtle art of creating illusions and detecting them.

Benefit: You gain a +2 bonus to Genjutsu checks by selecting that feat and the DCs of your Genjutsu techniques increase by 1. In addition, you may make 1 additional attempt when learning Genjutsu techniques.

Gift of Summoning

Prerequisite: Ninjutsu 9 ranks

Benefit: This feat allows you to learn Summoning techniques without suffering penalty to your Learn checks and taking additional time.

Normal: Without this feat, the character takes a -8 penalty to his Learn checks and takes twice the normal amount of time to learn them.

Special: This feat is a bonus feat to any of the basic class.

Gouken

The Iron Fist style is very popular in the fire country. Most Ninja who specialize in Taijutsu and live in the fire country know at least a technique from, or a variation of, the Gouken style.

Prerequisite: Taijutsu 4 ranks.

Benefit: You can learn *Gouken* taijutsu techniques without penalties to your learn check. In addition, the character may freely sunder an object with unarmed strikes.

Normal: A character trying to learn a technique with the *Gouken* entry in it takes a -4 penalty to his Learn check if he has not taken this feat, and normal rules for sundering apply (see Basics chapter for details).

Grand Master

Prerequisite: 4 ranks any one of the following: Chakra Control, Genjutsu, Ninjutsu or Taijutsu.

Benefit: You gain a +4 bonus to Learn checks made to master a technique of all types. This applies to all steps of mastery.

Greater Street Savvy

Prerequisite: Street Savvy ability.

Benefit: You gain a +2 bonus when making Street Savvy checks.

Hachimon Tonkou

Prerequisite: Can only be taken at first level.

Benefit: By selecting this feat, the character is able to learn techniques of the *Hachimon Tonkou* type and its subtypes.

Hand Seals Proficiency

Prerequisite: Sleight of Hands 6 ranks.

Benefit: Selecting this feat enables a character to perform techniques requiring hand-seals component even while holding a Small size or smaller object in one hand (such as a weapon, like a kunai). Doing so increases the Perform DC by 3, however.

Normal: A character typically cannot perform hand seals while holding an object, regardless of its size.

Harmony

Your body and spirit coexist in peaceful harmony.

Prerequisite: Chakra Control 5 ranks.

Benefit: You gain a +1 bonus to Chakra Control checks by selecting that feat and the DCs of your Chakra Control techniques increase by 1. In addition, you automatically learn and no longer need to make a check to perform the Kinobori and Tadayou techniques, though you still need to roll if you intend to convert the cost to hit points.

Special: This feat is a Dedicated Hero class bonus feat.

Improved Chakra Pool

Through training of both body and spirit, you have increased the flow of the Chakra through your body.

Benefit: Your chakra pool increases by 4 points at the selection of this feat.

Special: You can select this feat multiple times, its effects stack. This feat is a Tough Hero class bonus feat.

Improved Combat Expertise

Prerequisite: Int 13, Combat Expertise, BAB +6.

Benefit: When lowering your attack bonus to improve your Defense, the number may be any number that does not exceed your base attack bonus.

Normal: With Combat Expertise, the number can be no greater than +5.

Improved Power Attack

Prerequisite: Str 13, Power Attack, BAB +6.

Benefit: When lowering your attack bonus to increase your damage, the attack bonus gained when wielding a weapon with both hands increases to 1.5, rounded down.

Normal: Without this feat, wielding a weapon with both hands has no effect on Power Attack.

Improved Two-Weapon Defense

Prerequisite: Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting.

Benefit: Same as two-weapon defense, but the shield bonus to defense increases to +3.

Insightful Reflexes

Benefit: You may apply your Intelligence modifier rather than your Dexterity modifier to Reflex saves (whichever is higher).

Jounin

While making it a Chuunin is an achievement in itself, a sign of proficiency and skill even, achieving jounin is a sign of mastery. Jounins are exceptional fighters who operate on a completely different level than their lower ranked counterparts.

Prerequisite: Heroic character level 12, Genin, Chuunin, Must know at least 17 techniques or have executed more than 20 B-Rank missions, Cha 13.

Benefit: Being a Jounin grants a character automatically a “military” license in his Ninja village, a +4 bonus to their Wealth and +2 bonus to any two of the following skills: Balance, Bluff, Chakra Control, Demolition, Diplomacy, Disable Device, Disguise, Gather Information, Genjutsu, Hide, Investigate, Knowledge (ninja lore), Move Silently, Ninjutsu, Search, Sleight of Hand, Survival, Taijutsu and Tumble.

Alternatively, the character may chose one (or both) of the following abilities in place of one (or both) skill bonus: Sense Chakra or Suppress Chakra.

A Jounin is also put in control of a whole platoon, granting him 9 allies he may require a *Favor* from (see Ninja Ranks section for more details). *Note:* The Game Master may require a special event to make this feat available, such as a Jounin Examination (See Quests and Event section for more details).

Special: One should note that a character may become a Jounin without selecting this feat. If the GM judge the characters are sufficiently talented to become Jounin, he may give them the title without having them select this feat. This does not mean, however, that they gain any of the benefits of taking this feat.

Keen Senses

Your uncanny ability to Sense Chakra is beyond that of a normal ninja.

Prerequisite: Heroic character level 6, Wis 13, Sense Chakra.

Benefit: You are able to sense chakra as a swift action once per encounter (not limited while outside combat). The duration also increases to Concentration plus 1d4+1 rounds, and you gain a +2 competence bonus to Wisdom and Spot checks made while using the ability.

Normal: A character must normally concentrate for an attack action in order to *Sense Chakra* for 1d3 rounds.

Keen Sight

Your eyes were trained to see in the dark.

Prerequisite: Heroic character, can only be taken at first level.

Benefit: You gain a low-light vision, meaning that you can see twice as far as normal in poor lighting conditions (see low-light vision ability for details).

Kusari-gama Style

Prerequisite: BAB +3, Combat Expertise, Nin Weapons Proficiency, Int 13.

Benefit: When wielding a kusari-gama, you can throw it at any enemy within 10 feet and make a full-attack action with it, and recover the weapon as a free action. This does, however, require you to use both hand to wield the kusari-gama, though you do not deal increased damage. In addition, you no longer suffer an attack of opportunity while using the kusari-gama in this manner if you were in a creature's threatened area.

Normal: You can only throw the kusari-gama to make a single attack, and need a move-equivalent action to recover it. You also incur an attack of opportunity from any creature threatening you.

Light Sleeper

You trained your body continuously to adapt to the lack of sleep, and you are able to recover just as you would for the period you slept.

Prerequisite: Con 13.

Benefit: You are able to sleep only 4 hours per night and still restore your hit points and chakra normally, though the recovery is halved. During this mode of sleep, you cannot recover ability damage as you would with a standard night of sleep. Complete bed rest is not affected by this feat. The character lessens the penalty to Listen checks made while asleep by 2.

Normal: A character needs to rest for 8 hours a night to recover one hit points per level previously lost.

Mastercrafter

You are adept at creating mastercraft electronic and mechanical devices (including tools, vehicles, weapons, robot manipulators, and armor).

Prerequisites: Either Craft (electrical) 9 ranks or Craft (mechanical) 9 ranks or both.

Benefit: When successfully completed, a mastercraft electronic or mechanical object provides an equipment bonus on skill checks made to use the object (in the case of mastercraft vehicles, this includes Drive or Pilot checks). A mastercraft weapon provides a bonus on attack or damage rolls (your choice). A mastercraft suit of armor improves the armor's equipment bonus to Defense. In each case, the bonus can be +1, +2, or +3, and no

single object can have more than one mastercraft feature. (For instance, you cannot build a mastercraft weapon that gains a bonus on attack rolls and damage rolls.)

On average, it takes twice as long to build a mastercraft object as it does to build an ordinary object of the same type. The cost to build a mastercraft object is equal to the purchase DC for the object (or its components) + the bonus provided by the mastercraft feature (+1, +2, or +3).

In addition to the Wealth check, you must also pay a cost in experience points equal to $250 \times$ the bonus provided by the mastercraft feature. The experience points must be paid before making the Craft check. If the expenditure of these experience points would drop you below the minimum needed for your current level, then the experience points can't be paid and you can't make the mastercraft object until you have sufficient experience points to remain at your current level after the expenditure is made.

Apply the following modifiers to the Craft check DC for mastercraft items:

Mastercraft Feature	DC Modifier
Mastercraft (+1)	+3
Mastercraft (+2)	+5
Mastercraft (+3)	+10

You can add the mastercraft feature to an existing ordinary object or a lower-grade mastercraft object by making a Wealth check and then making the Craft check as though you were constructing the object from scratch.

To craft a mastercraft electronical object, one must meet the prerequisite of having 9 ranks in Craft (electronical). Same rule applies for crafting mechanical objects, one needs 9 ranks in Craft (mechanical).

Mastercraft bonuses do not stack with enhancement bonuses when applied to weapons or armors.

Monkey Grip

You are adept at using abnormally large weapons with ease.

Prerequisite: Str 13, BAB +1

Benefit: This feat grants the character the ability to wield weapons as though he was one size category larger than in reality without penalty. He may not, however, use a larger weapon in his off-hand.

The character is also able to take a hand off a two-handed weapon as a free action to perform a technique with half spell components or cast a spell with somatic components.

Normal: Under normal circumstances, a character suffers a cumulative -2 penalty to attack rolls per size of the weapon greater than his. Note that a character can wield a weapon one size category larger than he two-handed without penalty.

Moujuu Aishou

The spirit of the beast is in you. For as long as you can remember, your animal companion has been by your side, helping you through life's hardships.

Prerequisite: Can only be taken at first level.

Benefit: Selecting this feat grants the character access to the *Moujuu Aishou* template, and he must choose his animal companion between Ape, Boar, Cheetah, Dog, Hawk, Hyena, Owl, Tiger, Wolf (refer to the *Creatures and NPCs* chapter for more details on

animal companion characteristic).

Special: The GM may deny a player the access to this feat as he see fit.

Multipuppet Fighting

You are adept at fighting with multiple puppets.

Prerequisite: Advanced Puppetry II, Dex 13.

Benefits: When fighting with two or more puppets, the maximum HD of any single puppet can be increased by 3 higher than it normally could. No single puppet can have more hit dice than its puppeteer.

The cost of animating the puppets increases as it normally would when animating stronger puppets, though the extra 3 HD cost double the chakra cost. (For example, a 5th level puppeteer with 3 levels in Smart having mastered *Kugutsu no Jutsu* could normally control 8 HD of puppets or two Small puppets of 4 HD. With Multipuppet Fighting, the puppeteer could control two Small puppets of 7 HD, at the cost of 20 points of Chakra rather than 14 for two 7 HD puppets).

Mutation

Prerequisite: Monstrous human only, can only be taken at 1st level.

Benefits: You may gain an additional deformity, which can be a third natural weapon.

Ninjutsu Adept

You are very good at performing hand seals and concentrating to perform Ninjutsus, and identifying them.

Benefit: You gain a +2 bonus to Ninjutsu checks by selecting that feat and the DCs of your techniques is increased by 1. In addition, you may make 1 additional attempt when learning Ninjutsu techniques.

Nin Weapons Proficiency

Benefit: You gain proficiency with the following weapons: Fukiya, Fuuma Shuriken, Garrote Wire, Hand Crossbow, Knuckle Blade, Kama, Kodachi, Kunai, Kusari-gama, Ninja-to, Nunchaku, Shuriken, Tessen, and Throwing Needles.

Special: This feat is a bonus feat to all basic classes.

Power Critical

Prerequisite: Base attack bonus +4, Weapon Focus with the chosen weapon.

Benefit: You gain a +4 bonus to attack rolls made to confirm a threatened critical with a chosen weapon.

Special: You may select this feat multiple times. Each time you take the feat, it may apply to a different weapon or the same. On the same weapon, its effects stack.

Puppet Multiattack

Prerequisite: Advanced Puppetry II.

Benefit: Your puppet's penalty when making attack with its secondary natural weapon is reduced to -2. If the puppet does not have a secondary natural weapon, it may make a second attack with its primary natural weapon at a -5 penalty.

Puppeteer Insight

You are adept at battling with other puppeteers.

Prerequisite: Advanced Puppetry III, Int 13.

Benefit: Once per round, you may spend an attack action to "gain focus" by making a Concentration check (DC 20). You retain focus for the duration of the encounter, or until it is expended in one of the following ways, as an instant action:

Analyze: You gain insight on the current weapon another puppeteer is using. You automatically know the HD of any puppet the opponent animates within the next 3 rounds, and currently controls.

Counter: You gain offensive insight of another puppeteer's style, and gain a +2 insight bonus to attack and damage rolls made against his or her puppets for 3 rounds.

Defend: You gain defensive insight of another puppeteer's style, and you and your puppets gain a +2 insight bonus to saves and defense against the opponent's puppets' attacks.

You may gain focus before an encounter or during a surprise round.

Rapid Shot

Prerequisite: Dex 13, Point Blank Shot

Benefit: You may make an additional ranged attack from a bow or a thrown weapon during a full-attack action. Every attack made in the same round will suffer a -2 penalty. This ability does not stack with other similar abilities, such as *Renzuki*.

Reverse Doctor

You are as terrifying as you are great. The very air shakes in fright before your might!

You are the ***Reverse Doctor!***

Prerequisite: Chakra Scalpel class ability.

Benefit: You may apply your Dexterity or Intelligence modifier with your attack rolls made with the Chakra Scalpel instead of your Wisdom modifier, whichever is higher. You may also add up to a +3 bonus of either your Dexterity or Intelligence modifier to damage rolls made with the chakra scalpel (choose one, you may change once per round as a free action).

Resist Poison

Benefit: You gain a +4 bonus to Fortitude save versus poisons and diseases.

Sacred Flurry

Prerequisite: Sacred fist stance (1d6), buddhist palm (chakra), base attack bonus +6, Dex 15.

Benefit: The sacred fist may spend a swift action each round to enter a state of sacred flurry. During the sacred flurry, the character gains an additional sacred fist attack at his highest attack bonus when making a full-attack action, but all attacks made this round suffer a -2 penalty to attack rolls.

The sacred flurry does not stack with other similar abilities, such as flurry of blows or the *Renzuki* technique, and can only be used when the character is in the Sacred Fist stance.

Scribe Chakra Symbols

Your expertise enables you to craft fine Chakra symbols, such as Exploding Tags or Scrolls of Seal

Benefit: You may use the Craft (calligraphy) skill to create items listed in Table 5-5: Chakra Inscriptions without penalty.

Shadow Arts

You are a master at killing silently, using both your knives and Ninja techniques

Prerequisite: Hide 5 ranks, Ninjutsu 5 ranks.

Benefit: You can learn a *Shadow Art* without penalties to your learn check.

Normal: A character trying to learn a technique with the *Shadow Art* entry in it takes a -6 penalty to his Learn check and takes double the normal amount of time if he has not taken this feat.

Skilled

Prerequisite: Can only be taken at first level.

Benefit: The character selecting this feat gains an additional skill point per level.

Specialist's Gaze Counter

You have become adept at fighting creatures with dangerous gaze attacks, and trained yourself hard to find a proper counter.

Prerequisite: BAB 3+, Wis 13

Benefit: When *Averting One's Eyes* to defend against a gaze attack, you may re roll the success chance of the maneuver if you happen to fail. In addition, the opponent gain no concealment bonus from the maneuver.

Normal: The normal rules are as follow: Each round, the opponent has a 50% chance to not need to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains one-half concealment against that opponent.

Soul Edge Specialization

Prerequisite: Soul Edge class ability, Ghost Edge, Weapon Focus (soul edge) Wis 13.

Benefit: You gain the Weapon Specialization ability with the soul edge, and gain a +2 bonus to damage rolls made with the Soul Edge.

Taijutsu Adept

Your finely tuned body and extensive training of the hand to hand arts makes you a master of Taijutsu.

Benefit: You gain a +2 bonus to Taijutsu checks by selecting that feat and the DCs of your Taijutsu techniques are increased by 1. In addition, you may make 1 additional attempt when learning Taijutsu techniques.

Talented Shinobi

Taking studies seriously, you are more versed than normal in the ninja arts.

Benefit: Upon selection of this feat, you gain 5 + your intelligence modifier (minimum 4) skill points, as though one had leveled up, that can only be spent in the following skills in

addition to the character's class skills for his newest class level: Balance, Chakra Control, Concentration, Craft (chemical, mechanical, calligraphy), Genjutsu, Hide, Jump, Knowledge (ninja lore), Listen, Move Silently, Ninjutsu, Search, Sleight of Hands, Spot, Survival, Taijutsu, Tumble.

Special: A character can select this feat multiple times, its effects stack. If no more ranks can be spent upon selection of this feat, the character can save skill points until the next level up.

This feat is a Tough Hero and Charismatic Hero bonus feat.

Technique Focus

Practice makes it perfect, as they say. Through extensive training, you mastered the use of a single technique, making it easier for you to perform and identify.

Prerequisite: 6 ranks in the skill required to perform the chosen technique, the ability to perform the chosen technique.

Benefit: You gain a +4 bonus to any checks made to perform the chosen technique (including Concentration), and you can identify it without making any checks at all. The Save DCs for the chosen technique also increase by 2.

Special: You can chose this feat multiple times; its effect doesn't stack but you may choose a new technique at each selection of this feat.

Technical Knowledge

Your advanced knowledge of the true workings of Chakra enables you to teach others and yourself with great efficiency.

Prerequisite: Educated, Knowledge (ninja lore) 9 ranks, any 1 Meta-Chakra Specialization (class ability).

Benefit: The character gains a +1 bonus to Learn checks made when developing or creating a technique Chakra Control, Genjutsu or Ninjutsu technique. The character also grants an additional +2 bonus to Learn checks when teaching a Chakra Control, Genjutsu or Ninjutsu technique that he knows to another. The Teaching bonus cannot be higher than +5 still even with the bonus granted by this feat.

Training

Benefit: The character can learn techniques of the Training type and its subtypes without taking a penalty or requiring additional successes.

Normal: A character normally takes a -4 penalty to Learn checks and must make 2 additional successes when learning a Training technique.

True Blinkstrike

Prerequisite: Blinkstrike +3 class ability, Quick Draw, Dodge, Mobility, Agile Riposte.

Benefit: The character is able to use this ability as a free action, it lasts for 1 round.

The character turns his Blinkstrike bonus to defense into a bonus to attack and damage rolls equal to half his Blinkstrike level, rounded up. While in the Blinkstrike stance, he may make a full-attack action and still move up to his speed.

The character is subject to attacks of opportunity while doing so, but may Tumble normally or use the Blink Step ability as part of his move. If he is prevented from completing his move, he is also prevented from finishing his full-attack action.

While using this ability, the character must make a minimum 5 feet movement between each attacks, including attacks of opportunity, and is unable to return to a square he previously occupied this round.

Twin Soul Style

Prerequisite: Soul Edge class ability, Two-Weapon Fighting, Dex 15.

Benefit: When forming a soul edge, you may create an additional soul edge to be wielded in the off-hand as a free action. Though the secondary soul edge cannot be shaped, it can still be empowered by weapon seals (see Empower Soul Edge ability) and benefits from the Ghost Edge ability.

Two-Weapon Defense

Prerequisite: Two-Weapon Fighting.

Benefit: While wielding a secondary weapon, the character may decide to sacrifice his bonus attacks with the second weapon and gain a +1 shield bonus to defense. The standard penalties to attack rolls still apply to the primary weapon for fighting with two weapons.

Weapon Adaptation Training

This is the true mark of a weaponmaster, and allows you to truly master every weapon you have proficiency in.

Prerequisite: Int 12.

Benefit: You may make an Intelligence check (DC 10) to retrain one of your weapon-specific feats and abilities, such as *weapon focus* or the *weapon specialization* class feature. You may not retrain class or extraordinary abilities restricted to a single weapon, such as the *Weapon Focus (unarmed)* feature of the taijutsu master class. If the ability retrained is a chosen weapon tree, the abilities become unavailable until they have all been retried. Each attempt takes 4 hours and allows to retrain one ability. The character cannot take 10 on that check. You cannot apply the feats and abilities to weapon you are not proficient in. Other restrictions may apply, as specified in the retrained ability.

Weapon Finesse

Prerequisite: Proficient with weapon, base attack bonus +1.

Benefit: With a light weapon, katana (one-handed), kusari-gama, ninja-to, rapier, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons, including unarmed attacks, are always considered light weapons.

Note: This feat differs from the d20 Modern weapon finesse feat in that it applies to all light weapon, not merely a single weapon.

Webspinner

Prerequisite: Advanced Bloodline (Gumoshin), Gumokeitou.

Benefit: You gain the ability to spend 2 point of chakra that can't be converted to create 2 additional kumonosu up to three times per day as a free action, though you cannot exceed

your maximum number of kumonosu by this mean. The rate at which you regenerate your kumonosu increases to 4 per hour.

Will over Flesh

Even for those who have a frail body, to tap into a different well to fuel their chakra reserves is still possible.

Prerequisite: Can only be taken at first level.

Benefit: The character uses his Wisdom modifier to determine the total amount of chakra he may have instead of using his Constitution modifier.

Meta-Chakra Feats

Meta-chakra feats are tools to help a character alter and augment the properties of a technique to a certain degree, enabling them to be far more versatile than they could otherwise be. Using a meta-chakra feat must be declared before using the technique, and costs 1 "charge". A character starts with 0 meta-chakra charges, and gains an additional 2 per meta-chakra feat he takes. Charges are restored after 8 hours of rest, up to once every 24 hours.

The Complexity Rating of a technique is directly tied to its perform DC. Therefore, if a Complexity Rating increase of 1 was applied to a B-Rank technique, it would become an A-Rank technique and its Perform DC would increase by 2 (see the Perform DC rules for more details). The base Chakra Cost of a technique is the original number, before it was empowered.

When calculating the new technique cost enhanced by Meta-Chakra feat, multiply the base cost first, and then add the total cost multiplier. For example, *Souryuu Bofuusetsu* is a B-Rank, rank 7 technique (Perform DC 22) that costs 8 points of Chakra before being empowered to deal 8d6 points of damage, for 12 chakra in total. If the technique was enhanced to an *Extended, Widened Souryuu Boufuusetsu*, it would count as an Epic+1, rank 7 technique (Perform DC 40) that costs 27 points of Chakra.

Adept Puppeteer [Meta-Chakra]

You have great control over your puppets and can reanimate them in the blink of an eye.

Prerequisite: Ninjutsu 12 ranks, Int 13, Advanced Puppetry III ability.

Benefit: The character can reanimate a puppet that was deanimated from a failed Concentration check as a free action by spending a meta-chakra charge. This can be done even during another's turn, but must still be done within 1 round of the puppet being deanimated.

Blood Mage [Meta-Chakra]

You draw power from your blood and use it to perform various techniques and rituals.

Prerequisite: Ninjutsu 6 ranks, Con 13.

Benefit: The character is able to learn techniques requiring the Blood Mage meta-chakra feat, without penalty, even if they are Sealing ninjutsu techniques (the user still suffers normal penalty to learn other sealing techniques until he meets the requirements). He is also able to expend a meta-chakra charge to convert his blood into chakra, dealing himself 1 point of damage to reduce the Chakra Cost of a technique by 1, which can be increased to 5 points of damage to reduce a technique's cost by 5.

Blurstrike [Meta-Chakra]

Prerequisite: Quick Draw, Blinkstrike +1 class ability, 5th step of mastery in *Kenjutsu Ougi - Iaido*.

Benefit: The character is able to sheathe and draw his weapon as a free action in the Blinkstrike stance, without provoking an attack of opportunity. The character may spend 1 meta-chakra charge to increase his Blinkstrike ability bonus by +2 for 1 round while making a full-attack action. This feat can be used up to three times per encounter.

This ability does not stack with the True Blinkstrike feat, and cannot be used in conjunction with it.

Chakra Weaving [Meta-Chakra]

You are more adept at using meta-chakra feats and less limited in your usage of them.

Benefit: The character gains 1 meta-chakra charge, in addition to the two granted from selecting a meta-chakra feat.

Special: A character can take this feat multiple times, its effects stack.

Critical Stare [Meta-Chakra]

Your experience and expertise allows you to see more than what meets the eyes.

Prerequisite: Any 2 Meta-Chakra Specialization, Spot 6 ranks.

Benefit: The character may spend 1 meta-chakra charge to gain the ability to See Chakra for 1 minute as a full-round action that may provoke an attack of opportunity. Blindness, both temporary or permanent, immediately terminates the ability.

Efficient Technique [Meta-Chakra]

You are able to use techniques more efficiently.

Prerequisite: Any 1 meta-chakra feat, Chakra Control 9 ranks.

Benefit: This meta-chakra feat, when applied to a technique, increases its efficiency by allowing for less chakra to be used. The technique's Complexity Rating increases by 4 and the base chakra cost decreases by 50% (minimum 1), or the **total** cost by 25% (round up). The Complexity Rating increases by 5 instead if the technique is a summoning technique.

Special: If you apply this feat to a technique, it cannot be enhanced by another meta-chakra feat.

Elemental Shaping [Meta-Chakra]

You are able to practice far greater control over your elemental Ninjutsu techniques.

Prerequisite: Any 1 meta-chakra feat, Ninjutsu 12 ranks.

Benefit: This meta-chakra feat allows the character to add the Shapeable (S) component

to a cone, line, emanation or burst area effect of a *Doton*, *Fuuton*, *Hyouton*, *Katon*, *Raiton* or *Suiton* Ninjutsu technique. This technique's Complexity Rating increases by 2 and its base Chakra Cost by 50%.

Empower Summoning [Meta-Chakra]

Your summoned creatures are more powerful than usual.

Prerequisite: Gift of Summoning.

Benefit: Any summoned creatures you call upon by applying this meta-chakra feat to a technique gains 1d8 hit points, +1 per level of the summon. In addition, the summoned creature gains a +1 bonus to attack and damage rolls. The Complexity Rating of the technique increases by 3, and its base chakra cost increases by 10.

Special: This feat can be selected twice. The second time, the feat increases the bonus to hit points by +1 per level of the summon, and attack and damage rolls by an additional +1.

Empower Technique [Meta-Chakra]

You are able to strengthen your technique for far more devastating effects than the normal shinobi.

Prerequisite: Any 2 meta-chakra feats, Chakra Pool 40, Chakra Control 12 ranks.

Benefit: This meta-chakra feat increases the damage dealt by a technique by 50%, saving throws and opposed rolls are not affected, nor are technique without random variables. The technique's Complexity Rating increases by 3 and the base chakra cost increases by 150%.

Special: If you apply this feat to a technique, it cannot be enhanced by another meta-chakra feat.

Enlarge Technique [Meta-Chakra]

Your techniques have a far longer reach than normal.

Benefit: This meta-chakra feat allows the character to increase the range a technique gains every two level by 100%. An enlarge technique with a range of Close has a 10 ft. + 10 ft./2 levels, while medium-range techniques have a range of 20 ft. + 20 ft./2 levels, and long-range techniques have a range of 30 ft. + 30 ft./2 levels. The Complexity Rating of an enlarged technique increases by 2, and its base Chakra Cost by 50%.

If the technique has a maximum range it can reach, it is not increased.

Extend Technique [Meta-Chakra]

Your techniques' effects last longer than normal.

Benefit: Applying this feat to a technique increases the technique's duration by 50%. A technique with a duration of concentration, instantaneous, or permanent is not affected by this feat. The technique's Complexity Rating increases by 2 and its base Chakra Cost by 50%.

Flawless Form [Meta-Chakra]

You execute taijutsu moves to a perfection.

Prerequisite: Taijutsu 4 ranks

Benefit: This meta-chakra feat can only be applied to a *Martial Arts* taijutsu technique.

Although it grants no benefits, you gain a +2 enhancement bonus to attack and damage rolls for 1 round after performing the technique successfully. The technique's Complexity Rating increases by 2 and its base Chakra Cost by 50%.

Hand Seals Mastery [Meta-Chakra]

Further increasing your mastery of seals, you are able to completely ignore them and still succeed a technique.

Prerequisite: Ninjutsu 15 ranks, Sleight of Hands 12 ranks, Genius Nin (Genjutsu or Ninjutsu), One-handed Seals

Benefit: This feat allows the character to use bypass the hand seals or half-seals components when performing a Genjutsu or Ninjutsu technique, thus ignoring the need for one or both hands free in doing so. He provokes no attack of opportunity unless the technique has the C or M component also, but the Complexity Rating of the technique increases by 3.

The character can spend a meta-chakra charge to ignore the complexity rating increment when performing that technique.

Special: If you apply this feat to a technique, it cannot be enhanced by another meta-chakra feat.

Applying this meta-chakra feat to a technique does not always consume a meta-chakra charge.

Heighten Technique [Meta-Chakra]

You can imbue your techniques with greater power and finesse, making them harder to command but far more deadly.

Prerequisite: Any 1 meta-chakra feat.

Benefit: This meta-chakra feat, when applied to a technique, allows a character to increase the technique's effective Rank by 1, up to 5. This also increases the Perform DC, Chakra Control DC to convert the technique's cost as well as the Save DC of the technique by the set amount. All effects dependent on the technique's Rank are calculated according to the heightened technique. The heightened technique's Complexity Rating increases by 3, and its *total* Chakra Cost by 100%.

Special: If you apply this feat to a technique, it cannot be enhanced by another meta-chakra feat.

Innate Control [Meta-Chakra]

You are able to manifest true mastery over chakra.

Prerequisite: Chakra Control 15 ranks, Harmony

Benefit: The character is able to use the *Kinobori*, *Tadayou* or *Yukigutsu* technique once per round as a reaction, without needing to make a perform check, to concentrate or use chakra, even if the character does not know the techniques. Every use expends a *meta-chakra charge*.

Maximize Technique [Meta-Chakra]

You are able to manipulate and weave your chakra to gain the best effect from techniques.

Prerequisite: Empower Technique, Chakra Pool 60, Chakra Control 15 ranks.

Benefit: This meta-chakra feat maximizes all variable, numeric effects of a Genjutsu or Ninjutsu technique. Saving throws and opposed rolls are not affected, nor are techniques without random variables. The technique's Complexity Rating increases by 3, and its *total* Chakra Cost increases by 150%.

Special: If you apply this feat to a technique, it cannot be enhanced by another meta-chakra feat.

One-handed Seals [Meta-Chakra]

Your extreme ability and genius gives you the uncanny ability to perform *hand seals* one handed.

Prerequisite: Ninjutsu 9 ranks, Sleight of Hands 6 ranks, Genius Nin (Genjutsu or Ninjutsu)

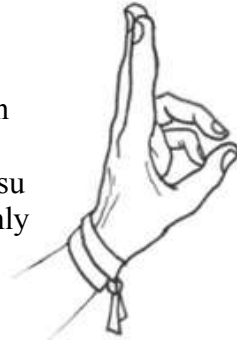
Benefit: A character selecting this feat may use a Genjutsu or Ninjutsu technique with the Hand Seals component as though they required only Half Seals, meaning that he can perform techniques requiring Hand Seals with only one hand free. Changing the Hand Seals component into Half Seals increase the Complexity Rating of the technique by 2 and must be declared before rolling the appropriate skill check.

The character can spend a meta-chakra charge to ignore the complexity rating increment when performing that technique.

Normal: A character cannot perform hand seals one handed without this feat.

Special: The character can apply this feat to a technique that has already been enhanced by another meta-chakra feat.

Applying this meta-chakra feat to a technique does not always consume a meta-chakra charge.



One-Man Army [Meta-Chakra]

Prerequisite: Any 1 meta-chakra feat, *Kage Bunshin no Jutsu* (Advanced Proficiency), *Tajuu Kage Bunshin no Jutsu*

Benefit: You may spend 1 meta-chakra charge to suffer 1 less stamina damage per clone when performing *Kage Bunshin* or *Tajuu Kage Bunshin no Jutsu* to replicate yourself, minimum 1.

Path of the Fiendfire [Meta-Chakra]

You draw power from your blood and use it to perform various techniques and rituals.

Prerequisite: Blood Mage, Knowledge (ninja lore) 9 ranks, Ninjutsu 9 ranks, Con 15.

Benefit: The character is able to learn techniques requiring the Path of the Fiendfire meta-chakra feat, without penalty, even if they are Sealing ninjutsu techniques (the user still suffers normal penalty to learn other sealing techniques until he meets the requirements).

He is also able to expend a meta-chakra charge as a swift action to gain a Fire Resistance 5 for 3 rounds.

Protective Technique [Meta-Chakra]

Prerequisite: Any 1 meta-chakra feat, Con 13.

Benefit: Applying this meta-chakra feat to a *Chakra* Control or *Ninjutsu* technique used on yourself grants you a +4 deflection bonus to Defense for 1 round. The technique's Complexity Rating increases by 2 and its base chakra cost increases by 50% when using this technique.

Special: If you apply this feat to a technique, it cannot be enhanced by another meta-chakra feat.

Sturdy Illusion [Meta-Chakra]

Your illusions are tougher to dispel.

Prerequisite: Any 1 meta-chakra feat, Genjutsu 12 ranks.

Benefit: Applying this meta-chakra feat to a *Genjutsu* technique gives it a 20% chance to resist being dispelled. The technique's Complexity Rating increases by 2 and its base chakra cost increases by 50% when using this technique.

Special: If you apply this feat to a technique, it cannot be enhanced by another meta-chakra feat.

Supercharged Technique [Meta-Chakra]

You are able to supercharge a technique to alter its elemental properties.

Prerequisite: Any 1 meta-chakra feat.

Benefit: This meta-chakra feat can only be used with a *Doton*, *Fuuton*, *Hyouton*, *Katon*, *Raiton* or *Suiton* technique. Half the elemental damage of the appropriate type dealt by the technique is force damage. The technique's Complexity Rating increases by 3 and its base chakra cost increases by 100% when using this technique.

Special: If you apply this feat to a technique, it cannot be enhanced by another meta-chakra feat.

Vile Technique [Meta-Chakra]

You are able to imbue your techniques with dark, vile power.

Prerequisite: Any 2 meta-chakra feats, Wis 16, evil allegiance.

Benefit: This meta-chakra feat allows the character to use any Ninjutsu technique dealing direct damage to turn half of that damage to negative energy damage. The technique's Complexity Rating increases by 2 and its base chakra cost by 50% when applying this feat, but the character suffers a backlash of 1d4 points of Stamina damage per rank of the technique it was applied to, unless the character's chakra is demonic in origin.

Special: If you apply this feat to a technique, it cannot be enhanced by another meta-chakra feat.

Widen Technique [Meta-Chakra]

Benefit: This meta-chakra feat allows the character to alter a burst, emanation, line, or spread shaped technique to increase its area. Any numeric measurements of the technique's area increase by 50%, but techniques that do not have an area of one of these four sorts are not affected by this feat. The technique's Complexity Rating increases by 3, and its *total* Chakra Cost by 50%.

CHAPTER VII: EQUIPMENT

This section contains a large amount of new items, armors and weapons, all tools to aid the average shinobi complete a sometimes hopeless tasks.

All weapons and armors presented are for Medium-sized characters—varying size may increase or decrease the weight, size and damage dealt by weapons and armors, as well as their hit points.

General Equipment

Weapons are described by a number of statistics, as shown on Table 7-2: Weapons.

Projectile weapons and thrown weapon's Rate of Fire and Magazine entry are missing from the table, but can be found in the weapon's description.

Size: The size category of a piece of equipment helps to determine how easy that object is to conceal, and it also indicates whether using the object requires one hand or two. In general, a character needs only one hand to use any object that is of his or her size category or smaller.

Weight: This column gives the item's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the item. This number reflects the base price and doesn't include any modifier for purchasing the item on the black market.

Restriction: The restriction rating for the object, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the item on the black market.

TABLE 7-1: GENERAL EQUIPMENT

Object	Size	Weight	Purchase DC	Restriction
Books and References				
<i>Blank Scroll</i>				
Standard	Tiny	0.5 lb.	2	—
Small	Tiny	0.5 lb.	1	—
Large	Small	1 lb.	4	—
Encyclopedia Shinobi	Large	25 lb.	15	+2 (Res)
<i>Scroll of Seals</i>				
Lesser	Tiny	0.5 lb.	7 (see text)	See text
Greater	Small	1 lb.	10 (see text)	See text
<i>Summoning Scrolls</i>				
Lesser	Tiny	0.5 lb.	8	+1 (Lic)
Greater	Tiny	0.5 lb.	15	+2 (Res)
Technique Scroll	Small	2 lb.	See text	+2 (Res)
Elemental Scroll	Small	0.5 lb.	8	+2 (Res)
Containers				
Belt Pouch	Small	1 lb.	4	—
Belt Pouch, Large	Medium	5 lb.	5	—
Sealing Scroll	Tiny	1 lb.	5	—
Shuriken Holster	Tiny	1 lb.	3	—
Clothing				
Standard Ninja Outfit	Medium	3 lb.	9	—

Forehead Protector (see text)	Small	1 lb.	25	+4 (Ill)

Ninja Tools

<i>Combat Puppets</i>				
Small	Small	25 lb.	18	+1 (Lic)
Medium-sized	Med.	50 lb.	23	+1 (Lic)
Large	Large	100 lb.	28	+1 (Lic)
Disposal/Forensics Kit	Small	3 lb.	12	+1 (Lic)
Gas Mask	Small	2 lb.	9	+1 (Lic)
Iron Wire (per 20 feet)	Small	1 lb.	4	—
Caltrops	Small	2 lb.	5	+1 (Lic)
Portable Ratio (CD)	Tiny	0.5 lb.	14	+1 (Lic)
Sound Amplifier	Small	1 lb.	14	+2 (Res)
<i>Utility Puppets</i>				
Small	Small	30 lb.	15	+1 (Lic)
Medium-sized	Medium	60 lb.	20	+1 (Lic)
Large	Large	120 lb.	25	+1 (Lic)
Sense Tablet (sold in packs of 5)	Tiny	0 lb.	12	+4 (Illegal)
<i>Trap Kit</i>				
Basic	Med.	10 lb.	13	+1 (Lic)
Deluxe	Large	25 lb.	22	+2 (Res)

Accessories

Adrenaline Boost	Tiny	1 lb.	18	+4 (Illegal)
Chakra Restoration Amplifier	Tiny	1 lb.	10	+3 (Mil)
Perception Oil (vial)	-	0.5 lb.	19	+1 (Lic)
Poisons	-	0 lb.	(See text)	(See text)
<i>Utility Pills (sold in packs of 5)</i>				
Blood Increasing Pill	Tiny	0 lb.	14	+2 (Res)
Ration Pill	Tiny	0 lb.	9	+1 (Lic)
Soldier Pill	Tiny	0 lb.	10	+3 (Mil)

Books and References

Blank Scroll: This type of scroll is often seen and used in the ninja world. It can hold the equivalent of 5 page of text on standard 8x11 inch paper. It is usually used with sealing techniques and in the creation of Summoning Scrolls or Scrolls of Seals.

Small: The small scroll is much smaller and contains 5 qages of 4x5.5 inch paper. Each page can contain half the information of a standard scroll's page (125 words or half a seal requiring a full page).

Large: The large scroll is far bigger and may contain up to 50 pages of 8x11 in. paper.

Elemental Scroll: This type of scroll is used to aid when perfoming an elemental technique. It does not grant the character an elemental affinity. Using a Summoning Scroll increases the perform time of a technique one step. The scroll must be of a certain element when created or purchased, there is no generic elemental scroll.

The elemental scroll grants a +2 circumstance bonus to Ninjutsu checks made to perform a technique of the appropriate element, and counts as though one level higher when doing so.

After being used, the elemental scroll reverts into a blank scroll.

Encyclopedia Shinobi: This book contains all the basic information a ninja needs to fare well in its profession. It contains a map of the continent, references to many old techniques and fallen ninjas and even tales of the Great Wars. A new version is released every 20 years in 6 volumes, thus discarding any obsolete information and updating what can be. With treasures of detailed explanation and helpful references, each volume is a must-have for every serious ninja.

Volume I - Ninja Tools and Resources: This first volume of Encyclopedia Shinobi contains a long introduction to Encyclopedia Shinobi and a quick summary of the content of this volume. Found in this volume are the various ninja weapons, tools and artifacts, as well as the many chemicals used in the shinobi world. It goes far in details about the various weapon used by ninjas, going so far as giving many historical reference and facts on each of them. It details the various use of puppets and traps and their basic mechanics, as well as the name of some of the most famous smith or builder and their location. This volume also touches, though barely, the many artifacts used by ninjas. It gives a few hints of their locations as well as their names and the name of famous ninjas who came in possession of one.

Volume II - Tales of the Great Wars: This volume is a treasure of informations on famous ninjas and summoned creatures used during the wars. If one has information or a description of a creature or ninja that took part in the war, one can make a Research check (DC 10 + character or creature's total hit dice at that time) to learn basic information about their achievement and abilities at that time. This will of course not work using an out-dated version of Encyclopedia Shinobi to learn informations taken during a recent war.

Volume III - The Continent: This volume acts as a map and tour guide for the continent and gives out the basic information about many, if not all, city and the approximate location of large hidden village. It holds various maps and pictures or drawing showing different sites and attractions that may be useful or interesting to any ninja.

Volume IV - The Clans and their Powers: In this volume, one can find a wealth of information on the various bloodlines of the Ninja World. By succeeding a Knowledge (ninja lore) check (DC 10 + LA $\times$ 3 for basic information or DC 15 + LA $\times$ 4 for complete informations) and having a good idea of a bloodline's ability, one is able to find information in this book detailing its potential and various historical uses. For example, a character succeeding a DC 16 check, a character can know that the Sharingan is used to Copy or Counter techniques. A DC 23 check would reveal that the Sharingan can also be used not only to copy, but to predict one's movement and register the various pattern in one's Chakra flow.

Volume V - Chakra and the Ninja Arts: This volume contains large variety of basic technique a ninja should have. Using this volume, the character gains a +1 bonus to Learn checks, and the ability to learn the following techniques: Bunshin no Jutsu, Chouyaku no Jutsu, Fukurougan, Henge no Jutsu, Genjutsu Kai, Kawarimi no Jutsu, Keikai Butsu, Kinobori, Nawanuke no Jutsu, Shougenzou no Jutsu, Tadayou, Takitsuke and Zentai

Bougyo. In some country, some technique may have been edited out (left to the GM's decision). In addition, if the encyclopedia was purchased in a different country, the following techniques are added to the list: Mizudama no Jutsu for the Water Country, Dochuu Engyou no Jutsu for the Earth Country, En'en no Shuriken for the Fire Country, Raishuriken no Jutsu for the Lightning Country and Kazegama no Jutsu for the Wind Country.

Volume VI - Indexes: This volume contains nothing but the indexes and table of contents for the five volumes of Encyclopedia Shinobi.

Scroll of Seals: These scrolls are often used by shinobi to scribe techniques onto, often to pass them down onto others.

Lesser: These scrolls can be purchased in ninja shops. Each scroll of seal contains the know how about techniques, and can contain up to 3 techniques, with a maximum of 6 ranks in total per scroll. This enables the Ninja to Learn the technique and grants him a +1 bonus to his Learn check to learn a technique contained in the scroll (by self-teaching).

Greater: These scrolls of seals can seldom be purchased and are even more rarely seen outside of clans' safes. Each greater scroll of seal contains a single technique of rank 14 or lower, and grants the reader a +2 bonus to Learn checks made to Learn the technique contained in the scroll.

Some technique can or simply cannot be found in some village, and no Kinjutsu or Hijutsu can be bought through Scrolls of Seals--generally speaking, at the very least. The restriction for a scroll with E or D-Rank technique is +1 (Licensed), for C-Rank techniques, +2 (Restricted), for B and A-Rank techniques, it is +3 (Military) and for S-Rank and Super S-Rank techniques, +4 (Illegal).

Every 2 ranks of technique in the scroll increases the Purchase DC by 1.

Summoning Scrolls: These type of scrolls are of course used during summoning. They help a summoner perform stronger and longer lasting summoning. The scrolls come in two type, Lesser and Greater. Once used, the scroll's markings disappear and it become a blank scroll. Using a Summoning Scroll increase the perform time of a technique one step.

Lesser: This summoning scroll grants the user a +2 bonus to Ninjutsu checks to perform *Summoning* techniques, as well as making the character count as though he was one level higher to determine the duration of his summoning and the maximum hit dice his summon may have.

Greater: The very same as above, except that the character gains a +4 bonus to Ninjutsu checks and counts as though he was two levels higher to determine the duration and maximum hit dice of his summoning.

Technique Scroll: These scrolls are carefully scribed to absorb molded chakra. Unlike scroll of seals, they cannot be used to learn or teach techniques from, or provide equipment bonus while learning techniques.

The technique scroll contains any single Ninjutsu or Genjutsu technique of rank 10 or less. This technique can be performed by anyone reading the scroll. When using the technique scroll, the character makes the adequate Perform check at a -4 penalty. If successful, the technique is performed normally, but the character suffers a -10 penalty to checks made to convert the cost to hit points.

As a technique scroll does not supply the user with material components, they must be provided as though performing the technique normally. If the technique can normally be empowered, the user can only empower it to a point which the technique was when scribed. Using a Technique scroll requires Half-Seals even if the technique requires no seals or Hand Seals.

When crafting a technique scroll, the character must have completed the third step of mastery in the technique and pay a certain amount of XP. When used, the technique scroll is discharged. It can be recharged by making a Chakra Control check (DC 20 + technique's rank) and paying half the XP cost of creating the scroll. The recharging process takes 10 minutes.

Technique scrolls can rarely be bought, but the Purchase DC is generally 20 + 1 per rank of the technique.

Trap Kit: A trap kit is used as a supplement during trap making. It includes drivers, cutting devices, fasteners, wires and so much more.

This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, power tools, and leads and wires.

Basic: The basic kit allows for the creation of traps of CR 5 or below and can be used 10 times before a new one needs to be purchased.

Deluxe: The deluxe kit allows the creation of any type of trap and grants a +2 bonus to checks regarding their creation. It can be used 25 times before a new one needs to be bought.

Containers

The containers provided below are easy to come by in shinobi villages.

Belt Pouch: This small belt pouch is usually worn on the back to avoid getting in the way. It can carry up to 10 pounds of material, and has 3 compartment. The most common equipment found in a belt pouch is: 15 kunai or 35 shuriken or 70 throwing needles, 2 smoke bombs or kunai, and two blank scrolls.

A belt pouch used to hold only weapons can hold 25 kunai, or 50 shuriken, or 100 throwing needles.

Belt Pouch, Large: This version of the belt pouch is usually worn at the hip because of its large square-shape. It has 5 compartment, and can carry up to 25 pounds of material.

A large belt pouch used to hold only weapons can hold 60 kunai, 125 shuriken, or 250

throwing needles.

Shuriken Holster: The shuriken holster is worn on one's thigh, left or right hand side. It is designed to hold a large number of shuriken or throwing needles, despite its small size. A single shuriken holster can hold up to 4 kunai, 15 shuriken or 15 throwing needles (chose one). They are usually sold with a strap to tie around one's thigh and are accompanied by a holster designed to hold a single kunai in addition.

Sealing Scroll: This scroll is not a container in itself, but has special seals placed on it allowing it to hold twice as much as it would when used for techniques that seal objects, such as *Kankin Kanshihon Fuuin* or *Chozou Fuuin*. A standard sealing scroll can hold 5 pages of text, or 5 seal slots (see technique description). A large sealing scroll can hold 50 pages of text, but only create 20 seal slots.

Clothing

The items below are types of clothing specific to ninja.

Standard Ninja Outfit: These fatigue clothes are usually designed to help the user blend in the surrounding. The outfit is has a color and pattern depending on the country or at the character's request when bought, and grants a +2 equipment bonus to Hide checks in certain conditions. The patterns include: snow, night, forests, plains, rocks (underground, mountains).

When bought, a standard ninja outfit generally offers cloth pants, a shirt, open-toed boots and fingerless cloth gloves, plated on the back of the hand. The material used in the ninja outfit is very resistant, and dries easily when wet. Oddly enough, it is very difficult to catch on fire.

Forehead Protector: These armored forehead protector bear the sigil of the Ninja's village of origin. They are illegal in the fact that it is entirely forbidden to sell, buy, craft or possess them. They make the identification of a ninja easier. It can be worn as a bandanna or a cap, to the user's choice.

Ninja Tools

The items described here are tools used by ninja during missions or their assignments, often provided or requisitioned.

Disposal/Forensics Kit: This portable kit contains an array of scalpels, needles and various tools required by forensics. It contains everything a character needs to perform *forensics* (see Forensics Training feat). It is also often carried by ANBU and Hunter-nins on assassination missions to dispose of bodies.

Gas Mask: This small iron-made device covers half its wielder face. Where the mask covers the mouth and nose are small holes to allow the user to breath normally while wearing the mask. The trick of this device is as such: the hole contains several layer of

paper-thin fabric that purifies the air inhaled by the wielder, effectively granting him a +6 bonus to Fortitude saves against inhaled poison.

Iron Wire: These iron wires measure approximately 20 feet and are also considered an essential in the basic ninja toolkit. They are extremely resistant and can support up to 1,500 pounds.

A creature bound or tied with iron wires suffers a -5 penalty to Escape Artist checks when trying to free itself. In certain fighting style, wires can be used as a deadly weapon.

Iron Wires have a hardness of 3, 4 hit points and cannot be damaged by bludgeoning attacks. Because of their thinness, they are very hard to notice and a creature must succeed a Spot check (DC 15) to notice them.

Caltrops: Caltrops are four-pronged iron spikes designed so that one prong is pointing up when it rests on a surface. A character scatters caltrops on the ground to injure opponents, or at least slow them down.

One bag of twenty-five caltrops covers a single 5-foot square. Each time a creature moves through a square containing caltrops at any rate greater than half speed, or each round a creature spends fighting in such an area, the caltrops make a touch attack roll (base attack bonus +0).

A caltrop deals 1 point of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Treat Injury check, DC 15, or one day's rest removes this penalty). A charging or running creature must immediately stop if it steps on a caltrop.

Portable Radio: This small device is a fabric band with velcro that can be tied around one's body (generally the neck) and is used to communicate on 35 different frequency. It is a voice-activated device frequently used for missions that require a team to split and infiltrate a stronghold. It has a range of 2 miles.

Sound Amplifier: This small gauntlet is quite popular in the *Sound Country* as it allows the wearer to focus Chakra and transform in into sound waves using the small set of crystals placed on the palm of the glove. The wearer cannot use a weapon with the hand wearing a *Sound Amplifier*, but he may still deliver unarmed attacks.

Accessories

These accessories are consumables or poisons used by shinobi for specialized tasks. There is usually a drawback for using them.

Adrenaline Boost: This chemical is bought in a loaded syringe, ready to be injected in the user's body. As a move-equivalent action, the user may inject the chemical in his body and gains +2 Strength, +2 Dexterity and the ability to act normally while at -1 hit points or below.

This effect lasts for one hour; once it dissipates, the user will become Fatigued and suffer 1 point of temporary Constitution damage. Adrenaline Boosts are sold individually and are considered illegal in many communities, sometimes even sold as a street drug.

Blood Increasing Pills: After eating one of those pills, the user heal 1 hit points and a +2 bonus to Fortitude save against the effects of massive damage for 1d4+1 rounds.

Any character attempting to use the Treat Injury skill while a character is under the effect of a blood increasing pill can restore an additional 2 hit points.

If two pills are consumed within the same hour, the creature who ingested them must make a Fortitude save (DC 15 +1 per additional pill) or be nauseated for 1d4+3 rounds.

Chakra Restoration Amplifier: This potion forces the body to produce chakra. Each round for 1d4+1 rounds after taking the potion, the character will recover 2 points of Chakra, which cannot exceed his maximum Chakra Pool.

While regaining chakra, the character will suffer a -8 penalty to all Chakra Control checks. Each consecutive use of a chakra restoration amplifier lowers the duration by 2 rounds, minimum 0.

For 24 hours after consuming a spirit bottle, the character will regain chakra half as fast. The chakra restoration amplifier potion is often jokingly called "crap" on the field.

Perception Oil: This particular item appears to be a flask filled with thick, translucent liquid, which one applies into his skin to dull all 5 normal senses, but greatly increase one's sense of Chakra. Applying this oil takes 1 minute and cannot be done in combat.

For 1d4+1 hours after the oil has been applied, the character suffers a -1 penalty to Listen, Search, Spot and Survival checks, attack rolls and defense. The character however gains a 50 feet range increment to his Sense Chakra ability, and 15 feet to his Dormant Senses. He also gains a +3 bonus to Spot and Wisdom checks made while Sensing Chakra.

This oil is very rare and few people know how to make them anymore. A single dose is enough to apply on one Medium-sized or Small creature, or two Tiny or smaller creatures.

Poisons: The one most favored Ninja tool since the feudal age, poison. It can take upon many forms, one more lethal than the other. The Purchase DC and Restriction are given with the poison itself (See Skill chapter [Craft] for more details).

Ration Pills: These pills were created to allow ninjas to perform at a constant level and to lower the encumbrance rate for long lasting missions. Consuming a Ration Pill allows the character to shrug off the effects of *Starvation and Thirst* for 6 days, or 144 hours. After its effects wear off, however, the character will suffer 1d4 point of temporary constitution damage that will either heal normally, or after he eats three full meal and rests a full day.

Soldier Pills: The character gains 2d4+1 points of temporary Chakra for 72 hours. For 24 hours afterwards or until the chakra is expended (whichever is longer), the character will be able to ignore starvation and thirst and gain a +4 bonus to saves against sleep effects.

If the character becomes fatigued, the penalties still apply normally but the character can still run or charge. If the character becomes exhausted, the penalties are reduced to -4 and the character is still able to run and charge. The character will only be able to run at x3 his speed (see Movement in the Gamemastering chapter for details). The character will gain a +4 bonus to Constitution checks made to continue running.

Once the effect fades, the character will be nauseated for 2d6+2 hours (Fortitude save DC 15 for half). The character will be unable to sleep or rest for 36 hours from the time he consumes the soldier pill.

The effects of the soldier pill do not stack, and do not refresh the effects. If the character is knocked unconscious for 1 or more hours, the effect immediately fades, and the character becomes nauseated (see above).

Sense Tablet: These small blue pills are often used during prolonged guard duty and allow one to remain conscious longer while exponentially increasing one's senses over time. For 1d4+1 hours, the character gains a +1 bonus to Listen, Search, Spot and Survival checks and a +4 bonus to saving throws made to resist sleep effects. The bonus to Listen, Search, Spot and Survival checks increases by +1 every hour after the first spent under the effects of the drug.

If a character is able to sense chakra, the radius of his ability will be increased by one and a half time while the tablet's effect last. Once the effects fade, the character will suffer 1d2 points of temporary Wisdom damage as well will be nauseated for for 1 hour.

The nausea can be countered by ingesting another tablet. Doing so increases the effect of the nausea by 2 hours for every consecutive tablet ingested, and the wisdom damage dealt by 1. Every hour spent under the drug keeps increasing the bonus to checks by +1, up to +10. The penalty, however, does not cap out. If the Wisdom damage taken when the effect fades is higher than the character's normal Wisdom score, it must make a save against massive damage to avoid overdosing and suffering normal effects of massive damage.

Sense Tablets are sold in package of 5, are illegal and often offered as a street drug. A character under the effects of a Sense Tablet is usually more keen to use violent methods, and becomes increasingly irritating as time passes.

Weapons

Weapons are described by a number of statistics, as shown on Table 7-2: Weapons. Projectile weapons and thrown weapon's Rate of Fire and Magazine entry are missing from the table, but can be found in the weapon's description.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Damage Type: Weapon damage is classified according to type: ballistic (any firearm), bludgeoning (weapons with a blunt striking surface), energy (of a specific type), piercing (weapons with a sharp point), and slashing (weapons with an edged blade). Some creatures or characters may be resistant or immune to some forms of damage.

Range Increment: Weapons that are designed to be thrown and projectile weapons can be used to make ranged attacks. Ranged weapons have a maximum range increment of 10, except for thrown weapons which have five range increments instead of ten.

Any attack at less than the given range increment is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll.

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in a character's off hand.

All weapons shown on Table 7-2: Weapons are made for a Medium-sized character.

Using those weapons as a character that is not Medium-sized implies a -2 penalty per size category of difference for using an improperly sized weapon. The Zanbatou, a Huge sword, would be Gargantuan for a Large character, or Large for a Small character, for example.

Weight: This column gives the weapon's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the weapon.

Restriction: The restriction rating for the weapon, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the weapon on the black market.

TABLE 7-2: WEAPONS

Weapon	Damage	Critical	Damage Type	Range Increment	Weight	Size	Purchase DC	Restriction
Enhancement Seals	Varies	—	Varies	—	—	—	Varies	Varies

Ninja Weapons (require the Nin Weapon Proficiency feat)

Battle Wire ¹	1d4	20	Slashing	10	0.5 lb.	Small	7	+1 (Lic)
Battle Wire, Long ¹	1d4	20	Slashing	10	1 lb.	Med	7	+1 (Lic)
Chakra Gantlets ¹	1d3*	20*	Bludgeoning	—	2 lb.	Small	9	+1 (Lic)
Chisa-gatana	1d6	18-20	Slashing	—	1.5 lb.	Small	8	—
Daikunai	1d8	18-20	Piercing	—	4 lb.	Med	11	+1 (Lic)
Blowgun ¹	1*	20	Piercing	10	0.5 lb.	Small	3	—
Darts (5)	—	—	Piercing	—	1 lb.	Tiny	2	—
Fuuma Shuriken	1d8	19-20	Slashing	5	2 lb.	Med	5	+1 (Lic)
Garrote Wire	Special	—	See text	—	1 lb.	Small	6	—
Hand Crossbow	1d4	20	—	30	2 lb.	Small	8	+1 (Lic)
Bolts (20)	—	—	Piercing	—	2 lb.	Tiny	4	—
Knuckle Blade	*	20	Slashing	—	0.5 lb.	Tiny	3	—

Kama	1d6	20	Slashing	—	2 lb.	Small	5	—
Kodachi	1d6	20	Slashing	—	2.5 lb.	Small	8	—
Kunai (5)	1d4	19-20	Piercing	10	2 lb.	Tiny	6	—
Exploding Kunai	1d4	19-20	Piercing	10	0.5 lb.	Small	7	+2 (Res)
Kusari-gama ¹	1d6/1d4	20	Slashing and Bludgeoning	—	2 lb.	Large	9	+1 (Lic)
Ninja-to	1d8	19-20	Piercing	—	3 lb.	Med	11	+1 (Lic)
Nunchaku	1d6	20	Bludgeoning	—	2 lb.	Small	3	—
Shuriken (5)	1d3	20	Piercing	15	1 lb.	Tiny	3	—
Sword-cane	1d6	18-20	Piercing	—	2 lb.	Med	9	—
Tessen	1d4	20	Bludgeoning	5	1.5 lb.	Small	4	—
Throwing Needle (10)	1	20	Piercing	10	1 lb.	Tiny	3	—

Archaic Weapons (requires the Archaic Weapons Proficiency feat)

Battleaxe	1d8	20/x3	Slashing	—	7 lb.	Med	11	—
Dagger	1d4	19-20	Piercing	10	1 lb.	Tiny	3	—
Daikyu	1d8	20/x3	Piercing	120	3 lb.	Large	14	—
Arrows (20)	—	—	—	—	3 lb.	—	6	—
Greatbow	1d8	20/x3	Piercing	40	4 lb.	Large	15	+1 (Lic)
Arrows (20)	—	—	—	—	3 lb.	—	6	—
Greatsword	2d6	19-20	Slashing	—	15 lb.	Large	11	+1 (Lic)
Hankyu	1d6	20/x3	Piercing	100	2 lb.	Med	10	—
Arrows (20)	—	—	—	—	3 lb.	—	6	—
Kanabo	1d12	20/x3	Bludgeoning	—	7 lb.	Large	10	—
Katana (two-handed)	1d10	19-20	Slashing	—	6 lb.	Large	12	+1 (Lic)
Naginata	1d10	20/x3	Slashing	—	12 lb.	Large	9	+1 (Lic)
Sabre	1d6	18-20	Slashing	—	3 lb.	Med	8	—
Shortsword	1d6	19-20	Piercing	—	2 lb.	Small	5	—
Wakizashi	1d6	19-20	Slashing	—	1.5 lb.	Small	6	—
War Fan	1d8	20	Bludgeoning	—	6 lb.	Large	7	+1 (Lic)

Exotic Weapons (requires the Exotic Melee, Firearms or Ranged Weapons Proficiency feat)

Daigama	1d10	20/x3	Piercing	—	5 lb.	Med	11	+1 (Lic)
Double katana	1d10	18-20	Slashing	—	9 lb.	Large	14	+2 (Res)
Hansori	1d10/1d4	19-20	Slashing	—	7.5 lb.	Large	13	+1 (Lic)
Katana (one-handed)	1d10	19-20	Slashing	—	6 lb.	Large	12	+1 (Lic)
Large Katana	2d6	19-20	Slashing	—	9 lb.	Large	13	+1 (Lic)
Kunai, curved	1d4	18-20	Slashing	5	0.5 lb.	Tiny	4	—
Scythe	2d4	20/x4	Piercing and Slashing	—	12 lb.	Large	8	—
Shuko and Ashiko ¹	1	20	Piercing	—	1 lb.	Small	7	—
Spiked Greatmace	1d12	20/x3	Bludgeoning and Piercing	—	12 lb.	Large	15	+1 (Lic)
Zanbatou	2d12	20/x3	Slashing	—	35 lb.	Huge	17	+2 (Res)

Simple Weapons (requires the Simple Weapons Proficiency feat)

Quarterstaff ¹	1d6/1d6	20	Bludgeoning	—	4 lb.	Large	3	—

¹ See weapon description for details.

Weapon Descriptions

The weapons described below have special benefits other than the characteristics mentioned above.

Enhancement Seals: Enhancement seals added to a weapon typically cannot be bought and are extremely rare. However, if sold, typically add +1 to the purchase DC of the weapon per 150 XP required to craft the seal (rounded up), minimum +2 per rank.

Craftsmen also often add a fee depending on the general skill of the person to craft it. Add +1 to the purchase DC per 2 levels of the craftsman.

Battle Wire: The battle wire is a fingerless leather glove outfitted with a thick metal plate on the back of the hand. Each finger, thumb included, holds a hollow iron ring which contains coiled wire and a release mechanism triggered with the release of chakra.

This weapon grants the wielder a +2 equipment bonus to Taijutsu checks made to enter the *Kousen Ryu* stance, and grants the wearer a +2 bonus to make a disarm attempt without risk of being disarmed. The battle wire is limited to 3 range increments (30 feet maximum range), and can hold weapon seals normally.

It cannot be used as a melee weapon, but the battle wire still allows the wielder to deliver unarmed attacks normally if the wires are not deployed.

The battle wire can be used in two-weapon fighting with another battle wire, using two ranged weapons of the same type, and the wielder adds his Dexterity modifier to attack and damage rolls with the battle wire. Off-hand attacks only gain half the wielder's Dexterity modifier to damage rolls.

Outside of the *Kousen Ryu* taijutsu stance, the battle wire cannot be used as a weapon and is a simple leather gauntlet.

Battle Wire, Long: This type of battle wire does not require additional proficiency and deals the same damage as a normal battle wire, but is limited to 4 range increments rather than 3 (40 feet maximum range). The long battle wire is a Medium weapon.

Chakra Gauntlet: These heavy metal gauntlet is made for the purpose of holding weapon seals in mind. While wearing a pair of chakra gauntlets, the character suffers a -2 penalty to skill checks made to perform techniques with Hand Seals or Half-Seals, but is able to wield the power of weapon seals scribed on them with unarmed attacks. A pair of chakra gauntlets can hold weapon seals normally.

Chakra Gauntlets do not improve or impair unarmed strikes, nor do they allow the wielder to automatically count as armed or deal lethal damage with them. They cannot be worn with brass knuckles, shiko and ashiko, knuckle blades or similar weapons, but deal standard unarmed damage. The damage and critical statistics provided are for a character untrained with unarmed attacks.

Chisa-gatana: This weapon can be wielded with two hands to deliver additional damage even though it is Small.

The chisa-gatana is typically the weapon of choice for assassins, ANBU and hunter-nin.

Daikunai: The wielder gains a +2 equipment bonus to checks made to resist being disarmed.

Daikyuu: This weapon can be loaded or reloaded as part of the firing process, which requires no action. The wielder does not apply his Strength score to damage with this weapon.

The Japanese longbow has a rate of fire of 1, meaning that it cannot fire two shots with one attack even with feats that would normally allow it.

Double katana: This weapon is very similar to the Katana, except that two blades in parallel are produced from the hilt, with around three quarters of an inch space in between them.

It is said to deliver blows that are very hard to treat. If a character is wounded by a double katana, the DC to restore hit points with the treat injury skill is increased by 2 for 24 hours.

Unlike the katana, the double katana does not count as a Medium-sized weapon for the purpose of two-weapon fighting.

Blowgun: This simple bamboo blowgun can be used to deliver poisons of the Injury type (see *Craft Chemical* for more details). This weapon cannot be used if the wielder cannot use his mouth (ie, is gagged). A fukiya can hold one dart.

Fuuma Shuriken: The weapon can be collapsed to reduce the size category by 1, although its damage die is reduced by one die size (1d8 to 1d6).

Garrote Wire: At any time the wielder would catch a foe defenseless (a creature who has been denied her dexterity bonus to defense), he may attempt a grapple check with a +4 bonus to attempt strangulation. Use standard Strangulation and Grapple rules.

Greatbow: The Japanese greatbow is used at shorter range to deliver earlier attack. The wielder adds his Strength modifier to damage rolls. It otherwise functions the same as a daikyuu.

Hand Crossbow: You can draw a hand crossbow back manually. Loading a hand crossbow is a move action that provokes attacks of opportunity.

Hankyuu: The wielder does not add his Strength modifier to damage rolls. The hankyuu otherwise functions the same as daikyuu.

Hansori: Also called a shackle-blade, this special katana has a short chain attached to the very tip of its hilt that can be used as a *spiked chain* that deals 1d4 points of damage. The *hansori* can be used as a double weapon; both heads of the weapon can be used on different opponents.

Using the *hansori* as a double weapon counts as though the wielder was using a small weapon in his off-hand. A character proficient in the use of the Hansori is not automatically proficient in either the Katana or the Spiked Chain. A *hansori* can be wielded either one-handed or two-handed, as would a katana.

Katana: To wield a katana proficiently one handed, one must have the *Exotic Melee Weapon Proficiency* feat with the katana; otherwise it only requires an *Archaic Weapon Proficiency*. A katana, with the exotic melee weapon proficiency feat, is eligible for the weapon finesse feat and counts as a Medium-sized weapon for the purpose of dual wielding.

Katana, Large: This larger version of the katana does not quite qualify as an "o-dachi" or "daigatana". While it is not as large as the greatsword, it certainly bears the same kind of power. The Large Katana usually measures 5 and a half feet long. Due to its great length, it cannot be wielded one handed unless the wielder has the *Monkey Grip* feat and the Exotic Melee Weapon Proficiency (large katana) feat.

Knuckle Blade: This weapon allows the user to deal lethal slashing damage with his unarmed attack while still keeping the same damage he would normally do.

This does not apply to damage bonus gained from the *brawl* feat tree and would deal the standard 1d3 point of damage, though this time slashing damage.

Feats and abilities like *weapon focus* can be applied to this weapon whether they are originally for *Knuckle Blades* or unarmed attacks, but they don't stack if taken for both. While fighting using a knuckle blade, the character does not benefit from critical range or modifier increase that applies only to unarmed attacks.

Kodachi: When fighting defensively, the wielder gains an additional +1 bonus to defense per Kodachi he is currently wielding.

Kunai: When thrown, the character adds his strength modifier to damage with a kunai. In addition, a character can draw one kunai as a free action if he intends to throw them right away, though he cannot make more attacks than he normally could in a round in this manner.

Kunai, curved: This oddly shaped kunai is used as a slashing weapon due to its curved end. It can still be thrown, but with a -2 penalty to the attack roll.

Kunai, Exploding: This odd-shaped kunai has an exploding inscription engraved in its hilt. Because of its odd balance and longer hilt, it is harder to throw and as such suffers a -1 penalty to attack rolls when thrown. The *Greater Exploding Tag* inscribed on its hilt can still be set off as long as the kunai is within range (see exploding tag entry for more details), but cannot be charged. Once it explodes, the kunai will be ruined.

Kusari-gama: This weapon consists of a *Kama* and a *chain* bound together, and is

generally considered exotic by most ninja. The wielder can use this weapon either as a chain or as a kama, or as a double weapon, though the weapon focus feat or ability does not grant benefit from its effects unless the feat was selected for a kusari-gama. The kama head of the weapon deals 1d6 points of slashing damage, while the chain head deals 1d4 points of bludgeoning damage.

In addition, a Kusari-gama can be used as a reach weapon to attack foes up to 10 feet away. Using the weapon in this manner allows the wielder to make only a single attack as an attack action, and must be withdrawn back to the wielder as a move-equivalent action for him to be able to use it again.

Using the weighed-chain part of the weapon allows the wielder to use the weapon as a chain (see equipment chapter of the core rulebook for details) even though the proficiencies and bonus abilities do not apply unless they affect the Kusari-gama (and likewise, abilities and proficiencies for the Kusari-gama does not affect either the Chain or the Kama.)

Despite its large size, the wielder may apply the Weapon Finesse feat to the Kusari-gama. The kusari-gama can be used as a double weapon, though it incurs all the penalties of fighting with a one-handed weapon and a light weapon.

Naginata: This spear-like weapon is commonly used by warriors and monks, and is a reach weapon. As such, the user can attack foes with a 10-foot reach, but not adjacent enemies with it.

Ninja-to: The sheath of a Ninja-to can be used to conceal 5 throwing needles (with no check required, spot DC 15), and as scuba gear to swim close to the surface (or crawl at the bottom of a small fish pond), or blowpipe for powders and poisons.

A character can select the Weapon Finesse feat to apply his Dexterity modifier instead of Strength modifier to attack rolls with a ninja-to. *(Note: This weapon is purely a hollywoodian misconception and is not an actual shinobi weapon.)*

Quarterstaff: The quarter staff can be used to strike with either end of a quarterstaff, allowing one to take full advantage of openings in an opponent's defenses. A quarterstaff is a double weapon. It can be used to fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon. A creature using a double weapon in one hand, such as a Large creature using a quarterstaff, can't use it as a double weapon.

Sabre: The wielder gains a +4 bonus to opposed checks to avoid being disarmed.

Shuko and Ashiko: This weapon adds a +1 piercing damage bonus to the wielder's unarmed strike, in addition to making the user's unarmed attack count as armed and deal lethal damage.

While the user wields *shuko and ashiko*, he can freely perform hand seals and hold objects, and gain a +2 bonus to Climb checks. Once worn, Shuko and Ashiko already affect both arm and legs, and thus cannot be used in pairs unless one possess more than one pair of each limbs.

The wielder cannot be disarmed of a shuko and ashiko.

Shuriken: A shuriken can be anything, from throwing stars to small blades. When thrown, the character adds his strength modifier to damage with a shuriken.

The character can draw up to two shuriken as a free action if he intends to throw them right away, though he cannot make more attacks than he normally could in a round in this manner.

Sword-cane: The sword-cane is a lightweight weapon concealed in the shaft of a walking stick or umbrella. It is always considered concealed, and is only noticed with a Spot check (DC 18). The walking stick or umbrella is not concealed, only the blade within.

Tessen: A *tessen* can be collapsed one size category, though its damage is reduced by one die size (1d4 to 1d3).

Throwing Needle: When taking a full-attack action using only throwing needles as weapon, the wielder also gains an additional attack at his highest attack bonus with a -5 penalty during this round, though all attacks (including the additional attack) suffer a -2 penalty to attack rolls. This does not stack with other similar abilities, such as Rapid Shot.

In addition, a character can draw up to four throwing needles as a free action if he intends to throw them right away, though he cannot make more attacks than he normally could in a round in this manner. A character doesn't add his strength modifier to damage with throwing needles.

War Fan: This weapon can be collapsed one size category smaller, though its damage is reduced one die size (1d8 to 1d6).

Zanbatou: This sword is absolutely enormous and cannot normally be wielded by a Medium-size character. Wielding this weapon proficiently requires the Exotic Melee Weapon Proficiency (zanbatou) feat and the Monkey Grip feat. Even with these two feats, the character suffers a -2 penalty to attack rolls because it is an improperly sized weapon.

The zanbatou is a reach weapon that allows the wielder to attack opponents within 10 feet, but cannot be used against adjacent foes.

Explosives

The explosives described below are all shinobi-grade, high-quality explosives that require a license to possess and are illegal to purchase or craft for non-authorized shinobi and civilians.

Damage/Direct Hit Damage: The primary damage dealt by the weapon. For explosives, the Damage column shows the damage dealt to all creatures within the explosive's burst radius. For splash weapons, the Direct Hit Damage column is used for a target directly struck by the weapon.

Burst Radius/Splash Damage: For explosives, the burst radius is the area affected by the explosive. All creatures or objects within the burst radius take damage from the explosive.

For splash weapons, all creatures within 5 feet of the weapon's impact point take splash damage equal to the amount shown in this column.

Damage Type: Damage from explosives and splash weapons is classified according to type: energy (of a specific type) or slashing. Some creatures or characters may be resistant or immune to some forms of damage.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Reflex DC: Any creature caught within the burst radius of an explosive may make a Reflex save against the DC given in this column for half damage.

Range Increment: If the weapon can be thrown, its range increment is shown in this column. Explosives with no range increment must be set in place before being detonated. (See the Demolitions skill)

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures.

Weight: This column gives the weapon's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the weapon. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

Restriction: The restriction rating for the weapon, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the weapon on the black market.

TABLE 7-3: EXPLOSIVES

Explosive	Damage	Damage Type	Burst Radius	Reflex DC	Range Increment	Weight	Size	Purchase DC	Restriction
Exploding Tags									
Standard	2d6	Fire	15-ft.	15	—	0 lb.	Tiny	10	+1 (Lic)
Greater	2d8	Fire	25-ft.	18	—	0 lb.	Tiny	15	+2 (Res)
Trap Note	2d6	Fire	15-ft.	15	—	0 lb.	Tiny	13	+1 (Lic)
Instant Ice Bomb	2d6	Cold and Piercing	10-ft.	15	10 feet	0.5 lb.	Tiny	16	+2 (Res)
Poison Smoke Bomb	See text	See text	See text	—	10 feet	See text	Tiny	See text	+3 (Mil)
Sealing Tag	See text	—	—	—	—	0 lb.	Tiny	15	+3 (Mil)
Smoke Bomb	—	—	See text	—	10 feet	See text	Tiny	4	+1 (Lic)
Sunburst Tag	See text	—	15-ft.	See text	—	0 lb.	Tiny	12	+2 (Res)

Exploding Tags: These small pieces of paper are also referred to as exploding notes and are the most common explosive amongst shinobi because of the ease they can be carried and concealed. There are three different types of exploding notes: standard exploding tags (called exploding tags), greater exploding tags and trap notes. Exploding tags cannot be

set off if they have not been set, charged or thrown.

Exploding Tags: These tags carry a fair amount of chakra in each one so that they can be set off without waste, and have several containing seals to allow for greater effects at a greater cost. A tag starts with one charge that deals 2d6 points of fire damage in its blast radius when set off. Additional charges can be added to the blast when the tag is set, at the cost of 1 point of chakra that can't be converted, each charge adding 1 damage die to the explosion, up to 4 additional charges (6d6).

Charging an exploding tag to be set off, regardless whether additional charges were added, is a move-equivalent action that does not provoke an attack of opportunity. The tag remains charged for 1 minute afterwards, at which time the chakra dissipated and the tag returns to its harmless state. If the tag is set off, even with a delay, before the chakra dissipates, it will not discharge. The damage from the explosion can be halved with a Reflex save (DC 15).

The exploding tags are covered in a sticky substance on the back that reacts to chakra, and can be attached to any and all surface without fail once they are charged, though water may destroy the tag. It can be placed on a creature with a melee touch attack; doing so provokes an attack of opportunity against the character, which if it hits, cancels the maneuver.

Another method is to tie the tag to a thrown weapon. If the attack hits, the target must make a Reflex save (DC 15) to remove the weapon; failure to do so will prevent the target from making a save to take only half damage from the tag.

To set off an exploding tag requires a tag charged by your chakra signature, and a Chakra Control check (DC 10 + 2 per charge in the tag) as an instant action. This can only be performed when the character is within 50 feet of his tag. Furthermore, a delay effect may be added to the explosion by adding 1 point to the DC per round delayed (maximum 5 rounds). The purchase DC given is for a single tag.

Exploding Tag, Greater: This tag is the same type as a standard exploding tag, but with stronger containment and amplification seals for a stronger explosion with lesser cost. The damage dealt is in d8, and though the cost for each additional charge is the same, the blast radius and DC to take half damage are increased. The DC to set off a greater tag is 15 plus 2 per additional charges, adding 2 for each round delayed (maximum 10.) The purchase DC given is for a single tag. Greater tags are not readily available.

Trap Notes: This tag is the very same as an exploding tag, except it cannot be set off, only armed. It can be charged normally, but will only explode if removed, be it manually or through a more elaborate system (such as a tripwire, for example). The purchase DC given is for a single tag.

Instant Ice Bomb: This device is a small sphere holding a liquid that, once it makes contact with oxygen, creates sharp ice-spike. Any creature that finds itself within 10 feet of the target square suffers 2d6 point of cold and piercing (divided evenly) unless they

make a Reflex save (DC 15) for half. The spike may offer cover, but will melt after 1d4 minutes (or 1d4 rounds if the ambient temperature is greater than 50 degree Fahrenheit). An Instant-ice Bomb can also be used on water. The Purchase DC given is for a pack of 3 instant-ice bombs.

Poison Smoke Bomb: Just like the standard smoke bomb, this device can produce smoke of many colors. It has the very same effect as a Smoke Bomb, but also targets every creature that stands in its area of effect (see Poison for details) with any Inhaled or Contact poison used in its creation. The effects are the same, but the DC is reduced by 3. The Purchase DC for a Poisoned Smoke Bomb is equal to 3 + the poison's purchase DC. Poisoned Smoke Bombs are sold individually, and weigh in at 5 to the pound.

Sealing Tag: This tag can only be applied on a helpless creature and must be activated with a Chakra Control check (DC 20) within 10 feet. The tag seals the creature's ability to use any Chakra Control, Genjutsu and Ninjutsu technique, and implies a -30 penalty to Chakra Control checks made to use objects, such as exploding tags. The effects last until the tag is removed. Once removed after activation, the tag crumbles to dust. A sealing tag reduces the target's aura by 2 steps (minimum faint, see Sense Chakra for details).

Smoke Bomb: A popular ninja tool that has been used since the old days to create a diversion and allow escape or simply conceal one's self. On the round when it is thrown, a smoke bomb fills the four squares around it with smoke.

On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. The smoke obscures all sight, including the darkvision ability. Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker can't use sight to locate the target). It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round.

Smoke bombs are available in several colors, including white, red, yellow, green, and purple. As such, they can also be used as signal devices. Smoke Bombs are sold individually, and weigh around 90 grams each (5 to the pound).

Sunburst Tag: Similar to exploding tags, these chakra embedded tags were designed to create a burst of light as sudden as it is strong and stick onto any solid surface. To make the tag explode requires a Chakra Control check (DC 15) and be within 30 feet of the tag. A creature caught in the burst radius must make a Fortitude save (DC 15) or be blinded for 1d6 rounds. Blind or creatures devoid of vision are immune to this effect. The Purchase DC given is for a pack of 4 Sunburst Tags.

Armors

The suits of armor described below are not all restricted to shinobi, but not generally available to the public.

Type: Armor comes in four types: archaic, impromptu, concealable, and tactical.

Archaic armor is old-fashioned armor, such as medieval chainmail and plate mail. Impromptu armor includes items that provide protection even though they weren't designed for that purpose, such as leather biker's jackets and football pads. Concealable armor is modern body armor designed to fit underneath regular clothing. It can be worn for extended periods of time without fatiguing the wearer. Tactical armor is modern body armor that fits over clothing and can't be easily concealed. Its weight and bulk make it impractical to wear all the time, and it's generally only donned when a specific dangerous confrontation is likely. Because it's worn over clothing in tactical situations, tactical armor often has pockets, clips, and velcro attachment points for carrying weapons, grenades, ammunition, flashlights, first aid kits, and other items.

Equipment Bonus: The protective value of the armor. This bonus adds to the wearer's Defense.

Nonproficient Bonus: The maximum amount of the armor's equipment bonus that can be applied to the wearer's Defense if the wearer is using armor with which he or she isn't proficient (doesn't have the appropriate feat).

Maximum Dex Bonus: This number is the maximum Dexterity bonus to Defense that this type of armor allows. Heavier armor limits mobility, reducing a character's ability to avoid attacks.

Even if A character's Dexterity bonus drops to +0 because of armor, the character are not considered to have lost his or her Dexterity bonus.

Armor Penalty: The heavier or bulkier the armor, the more it affects certain skills. This penalty applies to checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble.

Speed (30 ft.): Medium and heavy armor slows a character down. The number in this column is the character's speed while in armor, assuming his or her base speed is 30 feet (the normal speed for most human beings).

Weight: This column gives the armor's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the armor. This number reflects the base price and doesn't include any modifier for purchasing the armor on the black market.

Restriction: The restriction rating for the armor, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the armor on the black market.

TABLE 7-4: ARMORS

Armor	Type	Equipment Bonus	Nonprof Bonus	Maximum Dex Bonus	Armor Penalty	Speed (30 feet)	Weight	Purchase DC	Restriction
Light Armor									
Battle Vest	Concealable	+2	+1	+4	-0	30	5 lb.	12	—
Heavy Vest	Tactical	+3	+1	+4	-2	25	10 lb.	11	+1 (Lic)
Light Vest	Tactical	+1	+1	+6	-0	30	4 lb.	9	+1 (Lic)
Ninja Armor	Tactical	+2	+1	+5	-1	30	7 lb.	10	+2 (Res)
Medium Armor									
Battle Armor	Archaic	+5	+2	+2	-2	25	20 lb.	19	—
Heavy Armor									
Heavy Battle Armor	Archaic	+7	+3	+1	-5	20	40 lb.	23	—
O-yoroi	Archaic	+7	+3	+2	-4	20	45 lb.	28	+1 (Lic)

Battle Armor: This suit of armor is of a very archaic design and worn more often by Samurai than Shinobi. The full suit contains an iron breastplate, shin guards, and arm guards.

Battle Vest: This battle armor is nothing more than simple armor plating bound together. It can easily be concealed under one's clothing quite easily. It is popular amongst many ANBU. Concealable armors are modern body armor designed to fit underneath regular clothing. It can be worn for extended periods of time without fatiguing the wearer.

Heavy Battle Armor: Very similar to the Battle Armor, the Heavy Battle Armor is far heavier, and has is complete with spaulders, an apron to cover the thigh and a small helmet. Because of the added parts, the armor is made heavier and tends to impede movements. This armor does not include gauntlets.

Heavy Vest: This vest is the heavier version of the Ninja Vest. It limits the movements more than a Ninja Vest, but offer greater protection against attacks. While it is called a *Heavy* vest, it is still a light armor by any standards.

Light Vest: This piece of armor is almost identical to the standard Ninja Vest, except that its armor plating are much lighter and do not limit the movements. One should be warned that it offers less protection, though.

Ninja Vest: This standard Ninja vest is usually worn by Chuunins and Jounin, but it is available to Genin all the same. This armor-plated vest offers the wielder 6 pockets that can hold up to one pound of material, and are generally used to hold scrolls. The Hidden Villages all have different fashion of Ninja Vests, making them easy to identify one from another.

O-yoroi: Literally great armor, this armor was worn by samurai long ago and is made almost exclusively of leather, reinforced in places with small metal plates.

The full suit consists of a corselet (do-maru, covering the stomach, chest, shoulders, and back), large rectangular shoulder pieces (sode), an apron of large plates to cover the thighs and knees (haidate), a great helmet with a face mask (kabuto), and shin guards made of metal splints (sune-ate).

Wearing great armor is a badge of honor for samurai, and they frown on anyone else wearing such a suit.

Vehicles

Vehicles are described by a number of statistics, as shown on *Table 7-5: Vehicles*.

Crew: The standard number of crew. In most cases, only one person is needed to drive the vehicle; other crew members serve as gunners or copilots.

Passengers: The number of passengers (in addition to the crew) the vehicle is designed to carry. Vehicles that carry passengers can use that space to carry additional cargo when passengers aren't present. Each unused passenger slot allows the vehicle to carry an additional 100 pounds of cargo.

Cargo Capacity: The amount of cargo the vehicle is designed to carry. Many vehicles can carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable, and often unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 250 pounds of unused cargo capacity.

Initiative: The modifier added to the driver's or pilot's initiative check when operating the vehicle.

Maneuver: The modifier added to any Drive or Pilot checks attempted with the vehicle.

Top Speed: The maximum number of squares the vehicle can cover in 1 round at character scale (with the number of squares at chase scale in parentheses). This is the fastest the vehicle can move.

Defense: The vehicle's Defense.

Hardness: The vehicle's hardness. Subtract this number from any damage dealt to the vehicle.

Hit Points: The vehicle's full normal hit points.

Size: Vehicle size categories are defined differently from the size categories for weapons and other objects.

Purchase DC: This is the purchase DC for a Wealth check to acquire the vehicle. This number reflects the base price and doesn't include any modifier for purchasing the vehicle on the black market.

Restriction: The restriction rating for the vehicle, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the vehicle on the black market.

TABLE 7-5: VEHICLES

	Crew	Pass	Cargo	Init	Man	Top Speed	Def	Hard	HP	Size	Purchase DC	Restriction
Civilian Cars												
Mid-size sedan	1	4	300 lb.	-2	-1	265 (26)	8	5	34	H	29	Lic (+1)
Luxury sedan	1	4	325 lb.	-2	+0	280 (28)	8	5	34	H	32	Lic (+1)
Sports coupé	1	1	200 lb.	-2	+0	310 (31)	8	5	32	H	30	Lic (+1)
Civilian Motorcycles												
Racing bike	1	0	0 lb.	+0	+3	350 (35)	10	5	18	M	27	Lic (+1)
Street bike	1	1	0 lb.	-1	+1	270 (27)	9	5	22	L	26	Lic (+1)
Dirt bike	1	1	0 lb.	+0	+2	165 (16)	10	5	18	M	23	Lic (+1)
Civilian Trucks												
Sports utility vehicle (SUV)	1	3	1,000 lb.	-2	-2	140 (14)	8	5	38	H	34	Lic (+1)
Minivan	1	5	350 lb.	-2	-2	185 (19)	8	5	34	H	28	Lic (+1)
Pickup	1	2	1,600 lb.	-2	-2	175 (17)	8	5	34	H	27	Lic (+1)
Civilian Water Vehicles												
Runabout	1	5	2,100 lb.	-2	-2	55 (5)	8	5	28	H	28	Lic (+1)
Cabin cruiser	1	3	2,100 lb.	-4	-4	80 (8)	6	5	40	G	32	Lic (+1)
Personal watercraft	1	1	60 lb.	-1	+1	105 (10)	9	5	22	L	24	Lic (+1)

Civilian Cars

Most new civilian cars include such standard features as air bags, antilock brakes, cruise and an AM/FM radio. Luxury vehicles often also include extras such as leather upholstery, and sunroofs. In general, these luxury amenities can be added to a nonluxury car with an increase of 1 to the vehicle's purchase DC.

Unless otherwise noted, civilian cars provide three-quarters cover for their occupants (although passengers who lean out of windows or sunroofs, perhaps to fire weapons, may be reduced to one-half or even one-quarter cover).

Mid-size sedan: This vehicle is a generic a four-door sedan. It is two squares wide and four squares long.

Sports coupé: The sports coupé is a two-door sports car equipped with a 5.7-liter, 350-horsepower V8 engine. It is two squares wide and three squares long.

Luxury sedan: This vehicle is a four-door luxury sedan equipped with a powerful 5.5-liter, 349-horsepower V8 engine. It is two squares wide and four squares long.

Civilian Motorcycles

Unlike getting into a car, mounting a motorcycle is a free action. Motorcycles tend to perform better than automobiles, but they provide no cover to their occupants.

Racing bike: This is a top-of-the-line racing bike with a long history of winning races. It is one square wide and two squares long.

Street bike: This huge motorcycle sports a 1,450cc engine. It's designed to look cool and compete for space on the roads with automobiles. It is one square wide and two squares long.

Dirt bike: A classic dirt bike, this is very similar to the motorcycle used by most modern-day army scouts. It is one square wide and two squares long.

Civilian Trucks

Trucks include pickups, sport utility vehicles, and minivans. They generally have the same features as civilian cars.

Like cars, trucks generally provide three-quarters cover to their occupants. The rear bed of a pickup truck, however, provides only one-half cover.

Sports utility vehicle (SUV): The four-door truck is a civilian version of the military's all-terrain utility vehicle. It comes equipped with a powerful 6.5-liter, 195-horsepower V8 turbo diesel engine. It is decked out like a luxury vehicle inside, but this vehicle is every bit as rugged as the military version.

The military version can be configured in a variety of ways, including a two-door pickup, a four-door pickup with a short bed, and a completely enclosed, SUV-like body with a hatchback and four doors. It lacks the luxury accessories of the civilian version, but it is equipped with puncture-resistant tires.

A SUV is two squares wide and four squares long.

Minivan: The generic minivan has two conventional doors up front, sliding doors on the side, and a rear hatch-style door. It is two squares wide and four squares long.

Pickup: A pickup truck is a two-door vehicle with a back seat in its extended cab. It is two squares wide and four squares long.

Civilian Water Vehicles

Piloting a water vehicle is covered by the Drive skill.

Runabout: This is a large runabout-a powerboat with an outboard engine and an open cockpit with a tiny cabin (about the size of the interior of an economy car) forward. It comes with a trailer; loading or unloading it requires a paved boat ramp and 10 minutes of work. A runabout provides one-half cover to occupants in the cockpit or stern, full cover to occupants in the cabin, and no cover to those forward of the cockpit. It is two squares wide and four squares long.

Cabin cruiser: A cabin cruiser is a motor yacht with two internal diesel engines. It comes equipped with four berths and a fully equipped galley. It provides one-half cover to occupants in the cockpit or stern, full cover to occupants below deck, and no cover to those forward of the cockpit. It is three squares wide and six squares long.

Personal watercraft: This is a two-seat jet ski that propels itself with a powerful jet of water. It is one square wide and two squares long, and provides no cover for its riders.

Special Materials

There are several types of material that can be used to fashion weapons, armors or other appliances. Some of these materials have a special property, depending on how it was crafted.

If you make a suit of armor, or weapon, out of more than one special material, you gain only the benefits of the most prevalent material. You can, however, build a double weapon using a special material for each head, adding the cost for both heads of the weapon.

Dark Iron: This heavy iron ore is mined deep within the bowels of the earth, oftentimes near volcanoes. This metal is not only heavy, but also particularly resistant. Items made without metal parts cannot be made of dark iron. An arrow, for example, could be made

of dark iron, but a quarterstaff could not.

Weapons made of dark iron ignore any hardness of 15 points or less when sundering weapons or attacking objects (but it does not ignore 15 points of hardness for sturdier materials). Armor made of dark iron grants its wearer a fire resistance of 1 if it's light armor, 2 if it's medium armor, and 3 if it's heavy armor.

Items made of dark iron weight half again as much as standard items. Dark iron has 30 hit points per inch of thickness, and a hardness of 15. Dark iron can bypass damage reduction of its appropriate type.

Heavy Dark Iron: This metal cannot be made into armor, and is thought to be a mutation of dark iron. Heavy dark iron is extremely rare and also particularly heavy. An heavy dark iron weapon has an increased critical strike multiplier of +1. It ignores any hardness of 20 points or less when sundering weapons or attacking objects. Heavy dark iron has 40 hit points per inch and hardness 20.

Weapons made of heavy dark iron is treated as though it was one-size category larger than in reality, although the wielder suffers no penalties for improperly-sized weapons, neither is the damage increased, nor can he wield the weapon with two hands if it is not typically sized adequately. Therefore, a kunai is wielded as a Medium weapon, and a Katana or Greatsword requires the Monkey Grip feat to be used at all.

If the character cannot use both hands to wield the weapon, or throws the weapon, he suffers a -4 penalty to attack rolls; the Monkey Grip feat negates that penalty. Heavy dark iron weapons weigh nine times as much as normal items, and overcomes dark iron damage reductions.

Crafting items from heavy dark iron requires dark iron tools to avoid suffering a -8 penalties to crafting checks. Regardless of the tools used, crafting heavy dark iron weapons takes 6 times the normal amount of time because of the immensely heavy and resilient metal.

Nonlethal Weapons: These non-lethal versions of standard weapons are usually made of wood or less dangerous materials. They have the same size, damage type and damage as the original, but weigh only a quarter of the natural weight, have a purchase DC 3 points lower (minimum half the original product) and can deal nonlethal damage without penalty, though dealing lethal damage with a nonlethal weapon incurs a -4 penalty to attack rolls.

Boken and Shinai are typically nonlethal weapons. Some weapons cannot be made nonlethals (such as any kind of explosive or firearm), at the GM's discretion. A nonlethal weapon has the hardness and hit points of a wooden weapon.

Silver: With the special process involved in making silver into armor and weapon, it can bypass the damage reduction of a certain type of creatures.

On a successful attack with a silver weapon, the wielder takes a -1 penalty to damage rolls (minimum 1). Silver fashioned into armor has no other special quality than a reduced weight.

Silver items weigh only three quarters the standard weight of normal items, and have 10 hit points per inch and a hardness of 6.

Thorium: This silvery-gold colored, semi-rare metal has the special ability to accept and focus chakra more easily. When worked like steel, thorium can be used to create amazing pieces of armor and other items as well.

The maximum Dexterity bonus of an armor made of thorium is increased by 1, and its armor check penalty is reduced by 2 (minimum 0). Furthermore, a character wearing a thorium armor gains a +2 equipment bonus to Chakra Control checks made for the purpose of converting Chakra to Hit Points.

Items made of thorium weigh half as much as normal items. In the case of weapons, the lighter weight does not change a weapon's size category or allow it to be wielded more easily.

An item made primarily of metal isn't affected by being crafted with thorium. Thorium has 30 hit points per inch of thickness and a hardness of 10. It also bypasses damage reduction of the appropriate type.

The table below shows how the Purchase DC of an item is increased (or decreased) by crafting it of special material. This applies to both the material cost and the purchase DC.

TABLE 7-6: SPECIAL MATERIALS PURCHASE DC MODIFIERS

Item Type	Dark Iron	Heavy Dark Iron	Non-lethal	Silver	Thorium
Light armor	+2	—	—	+1	+3
Medium armor	+4	—	—	+2	+6
Heavy armor	+6	—	—	+3	+9
Shields	+2	—	—	+1	+3
Weapons	+5	+18	-3	+2	+8

CHAPTER VIII: NINJA RANKS

Civilian: These are your ordinary clerk, messenger, hot dog stand guy. The average person falls in this category, and most (if not all) of them are Ordinaries. The standard ninja chain of command is as follow: Academy Student, Genin, Chuunin, (ANBU), (Hunter-nin), Special Jounin, Jounin, Elite Jounin, (Younin), Kage.

Academy Students: Are the young ones with potential sent to the academy by their parents to become Ninjas. The Academy is where Ninja learn their most basic skills, and usually lasts 3 years, but some, better ninjas, advance more quickly.

Genin: While these ninja are counted as true and valuable ninjas, they are the lowest rank among them. Genin are only assigned low risks missions, unless they are judged to be skilled enough to take on a most difficult mission.

Rank	Average Level
Civilian	1-3rd
Academy Student	1st
Genin	1-5th
Chuunin	6-11th
Jounin	12th and up
ANBU	7th and up
Hunter-nin	12th and up
Younin	18th and up
Kage	20th and up

Chuunin: These are most of the time 4-man (or sometimes greater number) team leader, and are full-fledged ninjas. Chuunins have the ability to call upon small favor from any individual of their team once per month, as long as the person is “friendly” toward the Chuunin. This works exactly as the Charismatic Hero talent, except that they add their Charisma Modifier and half their character level to the Favor check. Using this ability requires the expenses of an action point.

Special Jounin: This rank is reserved to shinobi who attained Jounin-level skills in one or two area of expertise, as opposed to Jounins who are generally skilled in most fields. They are not assigned command of Genin cells, but are often requested to lead a platoon or to take part in high-level missions. Like the Chuunin and Jounin, the Special Jounin is able to request a favor from a lower-ranked shinobi friendly towards the Special Jounin once every two weeks, at the expenses of an action point.

Jounin: A Jounin is a class of top notch ninja in the village. They are few, and in charge of assassination missions, handling top-secret information and the formation of Genin teams. Like the Chuunins, they have the ability to ask a favor to any lower rank ninja with a friendly attitude toward the Jounin, once per week, at the expenses of an action point.

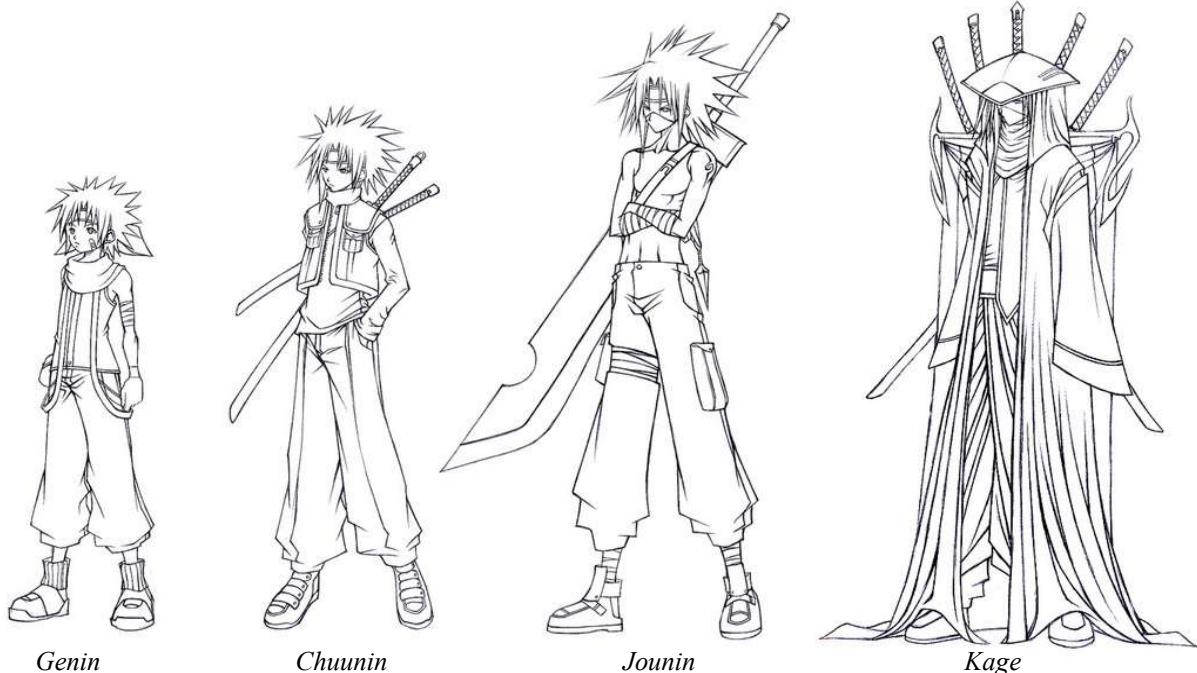
Elite Jounin: This rank is granted to Jounins who have accomplished great achievements for their villages. Elite Jounins are given command of a number of ANBU squads, as well as other Jounins, and are expected to take charge in time of crisis. Elite Jounin are, out of all the ranks, those that are the most often promoted to Kage.

Kage: There is only one Kage in the village. It’s the village’s strongest ninja and ruler; he commands respects in every individual living in the village, allowing him to give order to any other ninja under his rule. He has the greatest authority, and his orders have priority. The Kage is also the leader of ANBU and the Hunter-Nins. A new Kage is chosen by the village’s Security Council. There are currently five known Kage: Hokage, Kazekage, Mizukage, Raikage, and Tsuchikage. When a person becomes a *Kage*, his name is erased

from all archive and is not allowed to be spoken in public.

ANBU: These special ninja are the black ops, under direct command of the village Leader. They perform missions that range from assassination to espionage that, most of the time, put their very lives at risk. They need not be any specific ranks, but are typically very skilled, more so the squad leader, ANBU Captains. They wear animal masks to conceal their faces while on duty.

Missing-Nin: Missing-Nins are Ninjas that betrayed the village. The village's Kage sent the Hunter-Nins after them to dispose of them and their body that might reveal a village's secret to another.



Hunter-Nin: The Hunter-Nin is a group of special ninjas, similar to ANBU, that are specifically formed to hunt down and kill renegade Ninjas, the Missing-Nins, and are under direct command of the village's Kage. They are formed to memorize and counter Ninja techniques, disable and dispose of the body and its secrets afterward. They are very secretive, and wear masks similar to ANBU's, except that theirs aren't animal masks.

Younin: This class of ninja is extremely secretive and efficient. Even above the ANBU and Hunter-Nin, a Younin is the epitome of the Ninja; the embodiment of everything a spy and assassin should be. Even in their own village, the name of this class is never spoken and is considered a top-secret revealed only on a need-to-know basis. Almost as talented as their one and only superior, the village's Kage, this group of ninja answers to none other than that person, and that person alone without any exception. Becoming a Younin equals to being declared MIA, or Missing in Action, having one's name stricken from the record and his identity completely erased. They go unseen, unheard and

completely unknown to everyone, and even the most talented Jounin would have trouble noticing one. Younin do not carry a forehead protector or any proof of their identity or the lives they may have at one point lived. Younin is not a Rank that can be achieved by selecting a feat; they lose any privilege of favor, but have a license allowing them to buy even *Illegal* material. If a Younin's identity is revealed, anyone in-the-know is thus executed, or the Younin is often cast aside in the rare instance where execution is impossible. Traitors are shown no pity and instantly executed, as a Younin's most important quality is his unwavering respect and loyalty to his leader and master. The Hunt of a Renegade Younin is top-priority.

CHAPTER IX: ADVANCED AND PRESTIGE CLASSES

Beastlord

The beastlord is a shinobi who would more readily place his trust in his animal companions than fellow shinobi. He is adept at training and bonding with animals.

Requirements:

To qualify to become an *beastlord*, a character must fulfill all the following criteria.

Base Attack Bonus: +6

Skills: Handle Animal 9 ranks, Survival 9 ranks.

Feats: Animal Affinity, Moujuu Aishou.

Special: Must have Frenzy 1/day or better ability.

Class Information

The following information pertains to the Beastlord prestige class.

Hit Die

The Beastlord gains 1d10 hit points per level. The Constitution modifier applies.

Action Points

The Beastlord gains a number of action points equal to 7 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Beastlord's class skills are as follows.

Balance (Dex), Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Spot (Wis), Survival (Wis), Swim (Str), Taijutsu (Str), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

TABLE 9-1: THE BEASTLORD

	Base						
	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	Bonus
1 st	+1	+2	+2	+0	Extra Animal Companion (-3)	+1	+0
2 nd	+2	+3	+3	+0	Aspect of the Pack	+1	+0
3 rd	+3	+3	+3	+1	Extra Animal Companion (-6), Low-light vision	+2	+0

Class Features

The following features pertain to the Beastlord prestige class.

Extra Animal Companion

The beastlord gains an additional animal companion at 1st and 3rd level. To determine the progression of the extra animal companions, subtract the appropriate number (shown parenthetically) to the Beastlord's level, and add or subtract any inherent level modifier the animal companion may have.

The level modifier of the first extra companion is -3. The second extra companion is -6.

Aspect of the Pack

The Beastlord and his animal companions gain a +3 circumstance bonus to attack rolls when flanking with one another, rather than +2.

Low-light Vision

The Beastlord gains a low-light vision that allows him to see twice as far as normal in conditions of shadowy illumination (torchlight, starlight, etc).

Beastmaster

These ninja follow the path of the beast, and are specialists of heavy melee combat, fighting side by side with their animal companions. They, along with their companions, are adept of feral combat. They inspire fear and awe within their peers, both for their amazing combat prowesses and their volatile nature.

Requirements:

To qualify to become a *beastmaster*, a character must fulfill all the following criteria.

Base Attack Bonus: +2

Skills: Handle Animal 6 ranks, Survival 3 ranks.

Feats: Moujuu Aishou

Class Information

The following information pertains to the Beastmaster advanced class.

Hit Die

The Beastmaster gains 1d10 hit points per level. The Constitution modifier applies.

Action Points

The Beastmaster gains a number of action points equal to 6 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Beastmaster's class skills are as follows.

Balance (Dex), Climb (Str), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis), Swim (Str), Taijutsu (Str), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

TABLE 9-2: THE BEASTMASTER

	Base						
	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	Bonus
1 st	+1	+2	+1	+0	Frenzy 1/day	+1	+0
2 nd	+2	+3	+2	+0	Feral Combat (1d6), Inspire Frenzy	+1	+0

3 rd	+3	+3	+2	+1	Speak with Animals	+2	+0
4 th	+4	+4	+2	+1	Amazing Tricks (+2)	+2	+0
5 th	+5	+4	+3	+1	Frenzy 2/day	+3	+1
6 th	+6	+5	+3	+2	Feral Combat (1d8)	+3	+1
7 th	+7	+5	+4	+2	Greater Frenzy	+4	+1
8 th	+8	+6	+4	+2	Amazing Tricks (+4)	+4	+1
9 th	+9	+6	+4	+3	Frenzy 3/day	+5	+2
10 th	+10	+7	+5	+3	Feral Combat (1d10), Animal Aspect	+5	+2

Class Features

The following features pertain to the Beastmaster advanced class.

Frenzy

The Beastmaster can enter a frenzy during combat. While frenzied, he gains a +4 bonus to his Strength and, if he makes a full-attack action, gains a single extra attack each round at his highest attack bonus. This effect is not cumulative with other effects that grant extra attacks.

However, he also takes a -4 penalty to Defense and takes 2 points of Stamina damage per round (or 2 points of non-lethal damage under the cumulative non-lethal damage rules). A frenzy lasts for a number of rounds equal to 4 + the beastmaster's Constitution modifier. To end the frenzy before its duration expires, the character may attempt a Will save (DC 20) once per round as a free action. Success ends the frenzy immediately; failure means it continues. The effects of frenzy stack with those from any rage ability the character may have.

At 1st level, the character can enter frenzy once per day. Every 4 levels afterwards (5th, 9th levels), he gains an additional use per day of this ability. Regardless of the level of the Beastmaster, he may not use this ability more than once per encounter.

The character can enter frenzy as a free action anytime during his turn. In addition, whenever the character takes enough damage to equal to one quarter of his total hit points, he enters a frenzy at the start of his next action, as long as he has any daily use of the ability left. In order to avoid doing so, he must succeed a Will save (DC 20) at the start of his next turn. He must make another save every further quarter of his hit points he loses.

While frenzied, the character cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Intimidate), the Concentration skill or any abilities that require patience or concentration, nor can he perform *Chakra Control*, *Genjutsu* or *Ninjutsu* techniques, and can only perform *Taijutsu* that do not require the Concentration component.

During frenzy, the Beastmaster must attack those he perceives as foes to the best of his ability. Should he run out of enemies before his frenzy expires, his rampage continues. He must then attack the nearest creature (determine randomly if several potential foes are

equidistant) and fight that opponent without regard to friendship or health (the target's or his own). In this case, the DC to cancel the frenzy is equal a DC 20 - beastmaster's class levels.

When a frenzy ends, the beastmaster is fatigued for the duration of the encounter. If the character is still under the effect of a rage ability, the fatigued condition does not apply until the rage ends—at which point the character is exhausted, not merely fatigued.

Feral Combat

The Beastmaster's nails and teeth are sharp as claws and fangs, and he is adept at using a special, feral style of combat. Feral Combat counts as unarmed attacks that deal slashing damage, and threaten a critical strike on a natural roll of 20, and deal double damage. At 2nd level, the Beastmaster deals 1d6 points of damage. At 6th and 10th level, the damage becomes 1d8 and 1d10 respectively.

The beastmaster counts as though he was armed when making unarmed "feral combat" attacks. Feral combat attacks are still considered unarmed, and feats and abilities that benefit unarmed attacks, such as the weapon focus (unarmed) feat or the combat martial arts tree also apply normally.

Inspire Frenzy

When the Beastmaster enters frenzy, if his animal companion is within 50 feet, it enters frenzy as well. The frenzied animal attacks the same creature as the beastmaster, and leaves frenzy at the same time as the character, without needing to make a save.

Speak with Animals

The beastmaster is able to communicate verbally with any animal of the same type as his companion, as though affected by the *Speak with Animals* spell constantly. This ability only works when his animal companion is within 30 feet.

Amazing Tricks

The beastmaster's animal companion is far stronger than most. At 4th level, his effective level when determining the strength of his companion counts as though it was 2 higher. At 8th level, he counts as though he was 4 levels higher.

Greater Frenzy

At 7th level, the Beastmaster is far more controlled and powerful in his Frenzy. The bonus to Strength score he gains is increased to +6, and he gains a +4 bonus to Will saves made to control the effects of his Frenzy, and against fear effects while frenzying.

Animal Aspect

At 10th level, the beastmaster is able to manifest an aspect of his animal companion. If the character has a companion not on the following list, an ability should be assigned by the GM. All of these abilities can be manifested while frenzied.

Ape: The Beastmaster can always take 10 on Climb checks, and gains a Climb speed equal to his normal speed.

Bear: The Beastmaster can use the Improved Grab ability once per encounter if he hits

with two Feral Combat attacks in one round.

Boar: When the Beastmaster's hit points reach below 0 (–1 to –9), he is still able to move as though disabled instead of being unconscious, making either an attack or move action every round until he reaches –10 hit points and die, or his hit points return to 1 or higher.

Cheetah: Once per hour, the beastmaster is able to move at 10 times his speed when Charging.

Dog: The Beastmaster gains the Scent exceptional ability, and a +4 bonus to Survival checks made when tracking.

Hawk: The character gains the low-light vision ability and a +8 bonus to Spot check in daylight.

Hyena: The Beastmaster gains the Scent exceptional ability, and a +4 bonus to Hide checks when hiding in tall grass or heavy undergrowth.

Owl: The Beastmaster gains the low-light vision ability and a +4 bonus to Listen and Move Silently checks.

Snake: The Beastmaster can use the Improved Grab ability once per encounter if he hits with a Feral Combat attacks.

Tiger: Once per encounter, the Beastmaster may make full-attack action during a charge.

Wolf: The Beastmaster gains the Scent exceptional ability, and a +4 bonus to Survival checks made when tracking.

If the beastmaster has more than one animal companion, the animal aspect can be changed once per day. It requires the beastmaster to meditate for 1 minute.

Blinkstrike

The Blinkstrike is a specialist at adapting Shunjutsu—teleportation techniques—into a smooth and deadly style of melee combat. The blinkstrike earned his title from the stance it uses, appearing to distort and blink out of reality in-between attacks. Master Blinkstrikes are even rarer than practitioners of Shunjutsu; they are silent and deadly.

Requirements:

To qualify to become a *blinkstrike*, a character must fulfill all the following criteria.

Skills: Move Silently 9 ranks, Ninjutsu 12 ranks, Taijutsu 12 ranks, Tumble 9 ranks.

Feats: Dodge, Mobility, Quick Draw.

Special: Must have achieved at least the 5th step of mastery in *Shunshin no Jutsu*, and know at least 2 other Shunjutsu techniques.

Must know at least 5 Taijutsu techniques.

Class Information

The following information pertains to the Blinkstrike prestige class.

Hit Die

The Blinkstrike gains 1d8 hit points per level. The Constitution modifier applies.

Action Points

The Blinkstrike gains a number of action points equal to 7 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Blinkstrike's class skills are as follows.

Balance (Dex), Chakra Control (Wis), Jump (Str), Knowledge (current events, ninja lore, popular culture, tactics) (Int), Move Silently (Dex), Ninjutsu (Int), Read Language (None), Speak Language (None), Spot (Wis), Taijutsu (Str), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

TABLE 9-3: THE BLINKSTRIKE

	Base						
	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	Bonus
1 st	+1	+0	+2	+0	Blinkstrike +1, Bonus Chakra	+1	+0
2 nd	+2	+0	+3	+0	Blink Step 2/day	+2	+0
3 rd	+3	+1	+3	+1	Blinkstrike +3	+2	+0
4 th	+4	+1	+4	+1	Evasion X, Blink Step 4/day	+3	+0
5 th	+5	+1	+4	+1	Blinkstrike +5, Warp Charge	+4	+0

Class Features

The following features pertain to the Blinkstrike prestige class.

Blinkstrike

This stance is the key ability of the Blinkstrike. The Blinkstrike enters this stance as a free action that costs no Chakra, and it lasts for the duration of the encounter, until the Blinkstrike enters another stance or until the stance is broken. The Blinkstrike only benefits from this stance while unarmored and unencumbered.

While in the Blinkstrike stance, the character gains a dodge bonus to defense and a bonus to Move Silently checks as mentioned above. When dodging, attacking or taking a 5-ft step, the character appears to vanish for a short period of time, reappearing when he strikes or after moving away. There is no blur of movement, no sound or anything that might indicate the character wasn't in this position before disappearing.

The character may also spend 2 points of Chakra that can't be converted as a swift action once per round to gain a bonus to his next attack roll equal to his Blinkstrike bonus halved, rounded up.

This stance cannot be used when the character is sickened, exhausted, encumbered or wearing armor.

Bonus Chakra

The Blinkstrike gains a certain amount of bonus chakra from taking levels in this class. The amount of bonus chakra gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount of chakra gained every level from gaining an additional hit dice.

The amount of bonus chakra doesn't stack, simply choose the appropriate value based on

the character's class levels. Multiple instances of Bonus Chakra, such as from various classes, do however stack with each other.

Class Levels	Bonus Chakra
1st	1
2nd	2
3rd	3
4th	4
5th	5

Blink Step

A number of times per day, while in the Blinkstrike stance, the character may activate this ability as a swift action.

For his next move action, the character provokes no attacks of opportunity from moving in and out of a threatened area, but still triggers traps or other movement- or weight-sensitive effects. The character is able to move downwards at a 45 degree angle as though he were gliding down (albeit at a supernatural speed).

The character appears to distort and vanish, to reappear in the square in which he ends his move action. The movement is silent and gives no blur of movement, sound or other indication that the Blinkstrike moved other than wind in his hair or rustle in his clothing.

This ability lasts for 1 round or until used, and functions only for a single move action (and not for a withdrawal action, or a full-round action spent running). The character counts as though he had used the *Shundou* technique to move.

Evasion X

The Blinkstrike gains Evasion, or Improved Evasion if the character already has it. This ability only applies if the Blinkstrike is unarmored and unencumbered.

Warp Charge

Once per encounter, the Blinkstrike is able to charge using his astounding abilities. He appears to blink in and out of space, reappearing at different places for a split-second before vanishing again. The Blinkstrike is able to charge without provoking attacks of opportunity for moving in and out of threatened areas. The Blinkstrike is able to turn while charging, avoid opponents or obstacles in his path and charge over difficult terrain while using this ability.

The ability can also be coupled with techniques having a "Charge" range. If Warp Charge is used to make a standard charge, not coupled with a technique or ability, the attack gains +3d6 points of bonus damage, not multiplied on a critical hit.

Elementalist

This elementalists specialize in Ninjutsu techniques of an element. The fastest path to this class is through the Smart Hero basic class.

Requirements:

To qualify to become a *elementalist*, a character must fulfill all the following criteria.

Skills: Ninjutsu 9 ranks

Feats: Ninjutsu Adept

Special: Must know at least 4 Ninjutsu technique of the element he wants to specialize into.

Class Information

The following information pertains to the Elementalist prestige class.

Hit Die

The Elementalist gains 1d6 hit points per level. The Constitution modifier applies.

Action Points

The Elementalist gains a number of action points equal to 7 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Elementalist's class skills are as follows.

Balance (Dex), Chakra Control (Wis), Concentration (Con), Craft (chemical) (Int), Hide (Dex) Knowledge (current events, history, ninja lore, physical science, popular culture) (Int), Listen (Wis), Move Silently (Dex), Ninjutsu (Int), Read Language (None), Search (Int), Speak Language (None), Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

TABLE 9-4: THE ELEMENTALIST

Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+0	+1	+2	Element Specialization, Bonus chakra	+1	+1
2 nd	+1	+0	+2	+3	Elemental Fury	+1	+1
3 rd	+2	+1	+2	+3	Limitless Fury	+2	+1
4 th	+3	+1	+2	+4	Bonus Feat	+2	+2
5 th	+3	+1	+3	+4	Rage of the Elements	+3	+2
6 th	+4	+2	+3	+5	Elemental Focus	+3	+2
7 th	+5	+2	+4	+5	Elemental Surge	+4	+3

Class Features

The following features pertain to the Elementalist prestige class.

Optional Rules

A character may take this class more than once. Its effects don't stack, but he may chose another element that is not opposed to the ones he chose up to now (One can't specialize in *Katon*, and then *Hyouton*).

Element Specialization

At first level, the elementalists may chose one element he wishes to Specialize in. He may chose from *Doton*, *Fuuton*, *Hyouton*, *Katon*, *Raiton* and *Suiton*. To perform and identify techniques which he specialize in, he gains a +2 bonus to his Ninjutsu checks. In addition, because of his aversion for the opposed element, he suffers a -2 penalty to his Ninjutsu and Learn checks to Perform, Learn or Identify a technique of the opposed element. *Doton* is opposed by *Fuuton*, *Katon* by *Hyouton* and *Raiton* by *Suiton*.

Bonus Chakra

The Elementalist gains a certain amount of bonus chakra from taking levels in this class. The amount of bonus chakra gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount of chakra gained every level from gaining an additional hit dice.

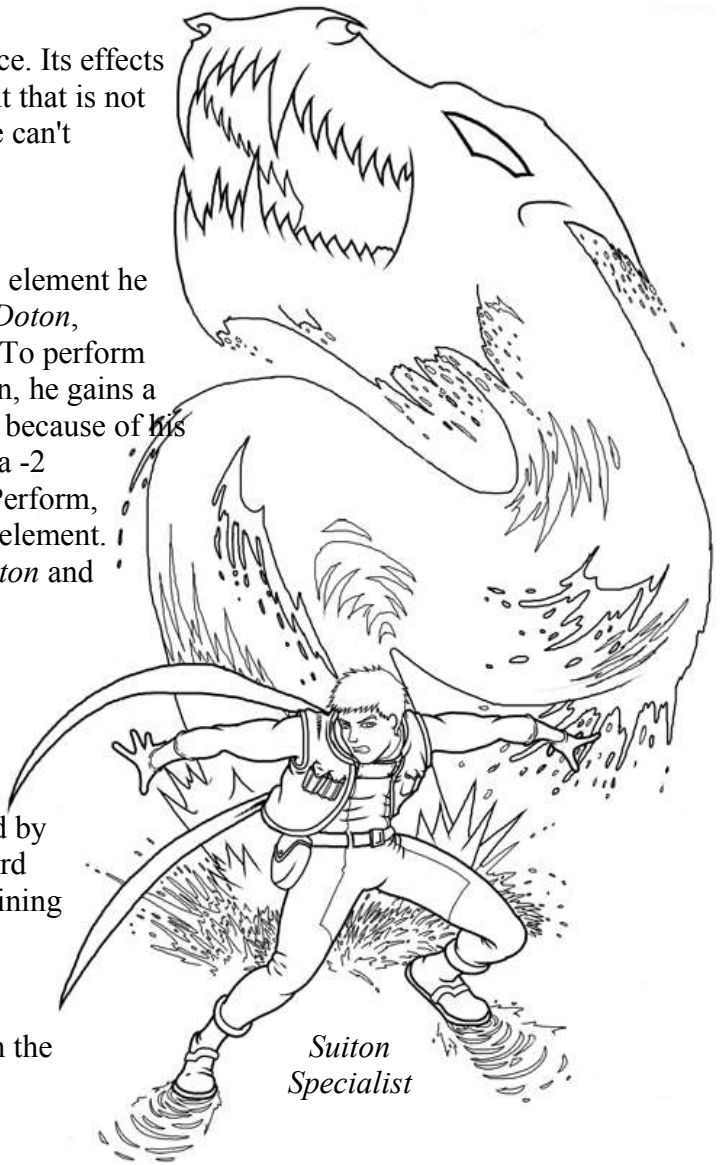
The amount of bonus chakra doesn't stack, simply choose the appropriate value based on the character's class levels.

Class Levels	Bonus Chakra
1st	1
2nd	3
3rd	5
4th	7
5th	9
6th	11
7th	13

Elemental Fury

At second level, the elementalists may use his specialized element with greater efficiency. If the technique used deals damage, the Elementalist adds one point of damage per die (damage dealt is that of the element, e.g *fire* damage for *Katon* techniques; see technique description for details).

Limitless Fury



By third level, the elementalists are able to increase the range of his specialized element. He may use any technique of his element and increase its range by 1.5 times. Techniques with a "Touch," "Personal," or "Melee" range are unaffected.

Bonus Feat

At 4th level, the Elementalist gets a bonus feat. The bonus feat must be selected from the following list, and the Elementalist must meet all the prerequisites of the feat to select it. Elemental Shaping, Genin, Gift of Summoning, Improved Chakra Pool, Insightful Reflexes, Chuunin, Jounin, Supercharged Technique, Technique Focus, Vile Technique.

Rage of the Elements

At 5th level, the elementalists may spend an action point to activate this ability. *Rage of the Elements* allows the user to deal increased damage with a technique of his specialized element. With his next elemental technique, he will deal 1.5 times his usual damage, and his saving throws DC will increase by one point per elementalists level. This ability can only be used once per 2 level of elementalists per day.

Elemental Focus

At 6th level, the elementalists becomes so focused in his specialized element that he develops a natural affinity for it, while his proficiency with his natural opposite lessens. He gains a +2 bonus to his saving throws DCs with his chosen element, while the saves of his opposed element decrease by 2. This bonus does not stack with the one provided by the Rage of the Elements ability.

Elemental Surge

At 7th level, the elementalists gains his ultimate and final ability. Up to once per day per two level of elementalists, he may gain an additional move or attack action per round to perform a technique of his chosen element without having to make a perform or convert check, both succeeding immediately. This ability cannot be used in conjunction with the Quicken Technique ability of the Ninja Scout.

Elite Shinobi Swordsman

This caste of ninja follows the path of the sword, while embracing the shadow. The flash of the sword, the slight change in the air is the only clue one has before the shinobi swordsman's blade falls. If he chooses to face a foe in direct combat, no matter the odds, men will fall before him like grain before a scythe. There are few things in this world as dangerous as these men and their swords. It is difficult to spot an Elite Shinobi Swordsman, even though they carry swords that can range in size from a ninja-to to an immense great sword. The fastest path to this class is through the Strong Hero basic class.

Requirements:

To qualify to become an *elite shinobi swordsman*, a character must fulfill all the following criteria.

Base Attack Bonus: +4

Skills: Hide 3 ranks, Move Silently 3 ranks, Taijutsu 7 ranks

Feats: Stealthy

Special: Must be proficient in the use of his chosen weapon.

Special: Must know at least 3 *Martial Arts* or *Stance* taijutsu technique.

Class Information

The following information pertains to the Elite Shinobi Swordsman advanced class.

Hit Die

The Elite Shinobi Swordsman gains 1d10 hit points per level. The Constitution modifier applies.

Action Points

The Elite Shinobi Swordsman gains a number of action points equal to 6 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Elite Shinobi Swordsman's class skills are as follows.

Balance (Dex), Climb (Str), Concentration (Con), Drive (Dex), Hide (Dex), Jump (Str), Knowledge (ninja lore, streetwise, tactics) (Int), Listen (Wis), Move Silently (Dex), Read Language (None), Ride (Dex), Sleight of Hands (Dex), Speak Language (None), Spot (Wis), Survival (Wis), Swim (Str), Taijutsu (Str) and Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

TABLE 9-5: THE ELITE SHINOBI SWORDSMAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+2	+0	+0	Weapon Focus	+1	+0
2 nd	+2	+3	+0	+0	Quick Draw	+1	+0
3 rd	+3	+3	+1	+1	Invisible Strike, Bonus Feat	+2	+0
4 th	+4	+4	+1	+1	Sneak Attack (+1d6)	+2	+0
5 th	+5	+4	+1	+1	Weapon Specialization	+3	+1
6 th	+6	+5	+2	+2	Greater Weapon Focus, Bonus Feat	+3	+1
7 th	+7	+5	+2	+2	Power of the Elite	+4	+1
8 th	+8	+6	+2	+2	Sneak Attack (+2d6)	+4	+1
9 th	+9	+6	+3	+3	Improved Critical, Bonus Feat	+5	+2
10 th	+10	+7	+3	+3	Greater Weapon Specialization	+5	+2

Class Features

The following features pertain to the Elite Shinobi Swordsman advanced class.

Weapon Focus

At first level, the Elite Shinobi Swordsman choses a bladed weapon in which he will spend the rest of his levels specializing into. The Shinobi Swordsman will gain a +1 competence bonus to attack rolls with the chosen weapon, as per Weapon Focus feat. The bladed weapon must be more than one foot in length, and will henceforth be referred to as "chosen weapon".

Quick Draw

An Elite Shinobi Swordsman must be prompt to react and handle most dangerous situations with ease. He can now draw his chosen weapon as a free action as though he had the Quick Draw feat.

Invisible Strike

When the Elite Shinobi Swordsman strikes from the shadows, simply none can escape his blade. Whenever attacking a defender that cannot see or otherwise detect him (see *attacker invisible*), the elite shinobi swordsman gains a +1 bonus to attack and damage rolls.

Bonus Feats

At 3rd, 6th, and 9th level, the Elite Shinobi Swordsman gets a bonus feat. The bonus feat must be selected from the following list, and the Elite Shinobi Swordsman must meet all the prerequisites of the feat to select it.

Advanced Two-Weapon Defense, Advanced Two-Weapon Fighting, Athletic, Blind Fight, Blood Pact, Chakra Presence, Chuunin, Cleave, Combat Expertise, Combat Reflexes, Dodge, Exotic Melee Weapon Proficiency, Flawless Form, Genin, Improved Two-Weapon Defense, Improved Two-Weapon Fighting, Monkey Grip, Nin Weapons Proficiency, Power Attack, Specialist's Gaze Counter, Taijutsu Adept, Two-Weapon Defense, Two-Weapon Fighting.

Sneak Attack

If he can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The Elite Shinobi Swordsman's attack deals extra damage any time his target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when he flanks his target. This extra damage is 1d6 at 4th level, and it increases to 2d6 at level 8th. Should the Elite Shinobi Swordsman score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With an unarmed strike, a Elite Shinobi Swordsman can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, even with the usual -4 penalty.

A Elite Shinobi Swordsman can sneak attack only living creatures with discernible anatomies-undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The Elite Shinobi Swordsman must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. He cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Weapon Specialization

At 5th level, the Elite Shinobi Swordsman's proficiency with his chosen weapon is taken further, and he gains a +2 bonus to damage rolls with it.

Greater Weapon Focus

At 6th level, the Shinobi Swordsman gains greater proficiency with his chosen weapon, and the bonus granted by Weapon Focus increases to +2.

Power of the Elite

At the expenses of an action point, the 7th level Elite Shinobi Swordsman is able to give his all and double the strength in his attacks. For one round, the Shinobi Swordsman applies his strength bonus to attack and damage rolls 1.5 times (or 2 times if he wields his weapon two handed). This ability can only be used one times per day per two Elite Shinobi Swordsman.

Improved Critical

The affinity between the Shinobi Swordsman and his weapon is taken to further height. The threat range of his chosen weapon is increased by one.

Greater Weapon Specialization

As per ability obtained on 5th level, the Elite Shinobi Swordsman's bonus to damage with his chosen weapon increases to +4.

Genjutsu Master

The genjutsu master is beyond proficient in the use and application of various genjutsu, and albeit rare, they are extremely fearsome and dangerous opponents. The fastest path to this class is through the Charismatic Hero basic class.

Requirements:

To qualify to become a *genjutsu master*, a character must fulfill all the following criteria.

Skills: Genjutsu 9 ranks

Feats: Genjutsu Adept

Special: Must know at least 6 different Genjutsu techniques.

Class Information

The following information pertains to the Genjutsu Master prestige class.

Hit Die

The Genjutsu Master gains 1d6 hit points per level. The Constitution modifier applies.

Action Points

The Genjutsu Master gains a number of action points equal to 7 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Genjutsu Master's class skills are as follows.

Chakra Control (Wis), Concentration (Con), Craft (calligraphy, chemical) (Int), Decipher Script (Int), Genjutsu (Cha), Hide (Dex), Knowledge (behavioral science, current events, earth and life science, history, ninja lore, physical science, popular culture) (Int), Listen

(Wis), Move Silently (Dex), Read Language (None), Research (Int), Search (Int), Speak Language (None), Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

TABLE 9-6: THE GENJUTSU MASTER

	Base						
	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	Bonus
1 st	+0	+0	+0	+2	Genjutsu Mastery, Bonus Chakra	+1	+1
2 nd	+1	+0	+0	+3	Bonus Feat	+2	+1
3 rd	+1	+1	+1	+3	Genjutsu Mastery, Sneak Attack (+1d6)	+2	+1
4 th	+2	+1	+1	+4	Bonus Feat	+3	+2
5 th	+2	+1	+1	+4	Genjutsu Mastery	+3	+2

Class Features

The following features pertain to the Genjutsu Master prestige class.

Genjutsu Mastery

As per his very name, the Genjutsu Master specializes in Genjutsu and all the finer points of said art. This enables the Genjutsu Master to develop some abilities that help him through his life as a shinobi. Each time the Genjutsu Master gains a Genjutsu Mastery (at level 1, 3, and 5), he may chose from the list below:

Doujutsu Proficiency (requires 1 other Genjutsu Mastery): The Genjutsu Master reduces the chance a creature currently adverting its eyes to avoid making a saving throw by 10% (40% chance not to make a saving throw).

Eternal Genjutsu (requires 2 other Genjutsu Mastery): At the expenses of an action point, the Genjutsu Master is able to increase the maximum duration of a technique, including the length of time he can concentrate on it, by one-half.

Genjutsu Counter (requires Genjutsu Kai technique and 2 other Genjutsu Mastery): After being afflicted by a Genjutsu that he successfully identified, the Genjutsu Master is able to immediately attempt counter it.

At the expenses of an action point, the Genjutsu Master may perform the *Genjutsu Kai* or *Genjutsu Joukai* technique as an instant action, though he is unable to convert the cost to hit points. Using this mastery in a threatened area may provoke an attack of opportunity (see Concentration skill for details on using spells and techniques defensively).

Genjutsu Flow: The Genjutsu Master increases the range of his Genjutsu by one-half. Techniques with a "Touch," "Melee," or "Personal" range are unaffected.

Genjutsu Knowledge: The Genjutsu Master is very proficient at detecting and identifying Genjutsu. He gains a +4 bonus to Genjutsu checks made to detect and identify a Genjutsu technique and may now learn Training techniques of the Genjutsu subtype normally.

Genjutsu Proficiency: The Genjutsu Master gains a +2 bonus to Chakra Control and Genjutsu checks made to perform Genjutsu and subsequently convert the technique's cost to hit points.

Greater Mastery (requires 2 other Genjutsu Mastery): The Genjutsu Master increases the saving throw DC of his Genjutsu technique by 1.

Hide in Plain Sight (requires 2 other Genjutsu Mastery): A Genjutsu Master can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, a he can hide himself from view in the open without anything to actually hide behind. He cannot, however, hide in his own shadow.

Sneak Attack (+2d6) (requires 2 other Genjutsu Mastery): The genjutsu master's sneak attack increases by +1d6.

Resilient Genjutsu (requires 1 other Genjutsu Mastery): The dispel check DC to dispel the genjutsu master's Genjutsu technique increases by 1 every odd-numbered levels.

Subdued Illusion (requires 1 other Genjutsu Mastery): The Genjutsu Master is able to increase the Genjutsu check DC made to identify his genjutsu techniques by 5.

Bonus Chakra

The Genjutsu Master gains a certain amount of bonus chakra from taking levels in this class. The amount of bonus chakra gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount of chakra gained every level from gaining an additional hit dice.

The amount of bonus chakra doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra, such as from various classes, do however stack with each other.

Class Levels	Bonus Chakra
1st	1
2nd	3
3rd	5
4th	7
5th	9

Sneak Attack

If he can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The Genjutsu Master's attack deals extra damage any time his target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when he flanks his target. This extra damage is 1d6. Should the Genjutsu Master score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With an unarmed strike, a Genjutsu Master can make a sneak attack that deals nonlethal

damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, even with the usual -4 penalty.

A Genjutsu Master can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The Genjutsu Master must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. He cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Bonus Feat

At 2nd and 4th level, the Genjutsu Master gets a bonus feat. The bonus feat must be selected from the following list, and the Genjutsu Master must meet all the prerequisites of the feat to select it.

Alertness, Attentive, Blood Pact, Educated, Extend Technique, Focused, Genin, Gift of Summoning, Chuunin, Jounin, Meticulous, Nin Weapons Proficiency, Sturdy Illusion, Talented Shinobi, Technique Focus.

Livewire

The Livewire is a combatant that prefers to attack at a distance using wire, leaving thin but deep gouges in the flesh of its enemies. It is able to lash out and attack with the flick of a finger or a wrist, using deceptively thin iron wire to devastating effects.

Requirements:

To qualify to become a *livewire*, a character must fulfill all the following criteria.

Skills: Sleight of Hand 8 ranks.

Feats: Weapon Focus (battle wire).

Special: Must have at least the third step of mastery in *Kousen Ryu*.

Class Information

The following information pertains to the Livewire prestige class.

Hit Die

The Livewire gains 1d8 hit points per level. The Constitution modifier applies.

Action Points

The Livewire gains a number of action points equal to 7 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Livewire's class skills are as follows.

Balance (Dex), Chakra Control (Wis), Drive (Dex), Hide (Dex), Listen (Wis), Move Silently (Dex), Perform (sing, string instruments) (Cha), Read Language (None), Sleight of Hand (Dex), Speak Language (None), Spot (Wis), Taijutsu (Str), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

TABLE 9-7: THE LIVEWIRE

	Base						
	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	Bonus
1 st	+0	+0	+2	+0	Livewire, Wire Trick	+1	+1
2 nd	+1	+0	+3	+0	Wire Trick, Bonus Feat	+2	+1
3 rd	+2	+1	+3	+1	Wire Trick	+2	+1

Class Features

The following features pertain to the Livewire prestige class.

Livewire

The Livewire is able to enter the *Kousen Ryu* stance as a move-equivalent action rather than an attack action. The livewire never risks taking damage when attacking in the stance and rolling 1 on an attack roll.

Wire Trick

At 1st, 2nd and 3rd level, the Livewire gains a Wire Trick, which is an ability selected from the pool presented below. Some restrictions may apply, mentioned parenthetically.

Battle Wire Specialization (any Wire Trick): The livewire gains an additional +2 bonus to damage rolls made when using a battle wire. This bonus does not stack with that of other similar abilities.

Diamond Wire (any 2 Wire Tricks): The livewire deals 1d6 points of slashing damage instead of 1d4 when using the battle wire.

Efficiency: The livewire spends 1 less chakra to enter the *Kousen Ryu* stance (minimum 0). This trick can be selected more than once.

Great Reach: The livewire only suffers a -1 attack roll penalties per range increment when using battle wires, rather than the usual -2.

Improved Critical (any 2 Wire Tricks): The livewire's threatened range when using the battle wire increases by 1 (19-20/x3).

Sneak Attack (+1d6) (any Wire Trick): The livewire gains +1d6 sneak attack ability. See Sneak Attack for details.

Webspinner: The livewire is able to create a web of wires using 3 or more anchor points forming a 5-ft. radius circle, square or 10-ft. equilateral triangle (where each sides measure 10 feet). The web can hold up to 15 pounds per character level (not livewire levels) before it falls apart.

It can also be broken with a Break check (DC 14+1 per livewire level). When the web is broken or falls apart, it simply returns to its original form (that of a battle wire or at least 5 kousen).

The livewire must remain within 5 feet of the web, and can hold it for as long as he concentrates (as per Rank 5 technique).

Bonus Feats

At 2nd level, the Livewire gets a bonus feat. The bonus feat must be selected from the following list, and the Livewire must meet all the prerequisites of the feat to select it. Defensive Martial Arts, Dodge, Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Fighting.

Medical Specialist

A medical specialist is a ninja that is adept at focusing his chakra for healing purposes. He knows the human anatomy perfectly, making him a dangerous opponent in combat situations as well. They are however exceedingly rare among shinobi, most medical ninja being only trained in first aid and a few medical techniques rather than at being a medical specialist.

A medical specialist needs a perfect control over his Chakra, as well as a flawless knowledge of the human body. The fastest path to this class is through the Dedicated Hero basic class.

Requirements:

To qualify to become a *medical specialist*, a character must fulfill all the following criteria.

Base Attack Bonus: +3

Skills: Chakra Control 7 ranks, Knowledge (earth and life science) 7 ranks, Ninjutsu 7 ranks, Treat Injury 7 ranks.

Feats: Harmony, Medical Expert

Class Information

The following information pertains to the Medical Specialist advanced class.

Hit Die

The Medical Specialist gains 1d6 hit points per level. The Constitution modifier applies.

Action Points

The Medical Specialist gains a number of action points equal to 6 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Medical Specialist's class skills are as follows.

Balance (Dex), Chakra Control (Wis), Concentration (Con)
Craft (chemical, pharmaceutical) (Int), Genjutsu (Cha),
Hide (Dex), Jump (Str), Knowledge (earth and life

science, current events, ninja lore, popular culture) (Int),
Listen (Wis), Move Silently (Dex), Ninjutsu (Int),
Read Language (None), Speak Language (None),
Spot (Wis), Survival (Wis), Treat Injury (Wis),
Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

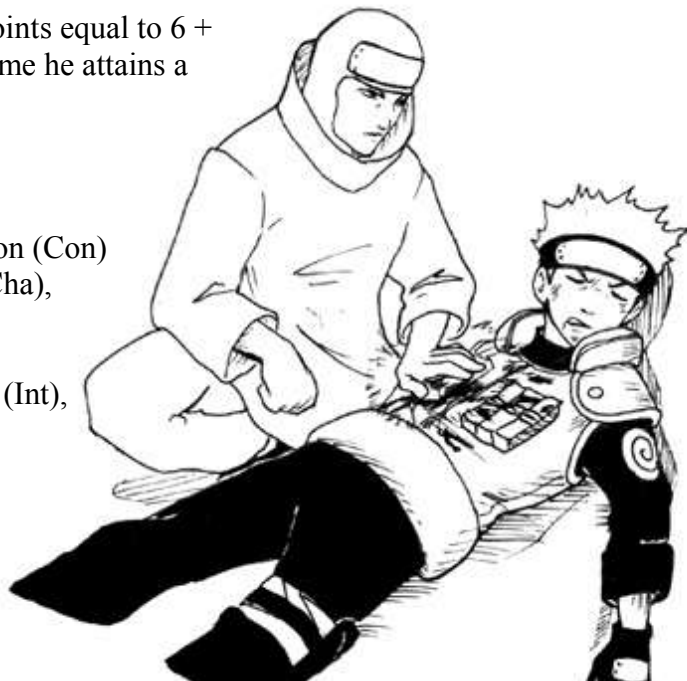


TABLE 9-8: THE MEDICAL SPECIALIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+0	+1	+2	Medical Ability, Chakra Scalpel (1d4), Bonus Chakra	+1	+1
2 nd	+1	+0	+2	+3	Expert Healer, Bonus Feat	+1	+1
3 rd	+2	+1	+2	+3	Sneak Attack (1d6)	+2	+1
4 th	+3	+1	+2	+4	Bonus Feat	+2	+2
5 th	+3	+1	+3	+4	Chakra Scalpel Expertise	+3	+2
6 th	+4	+2	+3	+5	Bonus Feat	+3	+2
7 th	+5	+2	+4	+5	Medical Mastery	+4	+3
8 th	+6	+2	+4	+6	Sneak Attack (2d6)	+4	+3
9 th	+6	+3	+4	+6	Chakra Scalpel (1d6)	+5	+3
10 th	+7	+3	+5	+7	Empower Healing	+5	+4

Class Features

The following features pertain to the Medical Specialist advanced class.

Medical Ability

This ability of the Medical Specialist enables him to learn Medical techniques without suffering the usual -8 penalty to the Learn check. In addition, the character gains a +1 bonus per two level to Learn checks when learning *Medical* ninjutsu, and to Perform checks to use *Medical* techniques (minimum 1).

In addition, the Medical Specialist, when using any of the *Iryou Ninjutsu: Chiyu* techniques, heals the target every 5 rounds rather than every minute. The duration of the techniques change accordingly (see *Iryou Ninjutsu: Chiyu - Shodan Jutsu* for details).

A medical specialist of level 2, 4, 6 and 8 gains greater proficiency with the *Chiyu* techniques and is able to "discharge" the technique in one large burst of healing energy. See *Iryou Ninjutsu: Chiyu - Shodan, Nidan, Sandan* and *Yondan Jutsu* for details.

Bonus Chakra

The Medical Specialist gains a certain amount of bonus chakra from taking levels in this class. The amount of bonus chakra gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount of chakra gained every level from gaining an additional hit dice.

The amount of bonus chakra doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra, such as from various classes, do however stack with each other.

Class Levels	Bonus Chakra
1st	1
2nd	3
3rd	5
4th	7
5th	9
6th	11
7th	13
8th	15
9th	17
10th	19

Chakra Scalpel

This ability of the Medical Specialist allows him to produce Chakra at the tip of his finger and use it as a sharp knife. The chakra scalpel can be created as a move action that does not provoke attacks of opportunity, as long as the medical specialist's chakra pool is 1 or higher. The chakra scalpel deals slashing damage and counts as though it was chakra-enhanced for the purpose of bypassing damage reduction.

The chakra scalpel deals 1d4 points of damage at first, increasing to 1d6 points of damage at 9th level. The character doesn't apply his Strength modifier when attacking with a chakra scalpel, but can deal non-lethal damage without taking the standard -4 penalty to attack rolls.

Attacking with a chakra scalpel is a melee touch attack.

Expert Healer

At 2nd level, the Medical Specialist's ability to restore hit points with a medical kit or surgery kit and a successful use of the Treat Injury skill improves. In addition to the normal hit point recovery rate (1d4 for a medical kit, 1d6 per patient's character level for surgery), the Medical Specialist restores 1 hit point for every level he has in this advanced class.



Bonus Feats

At 2nd, 4th, and 6th level, the Medical Specialist gets a bonus feat. The bonus feat must be selected from the following list, and the Medical Specialist must meet all the prerequisites of the feat to select it.

Builder, Cautious, Chuunin, Defensive Martial Arts, Dodge, Educated, Forensics Training, Genin, Gift of Summoning, Improved Initiative, Nin Weapons Proficiency, Reverse Doctor, Surgery.

Sneak Attack

While the Medical Specialist is not a combat oriented class, he remains a ninja nonetheless. If he can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The Medical Specialist's attack deals extra damage any time his target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when he flanks his target. This extra damage is 1d6 at 3rd level, and it increases to 2d6 at level 8th. Should the medical specialist score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With an unarmed strike, a medical specialist can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, even with the usual -4 penalty.

A medical specialist can sneak attack only living creatures with discernible anatomies- undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The medical specialist must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. He cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Chakra Scalpel Expertise

When the Medical Specialist deals a sneak attack with his chakra scalpel, he may sacrifice 1 die of damage to deal either 1 point of temporary Strength or Dexterity damage as a free action. This applies to a single attack and must be declared before the attack is rolled.

The ability cannot be used to deal more than 6 points of ability damage on a single target, and must be declared before making the attack roll. The cost of the ability cannot be converted.

Medical Mastery

When making a Treat Injury skill check, a Medical Specialist of 7th level or higher may take 10 even if stress and distractions would normally prevent him from doing so. When using the *Iryou Ninjutsu: Chiyu* techniques, the Medical Specialist also heals the target every round rather than every minutes or 5 rounds.

Empower Healing

For a Medical Specialist, focus and control enables him to go one step farther and exceed his limit. At 10th level, the Medical Specialist may, at the expenses of an action point, perform a Medical technique with doubled efficiency (number of hit points healed is doubled). In addition, the Medical Specialist gains a +10 bonus to his Ninjutsu check to perform said technique. Using this ability is a free action that does not provoke an attack of opportunity.

Ninja Operations Counter

The *Ninja Operations Counter* is a ninja that was trained in anti-ninja operations, such as hunting missing-nins or fight as squad support during ninja wars. These characters may be anything, from special Jounin to Hunter-Nin.

Requirements:

To qualify to become a *ninja operations counter*, a character must fulfill all the following criteria.

Skills: Genjutsu 6 ranks, Hide 9 ranks, Knowledge (ninja lore) 6 ranks, Ninjutsu 7 ranks, Move Silently 9 ranks, Survival 6 ranks.

Feats: Stealthy, Track.

Special: Must have achieved at least the 3rd step of mastery in at least 3 techniques of rank 4 or higher.

Class Information

The following information pertains to the Ninja Operations Counter prestige class.

Hit Die

The Ninja Operations Counter gains 1d6 hit points per level. The Constitution modifier applies.

Action Points

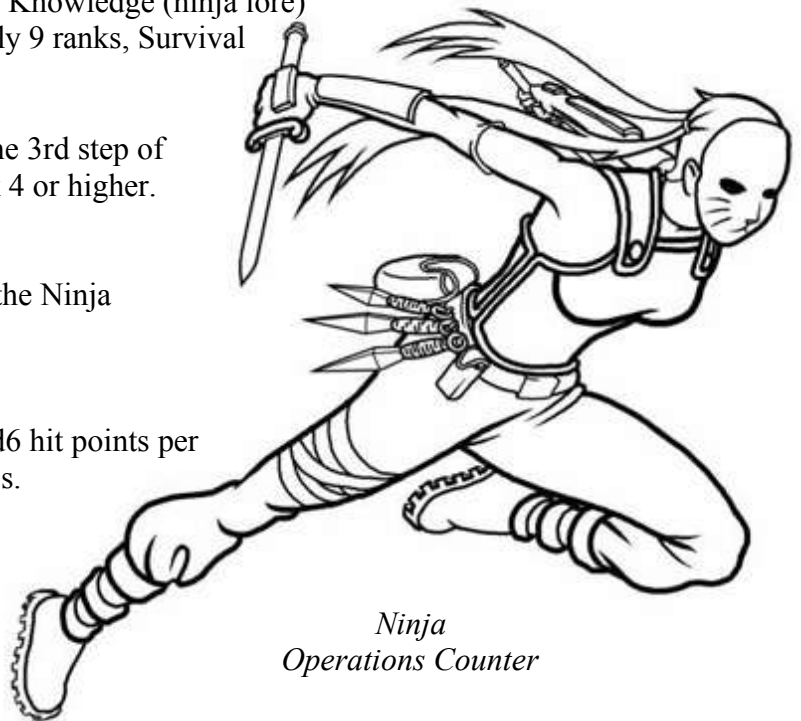
The Ninja Operations Counter gains a number of action points equal to 7 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Ninja Operations Counter's class skills are as follows.

Balance (Dex), Chakra Control (Wis), Climb (Str), Concentration (Con), Disable Device (Int), Drive (Dex), Escape Artist (Dex), Genjutsu (Cha), Hide (Dex), Investigate (Wis), Jump (Str), Knowledge (current events, ninja lore, popular culture, streetwise, tactics) (Int), Listen (Wis), Ninjutsu (Int), Move Silently (Dex), Read Language (None), Pilot (Dex), Speak Language (None), Spot (Wis), Survival (Wis), Swim (Str), Taijutsu (Str), Tumble (Dex).

Skill Points at Each Level: 6 + Int modifier.



*Ninja
Operations Counter*

TABLE 9-9: THE NINJA OPERATIONS COUNTER

	Base						
	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	Bonus
1 st	+0	+1	+1	+1	Technique Counter, Trap Sense, Bonus Chakra	+1	+0
2 nd	+1	+2	+2	+2	Plan X	+2	+0
3 rd	+2	+2	+2	+2	Swift Tracker, Tenketsu Freeze	+2	+0
4 th	+3	+2	+2	+2	Bonus Feat	+3	+0
5 th	+3	+3	+3	+3	Greater Technique Counter, Evasion X	+4	+0

Class Features

The following features pertain to the Ninja Operations Counter prestige class.

Technique Counter

The Ninja Operations Counter's technique analytical ability is so developed that he subconsciously find methods to counter it. When being the target of a technique that allows a save for partial, half or to negate the effects, which he already witnessed the effects, if the Ninja Operations Counter succeed in identifying it, he may roll an Intelligence check modified by his Ninja Operations Counter levels, with a DC equal to 10 + the technique's Rank. If the check is successful, he gains a bonus to saving throws against the technique equal to his Ninja Operations Counter levels. That does not affect the effects of a technique, such as the Nausea caused by *Irekawari Kaze* or the strain caused by *Godan Kousoku*.

Trap Sense

The Ninja Operations Counter, to do his duty, must be proficient at detecting and avoiding traps. He gains a +4 to bonus to search and spot checks to detect traps, and a +3 bonus to reflex saves and Defense to avoid being hit.

Bonus Chakra

The Ninja Operations Counter gains a certain amount of bonus chakra from taking levels in this class. The amount of bonus chakra gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount of chakra gained every level from gaining an additional hit dice.

The amount of bonus chakra doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra, such as from various classes, do however stack with each other.

Class	Bonus
Levels	Chakra
1st	1
2nd	2
3rd	3
4th	4
5th	5

Plan X

At second level, the Ninja Operations Counter's thinking ability are improved by his vast experience of the field, allowing him to make quick and efficient planning to help he and his time to overcome any obstacle that might be in his way. If the character did not possess the *Plan Smart Hero* talent, the Plan X functions the same way as mentioned talent using the Ninja Operations Counter as base level. If he did, however, possess the *Plan Smart Hero* talent, the Plan X ability still functions the same way as plan, except that the bonus the bonus acquired by the result are increased by 1.

Swift Tracker

By third level, the Ninja Operations Counter is adept at hunting down and eliminating a foe. He may track at his normal speed without taking a penalty to his Survival checks, and may track at twice his normal speed by taking only a -10 penalty to his Survival checks instead of -20.

Tenketsu Freeze

One of the terrifying ability if the Ninja Operations Counter is his ability to disable one's body by targeting some key tenketsu in one's body. At 3rd level, the Ninja Operations Counter may, at the expenses of an action point, make a ranged or melee attack that will *Paralyze* the opponent for 1 round per Ninja Operations Counter level if it hits. The target must succeed a Fortitude save (DC 10 + Ninja Operations Counter Level + Dexterity modifier) in order to avoid suffering the paralysis effect. Ordinaries don't get a save against this attack. Using this ability is an attack action that does not provoke an attack of opportunity, and one tenketsu will be sealed as a result of falling prey to this attack.

Bonus Feats

At 4th level, the Ninja Operations Counter gets a bonus feat. The bonus feat must be selected from the following list, and the Ninja Operations Counter must meet all the prerequisites of the feat to select it.

Alertness, Blood Pact, Chuunin, Jounin, Genin, Gift of Summoning, Meticulous, Trustworthy.

Evasion X

At fifth level, the Ninja Operations Counter is able to easily avoid traps, falling ceiling or fireballs. If the character is subject to an attack that allows him a Reflex save to take only half damage, he takes no damage from the attack. If the Ninja Operations Counter already possesses the Evasion ability, he takes half damage on a failed save, and no damage if the Reflex save succeeds. This ability is nullified if the Ninja Operations Counter carries heavier than a light load or wears medium or heavy armor.

Greater Technique Counter

By 5th level, not only is the Ninja Operations Counter proficient in technique counter, but he is also able to guide other with his expertise. Whenever the character makes a successful Technique Counter check, he may spend an action point to bestow the bonus acquired to allies in a 20 feet range of the Ninja Operations Counter.

Ninja Police

Ninja Police are, in the ninja society, the closest thing to the police. They usually don't operate under the village Kage's order, and maintain order in the village. They are usually given the task of investigation, which they do best. The fastest path to this class is through the Dedicated Hero basic class.

Requirements:

To qualify to become a *ninja police*, a character must fulfill all the following criteria.

Base Attack Bonus: +2

Skills: Gather Information 3 ranks, Investigate 6 ranks, Sense Motive 3 ranks, 8 ranks distributed into either: Chakra Control, Genjutsu, Ninjutsu and Taijutsu.

Feats: Attentive

Class Information

The following information pertains to the Ninja Police advanced class.

Hit Die

The Ninja Police gains 1d6 hit points per level. The Constitution modifier applies.

Action Points

The Ninja Police gains a number of action points equal to 6 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Ninja Police's class skills are as follows.

Balance (Dex), Bluff (Cha), Chakra Control (Wis), Concentration (Con), Drive (Dex), Forgery (Int), Genjutsu (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Investigate (Wis), Jump (Str), Knowledge (behavioral science, civics, ninja lore, popular culture, streetwise) (Int), Listen (Wis), Move Silently (Dex), Ninjutsu (Int), Pilot (Dex), Read Language (None), Research (Int), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (None), Spot (Wis), Survival (Wis), Taijutsu (Str), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

TABLE 9-10: THE NINJA POLICE

	Base							
	Attack	Fort	Ref	Will		Defense	Reputation	
Level	Bonus	Save	Save	Save	Special	Bonus	Bonus	
1 st	+0	+1	+1	+1	Profile, Street Savvy, Bonus Chakra	+1	+1	
2 nd	+1	+2	+2	+2	Contact, low level	+1	+1	
3 rd	+2	+2	+2	+2	Bonus Feat	+2	+1	
4 th	+3	+2	+2	+2	Sneak Attack (+1d6)	+2	+2	
5 th	+3	+3	+3	+3	Bonus Feat	+3	+2	
6 th	+4	+3	+3	+3	Contact, med-level	+3	+2	
7 th	+5	+4	+4	+4	Bonus Feat	+4	+3	
8 th	+6	+4	+4	+4	Sneak Attack (+2d6)	+4	+3	

9 th	+6	+4	+4	+4	Contact, high level	+5	+3
10 th	+7	+5	+5	+5	Anticipate	+5	+4

Class Features

The following features pertain to the Ninja Police advanced class.

Profile

By making a Gather Information check (DC 15) when talking to witnesses of a crime, the Ninja Police compiles a rough mental picture of the suspect. This mental picture provides a physical description, including distinguishing markings and visible mannerisms.

Success makes the profile accurate, at least concerning a particular suspect as seen by witnesses. (For this Gather Information check, no money changes hands.)

The Ninja Police can expand the profile by making an Investigate check (DC 15) involving the crime scene or other evidence linked to the suspect. If successful, the Ninja Police combines eyewitness accounts with forensic evidence to develop a profile of the suspect's method of operation. This provides a +2 circumstance bonus on any skill checks made to uncover additional evidence or otherwise locate and capture the suspect.

Street Savvy

The Ninja Police is adept at gathering tidbits of odd and obscure knowledge, so much that his ability to scrounge up information on almost any topic is sometimes staggering.

The ninja police may make special Knowledge checks equal to his ninja police level + his Intelligence modifier to see whether he knows some relevant information about a notable person, legendary item or place, for example.

A successful street savvy check will not reveal the power of an item but may strongly hint to its general function. The ninja police may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

The GM may determine that having 5 or more ranks in a Knowledge check grants the Ninja Police a +2 bonus to his street savvy check; for example, a check relevant to a local crime lord might benefit from the Knowledge (streetwise) skill, and so would relevant information about a missing-nin benefit from the Knowledge (ninja lore) skill.

DC Type of knowledge

- 10 Common, known by at least a substantial minority of the local population.
- 20 Uncommon but available, known by only a few people legends.
- 25 Obscure, known by few, hard to come by.
- 30 Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Bonus Chakra

The Ninja Police gains a certain amount of bonus chakra from taking levels in this class. The amount of bonus chakra gained is shown on the table below. It is not influenced by

ability scores, and is in addition to the standard amount of chakra gained every level from gaining an additional hit dice.

The amount of bonus chakra doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra, such as from various classes, do however stack with each other.

Class Levels	Bonus Chakra
1st	1
2nd	2
3rd	3
4th	4
5th	5
6th	6
7th	7
8th	8
9th	9
10th	10

Contact

An Ninja Police of 2nd level or higher cultivates associates and informants. Each time the Ninja Police gains a contact, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact his or her character wants to gain, but the contact must be an ordinary character, not a heroic character.

A contact will not accompany an Ninja Police on missions or risk his or her life. A contact can, however, provide information or render a service (make a specific skill check on the Ninja Police's behalf).

At 2nd level, the Ninja Police gains a low-level contact, at 6th level a mid-level contact, and at 10th level a high-level contact. The Ninja Police can't call on the same contact more than once in a week, and when he or she does call on a contact, compensation may be required for the assistance the contact renders. In general, a professional associate won't be compensated monetarily, but instead will consider that the Ninja Police owes him or her a favor. Contacts with underworld or street connections usually demand monetary compensation for the services they render, and experts in the use of skills normally want to be paid for the services they provide.

For underworld or street contacts, this expense is represented by a Wealth check against a purchase DC of 10 for the low-level contact, 15 for the mid-level contact, or 20 for the high-level contact. For skilled experts, the purchase DC is 10 + the ranks the expert has in the appropriate skill.

Bonus Feats

At 3rd, 5th, and 7th level, the Ninja Police gets a bonus feat. The bonus feat must be selected from the following list, and the Ninja Police must meet all the prerequisites of the feat to select it.

Alertness, Armor Proficiency (Light, Medium), Brawl, Chuunin, Deceptive, Defensive Martial Arts, Educated, Genin, Gift of Summoning, Greater Street Savvy, Meticulous, Nin Weapons Proficiency, Renown, Studious, Track and Trustworthy.

Sneak Attack

While the Ninja Police is not a combat oriented class, he remains a ninja nonetheless. If he can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The Ninja Police's attack deals extra damage any time his target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when he flanks his target. This extra damage is 1d6 at 4th level, and it increases to 2d6 at level 8th. Should the Ninja Police score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With an unarmed strike, a Ninja Police can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, even with the usual -4 penalty.

A Ninja Police can sneak attack only living creatures with discernible anatomies-undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The Ninja Police must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. He cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Anticipate

At 10th level, the Ninja Police is so adept at predicting the enemies reaction that he can easily react appropriately to counter it. At the beginning of a round, the Ninja Police may spend an action point to act at the same time as the enemy in the initiative grid; he must declare the enemy when he uses this ability, and must have been fighting said enemy for more than 3 rounds or be well acquainted with him.

The Ninja Police gains a +4 insight bonus to attack and damage rolls, defense and any skill checks made to intercept the opponent. On the next round, the initiative order returns to normal. Using this ability is a free action that does not provoke an attack of opportunity.

Ninja Scout

The Ninja Scout is the most common type of ninja. He is proficient at performing techniques, sneaking behind enemies and tracking them down. Most ninja eventually take levels in this class, as it covers the most basic skills. The fastest path to this class is through the any of the basic classes.

Requirements:

To qualify to become a *ninja scout*, a character must fulfill all the following criteria.

Base Attack Bonus: +2

Skills: Knowledge (ninja lore) 6 ranks, Survival 3 ranks, and 10 ranks distributed into: Chakra Control, Genjutsu, Ninjutsu and Taijutsu.

Feats: Nin Weapons Proficiency

Class Information

The following information pertains to the Ninja Scout advanced class.

Hit Die

The Ninja Scout gains 1d8 hit points per level. The Constitution modifier applies.

Action Points

The Ninja Scout gains a number of action points equal to 6 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Ninja Scout's class skills are as follows.

Balance (Dex), Chakra Control (Wis), Concentration (Con), Disable Device (Int), Drive (Dex), Gather Information (Cha), Genjutsu (Cha), Hide (Dex), Jump (Str), Knowledge (current events, ninja lore, popular culture) (Int), Listen (Wis), Move Silently (Dex), Ninjutsu (Int), Pilot (Dex), Read Language (None), Ride (Dex), Search (Int), Sleight of Hand (Dex), Speak Language (None), Spot (Wis), Survival (Wis), Taijutsu (Str), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

TABLE 9-11: THE NINJA SCOUT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+0	+2	+1	Track, Bonus Chakra	+1	+0
2 nd	+1	+0	+3	+2	Sneak Attack (+1d6)	+2	+0
3 rd	+2	+1	+3	+2	Bonus Feat	+2	+0
4 th	+3	+1	+4	+2	Increase Speed (5 feet)	+3	+0
5 th	+3	+1	+4	+3	Hide in Plain Sight	+4	+1
6 th	+4	+2	+5	+3	Sneak Attack (+2d6), Bonus Feat	+4	+1
7 th	+5	+2	+5	+4	Evasion X	+5	+1
8 th	+6	+2	+6	+4	Increase Speed (10 feet)	+6	+1
9 th	+6	+3	+6	+4	Bonus Feat	+6	+2
10 th	+7	+3	+7	+5	Sneak Attack (+3d6), Quicken Technique	+7	+2

Class Features

The following features pertain to the Ninja Scout advanced class.

Track

A ninja must be proficient at tracking his foe down; losing one's pray means failure. At first level, the Ninja Scout gains the Track feat for free. In addition, the Ninja Scout can Track at his normal speed without taking a -5 penalty to his Survival check.

Bonus Chakra

The Ninja Scout gains a certain amount of bonus chakra from taking levels in this class. The amount of bonus chakra gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount of chakra gained every level from

gaining an additional hit dice.

The amount of bonus chakra doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra, such as from various classes, do however stack with each other.

Class Levels	Bonus Chakra
1st	1
2nd	2
3rd	3
4th	4
5th	5
6th	6
7th	7
8th	8
9th	9
10th	10

Sneak Attack

A ninja's strength comes from his ability at sneaking behind his foe, catching them off-guard and helpless. If he can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The Ninja Scout's attack deals extra damage any time his target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when he flanks his target. This extra damage is 1d6 at 2nd level, and it increases to 2d6 at level 6th and 3d6 at 10th level. Should the ninja scout score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With an unarmed strike, a ninja scout can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, even with the usual -4 penalty.

A ninja scout can sneak attack only living creatures with discernible anatomies- undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The ninja scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. He cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Bonus Feats

At 3rd, 6th, and 9th level, the Ninja Scout gets a bonus feat. The bonus feat must be selected from the following list, and the Ninja Scout must meet all the prerequisites of the feat to select it.

Agile Riposte, Armor Proficiency, Athletic, Brawl, Chuunin, Combat Expertise, Combat Martial Arts, Combat Reflexes, Defensive Martial Arts, Dodge, Elusive Target, Focused, Genin, Genjutsu Adept, Gift of Summoning, Improved Chakra Pool, Improved Disarm, Improved Feint, Improved Trip, Lightning Reflexes, Ninjutsu Adept, Stealthy, Streetfighting, Taijutsu Adept, Talented Shinobi.

Increase Speed

The faster you move, the easier it is for you to catch your prey. In some situation, speed may determine whether you live or you die; be ready. At 4th level, the Ninja Scout's base speed increase by 5 feet as long as he doesn't carry heavier than a light load. This bonus increases to 10 feet at 8th level, and stacks with the Fast Hero's Increase Speed talent tree.

Hide in Plain Sight

A Ninja Scout can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, a he can hide himself from view in the open without anything to actually hide behind. He cannot, however, hide in his own shadow.

Evasion X

At 7th level, the Ninja Scout is able to easily avoid traps, falling ceiling or fireballs. If the Ninja Scout is subject to an attack that allows him a Reflex save to take only half damage, the Ninja Scout takes no damage from the attack. If the Ninja Scout already possesses the Evasion ability, he takes half damage on a failed save, and no damage if the Reflex save succeeds. This ability is nullified if the Ninja Scout carries heavier than a light load.

Quicken Technique

In combat situation, the quick and efficient use of a technique might determine whether your side wins or lose. In a ninja battle, there is no time to waste; kill, or be killed. At 10th level, the Ninja Scout may, at the expenses of an action point, reduce the time it takes to perform a *Chakra Control*, *Genjutsu* or *Ninjutsu* technique by 2 categories: a full-round or full-attack action becomes a move action, and attack and move-equivalent action becomes a swift action. Techniques with a perform time of 1 minute or greater are not affected. In addition, using a quickened technique does not provoke an attack of opportunity.

Puppeteer

This type of ninja does not like Melee combat. Instead, it uses tools to fight for him, while he calmly watches and analyzes his enemy from the shadows. The fastest path to this class is through the Smart hero basic class.

Requirements:

To qualify to become a *puppeteer*, a character must fulfill all the following criteria.

Base Attack Bonus: +1

Skills: Concentration 3 ranks, Ninjutsu 6 ranks, Repair 6 ranks.

Special: Must have achieved at least the third step of mastery in *Kugutsu no Jutsu*.

Class Information

The following information pertains to the Puppeteer advanced class.

Hit Die

The Puppeteer gains 1d6 hit points per level.
The Constitution modifier applies.

Action Points

The Puppeteer gains a number of action points equal to 6 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Puppeteer's class skills are as follows.

Craft (chemical, mechanical) (Int), Climb (Str), Concentration (Con), Disable Device (Int), Drive (Dex), Escape Artist (Dex), Hide (Dex), Knowledge (ninja lore, popular culture, streetwise) (Int), Listen (Wis), Ninjutsu (Int), Pilot (Dex), Profession (Wis), Read Language (None), Repair (Int), Ride (Dex), Search (Int), Speak Language (None), Spot (Wis).

Skill Points at Each Level: 5 + Int modifier.

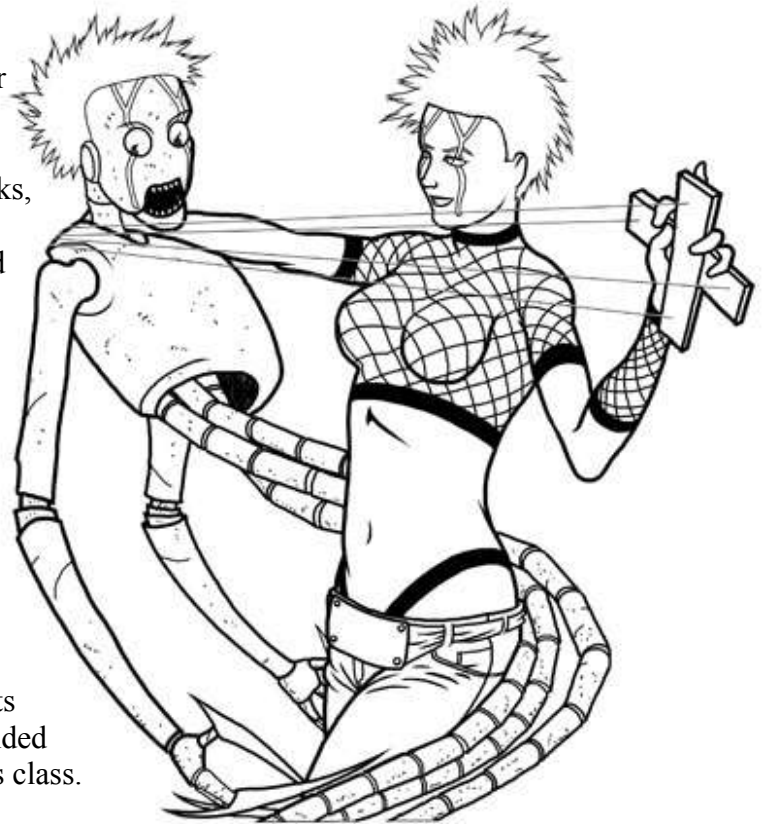


TABLE 9-12: THE PUPPETEER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+1	+1	+1	Advanced Puppetry I, Bonus Chakra	+1	+0
2 nd	+1	+2	+2	+2	Puppeteer Skill	+1	+0
3 rd	+1	+2	+2	+2	Advanced Puppetry II	+2	+0
4 th	+2	+2	+2	+2	Puppeteer Skill	+2	+0
5 th	+2	+3	+3	+3	Advanced Puppetry III	+3	+1
6 th	+3	+3	+3	+3	Puppeteer Skill	+3	+1
7 th	+3	+4	+4	+4	Advanced Puppetry IV	+4	+1
8 th	+4	+4	+4	+4	Puppeteer Skill	+4	+1
9 th	+4	+4	+4	+4	Advanced Puppetry V	+5	+2
10 th	+5	+5	+5	+5	Puppeteer Skill	+5	+2

Class Features

The following features pertain to the Puppeteer advanced class.

Advanced Puppetry I

The puppeteer is able to animate a puppet of Small, Medium-sized or Large size using the *Kugutsu no Jutsu* technique, and the maximum HD he can grant his puppets increase by 1 every level of puppeteer, stacking with mastery in the technique. Each additional hit dice adds 1 to the technique's Perform DC and Chakra Cost, as per standard rules (see *Kugutsu no Jutsu* for details).

The distance at which puppets can be controlled increase by 20 feet per level of puppeteer, though he suffers penalties to attack and defense while manipulating puppets farther than that distance (see Puppet Combat for details).

Furthermore, the puppeteer does not need to make a Concentration check every time his puppet is attacked, only when he himself is attacked. The DC is 10+damage done, and must be rolled for every puppet he is controlling. The puppeteer is able to use components installed on the puppet he controls with *Kugutsu no Jutsu*.

The puppeteer gains a +1 bonus per puppeteer level to Perform checks with *Kugutsu no Jutsu*.

Bonus Chakra

The Puppeteer gains a certain amount of bonus chakra from taking levels in this class. The amount of bonus chakra gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount of chakra gained every level from gaining an additional hit dice.

The amount of bonus chakra doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra, such as from various classes, do however stack with each other.

Class Levels	Bonus Chakra
1st	1
2nd	2
3rd	3
4th	4
5th	5
6th	6
7th	7
8th	8
9th	9
10th	10

Advanced Puppetry II

The puppeteer is able to control two Small puppets instead of a Medium-sized or Large puppet. Doing so requires only one use of the *Kugutsu no Jutsu* technique, but the user must pay the cost for each puppet. The sum of both puppet's HD cannot be higher than

what the puppeteer can normally control.

The duration of his *Kugutsu no Jutsu* increases to 1 minute + 2 rounds/level.

Advanced Puppetry III

The puppeteer is able to perform *Kugutsu no Jutsu* as a move-equivalent action.

The puppeteer is able to reanimate a puppet he lost control of by taking damage on his next turn as a move-equivalent action that may provoke an attack of opportunity. Doing so costs no chakra and does not require a Perform check, but must be done within 1 round of the puppet being deanimated.

A puppet that was disabled from taking too much damage or chakra damage, or that was deanimated because the duration of *Kugutsu no Jutsu* expired cannot be reanimated with Advanced Puppetry III.

Advanced Puppetry IV

The puppeteer is able to control two Medium-sized puppets, or one Medium-sized and one Small puppet at once. (See Advanced Puppetry II for details)

The duration of his *Kugutsu no Jutsu* increases to 1 minute + 5 rounds/level.

Advanced Puppetry V

The puppeteer can control up to four Small puppets at once, or two Medium-sized puppets, or one Large puppet and one Medium-sized puppets at once. (See Advanced Puppetry II for details)

The duration of *Kugutsu no Jutsu* increases to 1 minute + 1 minute/level.

Puppeteer Skills

At 2nd, 4th, 6th, 8th and 10th level, the Puppeteer gets the chance to improve his skills as a puppeteer. He may choose from the following list of ability every time he gains a Puppeteer Skill. Unless specified, a skill cannot be selected more than once.

Bonus Feat (can be selected multiple times): The Puppeteer gets a bonus feat. The bonus feat must be selected from the following list, and the Puppeteer must meet all the prerequisites of the feat to select it.

Alertness, Armor Proficiency (Light, Medium), Brawl, Builder, Chuunin, Craft Human Puppets, Craft Poisons, Craft Puppets, Deceptive, Educated, Focused, Gearhead, Genin, Meticulous, Multipuppet Fighting, Nin Weapons Proficiency, Puppeteer Insight, Puppet Multiattack, Stealthy, Studious, Trustworthy.

Energize Puppet: The puppeteer may imbue his puppet with more chakra than normal. The puppet does not gain more hit dice, but can hold up to twice its hit dice in chakra.

Greater Focus: The puppeteer gains a +8 bonus to his Concentration checks to avoid losing control of his puppet if damaged during the *Kugutsu no Jutsu*.

Master Puppeteer (any 4 Puppeteer Skills): The maximum HD of puppet the puppeteer can control increases by 5. No puppet can have more HD than the puppeteer.

Puppet Mastery: When selecting this feat, the puppeteer gains a +1 competence bonus to attack rolls with all his puppets. This bonus increases to +2 at 5th level, and +3 at 10th level.

Puppet Specialization (requires Puppet Mastery): The puppeteer gains a +1 competence bonus to damage rolls made with puppets. This bonus increases to +2 at 5th level and +3 at 10th level.

Improved Speed: When selecting this skill, the speed of the character's puppet increases by 10 feet.

Puppet Evasion: Whenever a puppet needs to make a Reflex save to take half damage from an ability or a technique, if it succeeds the save, it takes no damage instead.

Puppet Flight (any 2 Puppeteer Skills): All of the character's puppet gain a *Fly* speed equal to half its normal speed with a *Poor* maneuverability.

Puppet Defense (any Puppeteer Skill): The puppeteer's puppets gains a +2 dodge bonus to defense while they remain within 30 feet of the puppeteer. This bonus increases to +3 at 8th level.

Sneak Attack (any 2 puppeteer Skills): The puppeteer gains Sneak Attack (+1d6), bonus also shared with his puppets. At 10th level, the ability improves to Sneak Attack (+2d6). Sneak attack gained from an ability other than this one does not stack with the puppet's sneak attack, only the puppeteer's. This bonus does not apply if the puppet moves farther than 30 feet from the puppeteer.

Skilled Puppeteer (requires Weapon Finesse feat or Exploit Weakness class ability): The puppeteer may confer the bonuses of either the Weapon Finesse feat or Exploit Weakness class ability upon his puppet. In place of its Strength modifier, the puppeteer uses his own Dexterity modifier (with Weapon Finesse) or Intelligence modifier (with Exploit Weakness) to make attack rolls. This does not affect damage rolls.

Trap Expert (any 1 Puppeteer Skills): The puppet components' save DC increase by 1. The puppeteer also gains a +4 bonus to Repair checks made to reload or install components.

Resilient Puppets (any Puppeteer Skills): All of the puppeteer's puppets, when animated, gain an additional hit points per hit dice.

Sacred Fist

The Sacred Fist is an expert in the spiritual side of martial arts, and often claims his

power to be of divine origins. Sacred Fists are often temple monks or wandering priests and masters of chakra control. They are fierce combatants on the battlefield, combining both effective offense and defense, but their strikes carrying an unstoppable weight to them. The fastest path to this class is through the Dedicated Hero basic class.

Requirements:

To qualify to become a *sacred fist*, a character must fulfill all the following criteria.

Base Attack Bonus: +2

Skills: Chakra Control 6 ranks, Knowledge (theology and philosophy) 6 ranks, Taijutsu 6 ranks.

Feats: Combat Martial Arts, Harmony.

Class Information

The following information pertains to the Sacred Fist advanced class.

Hit Die

The Sacred Fist gains 1d8 hit points per level. The Constitution modifier applies.

Action Points

The Sacred Fist gains a number of action points equal to 6 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Sacred Fist's class skills are as follows.

Balance (Dex), Concentration (Con), Chakra Control (Wis), Knowledge (ninja lore, theology and philosophy) (Int), Profession (Wis), Read Language (None), Ride (Dex), Sense Motive (Wis), Speak Language (None), Spot (Wis), Taijutsu (Str).

Skill Points at Each Level: 3 + Int modifier.

TABLE 9-13: THE SACRED FIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+2	+2	+2	Sacred Fist Stance (1d6)	+1	+0
2 nd	+1	+3	+3	+3	Bonus Feat, Bonus Chakra	+1	+0
3 rd	+2	+3	+3	+3	Enlightened Defense	+2	+0
4 th	+3	+4	+4	+4	Evasion	+2	+0
5 th	+3	+4	+4	+4	Buddhist Palm (chakra)	+3	+1
6 th	+4	+5	+5	+5	Devotion	+3	+1
7 th	+5	+5	+5	+5	Sacred Fist Stance (1d8)	+4	+1
8 th	+6	+6	+6	+6	Bonus Feat	+4	+1
9 th	+6	+6	+6	+6	Buddhist Palm (dark iron)	+5	+2
10 th	+7	+7	+7	+7	Ageless Body	+5	+2

Class Features

The following features pertain to the Sacred Fist advanced class.

Sacred Fist Stance

The sacred fist stance is the signature ability of the Sacred Fist and an open-palmed unarmed fighting style unlike the taijutsu master's or the beastmaster's, and completely unlike the Jyuuken style. Sacred fist stance counts as a separate mode of combat utilizing unarmed attacks and does not stack with class abilities such as living weapon, unarmed attack, or feral combat.

The sacred fist ability counts as a Stance taijutsu technique the character may enter any time as a free action. When attacking with the sacred fist, the character counts as armed and does not provoke attacks of opportunity. The sacred fist may also deal non-lethal damage without penalty.

The sacred fist increases a character's unarmed strike damage increases to 1d6 at first level, then 1d8 at 7th level (and every 6 levels thereafter).

Bonus Chakra

The Sacred Fist gains a certain amount of bonus chakra from taking levels in this class. The amount of bonus chakra gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount of chakra gained every level from gaining an additional hit dice.

The amount of bonus chakra doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra, such as from various classes, do however stack with each other.

Class Levels	Bonus Chakra
1st	—
2nd	1
3rd	1
4th	2
5th	2
6th	3
7th	3
8th	4
9th	4
10th	5

Bonus Feats

At 2nd and 8th level, the Sacred Fist gets a bonus feat. The bonus feat must be selected from the following list, and the Sacred Fist must meet all the prerequisites of the feat to select it.

Advanced Combat Martial Arts, Chuunin, Defensive Martial Arts, Empowered Resilience, Improved Combat Martial Arts, Improved Initiative, Flawless Form, Genin, Keen Senses, Sacred Flurry, Taijutsu Adept.

Enlightened Defense

The sacred fist applies his Wisdom modifier as a dodge bonus to Defense when using the Sacred Fist Stance while wearing no armor and unencumbered. This bonus applies even against touch attacks, but any conditions that would make the sacred fist lose his

Dexterity bonus to defense also denies the sacred fist this bonus as well.

Evasion

The sacred fist, when unencumbered and wearing no armor, takes no damage on a successful Reflex save against an ability that would normally allow him to make a Reflex save for half damage. This ability does not work when the character is helpless or denied his Dexterity bonus to Defense.

Buddhist Palm

The sacred fist's sacred fist stance attacks work to bypass damage reduction of a specific type. At 5th level, the character's sacred fist stance attacks count as chakra-enhanced to bypass damage reduction. At 9th level, the sacred fist's attacks count as dark iron for the purpose of bypassing damage reduction.

Devotion

The sacred fist gains a +2 bonus to Will saves against compulsion and phantasm effects.

Ageless Body

The sacred fist no longer ages when attaining this ability. He no longer suffers penalty for aging, and is not subject to artificial or magical aging. Penalties he has already taken, however, remain. The sacred fist may still die of old age when his time is up.

Shade

These shinobi work in the dark, and the sole focus of their ability is to kill swiftly without requiring use of techniques of any sort. They are very sought-after in professions such as ANBU or especially Hunter-nins, and tend to kill only with a purpose or to refine their skills. Shades care little for defense, because their preys tend never to live long enough to fight back, and they are never surprised.

Requirements:

To qualify to become an *shade*, a character must fulfill all the following criteria.

Base Attack Bonus: +4

Skills: Hide 9 ranks, Listen 8 ranks, Move Silently 9 ranks, Spot 8 ranks.

Feats: Alertness or Stealthy, Improved Initiative.

Special: Must be able to *Sense Chakra* or *Suppress Chakra*.

Class Information

The following information pertains to the Shade prestige class.

Hit Die

The Shade gains 1d6 hit points per level. The Constitution modifier applies.

Action Points

The Shade gains a number of action points equal to 7 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Shade's class skills are as follows.

Balance (Dex), Bluff (Cha), Climb (Str), Craft (chemical, pharmaceutical) (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (ninja lore, streetwise, tactics) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

TABLE 9-14: THE SHADE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+0	+2	+0	Death Attack, +1 save against poison, poison expert	+0	+0
2 nd	+1	+0	+3	+0	Sneak Attack +1d6	+1	+0
3 rd	+2	+1	+3	+1	Sneak Attack +2d6, +2 save against poison	+1	+0
4 th	+3	+1	+4	+1	Sneak Attack +3d6	+1	+0
5 th	+3	+1	+4	+1	Sneak Attack +4d6, +3 save against poison, Sure Kill	+2	+1

Class Features

The following features pertain to the Shade prestige class.

Death Attack

If the shade studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (shade's choice).

While studying the victim, the shade can undertake other actions so long as his attention stays focused on the target and the target does not detect the shade or recognize the shade as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the shade's class level + the shade's Int modifier) against the kill effect, it dies.

If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1 round per level of the shade. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the shade has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes its save, or the attack misses) or if the shade does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

If the shade's death attack fails because of a failed save or a missed attack roll, save DC against that victim decreases by 2, and an additional 2 every failure, for one day. If

engaged in combat, the shade cannot study the victim for a death attack.

Death attack can only be used once per encounter.

Save against Poison

The shade has a natural affinity with poison and gains a +1 natural bonus to saves against poisons every other levels (1st, 3rd, 5th).

Poison Expert

The shade never risks poisoning himself when applying poison to a weapon.

Sneak Attack

This ability works the same way as any sneak attack ability. The damage increases by +1d6 every level after the first.

Sure Kill

The shade, if he misses on a death attack, may make a Concentration check (DC 20) to which he gains a bonus equal to his shade level. If the check is successful, he may retain his attempt to a death attack until his next successful sneak attack, so long as it happens within 3 rounds. This ability cannot be used twice in a row if the shade fails again.

Shuriken Expert

Those ninjas chose thrown weapon as their main weapons. They dislike fighting in melee, but can nail the target straight in the middle even in their blind spots with a thrown kunai. The fastest path to this class is through the Fast Hero basic class, though other paths are possible.

Requirements:

To qualify to become a *shuriken expert*, a character must fulfill all the following criteria.

Base Attack Bonus: +2

Skills: Sleight of Hands 6 ranks, Tumble 6 ranks.

Feats: Archaic Weapons Proficiency or Nin Weapons Proficiency, Point Blank Shot

Class Information

The following information pertains to the Shuriken Expert advanced class.

Hit Die

The Shuriken Expert gains 1d6 hit points per level. The Constitution modifier applies.

Action Points

The Shuriken Expert gains a number of action points equal to 6 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Shuriken Expert's class skills are as follows.

Balance (Dex), Climb (Str), Disable Device (Int), Drive (Dex), Escape Artist (Dex), Hide

(Dex), Jump (Str), Knowledge (behavioral science, civics, ninja lore, popular culture, streetwise) (Int), Listen (Wis), Move Silently (Dex), Pilot (Dex), Profession (Wis), Read Language (None), Ride (Dex), Search (Int), Sleight of Hand (Dex), Speak Language (None), Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

TABLE 9-15: THE SHURIKEN EXPERT

	Base						
	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	Bonus
1 st	+0	+0	+2	+0	Thrown Weapon Focus	+1	+0
2 nd	+1	+0	+3	+0	Rapid Shot	+2	+0
3 rd	+2	+1	+3	+1	Sneak Attack (+1d6), Bonus Feat	+2	+0
4 th	+3	+1	+4	+1	Quick Draw	+3	+0
5 th	+3	+1	+4	+1	Precision (+1d4)	+4	+1
6 th	+4	+2	+5	+2	Greater Thrown Weapon Focus, Bonus Feat	+4	+1
7 th	+5	+2	+5	+2	Thrown Weapon Specialization	+5	+1
8 th	+6	+2	+6	+2	Sneak Attack (+2d6)	+6	+1
9 th	+6	+3	+6	+3	Precise Throw, Bonus Feat	+6	+2
10 th	+7	+3	+7	+3	Precision (+2d4), Bullseye	+7	+2

Class Features

The following features pertain to the Shuriken Expert advanced class.

Weapon Focus

At 1st level, the Shuriken Expert gains greater proficiency with thrown attacks of all type. The character gains a +1 bonus to attack rolls made with any thrown weapon. This bonus does not stack with other similar abilities.

Rapid Shot

At 2nd level, the Shuriken Expert gains the Rapid Shot feat for free, whether or not he meets the prerequisites. The Rapid Shot feat applies only to thrown weapon, but is however used normally.

If the shuriken expert already has the rapid shot feat, he gains a bonus feat instead.

Sneak Attack

If he can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The Shuriken Expert's attack deals extra damage any time his target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when he flanks his target. This extra damage is 1d6 at 3rd level, and it increases to 2d6 at level 8th. Should the Shuriken Expert score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With an unarmed strike, a Shuriken Expert can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to

deal nonlethal damage in a sneak attack, even with the usual -4 penalty.

A Shuriken Expert can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The Shuriken Expert must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. He cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Bonus Feats

At 3rd, 6th, and 9th level, the Shuriken Expert gets a bonus feat. The bonus feat must be selected from the following list, and the Shuriken Expert must meet all the prerequisites of the feat to select it.

Alertness, Armor Proficiency (light), Athletic, Chuunin, Combat Expertise, Dead Aim, Dodge, Elusive Target, Far Shot, Genin, Mobility, Nimble, Precise Shot, Shot on the Run, Stealthy.

Quick Draw

At 4th level, the Shuriken Expert can draw any weapon as a free action to throw them immediately, as though drawing ammunition to shoot with a bow.

If the shuriken expert already has the quick draw feat, he gains a bonus feat instead.

Precision

At 5th level, the Shuriken Expert gains increased damage on a successful throw. At 5th level, this damage is 1d4; it increases to 2d4 at 10th level.

The damage is applied to any throw made against a creature within 30 feet, and is not multiplied on a critical hit. Precision damage does not affect melee attacks, nor does it affect projectiles of the user's size or larger.

Precision damage affects only living creatures with a discernable anatomy. Creatures like constructs, oozes, plants, undeads and incorporeal creatures are unaffected by precision damage.

Greater Weapon Focus

At 6th level, a Shuriken Expert gains greater weapon focus with all thrown weapons. This ability increases the bonus on attack rolls to +2 when using thrown weapons. This bonus does not stack with other similar abilities.

Thrown Weapon Specialization

At 7th level, a Shuriken Expert gains weapon specialization and is able to deal more damage with a single throw. The shuriken expert gains a +2 bonus on damage rolls on any attacks made with thrown weapons (throwing needles included).

Precise Throw

At 9th level, a Shuriken Expert partially ignores cover and miss chances granted to targets

by anything less than total cover, or total concealment.

The Shuriken Expert ignores 4 points of the Defense bonus granted by cover and rerolls any miss chance other than from total cover or concealment.

In addition, when the Shuriken Expert throws a weapon at a grappling opponent, he automatically strikes the chosen opponent.

Bullseye

Once per day, the shuriken expert is able to gain one of the three following benefits:

- +10 insight bonus to ranged attack rolls for 1 round, or
- +5 insight bonus to ranged attack damage rolls for 1 round, or
- ignoring all cover and concealment penalties with ranged attacks (save for total concealment and full cover) for 1 round

This benefit does not apply when using a technique of some sort, only when attacking with thrown weapons.

Soul Edge

These close-quarter specialists are adept at creating chakra-formed weapons and using them in battle. They have the ability to, at a moment's notice, create a battle-ready weapon—a soul edge—and use it with frightening proficiency.

Requirements:

To qualify to become an *soul edge*, a character must fulfill all the following criteria.

Base Attack Bonus: +2

Skills: Chakra Control 6 ranks

Feats: Archaic Weapon Proficiency

Special: Must have obtained the third step of mastery in the *Seireiha* technique.

Class Information

The following information pertains to the Soul Edge advanced class.

Hit Die

The Soul Edge gains 1d10 hit points per level. The Constitution modifier applies.

Action Points

The Soul Edge gains a number of action points equal to 6 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Soul Edge's class skills are as follows.

Balance (Dex), Chakra Control (Wis), Concentration (Con), Craft (calligraphy) (Int), Jump (Str), Listen (Wis), Move Silently (Dex), Read Language (None), Ride (Dex), Speak Language (None), Spot (Int), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

TABLE 9-16: THE SOUL EDGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+0	+1	+2	Soul Edge, Weapon Focus (soul edge)	+1	+0
2 nd	+2	+0	+2	+3	Empower Soul Edge (minor), Bonus Chakra	+1	+0
3 rd	+3	+1	+2	+3	Bonus Feat	+2	+0
4 th	+4	+1	+2	+4	Increase Speed (5 feet)	+2	+0
5 th	+5	+1	+3	+4	Swift Blade, Shape Soul Edge (longsword)	+3	+1
6 th	+6	+2	+3	+5	Bonus Feat, Empower Soul Edge (advanced)	+3	+1
7 th	+7	+2	+4	+5	Shape Soul Edge (bastard sword)	+4	+1
8 th	+8	+2	+4	+6	Increase Speed (10 feet)	+4	+1
9 th	+9	+3	+4	+6	Bonus Feat, Empower Soul Edge (greater)	+5	+2
10 th	+10	+3	+5	+7	Ghost Edge	+5	+2

Class Features

The following features pertain to the Soul Edge advanced class.

Soul Edge

The Soul Edge is able to manifest his signature weapon, the soul edge, as a move action. This works in a way similar to the *Seireiha* technique, but costs no chakra, does not require concentration and does not provoke an attack of opportunity. The soul edge lasts until dispelled (as a free action) or until dropped, disarmed or sundered, at which point it dissipates instantly.

Though the blade can be broken by chakra-enhanced attacks (the soul edge's hardness is 10, and has 5 hit points, plus 1 per Soul Edge level), the Soul Edge can simply create another one as a move action.

The soul edge is considered a shortsword in all ways except visually, and is always sized appropriately to the character that wields it; to a Medium-sized character, a soul edge would deal 1d6 points of damage, crit 19-20/x2. To a small character, the soul edge would deal 1d4 points of damage, and 1d8 points of damage to a Large character.

The soul edge is always considered a chakra-enhanced weapon for the purpose of bypassing damage reduction. The soul edge can be used to deal non-lethal damage just like a normal weapon, at a -4 penalty.

Weapon Focus (soul edge)

The Soul Edge gains the weapon focus feat for his soul edge. It cannot be retrained.

Bonus Chakra

The Soul Edge gains a certain amount of bonus chakra from taking levels in this class. The amount of bonus chakra gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount of chakra gained every level from gaining an additional hit dice.

The amount of bonus chakra doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra, such as from various classes, do however stack with each other.

Class Levels	Bonus Chakra
1st	—
2nd	1
3rd	1
4th	2
5th	2
6th	3
7th	3
8th	4
9th	4
10th	5

Empower Soul Edge

The Soul Edge can convey the benefits of weapon seals to his soul edge as long as he is wearing a pair of chakra gauntlets with a weapon seal scribed on them. At 2nd level, the soul edge is able to adapt to Minor weapon seals. At 6th and 9th level, the soul edge is able to adapt to advanced and greater weapon seals respectively.

Bonus Feats

At 3rd, 6th and 9th level, the Soul Edge gets a bonus feat. The bonus feat must be selected from the following list, and the Soul Edge must meet all the prerequisites of the feat to select it.

Alertness, Armor Proficiency (light), Dodge, Efficient Technique, Empowered Resilience, Exotic Melee Weapon Proficiency, Harmony, Innate Control, Keen Senses, Mobility, Twin Soul Style.

Increase Speed

At 4th and 8th level, the Soul Edge's base land speed increases by 5 feet. This bonus applies only when the character is unencumbered and wears light armor or no armor. This ability stacks with other similar abilities.

Swift Blade

The Soul Edge is able to create a soul edge as a swift action once per round.

Shape Soul Edge

The Soul Edge is able to concentrate for a full-round action and change the shape and size of his soul edge. At 5th level, the soul edge can be shaped into a longsword (1d8 points of damage for a Medium-sized character, wielded as a one-handed weapon). At 9th level, the soul edge can be shaped into a bastard sword (1d10 points of damage for a Medium-

sized character, wielded as a two-handed weapon unless the Soul Edge has the Exotic Melee Weapon Proficiency (bastard sword) feat.)

If the Soul Edge shapes his soul edge in the form of a bastard sword wields it two-handed, he applies his Strength modifier to damage one and a half times, as with any two-handed weapon.

Ghost Edge

The Soul Edge is able to empower his soul edge to suffer no penalty to hit incorporeal creatures as long as his Chakra pool is at least 50% full. If lower than 50%, the soul edge can still be empowered as a free action at the cost of 4 points of Chakra that can't be converted. This bonus lasts for the duration of the encounter or until the soul edge is dismissed or destroyed.

Summoner

The summoner is adept at space-time Ninjutsu of the summoning type. More accurately, his specialty lies in forging powerful bonds with his summoned creatures and summoning increasingly powerful allies into combat.

Requirements:

To qualify to become an *summoner*, a character must fulfill all the following criteria.

Base Will Save: +4

Skills: Ninjutsu 9 ranks

Feats: Blood Pact, Gift of Summoning

Special: Must have learned the *Kuchiyose no Jutsu* technique.

Class Information

The following information pertains to the Summoner prestige class.

Hit Die

The Summoner gains 1d6 hit points per level. The Constitution modifier applies.

Action Points

The Summoner gains a number of action points equal to 7 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Summoner's class skills are as follows.

Chakra Control (Wis), Concentration (Con), Craft (calligraphy) (Int), Diplomacy (Cha), Drive (Dex), Ninjutsu (Int), Knowledge (behavioral science, current events, ninja lore, theology and philosophy) (Int), Read Language (None), Ride (Dex), Speak Language (None), Search (Int), Spot (Int).

Skill Points at Each Level: 3 + Int modifier.

TABLE 9-17: THE SUMMONER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+1	+1	+2	Empower Summoning, Bonus Chakra	+1	+1
2 nd	+1	+2	+2	+3	Might of the Summoner +1	+1	+1
3 rd	+1	+2	+2	+3	Bonus Feat	+2	+1
4 th	+2	+2	+2	+4	Extend Summoning	+2	+2
5 th	+2	+3	+3	+4	Bonus Feat	+3	+2
6 th	+3	+3	+3	+5	Might of the Summoner +2, Will of the Summoner	+3	+2
7 th	+3	+4	+4	+5	Pride of the Summoner, Bonus Feat	+4	+3

Class Features

The following features pertain to the Summoner prestige class.

Empower Summoning

The Summoner gains the Empower Summoning meta-chakra feat.

Bonus Chakra

The Summoner gains a certain amount of bonus chakra from taking levels in this class. The amount of bonus chakra gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount of chakra gained every level from gaining an additional hit dice.

The amount of bonus chakra doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra, such as from various classes, do however stack with each other.

Class Levels	Bonus Chakra
1st	1
2nd	3
3rd	5
4th	7
5th	9
6th	11
7th	13

Might of the Summoner

The summoner gains confidence as he fights with his summoned ally. Whenever he fights on the same battlefield as one of his summoned creature, both the summoner and the summon gain a morale bonus to attack and weapon damage rolls and skill checks. The bonus is +1 at level 2 and +2 at level 6.

Bonus Feats

At 3rd, 5th and 7th level, the Summoner gets a bonus feat. The bonus feat must be selected from the following list, and the Summoner must meet all the prerequisites of the feat to select it.

Chuunin, Empower Summoning, Genin, Harmony, Improved Chakra Pool, Insightful Reflexes, Jounin, Nin Weapons Proficiency, Ninjutsu Adept, Scribe Chakra Symbols, Talented Shinobi.

Extend Summoning

The summoner's summoning techniques duration increase by 50%.

Will of the Summoner

The summoner pays less chakra per level of each creature he summons: a soldier, protector or guardian summoned creature costs 1 point less chakra per level of the summon; an elite or avatar summon costs 1.5 point less per level of the summon, rounded down. Regardless of the amount reduced, the cost cannot be lowered by more than half (a level 10 Lizard soldier would cost 8, not 5).

Pride of the Summoner

The summoner may, three times per day, perform the any Summoning Ninjutsu technique with a perform time of 1 full-round action or less to be used at a perform time decreased by 1 category, a full-round action becoming an attack action, to a move action becoming a swift action. This ability cannot be used more than once per round.

Taijutsu Master

Those melee combat specialist are evidently expert in Taijutsu and martial arts. Unlike most other Ninja class, this one does not rely on stealth, although they are taught some of the necessary pressure points. The fastest path to this class is through the Strong Hero basic class, though other paths are possible.

Requirements:

To qualify to become a *taijutsu master*, a character must fulfill all the following criteria.

Base Attack Bonus: +3

Skills: Taijutsu 6 ranks

Feats: Combat Martial Arts

Special: Must know at least 4 *Taijutsu* techniques.

Class Information

The following information pertains to the Taijutsu Master advanced class.

Hit Die

The Taijutsu Master gains 1d10 hit points per level. The Constitution modifier applies.

Action Points

The Taijutsu Master gains a number of action points equal to 6 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Taijutsu Master's class skills are as follows.

Balance (Dex), Climb (Str), Drive (Dex), Jump (Str), Knowledge (ninja lore) (Int),

Profession (Wis), Read Language (None), Speak Language (None), Taijutsu (Str), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

TABLE 9-18: THE TAIJUTSU MASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+2	+1	+0	Unarmed Attack	+1	+0
2 nd	+2	+3	+2	+0	Taijutsu Mastery	+2	+0
3 rd	+3	+3	+2	+1	Bonus Feat	+2	+0
4 th	+4	+4	+2	+1	Unarmed Attack, Taijutsu Mastery	+3	+0
5 th	+5	+4	+3	+1	Sneak Attack (+1d6)	+4	+1
6 th	+6	+5	+3	+2	Taijutsu Mastery	+4	+1
7 th	+7	+5	+4	+2	Unarmed Attack	+5	+1
8 th	+8	+6	+4	+2	Taijutsu Mastery	+6	+1
9 th	+9	+6	+4	+3	Bonus Feat	+6	+2
10 th	+10	+7	+5	+3	Taijutsu Mastery, Unarmed Attack	+7	+2

Class Features

The following features pertain to the Taijutsu Master advanced class.

Unarmed Attack

The Taijutsu Master attacks with either fist interchangeably, or even with elbows, knees, and feet. This means that the Taijutsu Master may even make unarmed strikes when his or her hands are full, and there is no such thing as an off-hand attack for striking unarmed.

The Taijutsu Master also deals more damage with unarmed strikes. See the table below for the Taijutsu Master unarmed damage progression.

Level	Small Character	Medium-size Character	Large Character
1st	1d4	1d6	1d8
4th	1d6	1d8	1d10
7th	1d8	1d10	2d6
10th	1d10	2d6	3d6

Taijutsu Mastery

As his name indicate, the Taijutsu Master specializes in Taijutsu and martial arts more than anything. This enables the Taijutsu Master to develop some abilities that help him through his life as a martial artist. Each time the Taijutsu Master gains a Taijutsu Mastery (at level 2, 4, 6, 8 and 10), he may chose from the list below:

Critical Strike (any 2 Taijutsu Mastery): Whenever the Taijutsu Master would threaten a critical hit with an unarmed attack, he can spend an action point to automatically confirm the critical.

Flying Kick: The Taijutsu Master can use the momentum gained with a

charge to deliver a devastating flying kick to an opponent. At the end of this charge, the taijutsu master adds his class level as a bonus to the damage he deals with an unarmed strike.

Martial Arts Master: This Mastery grants the Taijutsu Master a +2 competence bonus to perform taijutsu technique and allows the Taijutsu Master to learn Training techniques of the Taijutsu subtype normally.

Improved Critical (any 4 Taijutsu Mastery and Weapon Focus [unarmed]): The threat range for a Taijutsu Master's unarmed critical improves by one. This ability stacks with other feats and abilities, such as Improved Combat Martial Arts.

Stance Mastery (any 2 Taijutsu Mastery): The Taijutsu Master is able to enter stances at half the normal Chakra cost (minimum 0). This ability doesn't stack with the Taijutsu mastery "Way of Preservation".

Unarmed Sneak Attack (requires Sneak Attack +1d6): The Taijutsu Master may chose this ability and increase his Sneak Attack damage by one die, although this increase only apply to unarmed attacks.

Way of Expertise: The Taijutsu Master may decide to apply either his Dexterity or Wisdom bonus to attack rolls for his unarmed attack instead of strength. The damage, however, are still modified by strength.

Way of Preservation (any 2 Taijutsu Mastery): This ability of the Taijutsu Master allows him to save his Chakra when performing a *Martial Arts* Taijutsu technique. By spending an action point, he may reduce the Chakra Cost of a successfully performed technique by one point per two level of Taijutsu Master.

Weapon Focus (unarmed): As the name suggest, the user automatically gains the feat Weapon Focus for his unarmed attacks.

Weapon Mastery (any 2 Taijutsu Mastery): The taijutsu master is able to apply his Unarmed Damage to the following weapons: nunchaku, tonfa. He gains all the benefits of normally wielding them, with increased damage, but may not apply any bonuses to attack and damage rolls that apply to his unarmed attacks (such as from having ranks in the Taijutsu skill, or the weapon focus and specialization masteries), nor can he use techniques that can only be done with unarmed attacks with them.

Weapon Specialization (unarmed) (Weapon Focus (unarmed) feat): The character gains a +2 damage bonus on his unarmed attacks, and damage done by *Martial Arts* taijutsu techniques.



Bonus Feats

At 3rd and 9th level, the Taijutsu Master gets a bonus feat. The bonus feat must be selected from the following list, and the Taijutsu Master must meet all the prerequisites of the feat to select it.

Advanced Combat Martial Arts, Athletic, Chuunin, Cleave, Combat Expertise, Combat Reflexes, Defensive Martial Arts, Flawless Form, Genin, Gouken, Improved Combat Martial Arts, Power Attack.

Sneak Attack

If he can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The Taijutsu Master's attack deals extra damage any time his target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when he flanks his target. This extra damage is 1d6 at 5th level, and will not further increase from this class (except by choosing the Unarmed Sneak Attack Taijutsu Mastery). Should the Taijutsu Master score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With an unarmed strike, a Taijutsu Master can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, even with the usual -4 penalty.

A Taijutsu Master can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The Taijutsu Master must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. He cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Technique Analyst

The technique analyst believes that not all that relates to chakra manipulation is fixed. He is adept at manipulating his own energy outside of his body to add mystifying effects to the simplest of techniques, and predicting the effects of a certain technique the moment it is used.

Requirements:

To qualify to become a *technique analyst*, a character must fulfill all the following criteria.

Skills: Chakra Control 9 ranks, at least 6 ranks in any 2 of the following skills: Concentration, Genjutsu, Knowledge (ninja lore), Ninjutsu or Taijutsu.

Feats: Any 2 meta-chakra feat.

Class Information

The following information pertains to the Technique Analyst prestige class.

Hit Die

The Technique Analyst gains 1d6 hit points per level. The Constitution modifier applies.

Action Points

The Technique Analyst gains a number of action points equal to 7 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Technique Analyst's class skills are as follows.

Balance (Dex), Chakra Control (Wis), Concentration (Con), Genjutsu (Cha), Knowledge (earth and life science, history, ninja lore, physical science) (Int), Listen (Wis), Read Language (None), Research (Int), Search (Int), Speak Language (None), Spot (Wis).

Skill Points at Each Level: 5 + Int modifier.

TABLE 9-19: THE TECHNIQUE ANALYST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+0	+0	+2	Meta-Chakra Specialization, Bonus Chakra	+1	+1
2 nd	+1	+0	+0	+3	Bonus Feat	+2	+1
3 rd	+1	+1	+1	+3	Meta-Chakra Specialization	+2	+1
4 th	+2	+1	+1	+4	Bonus Feat	+3	+2
5 th	+2	+1	+1	+4	Meta-Chakra Specialization, Meta-Chakra Application	+3	+2

Class Features

The following features pertain to the Technique Analyst prestige class.

Meta-Chakra Specialization

At 1st, 3rd and 5th level, the Technique Analyst gains a specialty in any meta-chakra feat. The specialty comes into play any time the analyst applies a meta-chakra feat to a technique or spends a meta-chakra charge to activate an ability it may grant, and varies from one feat to another. Specializations do not stack and cannot be taken twice.

The analyst must have taken the meta-chakra feat to specialize in it. Some specializations have requirements, and they are specified parenthetically.

- *Blood Mage*: The analyst can deal himself up to 8 points of damage to reduce the technique's chakra cost by a same amount (minimum 1).
- *Blurstrike*: This feat can be used up to 5 times per encounter.
- *Efficient Technique*: The complexity rating of the technique is increased only be 2 or 3 if the technique is a summoning technique.
- *Elemental Shaping (any 1 meta-chakra specialization)*: The technique's base Chakra Cost is increased by 25% rather than 50%.
- *Empower Summoning*: The summoned creature gains an additional 1d8 hit points.
- *Empower Technique (any 1 meta-chakra specialization)*: The technique's base chakra cost is increased by 100% (doubled) rather than 150%.
- *Enlarge Technique*: The technique's complexity rating is not increased.
- *Extend Technique*: The technique's complexity rating is not increased.

- *Flawless Form*: The technique's base chakra cost is increased by 25% rather than 50%.
- *Heighten Technique (any 1 meta-chakra specialization)*: The technique can be heightened by up to 7 ranks instead of 5.
- *Maximize Technique (any 2 meta-chakra specialization)*: The technique's total Chakra Cost is increased by 100% (doubled) rather than 150%.
- *One-Man Army*: The analyst can spend an additional meta-chakra charge to reduce the stamina damage taken when creating a clone by 1 (minimum 1).
- *Path of the Fiendfire*: The character gains a fire resistance 8 for 3 rounds rather than 5.
- *Protective Technique*: The protection lasts for 2 rounds rather than 1.
- *Sturdy Illusion*: The technique has a 30% chance to resist being dispelled rather than 20%.
- *Supercharged Technique (any 1 meta-chakra specialization)*: The technique's base Chakra Cost is increased by 50% rather than 100%.
- *Vile Technique (any 1 meta-chakra specialization)*: The backlash is only 1 point of negative energy damage per rank instead of 1d4.
- *Widen Technique (any 1 meta-chakra specialization)*: The technique's complexity rating is not increased.

Bonus Chakra

The Technique Analyst gains a certain amount of bonus chakra from taking levels in this class. The amount of bonus chakra gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount of chakra gained every level from gaining an additional hit dice.

The amount of bonus chakra doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra, such as from various classes, do however stack with each other.

Class Levels	Bonus Chakra
1st	1
2nd	3
3rd	5
4th	7
5th	9

Bonus Feat

At 2nd and 4th level, the Technique Analyst gets a bonus feat. The bonus feat must be selected from the following list, and the Technique Analyst must meet all the prerequisites of the feat to select it.

Alertness, Chakra Weaving, Chuunin, Critical Stare, Efficient Technique, Elemental Shaping, Empower Technique, Enlarge Technique, Extend Technique, Flawless Form, Heighten Technique, Jounin, Maximize Technique, Sturdy Illusion, Technical Knowledge, Widen Technique.

Meta-Chakra Application

Once per day, the Technique Analyst can use this ability to one of the two following ways:

- The Technique Analyst can negate the need to spend a meta-chakra charge when

applying a meta-chakra feat to a single technique.

- The Technique Analyst can spend double the required amounts of meta-chakra charges when applying a meta-chakra feat to a single technique and spend only half the modified chakra cost after applying the meta-chakra feat (minimum 1).

Undying Shinobi

A ninja adept at protecting other and jumping in harm's way, the Undying Shinobi is the ideal bodyguard, the one shinobi most likely to stay behind to delay the incoming waves of enemy and survive. He is most wanted in rear guard defense on the battlefield, and the fastest path to this class is through the Tough Hero basic class.

Requirements:

To qualify to become an *undying shinobi*, a character must fulfill all the following criteria.

Base Attack Bonus: +2

Skills: Concentration 6 ranks.

Feats: Great Fortitude

Class Information

The following information pertains to the Undying Shinobi advanced class.

Hit Die

The Undying Shinobi gains 1d12 hit points per level. The Constitution modifier applies.

Action Points

The Undying Shinobi gains a number of action points equal to 6 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Undying Shinobi's class skills are as follows.

Climb (Str), Concentration (Con), Drive (Dex), Jump (Str), Knowledge (ninja lore) (Int), Profession (Wis), Read Language (None), Speak Language (None), Spot (Wis), Taijutsu (Str).

Skill Points at Each Level: 3 + Int modifier.

TABLE 9-20: THE UNDYING SHINOBI

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+2	+0	+0	Remain Conscious	+1	+1
2 nd	+1	+3	+0	+0	Harm's Way	+1	+1
3 rd	+2	+3	+1	+1	Bonus Feat	+2	+1
4 th	+3	+4	+1	+1	Wings of the Undying 1	+2	+2
5 th	+3	+4	+1	+1	Damage Reduction 1/-	+3	+2
6 th	+4	+5	+2	+2	Sneak Attack (+1d6)	+3	+2
7 th	+5	+5	+2	+2	Wings of the Undying 2	+4	+3

8 th	+6	+6	+2	+2	Bonus Feat	+4	+3
9 th	+6	+6	+3	+3	Damage Reduction 2/-	+5	+3
10 th	+7	+7	+3	+3	Wings of the Undying 3	+5	+4

Class Features

The following features pertain to the Undying Shinobi advanced class.

Remain Conscious

The Undying Shinobi has the ability to continue to perform as normal when he would otherwise be unconscious and dying. When the Undying Shinobi's hit points reach below 0 (–1 to –9), he is still able to move as though disabled instead of being unconscious, making either an attack or move action every round until he reaches –10 hit points and die, or his hit points return to 1 or higher.

At the Undying Shinobi's choice, he may succumb to unconsciousness if he thinks that doing so might prevent him from taking more damage.

Harm's Way

Once per round, if the Undying Shinobi is adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), he can subject himself to the attack in the ally's stead. If the attack hits the Undying Shinobi, he takes damage normally. If it misses, it also misses the ally.

The Undying Shinobi must declare his intention to place himself in harm's way before the attack roll is made. He selects his ally either prior to combat or immediately after the shinobi makes his initiative check. The ally cannot be changed for the duration of the combat.

Bonus Feats

At 3rd and 9th level, the Undying Shinobi gets a bonus feat. The bonus feat must be selected from the following list, and the Undying Shinobi must meet all the prerequisites of the feat to select it.

Blood Pact, Chuunin, Cleave, Focused, Jounin, Power Attack, Toughness.

Wings of the Undying 1

Upon reaching 4th level, the Undying Shinobi gains 3 hit points as though he had taken the Toughness feat. He also gains a +2 bonus to Fortitude save made against the effects of massive damage.

Damage Reduction

The Undying Shinobi ignores damage from most weapons and natural attacks. The weapon bounces off harmlessly (the opponent knows the attack was ineffective). He takes normal damage from energy attacks (even nonmagical ones), spells, techniques, spell-like abilities, and supernatural abilities.

The Undying Shinobi's damage reduction is 1/- at 5th level, and increases to 2/- at 9th level.

This damage reduction stacks with the damage reduction of the Tough Hero basic class

(only).

Sneak Attack

If he can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The Undying Shinobi's attack deals extra damage any time his target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when he flanks his target. This extra damage is 1d6 at 4th level, and it increases to 2d6 at level 8th. Should the Undying Shinobi score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With an unarmed strike, a Undying Shinobi can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, even with the usual -4 penalty.

A Undying Shinobi can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The Undying Shinobi must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. He cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Wings of the Undying 2

When reaching 7th level, the Undying Shinobi gains a +4 bonus to saves made against massive damage and death effects.

Wings of the Undying 3

When the Undying Shinobi reaches 10th level, he gains the ability to perform normally, without penalty, when his hit points have been reduced below 0. He may choose to succumb to unconsciousness still.

Once per day, he may spend an action point to stabilize immediately.

Weaponmaster

Completely unrelated to the ninja world, yet still strong and prominent users of Taijutsu, these warriors are the mundane version of the Elite Shinobi Swordsman. They require greater weapon proficiency and focus more on straight combat rather than stealth. They are still rather uncommon because of their advanced applications of martial arts, but can easily be picked apart from more mundane non-Shinobi. They are often renowned and idolized amongst "normal" folks. The fastest path to this class is through the Strong Hero basic class.

Requirements:

To qualify to become an *weaponmaster*, a character must fulfill all the following criteria.

Base Attack Bonus: +6

Skills: Knowledge (tactics) 9 ranks, Jump or Tumble 9 ranks, Taijutsu 9 ranks.

Feats: Archaic Weapon Proficiency or Nin Weapons Proficiency or Exotic Melee

Weapon Proficiency (melee weapon)

Special: Must know at least 6 *Martial Arts* or *Stance* taijutsu technique.

Class Information

The following information pertains to the Weaponmaster prestige class.

Hit Die

The Weaponmaster gains 1d10 hit points per level. The Constitution modifier applies.

Action Points

The Weaponmaster gains a number of action points equal to 7 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Weaponmaster's class skills are as follows.

Climb (Str), Drive (Dex), Jump (Str), Knowledge (tactics) (Int), Read Language (None), Profession (Wis), Ride (Dex), Sleight of Hands (Dex), Speak Language (None), Spot (Wis), Swim (Str), Taijutsu (Str) and Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

TABLE 9-21: THE WEAPONMASTER

Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+1	+1	+0	+0	Weapon Focus	+1	+1
2 nd	+2	+2	+0	+0	Weapon Specialization	+1	+1
3 rd	+3	+2	+1	+1	Greater Weapon Focus, Bonus Feat	+2	+1
4 th	+4	+2	+1	+1	Greater Weapon Specialization	+2	+2
5 th	+5	+3	+1	+1	Improved Critical	+3	+2

Class Features

The following features pertain to the Weaponmaster prestige class.

Important Notice

The abilities of the weaponmaster do not stack, but rather overlaps, the abilities granted by other such classes, such as the Elite Shinobi Swordsman.

Weapon Focus

At first level, the Weaponmaster choses a melee weapon in which he will spend the rest of his levels specializing into. The Weaponmaster will gain a +1 competence bonus to attack rolls with the chosen weapon, as per Weapon Focus feat. The weapon will henceforth be referred to as "chosen weapon".

Weapon Specialization

At 2nd level, the Weaponmaster's proficiency with his chosen weapon is taken further,

and he gains a +2 bonus to damage rolls with it.

Greater Weapon Focus

At 3rd level, the Weaponmaster gains greater proficiency with his chosen weapon, and the bonus granted by Weapon Focus increases to +2.

Bonus Feats

At 3rd level, the Weaponmaster gets a bonus feat. The bonus feat must be selected from the following list, and the Weaponmaster must meet all the prerequisites of the feat to select it.

Advanced Two-Weapon Defense, Advanced Two-Weapon Fighting, Athletic, Blind Fight, Chakra Presence, Cleave, Combat Expertise, Combat Reflexes, Dodge, Exotic Melee Weapon Proficiency, Flawless Form, Improved Two-Weapon Defense, Improved Two-Weapon Fighting, Monkey Grip, Nin Weapons Proficiency, Power Attack, Specialist's Gaze Counter, Taijutsu Adept, Two-Weapon Defense, Two-Weapon Fighting, Weapon Adaptation Training.

Greater Weapon Specialization

As per ability obtained on 4th level, the Weaponmaster's bonus to damage with his chosen weapon increases to +4.

Improved Critical

At 5th level, the affinity between the Weaponmaster and his weapon is taken to further height. The threat range of his chosen weapon is increased by one.

CHAPTER X: TECHNIQUES

Include Chapter Description

Technique Descriptions

The description of each techniques and the specific of each entries is explained below.

Name

This entry is, as the name suggest, the technique's name itself. The techniques' name are usually in romaji (japanese written using roman alphabet), followed by the english translation in parenthesis.

Technique Type (Subtype, Requirements)

Beneath the name is the technique's type and subtype, if appropriate. All techniques belong in one of the four technique types.

A "*Taijutsu (Body Arts) [Akimichi Hijutsu]*" is a rank Taijutsu technique of the Body Arts subtype and an Akimichi Hijutsu.

Chakra Control

This type of technique includes all manner of chakra manipulation and other feats of control that are not Genjutsu or Ninjutsu. Techniques such as Kinobori, which allows you to walk on vertical surfaces or upside down, and Tadayou which allows you to walk on liquids, belong in this category. The relevant ability score pertaining to Chakra Control is Wisdom.

Body: A body technique focuses on enhancing or interacting with a part of your body. These techniques include hardening the skin or walking on water.

Spirit: A spirit technique focuses on enhancing or using the powers of the mind to achieve powerful results, such as Dispelling a Genjutsu technique.

Genjutsu

This type of technique includes all forms of illusions and trick of the mind, both to your own or another's. Techniques to entrap the mind such as Tsuyagan or to send your enemies in a mindless bloodrage like Chiyokubou both belong in this category. The relevant ability modifier for Genjutsu is Charisma.

Not all genjutsu are mind-affecting effects.

If a genjutsu is dispelled, it is usually only dispelled on one creature at a time (see technique's description for details).

Compulsion: A compulsion technique forces the subject to act in some manner or changes the way his mind works. Some compulsion effects determine the subject's actions or the effects on the subject, some compulsion effects allow you to determine the subject's actions when you perform the technique, and others give you ongoing control

over the subject. All Compulsion genjutsu are mind-affecting effects.

Doujutsu: This subtype uses only gaze attacks as a medium for delivering illusions. A character averting his eyes has a 50% chance to be unaffected by a doujutsu (but also has a 50% automatic miss chance).

Phantasm: A phantasm technique creates a mental image that usually only the user and the subject (or subjects) can perceive. This impression is totally in the minds of the subjects. It is a personalized mental impression. Third parties, if the technique allows for any, viewing or studying the scene don't notice the phantasm. If a phantasm technique does not target any particular creature, everyone and everything around it is affected. All phantasms are mind-affecting effects.

Ninjutsu

This technique type is the most versatile of all. From techniques that allow you to spit gouts of flame to manipulating water into a great water dragon to techniques that allow you to teleport from one location to another immediately.

Some ninjutsu techniques allow creating objects or calling forth creatures from thin air (summoning) or perform outstanding elemental manipulations.

Doton: A doton technique usually involves the manipulation or creation of earth. Techniques of this subtype usually deal earth damage. It can be specialized into by Elementarists.

Fuuton: A fuuton technique manipulates the air current to create certain effects, most not directly offensive. Fuuton techniques generally deal wind damage. It can be specialized into by Elementarists.

Hyouton: A hyouton technique is usually an offensive technique reserved for arctic settings, impractical because of the need for ice or snow in the immediate area. Hyouton techniques usually deal cold damage. It can be specialized into by Elementarists. Note that under the Elemental Affinities variant, this subtype requires a feat to be learned.

Katon: A katon technique is usually a powerful fireball or fiery dragon and generally regarded as the most potent offensive subtype. Katon techniques usually deal fire damage. It can be specialized into by Elementarists.

Medical: A medical technique is used to heal wounds, conditions and ability damage. Both the theory and practice of medical techniques is extremely complicated, and you suffer a -12 penalty to Learn checks made to learn a Medical technique, as well as taking five times as long as normal.

Mokuton: A mokuton technique manipulates or creates wood or plants. It can be used to entangle someone in vines or to create a wooden house immediately, among other things. Note that under the Elemental Affinities variant, this subtype requires a feat to be learned.

Raiton: A raiton technique manipulates electrical current or creates blasts of lightning and is often regarded as the most potent offensive subtype, just behind Katon. Raiton techniques usually deal electricity damage. It can be specialized into by Elementarists.

Sealing: A sealing technique uses symbols drawn with the Craft (calligraphy) skill. It can be used for various numbers of things, including storing objects into a sealing scroll or sealing a rampaging demon into an infant. You take a -8 penalty to Learn checks to learn Sealing techniques, and take twice as long as normal, if you do not have 12 ranks in Craft (calligraphy) or are 12th level or higher. Some sealing techniques are jikuukan ninjutsu, or time/space ninjutsu.

Advanced Seals: An advanced seal technique is a subtype of sealing techniques and requires the Advanced Seals Proficiency feat to be learned. A sealing technique that is also an advanced seals technique can be learned without the normal penalty by a character with the Advanced Seals Proficiency feat.

Shadow Arts: A shadow art technique manipulates the very shadows around you to your will. A shadow art technique can only be learned by a character with the Shadow Art feat.

Shunjutsu: A shunjutsu technique involves various means of teleportation, and typically allows you or other creatures to move from one point to another instantly. They are extremely rare, and when identified, are typically only identified as "a variant of Shunshin no Jutsu" which is the most common Shunjutsu technique. All shunjutsu techniques are jikuukan ninjutsu, or time/space ninjutsu.

Suiton: A suiton technique is most typically an offensive or defensive technique involving a manipulation of water of some sort. Suiton techniques usually deal water damage. It can be specialized into by Elementalists.

Summoning: A summoning technique is used to create objects, summon creatures or release an object from seal-based confinement. You take a -8 penalty to Learn checks and twice the normal time to learn a Summoning technique without the Gift of Summoning feat. All summoning techniques are jikuukan ninjutsu, or time/space ninjutsu.

When using a technique to summon a creature from a specific Blood Pact (see blood pact feat), one creature can aid another and grant the summoner a +2 bonus to Perform checks with the technique if it has the same blood pact. Creatures aiding the summoner can pay half of the technique's chakra cost (that can't be converted to chakra), divided evenly among all the aiding creatures. The summoner can still convert the technique's cost to chakra, even though the aiding creatures can't.

Each creature aiding the summoner increases the summoner's ECL by 1 to determine the maximum power of the creature he can summon (maximum 10).

Taijutsu

Taijutsu at a base is hand-to-hand combat, but the taijutsu technique type encompasses all forms of martial arts and physical skills as well. A taijutsu technique can involve a sword technique, or strengthen the muscles or drastically increase your speed for a short period of time.

Body Arts: A body art technique involves enhancing the body in some way. Typically, body art techniques increase your strength and speed ranks by a certain amount for a short period of time.

Martial Arts: A martial art technique, as its name implies, is a special move involving a physical attack of some sort. Most taijutsu techniques are martial arts.

Mobility: A mobility technique is a typically a non-combat technique and the closest physical equivalent to the ninjutsu Shunjutsu subtype. All techniques similar to Shunpo are mobility techniques.

Stance: A stance technique is a way to position your body to grant certain abilities or bonuses.

Unlike other techniques, a stance technique does not have a duration. It lasts for the entire encounter, until broken by an ability or until you switch to another stance or simply

dismiss the stance.

You can only gain benefits from one stance technique at a time.

Training

A training technique focuses on one aspect of the character and improves it. Training techniques have 4 subtypes: Chakra Control, Genjutsu, Ninjutsu and Taijutsu.

Training techniques do not have a chakra cost unless the description calls for it. They do not provoke saving throws or have a duration, they merely exist to allow a wider range of self-improvement. A training technique does not require a component except for material focus or expendable components, which are required to learn or develop the technique. Training techniques grant passive bonus and do not need to be performed.

When a character is denied use of any techniques, training techniques can never be affected. In addition, training techniques don't count when making a total of a character's learned technique for requirements like Genin, Chuunin or Jounin.

A character without a feat or special ability that allows him to learn Training techniques suffers a -4 penalty to Learn checks and must make 2 additional successes.

Chakra Control: This training subtype focuses on improving the character's chakra pool, chakra control and the conversion of chakra to hit points.

Genjutsu: Training techniques of this subtype increase the character's ability to perceive, resist, disbelieve or perform illusions.

Ninjutsu: Training techniques of this subtype usually enhance the character's ability to perform or counter a certain type of ninja techniques.

Taijutsu: This training subtype focuses on increasing the physical prowesses of the character, including the ability to deliver and take damage, endurance and chakra pool.

Hachimon Tonkou

A hachimon tonkou technique opens one of the Eight Celestial Gate, leading to great power at an equally great cost. It is said to grant the power of a Kage if one is willing to risk his life for it.

They do not require a Perform check to be used and do not belong to one of the four shinobi skills. When learned, use the character's level to determine the number of attempts or synergy bonus (as per Ninjutsu skill synergy bonus, one level equaling to one rank). Hachimon Tonkou can only be learned by a character with the Hachimon Tonkou feat.

When learning a Hachimon Tonkou technique, use the character's skill with the highest number of ranks (Chakra Control, Genjutsu, Ninjutsu or Taijutsu) to determine the number of attempts he may make. Synergy bonuses do not apply.

Kai-mon: Techniques of this subtype allows the user to open the *Initial Gate* and perform extraordinary prowess using the extra power granted from the gate. Techniques from this subtype can only be learned by a 2nd level or higher character.

Kyu-mon: Opening the *Heal Gate* allows the user to heal bodily wounds much quicker

than a normal person would. Techniques from this subtype can only be learned by a 4th level or higher character.

Sei-mon: Techniques of this subtype open the third gate, called the Life Gate. This state, unless the user has great control over his body, is very damaging. Techniques from this subtype can only be learned by a 6th level or higher character.

Shou-mon: The Harm Gate, while extremely powerful, threatens to deal permanent damage to the user's body, as its name implies. Techniques from this subtype can only be learned by a 8th level or higher character.

To-mon: The Fifth, Limit Gate's effect removes further limitations from the user's body, thus allowing for greater physical prowesses. Techniques from this subtype can only be learned by a 10th level or higher character.

Kei-mon: The View Gate's effect are currently undescribed and unknown. Further detail will be added when more is known about it. Techniques from this subtype can only be learned by a 12th level or higher character.

Kyo-mon: The Wonder Gate's effect are currently undescribed and unknown. Further detail will be added when more is known about it. Techniques from this subtype can only be learned by a 14th level or higher character.

Shi-mon: The Death Gate's effect are currently undescribed and unknown. Further detail will be added when more is known about it. Techniques from this subtype can only be learned by a 16th level or higher character.

Hijutsu

While a descriptor and not a type of technique in itself, it can only be self-taught from an item or scroll, or taught by someone who knows the technique.

In some villages, it might be rare to find a Hijutsu in a Scroll of Seal, or even someone that can be willing to teach it. Generally, Hijutsus are Clan-specific techniques, but they can really be anything. Unless a character knows of the technique, identifying it may prove difficult.

A character with no affiliation to an organization, clan or village specified with the technique takes a -2 penalty to his Learn checks to learn a *Hijutsu*, even with the proper tool. Hijutsu is added after the technique's subtype. A Lost Hijutsu is a technique that belongs to no clan, and it is unlikely to encounter it.

Kinjutsu

As with Hijutsu, a Kinjutsu is a descriptor and not a technique type in itself. Kinjutsu are often techniques that were sealed away or lost, and can only be self-taught from an item or scroll, or taught to you by someone who knows it. Unless a character knows of the technique, identifying it may prove difficult.

A Kinjutsu can under no circumstances be developed (learned from only observation). Kinjutsu literally means "forbidden art," and the use of one can, and often will, lead to trouble. A Lost Kinjutsu is a technique that belongs to no clan, and it is unlikely to encounter it.

Requirements

Following directly after the technique's subtype are the requirements to learn the technique. A requirement can be anything, from a feat, an ability, ranks in a certain skill and are easily noticable. If the requirement is not ranks in a certain skill, it can be identified using the method below:

(*t*) Means that the requirement is a technique.

(*f*) Means that the requirement is a feat.

(*a*) Means that the requirement is an ability, likely gained by a class, template or bloodline of sorts.

(*1-5*) Means that the character must have at least one step of mastery in the technique, and therefore requires a technique. The number represents which step of mastery must be achieved for the technique to be learned.

If the technique has a Chakra Pool requirement, it is the character's maximum Chakra Pool that matters, and not his current.

Here is an example of what it may look like: *Ninjutsu (Requires Sharingan Eye (a))*. This entry notes that the *Ninjutsu* technique requires the Sharingan Eye, which can be attained by a character that has selected the Sharingan Eye bloodline, to be correctly used and learned. Thus, a character without Sharingan Eye ability cannot learn this technique.

[Descriptor]

Appearing on the same line as the type and subtype, when applicable, is a descriptor that further categorizes the technique in some way. Some techniques may have more than one descriptor

The descriptors are acid, air, chaotic, cold, darkness, death, earth, electricity, evil, fear, fire, force, good, hijutsu, language-dependent, kinjutsu, lawful, light, mind-affecting, sonic, and water.

Most of these descriptors have no game effect by themselves, but they govern how the technique interacts with other techniques, spells or effects, with special abilities, with unusual creatures, with allegiances, and so on.

A hijutsu is a secret technique that can be tricky to learn for creatures not affiliated to the clan, organization or person who created the technique. See Learn DC for details, below.

A language-dependent technique uses intelligible language as a medium for communication. If the target cannot understand or cannot hear what the user of a language-dependant technique says the technique fails.

A kinjutsu is a forbidden technique that can seldom be duplicated. See Learn DC for details, below.

A mind-affecting technique works only against creatures with an Intelligence score of 1 or higher.

Rank (Complexity Rating)

A technique's Rank signifies how difficult the technique is to perform and learn. The

techniques range from 1 to 14. Any technique of rank 15 or higher is considered an Epic Technique and thus has special requirements.

To learn a technique, one must be the same level or higher than the technique's rank (to learn a rank 8 technique, one must be at least of level 8) and have a number of ranks in the relevant skill equal or higher than the technique's rank. Level Adjustment does not count toward the maximum rank of techniques you may learn, but some ability may allow you to learn higher ranked technique.

Following the technique's rank is the complexity rating of the technique.

E-Class: These techniques are below-genin levels. Most shinobi are expected to have learned those techniques in their time at the Ninja Academy.

D-Class: The Genin-level techniques are still quite low-level techniques that are not expected to pack a lot of power or lethal force. These techniques are easy to come by and acquire.

C-Class: These are Chuunin-level techniques that some Genins consider as trump card. Some C-Class techniques can be quite destructive if used correctly, and constitute a large majority of the arsenal of a Chuunin-level or below shinobi.

B-Class: These are Jounin-level techniques. Rarely seen in the hand of Chuunin, and even more so Genin, they pack quite a bit of power and often allow a shinobi to use lethal force against another.

A-Class: This rank of advanced technique is of a high-Jounin level, bordering on the Kage-level of techniques. They demand a great deal of skill to be used properly, and very few amongst the lower rank of shinobi possess them. They are otherwise known as lethal or very dangerous techniques.

S-Class: Even beyond the power range of A-Class techniques, techniques of these ranks are very rarely seen, even in high-level shinobi battle. Some village may even have a ban on such level of technique, which is only removed during wartime or other similar situations.

Super S-Class: Most techniques of this rank are Kinjutsu, banned for use unless the shinobi has a *very* good reason. Even witnessing one is a privilege that happens very rarely, perhaps as rarely as once a decade.

Determining the Rank: One should be careful when determining the Rank of a technique. While a character can't learn a technique with a rank higher than his level (or one rank higher than his level), Ranks also affect a technique's Saving Throw DC. A DC too high can affect the game balance, so setting the Rank too high is can prove to be more trouble than it's worth. To make a technique harder to learn, increasing the *Learn DC* is generally a good idea, even though it also increases the time required to learn the technique.

Learn DC

This entry determines how difficult to master a technique is. This is usually represented by a Learn check DC and a number of successes. The number of successes required is the number of time the Learn DC must be beaten for the technique to be learned. For

example, a technique with "Learn DC: 13, 2 success" would require the character to check against DC 13 and succeed twice.

The Learn DC of a technique is $10 + \text{technique's rank} + \text{technique's complexity rating}$.

Learning a technique takes 1 day per rank of the technique per attempt made. A rank 3 technique requiring 2 successes would take a minimum of 6 days to learn. Each success and failed check counts for 1 attempt.

A training day is divided in two blocks of 4 hours. Each hour spent training consumes 10% of the character's chakra, and can't be converted. If he can no longer train (Chakra Pool would be reduced to 0), that 4 hour block is wasted. An evening of rest instantly restores any chakra spent training in addition to the normal amount of chakra normally recovered.

Training can be interrupted for up to 3 weeks before it must be redone entirely. A 4 hours training block refreshes the time before the character must train again to avoid wasting the training.

A character can take 10 but not take 20 when learning a technique. Taking 10 is only possible if the character is unstressed and does not attempt to conceal his training. The character must have at least 1 rank in the relevant skill to learn a technique.

Every failed check to learn a technique grants a cumulative +1 synergy bonus to consequent check (maximum +5). If the character succeeds 3 out of 4 successes in 3 attempts but fails 3 consecutive times to make the 4th success, he gains a +3 synergy bonus to make that check if he has enough attempts to make another check. This carries over to another attempt to learn a technique (if the character runs out of attempts) if the character does not try to learn another technique in-between.

Skill Ranks and Attempts: A character can make a number of attempt to Learn a single technique equal to 1 plus 1 every 2 ranks in the relevant skill he has. So if a character has 9 ranks in Genjutsu, he would be able to make 5 checks when learning a technique.

Exceptional Success and Failure: A character can either reduce or increase the time spent learning a technique by succeeding or failing by more than 5. Exceptional success or failure is based on each attempt made, and only affects that attempt.

The minimum time spent Learning a technique is half the technique's rank in days per success required.

Learn check result	Effect
Success by more than 15	Time decreased by three-quarters (round up)
Success by more than 5	Time halved
Success by less than 5	No effect
Failure by less than 5	No effect
Failure by more than 5	Time increased by one-half

Action Points: An action point spent to boost a Learn check applies to all Learn checks

made for that technique. For example, if a character spends an action point on his second of six attempts, the results of the action point would apply to the second, third, fourth, fifth and sixth attempts as well.

Secret and Forbidden Technique: A technique marked with the hijutsu or kinjutsu descriptor not only takes longer to learn but is scarcely known and often difficult to identify.

An existing hijutsu technique can be learned or developed, but requires 1 additional success for a character not directly affiliated with the clan or character it is related to. For example, a non-Uchiha would need 3 successes to Learn a C-Rank *Uchiha Clan Hijutsu*, but a character taught by Orochimaru would only need to make 3 success to learn a B-Rank [*Orochimaru Hijutsu*].

A kinjutsu can be taught or self-taught, but cannot be developed. It can be created from scratch, but at an increased penalty. In any instance, attempting to Learn a kinjutsu requires 2 additional success.

Complexity Rating: The technique's complexity rating is directly related to the number of successes required to Learn the technique, and the learn DC of the technique. See the table below for details.

Complexity Rating	Number of Success	Learn DC Modifier
E-Rank or lower	1 success	+1
D-Rank	1 success	+2
C-Rank	2 success	+3
B-Rank	3 success	+4
A-Rank	4 success	+5
S-Rank	5 success	+6
Super S-Rank	6 success	+7
Epic	8 success	+15
Hijutsu (see above)	+1 success	—
Kinjutsu	+2 success	—

Optional Rule: Instead of using the offered Learn system, the GM can decide to use one as follow: Add the number of succeeded to the Learn DC, and roll only once. Each attempt at Learning a technique takes a number of days equal to the Technique's Rank multiplied by the half Technique's Learn DC minus 5 ((Learn DC ÷ 2)-5).

Beating the DC by 10 halves the time spent training. Beating the DC by 15 reduces the time by three-quarter.

Learning Bonus

A character, in certain circumstances, can gain a bonus to Learn checks. This bonus can be granted from an object (a stone tablet teaching the technique), a mentor or a certain favorable condition.

Tutoring (Master/Student): When the character is taught a technique, he gains a +1 bonus

to Learn check for every level his master has above him (minimum +1, maximum +5). If a character is teaching another, he must know the technique he is currently teaching.

If the master is teaching a group of 2 or more, take the average ECL to determine the level of the group, subtract it from the master's own level (not ECL) and use this number to determine what bonuses he can spread amongst each of his students (maximum +3, each student must have at least +1 to be taught). The compiled total bonus to Learn checks granted by the master may be higher than +5, but no higher than +3 and no lower than +1 for each single student (e.g., a level 15 master could grant ten level 5 characters a +1 bonus to Learn checks).

This method of learning cannot be coupled with *Self-Teaching*. Each step of mastery make the master count as though he was one level higher to determine the bonus granted. Situational bonus still apply normally.

The master must teach for at least half the time his pupil spends training to grant tutoring bonus. The fifth step of mastery in a technique grants the pupil one free success (which can be rerolled to decrease the time spent training at a risk of failing).

Situational Bonus: Some implements in training may grant situational bonuses, such as wearing weights during speed and strength training, that will stack with other bonuses like self-teaching or tutoring. Those bonuses are determined by the GM only and may differ, depending on the method used and technique learned. Such bonus may, but generally do not, exceed +5. A situational bonus stacks with a self-teaching or tutoring bonus.

Self-Teaching: A character can learn a technique from an item, such as a scroll, to help him progress faster and more easily than he would without. He gains a +1 bonus to his Learn checks per 5 points of the Purchase DC of the item, rounded down, restriction not counted (maximum +5). Even if the bonus granted is +0, the character may still Learn the technique normally with his standard modifier. This method of learning cannot be coupled with *Tutoring*.

Learning Processes

Beyond simply learning a technique, a character can attempt to create a technique of his own, or develop it from something he has seen. He may also attempt to master a technique he already knows to increase his efficiency with it.

Developing: This process allows a character to Learn a technique he has witnessed and identified more than once by himself, without a master, scroll, tablet or item to guide him. This method implies a -2 penalty to Learn checks and requires 1 additional success.

To develop a technique, a character must have the GM's permission. This is very rare, in exception to technique scrolls, and the Game Master should be consider the situation

carefully before allowing it.

Creating: This process allows the character to create a technique from scratch. He suffers a -3 penalty to Learn checks and must make 2 additional successes.

If the character is 5 levels higher than the technique's rank, lower the number of additional successes by 1.

When creating a hijutsu or kinjutsu, add the normal amount of additional successes for learning a hijutsu or kinjutsu technique, even if the character is obviously affiliated to the technique's source.

If the technique created is a *Kinjutsu*, the additional "units" of time can be spent studying and the training can be interrupted up to five weeks without having to be redone rather than the usual three. Penalties for learning a Kinjutsu technique apply normally.

Similarly, a character can create an already existing technique with this process when all he has are hints to its effects, but the penalty increases to -4.

Mastering: This process is used when a character has already learned this technique and consists of mastering it. The mastery has 5 stages and each grant a set bonus. To master any stage, a character must succeed the Learn DC once again and spend time training. Each step of mastery is made at an increasing penalty to the Learn check. Bonuses from Tutoring and Self-Teaching do not apply when Mastering a technique, but other situational bonuses, like weights, will. Training techniques cannot be mastered.

- *First Step (Competence):* The first step of mastery requires 1 less success (minimum 1), and is made with a +1 bonus to Learn checks.

The character gains a +1 bonus to checks made to Perform and convert the technique. The character also gains a +1 bonus to saves against the technique if he identifies it beforehand.

- *Second Step (Proficiency):* The second step of mastery requires 1 less success (minimum 1).

The character gains a +2 bonus to checks made to Perform and convert the technique. The character also gains a +1 bonus to saves against the technique if he identifies it beforehand. The character's effective level when performing the technique increases by 1.

- *Third Step (Advanced Proficiency):* The third step of mastery is obtained by learning the technique normally.

The character gains a +3 bonus to checks made to Perform and convert the technique. The character also gains a +2 bonus to saves against the technique if he identifies it

beforehand. The character's effective level when performing the technique increases by 2.

- *Fourth Step (Specialization)*: The fourth step of mastery requires 1 additional success

The character gains a +4 bonus to checks made to Perform and convert the technique. The character also gains a +2 bonus to saves against the technique, if identified. The character's effective level when performing the technique increases by 3.

Fifth Step (Mastery): The fifth step of mastery requires 1 additional success, and is made with a -2 penalty to Learn checks.

The character gains a +6 bonus to checks made to Perform and convert the technique. The character also gains a +3 bonus to saves against the technique, if identified. The character's effective level when performing the technique increases by 5.

In a character's entry, the stage of mastery in a technique is specified parenthetically (Shintenshin no Jutsu (+9; Proficiency) for example).

Perform DC

The Perform DC is the difficulty check the players needs to beat in order for him to successfully perform the technique.

The character may decide to spend 1 additional point of Chakra to gain a +2 bonus to his skill check in order to perform a technique. This bonus cannot be higher than his character level. In addition, this cost can freely be converted to hit points with the Chakra Control skills and counts as a mere increase of a technique's Chakra Cost.

If the Perform check was failed, the action required for the technique is wasted, but the Chakra is not spent.

Determining the Perform DC: This process is quite simple. The Perform DC is determined using the following formula: 10 + rank of the technique + its Complexity Rating.

Complexity Rating	DC Modifier
Extremely Easy	-10
Very Easy	-5
Easy	-1
E-Class	+0
D-Class	+1
C-Class	+3
B-Class	+5
A-Class	+7
S-Class	+10
Super S-Class	+15
Epic	+20

In the case of Meta-Chakra feats, any complexity rating over epic increases the perform

DC of the technique by 3. Therefore, an Epic-complexity technique whose Complexity Rating was increased by 3 would have an adjustment of +29, rather than +20.

Epic Complexity Rating	DC Modifier
Epic+1	+23
Epic+2	+26
Epic+3	+29
Epic+4	+32
etc...	+3...

Time

This entry tells how much time is required to perform the technique.

Using a technique with a required time of 1 swift action, move-equivalent action or attack action takes effect immediately.

Using a technique with a required time of 1 full round is a full-round action. A character can take a 5-foot step before, during, or after using the technique, but cannot otherwise move. The technique takes effect at the beginning of that character's turn in the round after he began to cast it. The character then acts normally after the technique is completed.

When a technique requires a full-attack action, a full-round is spent executing the technique, but it takes effect in the same round instead of on the user's next turn. While a technique requiring a full-attack action does not always involve attacking, it is mostly used with *Taijutsu* techniques. A required time of a full-attack action serves only to discern techniques taking effect on the user's next turn and on the very turn the technique was used.

A technique that takes 1 minute to perform comes into effect just before the character's turn 1 minute later (the character spends each of those 10 rounds preparing as a full-round action).

When a character begins a technique that takes 1 full round or longer to perform, he or she must continue the concentration or hand seals involved (or concentration after the sequence is finished) from one round to just before his or her turn in the next round (at least). If the character loses concentration after starting the technique and before it is complete, the technique is lost (see the Concentration skill; works just as the spells, except that the Spell Level is the Technique's Rank).

A character retains his or her Dexterity bonus to Defense while performing a technique.

Attacks of Opportunity: When the character performs a technique when threatened by an enemy, said enemy(s) gains an attack of opportunity against the user. If the user is damaged by the attack, he must make a Concentration check or fail to complete the technique (see Concentration skill, rules apply as mentioned above). There exist, however, some exception.

Unless the technique's description calls for it, a *Taijutsu* technique never provokes an attack of opportunity.

Components

Every technique has at least one component the user must provide when attempting it.

Hand Seals (H): Performing a techniques require hand seals. Those seals are Bird, Boar, Dog, Dragon, Hare, Horse, Monkey, Ox, Ram, Rat, Serpent and Tiger. Not every technique use that many seals and in that order, and some don't use them at all.

Techniques using hand seals can only be performed with both hands free. A blinded character has a 20% chance to fail a technique that requires hand seals.

Half Seals (S): Techniques with these components are performed just like hand seals, but require only one hand free. Some rare technique can be performed with only one hand, but more likely, the character has an ability that allows him to perform Half Seals instead of Hand Seals, such as the One-handed Seals meta-chakra feat. Performing Half Seals with one's off hand implies a -4 penalty to perform checks. A blinded character has a 10% chance to fail a technique that requires half seals.

Concentration (C): A character must concentrate to use the technique. He needs neither having hands free nor being able to move at all, only molding Chakra is sufficient. A Shaken character has a 20% chance to fail a technique that requires concentration.

Mobility (M): This component, unlike the other, does not require particular concentration or movements; in fact, it requires freedom of movements alone. For some technique, mostly Taijutsu, but some Genjutsu and Ninjustu as well, it is crucial for the user to be able to move as required for the technique. An entangled, grappled or pinned character cannot perform a technique that requires mobility. A character with armor check penalty suffers a 5% chance of failure to a technique that requires mobility per point (ie, -4 armor penalty implies 20% chance of failure). A character who see his movement slowed down through any mean suffer a 5% chance of failure every 5-feet under its base movement rate to technique that requires mobility (A character with a 30 feet base movement rate that moves at 15 feet suffers a 15% chance of failure). Chances of failure are cumulative, but cannot go higher than 95%.

Material Focus (F): A material component that is required but not expended in the use of the technique, such as a weapon or a thrown object.

Empower (E): While not a component in itself, this entry announces that the technique can be made more powerful by putting more Chakra into the mix, given that the user is of sufficient level. Techniques that affect more creature or create objects or creature are not counted as "Empower"-able.

Mastery (Mas): This component has no requirement but signifies that mastering this technique grants additional bonuses.

Expendable Components (X): A material component expended in the use of a technique, such as blood to form a seal or summon a creature.

Physically Able (P): This component indicate that the user must be physically well to use this technique. He must be not be *Fatigued*, *Disabled*, *Dying*, *Exhausted*, *Nauseated* or have suffered any ability damage or ability drain. Any techniques requiring this component will abruptly cease should it be inflicted upon the user while it is still in effect. If the user carries a heavy load, techniques with the Physically Able component suffer a 10% chance of failure.

Experience Cost (XP): This component is not a requirement but a price for performing the technique. The XP cost is specified at the end of the technique.

Nearby indicates that a component or creature must be within 30 feet of the user. 1 cubic foot of snow or ice is roughly 60 pounds, and 1 cubic foot of water holds 8 gallon and also weights about 60 pounds.

Range

This is the effective range of the technique.

Touch: The user must touch a creature or object to affect it. To use a touch range technique, the user performs the technique and then touches the subject, either in the same round or any time later. In the same round that the character uses the technique, he also touch (or attempt to touch) the target. The user may take his move before attempting the technique, after touching the target, or between using the technique and touching the target. A character can automatically touch one friend or use the technique on himself, but to touch an opponent, the character must succeed on an attack.

Attack: Similar to *Touch*, except that the attack roll must beat the target's actual defense. Generally used for offensive techniques.

Personal: The technique affects only the user.

Close: The technique reaches out 10 away from the user. The maximum range increases by 5 feet per two character level of the user.

Medium: The technique reaches out to 20 + 10 feet per two character level.

Long: The technique reaches out to 30 + 15 feet per two character level.

Target

Some techniques have a specific target or targets. A character uses these techniques directly on the creatures or objects, as defined by the technique itself. The user must be able to touch or see the target, and must specifically choose that target. The character does not have to select his target until he completes the technique.

If the character uses a targeted technique on the wrong sort of target, it has no effects.

If the target of the technique is the user (Target: You), the user does not receive a saving throw.

Subject: The descriptive text of some techniques makes a distinction between "target" and "subject." The target of a technique is the creature(s) or object(s) it is directed against. A target becomes a subject if it fails a saving throw against the technique and is thus affected by it.

Effect

Some technique creates or summons things rather than affecting things that are already present. The user must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move regardless of the technique's range.

Ray: Some effects are rays. The user aims a ray as if using a ranged weapon, though typically the character makes a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, the character can fire into the dark or at an invisible creature and hope to hit something. A character doesn't have to see the creature he is trying to hit, unlike a targeted technique. Intervening creatures and obstacles, however, can block the user's line of sight or provide cover for the creature being aimed at.

If a ray has a duration, it's the duration of the effect that the ray causes, not the length of

time the ray itself persists.

Unless so specified in the technique, a ray cannot score a critical hit.

Spread: Some effects, notably clouds and fogs, spread out from a point of origin to a distance given in the technique's description. The effect can extend around corners and into areas the user can't see. Figure distance by actual distance traveled, taking into account turns the technique takes. The user must designate the point of origin, but need not have line of effect (see below) to all portions of the effect.

Area

Some techniques affect an area. The user selects where the technique starts, but otherwise doesn't control which creatures or objects the technique affects. Sometimes a technique describes a specially defined area, but usually an area falls into one of the following categories.

Burst: As with an effect, the user selects the technique's point of origin. The technique then bursts out from this point, affecting whatever it catches in its area.

A burst technique has a radius that indicates how far from the point of origin the technique's effect extends.

Cone: A cone shoots away from the user in the direction he designates. A cone starts in a square adjacent to the user and widens out as it goes. A cone's width at a given distance from you equals that distance. Its far end is as wide as the effect is long.

Creatures: Some techniques affect creatures directly (as a technique with a target does), but they affect creatures in an area of some kind rather than individual creatures the user selects. The area might be a burst, a cone, or some other shape.

Many techniques affect living creatures, which means all creatures other than constructs and undead.

Cylinder: As with a burst, the user selects the technique's point of origin. This point is the center of a horizontal circle, and it shoots down from the circle, filling a cylinder.

Emanation: Some techniques have an area like a burst except that the effect continues to radiate from the point of origin for the duration of the technique.

Quarter-Circle: Some techniques have a quarter-circle-shaped area. Like a cone, the effect starts in a square adjacent to the user and widens out as it goes.

Spread: Some techniques spread out like a burst but can turn corners. The user selects the point of origin, and the technique spreads out a given distance in all directions. Figure distance by actual distance traveled, taking into account turns it effect takes.

Other: A technique can have a unique area, as defined in its description.

(S): If an Area or Effect entry ends with (S) (standing for shapeable), the user can shape the technique. A shaped effect or area can have no dimension smaller than 10 feet.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a technique can affect. A line of effect is canceled by a solid barrier. It's like line of sight for ranged weapons, except it's not blocked by fog, darkness, and other factors that limit normal sight.

The user must have a clear line of effect to any target that he uses a technique on, or to any space in which he wishes to create an effect. The user must have a clear line of effect to the point of origin of any technique he or she uses. For bursts, cones, cylinders, and emanation techniques, it only affects areas, creatures, or objects to which it has line of effect from its origin (a burst's point, a cone's starting point, a cylinder's circle, or an

emanation technique's point of origin).

A hole of at least 1 square foot is sufficient to allow a line of effect through an otherwise solid barrier. If any given 5-foot length of barrier contains such an opening, that 5-foot length is not considered a barrier for purposes of a technique's line of effect (though the rest of the barrier still counts as normal).

Directing or Redirecting Effects: Some techniques allow the user to redirect the effect to new targets or areas after completing it. Redirecting a technique requires a move action that does not provoke attacks of opportunity. It also doesn't require concentration.

Duration

The Duration entry of a technique description tells how long the effect of the technique lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the chakra dissipates and the technique ends. If a technique's duration is variable, the GM rolls it secretly. A duration based on the user's level means "total character level and/or hit dice", but not *Effective Character Level* or *Challenge Rating*.

Instantaneous: The chakra comes and goes the instant the technique is completed, though the consequences might be long-lasting.

Permanent: The effect remains indefinitely, but is sustained by lingering chakra. If the chakra dissipates, so does the effect. Permanent illusions can sometimes be dispelled.

Concentration: The technique lasts as long as the user concentrates on it, possibly up to a specified maximum amount of time. Concentrating to maintain a technique is an attack action that does not provoke attacks of opportunity. Anything that could break the character's concentration when performing the technique can also break his concentration while maintaining one, causing the technique to be ruined (see Concentration, below). A character can't use a technique while concentrating on another one.

Sometimes a technique lasts for a short time after the character ceases concentrating. In these cases, the technique just keeps going for the stated length of time after the character stops concentrating.

Subjects, Effects, and Areas: If a technique affects creatures directly, the result travels with the subjects for the technique's duration. If the technique creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to the end of its duration. If the technique affects an area, the technique stays with that area for the technique's duration. Creatures become subject to the technique when they enter the area and are no longer subject to it when they leave.

Discharge: A few techniques last for a set duration or until triggered or discharged. The technique remains in place until the triggering condition is met (at which point it takes effect) or the maximum duration is reached (at which point it dissipates, with no effect).

(D): If the Duration entry ends with "(D)" (standing for "dismissible"), the user can dismiss the technique at will. The user must be within range of the effect of the technique to dismiss it. Dismissing a technique is an attack action that does not provoke attacks of opportunity. A technique that depends on concentration is dismissible by its very nature, and dismissing it does not require an action (since all the user has to do to end the technique is to stop concentrating).

Stance: A technique duration of Stance lasts for a whole encounter or until it is broken by

either a technique or will of the user. No two stance can be active at once.

Saving Throw

Most harmful techniques allow an affected creature to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a technique description defines which type of saving throw the technique allows and describes how saving throws against the technique work.

Negate: This term means the technique has no effect on a creature that makes a successful saving throw.

Partial: The technique causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half: The technique deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

Disbelief: A saving throw is not allowed purely on the basis of encountering the technique. Rather, the creature gets a saving throw only after interacting with or carefully studying the technique. To disbelieve a technique, one must first identify it. Once identified, a successful save lets the subject ignore the effect.

(Object): The technique can be cast on objects, which receive saving throws only if they are magical in nature, or if they are attended (held, worn, or grasped) by a creature resisting the technique, in which case the object gets the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a technique can only be used on objects. Some techniques of this sort can be cast on creatures or objects.)

(Harmless): The technique is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it wishes.

Saving Throw Difficulty Class: A saving throw against a technique has a DC of 10 + technique's Rank + the user's bonus for the relevant ability (see Skill chapter for details).

Optional Rule: To make the saving throws balanced and avoid forcing the character to become too powerful, it is strongly suggested to use the following formula to determine a technique's DC: 10 + $\frac{1}{2}$ the technique's Rank, rounded up + the user's bonus for the relevant ability. See the table below for a pre-calculations of the DC for techniques of rank 1-20.

Technique Rank	Base Save DC
Rank 1-2	11
Rank 3-4	12
Rank 5-6	13
Rank 7-8	14
Rank 9-10	15
Rank 11-12	16
Rank 13-14	17
Rank 15-16	18
Rank 17-18	19
Rank 19-20	20

Succeeding at a Saving Throw: A creature that successfully saves against a technique without obvious physical effects feels a hostile force or a tingle, but cannot deduce the

exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted technique the user senses that the technique has failed. The user does not sense when creatures succeed at saving throws against effect and area techniques.

Voluntarily Giving up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a technique's result. Even a character with a special resistance can suppress this resistance if he or she wants to.

Items surviving after a Saving Throw: Unless the descriptive text for the technique specifies otherwise, all items carried and worn are assumed to survive an attack. If an item is not carried or worn, it does not get a saving throw. It is simply dealt the appropriate damage.

Chakra Cost

The chakra cost is taken from one's Chakra Pool. If the user fails the Perform DC, he doesn't have to pay the Chakra Cost. Converting the Chakra Cost to hit points is also helpful to pay the Chakra cost, and it does not have to be total. For example, if a technique has a Chakra Cost of 20, the user may decide to convert 15 Chakra to hit points and pay 5 point with his own Chakra.

Advanced Seal - Bakudan (Advanced Seal - Bomb)

Ninjutsu (Sealing; Advanced Seal)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, X (see text); **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 10-foot radius burst (S); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 4.

With this basic *advanced seal*, the user sends his chakra to the advanced seal and throws it toward the targeted area. Once it explodes, it deals 3d8 points of fire damage to any creature found in the area of effect, who are allowed a Reflex save to take half damage. The user may use an advanced seal previously dropped to a location within range instead of throwing it, though using the technique in this manner requires the use of *hand seals*. The technique will explode with the area of effect centered on the location where the advanced seal was dropped.

Expendable Components: One advanced seal.

Advanced Seal - Hyouhou (Advanced Seal - Ice Daggers)

Ninjutsu (Sealing; Advanced Seal)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, E, X (see text); **Range:** Close (10 ft. + 5 ft./2 levels) (see text); **Target:** One creature per dagger; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2 per dagger.

Upon completion of this technique, the user throws his advanced seal towards his target, seal which will transform in mid-throw into a tiny ice shard. The user must make a ranged attack roll with a +1 bonus to hit the target with the shard, to then deal 1d4+2

point of cold damage.

Empower

Using more than one seal, the user can target multiple creature, though he must still make an attack roll to hit any of them. The user cannot throw more than 1 dagger per level at once using this technique.

Expendable Components: One advanced seal per dagger.

Advanced Seal - Ryokuin (Advanced Seal - Energy Seal)

Ninjutsu (Sealing; Advanced Seal)

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 attack action;

Components: S, F; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** Ray; **Duration:**

Instantaneous (see text); **Saving Throws:** None; **Chakra Cost:** (see text).

Using this technique, the user is able to focus an amount of chakra into an advanced seal that will latch onto a target and tear away an equal amount of chakra from the victim. For each point spent into the technique, the seal will drain 1 point of Chakra from the victim, if it hits. The amount cannot be greater than 10 points, and the advanced seal will be wasted if it does not hit during the technique, falling to the ground completely blank. If the seal hit, it will drain the Chakra, but will not stick to the victim.

If said victim eats the advanced seal afterwards, the Chakra is restored; if the user makes contact with the seal and wishes to, he can absorb any amount of Chakra contained in it and gain a number of temporary hit points equal to the amount drained by the seal.

Otherwise, unless used with the aforementioned methods, the Chakra will fade and the seal will become an ordinary piece of paper after 1d4+2 rounds.

A character with the *chakra vampire* bloodline can use the advanced seal for his Chakra Vampire ability, and treat the seal as though it was a living creature with an amount of Chakra equal to the amount drained by the seal.

Material Focus: One advanced seal.

Akahigi - Hyakki no Souen (Red Secret Technique - Performance of a Hundred Puppets)

Ninjutsu (Summoning; requires Kugutsu no Jutsu (5), Advanced Puppetry V (a), Epic Technique - Akahigi - Hyakki no Souen (f)) [Akasuna no Sasori Hijutsu]

Rank: 17 (Epic); **Learn DC:** 42, 9 success; **Perform DC:** 37; **Time:** 1 full-round action;

Components: C, H, X, XP; **Range:** 10 feet; **Effect:** One swarm of puppet; **Duration:** Encounter (D); **Saving Throws:** None; **Chakra Cost:** 35 (huge) or 50 (gargantuan) or 80 (colossal).

This technique was created by the sand's legendary puppetmaster, *Sasori of the Red Sands*. It is said to have been used to bring down an entire country. The user controls a swarm of puppet through this technique and is unable to control any other puppets, or puppet swarms. When damaged while maintaining this technique, the user must make a Concentration check (DC 10+damage dealt) to avoid losing control of it.

To control the swarm of puppets works in the same manner as *Kugutsu no Jutsu*, except

that the user must spend a full-round action controlling it every round. In order to *march*, he must make a Concentration check (DC 25); failure means he cannot march this round, but does not lose his action. The distance penalty is negated for the first 100 feet while controlling a puppet swarm, plus additional distance from other puppeteer abilities if any, rather than the normal 30 feet. Furthermore, the bonus HP for a construct's size are halved when applied to a swarm. Any abilities the user can bestow his puppets, the swarm gains also. When the swarm is slain, or the duration expires, or the user loses control of it, it vanishes as a summoned creature would and the scroll used as focus becomes blank.

The size of the swarm depends on the performance scroll used, and does not share the user's Defense or Reflex save. It does not possess any components, and deals either bludgeoning, slashing or piercing damage, determined when creating the performance scroll. The swarm cannot be used to use a skill. The technique lasts for the duration of a whole encounter, or until it is dispelled or slain.

Mastery

Every step of mastery in this technique increases the swarm's hit points by 5, up to 25 at the fifth step.

Expendable Component: A puppet performance scroll. To create a performance scroll, the user must spend resource, time and experience points depending on the category of puppet swarm.

A Performance Scroll (Huge) allows the user to summon a huge swarm (see special creatures chapter for detail). The user must make a Craft (calligraph) check (DC 35) and spend 10 days, 500XP and must make a Purchase DC 25 for the required puppet and puppet parts. The user must choose the damage type of the swarm when he creates the performance scroll and purchases the materials. The user can also poison the puppet's weapons, but to do so, he must also purchase or craft poison and the Purchase DC of the poison increases by 20. If the user crafts the poison, the Craft and Material cost DCs increase by 10.

A Performance Scroll (Gargantuan) summons a Gargantuan swarm. The Craft DC is 40, the time required is 15 days and the user must pay 1000XP, and make a Purchase DC 27. The purchase DC of adding poison increases by 25, and the craft and material cost by 15.

A Performance Scroll (Colossal) summons a Colossal swarm. The Craft DC is 45, requires 20 days and a Purchase DC 30 to craft, as well as 1500 XP. The purchase DC of poison increases by 25, and the craft and material cost by 20.

Akuma no Tsubasa (Demon Wings)

Ninjutsu

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 attack action; **Components:** C, M; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One held object; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 2.

This technique allows the user to control the movements of a thrown object with his Chakra and have it return to him. The user may throw an object no larger than one size category larger than himself (presumably a weapon), and have it return to him on his turn next round, even if he moved from his past location. If the object was caught or is currently held, the current wielder must succeed a Strength check (DC 15) or lose its

grasp on the object, which will be sent flying back to the user's waiting hands. If the Strength check is successful, the creature successfully held onto the object and the user can no longer call it back.

Akumu no Jutsu (Nightmare Technique)

Genjutsu (Phantasm; Requires Genjutsu 12 ranks) [Mind-Affecting, Fear]

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform DC:** 24; **Time:** 1 full-round action; **Components:** H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One living sleeping creature; **Duration:** Instantaneous; **Saving Throws:** Will negate (see text); **Chakra Cost:** 8.

This technique affect the technique's sleep, sending dreadful visions of hell to disturb its rest. If the target fails its will save, the technique prevents restful sleep and causes 1d10 points of damage. The nightmare will leave the subject fatigued and unable to regain Chakra or hit points for the next 24 hours. How well you know the target directly affects how effective the technique is, refer to the table below to see how much of a bonus or penalty the target has to its will save to defend against the technique's visions.

Knowledge of the target	Will save modifier
None	+10
Second-hand	+5
Familiar	+0
First-hand	-5

This technique can't be dispelled, and cannot be used on a creature more than once per week.

Amaterasu (Goddess of the Sun)

Ninjutsu (Katon; Requires Mangekyou Sharingan (a)) [Uchiha Kinjutsu]

Rank: 10 (A-Class); **Learn DC:** 25, 6 success; **Perform DC:** 27; **Time:** 1 attack action; **Components:** H, E, Mas; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** Consumes 1 target or object in a burst of flame/round; **Duration:** Concentration (up to 1 round/level) plus 1 round/level (see text); **Saving Throws:** Reflex partial; **Chakra Cost:** 6.

This legendary technique draws filters the innate powerful fire energy in the wielder of the mangekyou sharingan and brings it forth in a burst of black flames. The user can target up to 1 creature or unattended object per round with this technique, with which he must have line of sight.

Each burst of flame deals 1d6 points of fire damage, which can be halved with a successful Reflex save. On a failed save, the target also catches on fire for 1 round/level or the number of damage die dealt by a burst of amaterasu (whichever is lower). The DC to put out Amaterasu-level flames is a Reflex save (DC 25) increased from the usual 15. It cannot be doused by normal water unless it was created or manipulated by a creature with at least 12 ranks in the Ninjutsu skill (by means of a Suiton technique), but it can be sealed by the *Fuuka Houin* technique.

After using this technique, the user will suffer a -1 penalty to attack rolls, defense, saving throws and skill checks; the penalty is cumulative to that of *Yominodoki*, *Sekireigan*, and

Tsukuyomi, and heals at the same rate as ability damage. See Mangekyou Sharingan for details on overuse-induced Blindness. Every 2 rounds after the first the user concentrates on this technique, the penalty increases by 1. The user does not need to maintain the Mangekyou Sharingan active to concentrate on this technique.

The user adds his sharingan eye bonus to Concentration checks made if disturbed while concentrating on Amaterasu. No single creature can be targeted with more than 3 bursts of amaterasu per use of the technique. Each consequent burst of amaterasu refreshes the duration for which the target will be caught on fire.

Empower

The user may spend an additional 1 point of Chakra to increase the damage dealt by one burst of flame by 1d6, up to a maximum of 15d6. This process must be repeated for each burst of amaterasu, and can be converted.

The user may spend an additional point of Chakra per burst to increase the save DC by 1 (maximum +3 for 3 chakra). This increment does not apply to the DC to put out the fire left by Amaterasu.

Mastery

Every step of mastery in this technique allows the user to ignore 3 points of fire resistance of any target caught in his Amaterasu. Fire immunity is not affected.

Amatsu no Karada (Heavenly Body)

Taijutsu (Stance; Requires Ninjutsu 8 ranks)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, H, M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 6.

This stance was developed by shinobi who wished to mix ninjutsu and taijutsu into one deadly fighting style, namely, elementalists. When entering this stance, the user declares which of the following energy type he will use: cold, earth, electricity, fire, water or wind. Elemental chakra will be forced into the user's body, causing it to glow a faint hue colored appropriately depending on the energy type, and the kind of elemental energy chosen to gather around the user's hands. Any attack made in this stance is a touch attack that deals 2d6 damage of the chosen energy type. The user uses his Dexterity bonus to attack rolls instead of his Strength modifier (whichever is higher), and does not apply his Strength modifier to damage.

Damage bonus to unarmed attacks or elemental damage from class abilities or feats, such as Weapon Specialization or Elemental Fury, also applies to the damage dealt by this technique. Abilities increasing the attack bonus from unarmed attacks do not, however, affect attacks made in this stance.

Should the user lack *Advanced Proficiency* in this technique, he suffers 1d4 points of Stamina damage per round while he uses this technique from the unnatural output of energy from this technique. Entering this stance in melee may provoke an attack of opportunity.

Mastery

Fifth step of mastery in this technique allows the user to chose to deal 1d6 points of damage of any two energy types (as specified above) instead of 2d6 of a single type.

Ame no Kiseki (Miracle of Rain)

Ninjutsu (Suiton) [Amegakure Kinjutsu]

Rank: 11 (S-Class); **Learn DC:** 27, 7 success; **Perform DC:** 31; **Time:** 1 minute;
Components: C, H; **Range:** Long (30 ft. + 15 ft./2 levels); **Area:** 500-ft.-radius spread;
Duration: 30 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 16.

Using this technique, the user is able to force rainclouds to form in the designed area and cause pouring rain to fall down upon it 1d6 minutes after the technique was used. The rain may quench small fire in the area of effect, to the GM's discretion. The amount of rain fell in the area is also up to the GM's decision. This technique can, obviously, only be used outdoors.

Asshou! (Complete Victory!)

Taijutsu (Martial Arts)

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform DC:** 12; **Time:** 1 attack action;
Components: M; **Range:** Melee attack; **Target:** One prone creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

The *Asshou* is generally used as a finishing move against a fallen foe. The user targets a prone creature, and unleash a powerful blow onto it. This attack, if it hits, increase the damage dealt by one die size (1d4 becomes 1d6, 1d10 becomes 2d6, etc...). If the targeted creature is unconscious and the *Asshou* would be a *Coup de Grace* instead, the user may chose to take a full-round action to execute the attack (as per normal rules), and deal an additional dice of damage instead of increasing the die size.

Baika no Jutsu (Double Size Technique)

Ninjutsu [Akimichi Hijutsu]

Rank: 2 (C-Class); **Learn DC:** 15, 3 success; **Perform DC:** 13; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 2 round/level (D); **Saving Throws:** None; **Chakra Cost:** 4.

This low-level ninjutsu takes the user's body as a base, and enlarges it. Every bone in the body grows, and the skin stretches to accommodate the new surface it has to cover. As a result of this technique, the user find himself one size category larger for the duration of the technique, and gains the following benefits: +2 Strength, -2 Dexterity, +2 Constitution, and -1 size penalty to defense and attack rolls, +4 bonus to Grapple checks and his Fighting Space and Reach are now 10 ft. x 10 ft. and 10 ft.

The user's equipment as a result of this technique is also enlarged and gains 1 size category.

On the round the technique should end, the user may spend a move-equivalent action to sustain the technique and renew its effect on the same round, instead of having to spend another full-round action; doing so still costs the user the same Chakra Cost as it would if he used the technique normally. This technique's effect do not stack with other non-permanent size increase, but will overlap said effect and make them stronger if possible.

A strong enough attack may dispell this technique. If the user is hit by a ranged or melee attack that deals damage greater than his new Constitution score, he must make a Fortitude save (DC 20) to retain the technique.

If the user used this technique in a day, it must consume twice as much food to avoid being Fatigued the next.

Bakuhatsuryoku (Explosive Speed)

Taijutsu (Mobility; Requires Shunpo (t))

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 26; **Time:** 1 full-round action (see text); **Components:** M; **Range:** 10 ft. / level; **Effect:** 10-ft.-wide sphere centered on the user (see text); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 10.

While the user's speed during his *Shunpo* is great, another similar technique is known that serves to damage the creatures surrounding you while moving. Using his Chakra to increase the wind resistance around him, thus greatly decreasing his *Shunpo*'s range, the user forms a sphere surrounding him which burns any creature making contact with it. For the purpose of determining the technique's range, treat the *Bakuhatsuryoku* as a standard move action: in other words, count the movement as a line attack with a length equal to the distance traveled; any creature directly in the user's way that are hit by the sphere are thrown to either side, at random, 1d6x3 feet (creature one or more size category larger than the user are unaffected) and suffer 3d6 points of fire damage that can be halved with a successful reflex save. This technique follows the same limitation and restrictions as the *Shunpo* (can only go in a straight path with no turning, falling counts as half, jumping count three times) and has the same advantages (user does not provoke an attack of opportunity when passing through a creature's threat range, does not need to make jump checks and does not suffer falling damage), but makes the user clearly visible to the human eye (a creature does not need to make a spot check to determine the user's position). In addition, the user does not gain attacks of opportunity from creature moving out of his threatened area during this technique. The sphere's size vary with the user's size. The sphere of a creature of small size is 5 foot wide and the sphere of a creature large size is 15 foot wide; creature of fine, diminutive, tiny, huge, gargantuan and colossal size are either too small or too big to execute this technique properly.

Bakuretsu Junjiru no Jutsu (Explosive Sacrifice Technique)

Ninjutsu (Katon)

Rank: 4 (B-Class); **Learn DC:** 18, 3 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Area:** 30-ft-radius burst centered on the user; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 6.

There comes a time when taking as many enemies down with you is better than live on, when to save your comrades, you have to sacrifice your own life so that they can live on. At the usage of this technique, the user can create a powerful explosion centered on himself, using his body and Chakra as fuel. Every creature caught in the explosion takes 6d8 point of fire damage, with a chance to halve the damage with a successful reflex save. At the end of this technique, however, the user will be reduced to -10 hit points, and his burnt corpse will be the only thing that remains of him.

Bakuretsu Kwarimi no Jutsu (Exploding Body Substitution Technique)

Ninjutsu

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action or 1 instant action; **Components:** H, M, F; **Range:** Personal; **Target:** You (see text); **Duration:** Instantaneous; **Saving Throws:** (see text); **Chakra Cost:** 2.

This technique functions in the same way as Kwarimi no Jutsu, except that the user applies a charged exploding tag, greater exploding tag, trap note or sunburst to the object he substitutes himself with.

The tag can be set off as part of performing this technique, but requires the user to make a Chakra Control check with DC increased by 3. The user may move up to 30 feet or his base land movement speed as part of this technique, whichever is lower.

Avoiding an Attack: The user performs Bakuretsu Kwarimi as an instant action before an enemy attack roll (melee or ranged attack, touch attack, or grapple attempt) targeting him specifically. To do so, the user cannot be flat-footed or denied his Dexterity bonus to defense.

Avoiding an attack costs 2 point of Chakra that can't be converted, and can be done up to 1 time per day. The attack avoided must be from a creature with of his ECL or 1, whichever is lower. The user cannot avoid an attack if he is immobilized in any way.

To avoid the attack, the user must make a Perform check (as per Bakuretsu Kwarimi no Jutsu, mastery counts) opposed to the opponent's attack roll (add 5 if the attack roll is a Chakra Control, Genjutsu or Ninjutsu effect, a natural 20 or a confirmed critical), minimum 17. Success means that the user replaces himself, and the substituted object has the desired tag in the square he previously occupied.

Avoiding an attack must be declared before knowing the result of the attack roll. Failure means that the chakra spent trying to avoid the attack is wasted, and the technique fails.

The user requires both hands free to perform this technique. An opponent can choose to lower the value of its ECL for the purpose of allowing an opponent to evade the attack in this manner, but not increase it.

Each use of *Avoiding an Attack* stacks with all other techniques with effects that allow you to Avoid an Attack, such as Kwarimi no Jutsu or Shundou.

Mastery

Every step of mastery after the first allows the technique to be used an additional time per day, up to 5/day.

The first step of mastery allows the user to avoid an attack of up to his ECL or 5, whichever is lower.

The second step of mastery allows the user to increase the cost to 4 when avoiding an attack, to avoid an attack of up to his ECL or 10, whichever is lower.

The third step of mastery allows the user to increase the cost to 6 when avoiding an attack, to avoid an attack of up to his ECL or 15, whichever is lower.

The fifth step of mastery allows the user to increase the cost to 8 when avoiding an attack, to avoid an attack of up to his ECL or 20, whichever is lower.

Material Focus: One or more exploding tag, greater exploding tag or sunburst tag.

Bakusuihou (Exploding Water Cannons)

Ninjutsu (Suiton)

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 25; **Time:** 1 full-attack action; **Components:** H, F; **Range:** Medium (20 ft. + 10 ft./2 levels); **Effect:** One 5-ft.-wide line per "cannon"; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 6 per "cannon" (maximum 1 per 5 level).

Using this technique, the user concentrates his chakra in a source of water and makes it shoot out in a long jet of water to pierce through his enemies. He may create one cannon per five level that shoots out in a 5-ft. line coming directly from the source of water, and each line cannot reach farther than 100 feet. Any creature caught in the line of effect of a "cannon" must make a Reflex save to halve 5d6 point of water damage that bypasses any hardness from objects. While each "cannon" can target the same creature more than once if the terrain allows for it, they cannot occupy the same path or line. The cannons will damage unattended objects caught in their line of effect.

Material Focus: A small (at least 30 litres) source of water per cannon.

Bakusuishouha no Jutsu (Bursting Water Wave Technique)

Ninjutsu (Suiton; Requires Issui Suberi no Jutsu (t) and Suishouha no Jutsu (t))

Rank: 12 (S-Class); **Learn DC:** 28, 5 success; **Perform DC:** 32; **Time:** 1 attack action; **Components:** H, F; **Range:** 20 ft. / level (see text); **Effect:** 35-ft. wide, 15-ft. tall line attack; **Duration:** Concentration, plus 1 round (up to 1 round / level); **Saving Throws:** Reflex negate; **Chakra Cost:** 16.

This technique is the very same as *Suishouha no Jutsu*, except that the user rides the wave as it moves. When a creature or structure collides with the wave, they are pushed back and suffer damage, as per *Suishouha no Jutsu*. If hit by a *Raiton* technique, the user is not affected by the electricity damage. Once he stops concentrating on the technique, it continues forward for 1 round at maximum speed, and he may still ride upon it. He may descend at any time as a move-equivalent action, or charge any creature within, without penalty. If a *Bakusuishouha* collides with another or a *Deishouha*, *Suishouha* or *Daibakufu no Jutsu*, they will cancel each other out.

Material Focus: A huge (at least 10,000 liters) source of water nearby.

Banryoku (Brute Strength)

Chakra Control (Body) [Tsunade Hijutsu]

Rank: 8 (B-Class); **Learn DC:** 22, 4 success; **Perform DC:** 23; **Time:** 1 swift action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** (see text).

Using this technique, the user concentrated Chakra through his whole body in order to increase his physical potency. Until the user's next turn, he gains a +2 enhancement bonus to his strength score per point of Chakra spent on this technique, bonus which may not be greater than his half his character level, rounded down. The Perform DC of this technique increase by 1 for every point of Strength acquired by its effects.

Bouenkyou Shikaku no Jutsu (Telescopic Vision Technique)

Chakra Control (Spirit)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C; **Range:** Long (30 ft. + 15 ft./2 levels) (see text); **Target:** You; **Duration:** Concentration (up to 1 round/level); **Saving Throws:** None; **Chakra Cost:** 2.

By focusing some Chakra to his irises, the user is able to increase the efficiency of his sight. For as long as he concentrates, the user nullifies the distance penalty to spot checks for a distance up to the range of the technique. While his sight is increased on a long range, he takes a -2 penalty to spot checks and attack rolls with thrown weapon against any creature or object within 20 feet.

Bougyo Hakaisha (Defense Breaker)

Taijutsu (Martial Arts)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude negate; **Chakra Cost:** 3

This martial art technique is designed to make one of the user's attack go right through the opponent's guard and disrupt it. Against an opponent using *Total Defense*, the user makes a *Bougyo Hakaisha* attack that deals damage normally, but may not score a critical hit. If the attack hits and the target fails its Fortitude save, it automatically loses any bonus granted by *Total Defense* until its next turn, after which it can return to *Total Defense*.

Boushiyou no Jutsu (Dream Application Technique)

Genjutsu (Phantasm) [Mind-Affecting]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 full-round action; **Components:** C, H; **Range:** Touch; **Target:** One creature with an Intelligence score of at least 3; **Duration:** 1 hour/level (or until discharged); **Saving Throws:** None; **Chakra Cost:** 3.

Using this technique, the user forces the target to see a vision of his choice the next time it falls asleep for a period of time longer than 1 hour. The vision can be a message of any

length, and the subject remembers it perfectly upon waking, though it may or may not be taken seriously. The vision is not sentient and will not answer to any question the subject may have. The subject may also not understand the vision at all if it is in a language it simply does not understand.

Bubun Baika no Jutsu (Partial Multi-Size Technique)

Ninjutsu (Requires Baika no Jutsu (t)) [Akimichi Hijutsu]

Rank: 6 (C-Class); **Learn DC:** 19, 3 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** C, S; **Range:** Melee, plus 15 feet; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

This *Akimichi Hijutsu* is used in combat situations to attack a target from afar. This technique temporarily increases the size of the user's limb (either arm or leg) to gigantic proportion to deliver a *Slam* attack as though the user was two size category larger than he really is. The slam attack has a range equal to the user's standard range plus 15 feet. Using this technique in melee does not provoke an attack of opportunity.

Bunkai Sabaki no Jutsu (Movement Analysis Technique)

Taijutsu (Martial Arts)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 full-round action; **Components:** C; **Range:** 10 feet; **Target:** One creature; **Duration:** Instantaneous (see text); **Saving Throws:** None; **Chakra Cost:** 4.

Through careful analysis of one's movement and actions, the user is able to determine the flaws in one's stance and exploit them to his benefits. To properly use this technique, the user must select an opponent using a *stance* taijutsu technique. For as long as the user's target maintains its present stance, the user gains a +2 competence bonus to attack rolls and a +2 insight bonus to defense against that creature.

Bunshin no Jutsu (Duplication Technique)

Ninjutsu

Rank: 1 (E-Class); **Learn DC:** 12, 1 success; **Perform DC:** 11; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Effect:** Duplicates of the user; **Duration:** 1 minute / level; **Saving Throws:** None; **Chakra Cost:** 1 + 1 per additional clones (maximum 2 + 2 per level).

By using this technique, the user creates one or more duplicate of himself. The clones stay near you and disappear when attacked. The clones appear by the user's side and cannot stray more than 40 feet away from another clone or the original.

The duplicates look like the user and are perfect duplicate, but they cannot speak or perform any action that requires having a body, like lifting an object or attacking a creature. Once touched by another creature or object or violently shaken, it disappears in a puff of smoke. If the user stand among his clones, roll randomly to see whether his clone or the real one is hit, unless the creature knows or has a way to determine which is the user.

A clone's Defense is 10 + the user's size Modifier + Dex modifier + half the user's class bonus. A clone does make noise when it moves and it has a scent. They cannot perform any action that requires concentration and of course, cannot perform any technique.

Butsukari (Charge Breaker)

Taijutsu (Martial Arts)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

This technique can only be used immediately after a charge attack was directed at the user and failed, and can only target the previously charging creature. The user makes a single attack against the targeted creature that deals normal damage and, if the previous attack was a hit, the user gains a free trip attempt against the target. The trip attempt done using this technique does not provoke an attack of opportunity.

Byouretsu no Jutsu (Violent Sickness Technique)

Genjutsu (Compulsion) [Mind-Affecting]

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 round/3 levels; **Saving Throws:** Will negate; **Chakra Cost:** 4.

This specific genjutsu is used to trigger several mechanisms in the target's body, causing it to become violently sick for unexplainable reasons. As a result of this technique, the subject will become *nauseated* for the duration of the technique unless it succeeds a successful Will save. This technique can be dispelled.

Chacha no In (Disruption Seal)

Ninjutsu (Sealing)

Rank: 10 (S-Class); **Learn DC:** 26, 5 success; **Perform DC:** 30; **Time:** 1 attack action; **Components:** C, H; **Range:** Melee Touch; **Target:** One creature; **Duration:** 1 hour/level; **Saving Throws:** Will negate; **Chakra Cost:** 10.

This powerful sealing technique is designed to completely scramble the target's chakra pathways and pattern. In other words, the target will have a very hard time using Chakra as long as the seal lasts. For the duration of this technique, the target will suffer a -6 penalty to its Chakra Control, Genjutsu and Ninjutsu checks as well as being completely unaffected by *Medical* type Ninjutsu technique of any Rank lower than 10. This seal can be dispelled by using the same technique over the same target and succeeding a level check (DC equal to the technique's saving throw.) This technique uses a seal slot on the subject's body.

Chakra Gomumari (Chakra Superball)

Chakra Control (Spirit)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, E, P; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 40-feet radius area (S) (see text); **Duration:** Instantaneous; **Saving Throws:** Fortitude half (see text); **Chakra Cost:** 6.

Using this technique, the user is able to focus his Chakra in a condensed sphere and form a rubbery-like ball designed to track high Chakra signature. Any creature hit by the ball may make a Fortitude save to take only half damage.

The highest Chakra signature in the area of effect, the primary target, suffers 4d6 point of force damage, and the ball will bounce onto the second highest and third highest and so on until the number of affected target affected is equal to the number of damage die dealt by the technique. Every secondary target suffer half the damage of the primary target. If two Chakra signature are even, chose randomly to see which will be hit first.

Empower

The user can increase the number of damage die by 1 at the cost of 2 points of Chakra, up to a maximum of 8d6. This also affects the number of target the ball will hit.

Chakra Jirai no Jutsu (Chakra Land Mine Technique)

Ninjutsu

Rank: 4 (B-Class); **Learn DC:** 18, 3 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 5-ft. square, 15-ft. radius burst (see text); **Duration:** 1 minute/level (or until discharged) (D); **Saving Throws:** Reflex half (see text); **Chakra Cost:** 4.

Using this technique, one is able to set a trap that reacts strongly to high Chakra signature and emanation. Upon completion of this technique, the user choses a single 5-ft. square to host the "land mine." Once a creature with a Chakra Pool greater than 5 enters the chosen space, the explosion will be set off. All creatures within a 15-ft. radius centered on the chosen space suffer 3d6 point of fire damage and 1d6 point of force damage from the explosion, which can be halved with a successful Reflex save. The explosion will set fire to flammable material and damage unattended objects.

Chakra no Souin (Chakra Containment Seal)

Ninjutsu (Sealing)

Rank: 10 (A-Class); **Learn DC:** 25, 4 success; **Perform DC:** 27; **Time:** 1 hour; **Components:** C, H, X; **Range:** 10 feet; **Area:** 5-ft.-radius emanation; **Duration:** Permanent; **Saving Throws:** (see text); **Chakra Cost:** (see text).

Using this advanced Sealing technique, the user creates a chakra leeching seal. This seal cannot be placed on moving object, nor can it be moved. Upon completion of this technique, the user's chakra pool is lowered to 1 and must have been at least 20 before making the seal. All creature stepping over or inside the area of the seal, which appears to be a dark-red archaic symbol placed on a surface, loses 2 points of Chakra per round it remains in the area, unless it succeeds a Fortitude save (DC 15).

The chakra contained in the seal can be absorbed by a character with the Chakra Vampire bloodline, but the seal cannot hold more than 100 points of Chakra. A creature that can sense chakra may detect the Chakra Signature that is present in the seal, but will never be able to detect or pinpoint its location. The seal does not drain chakra from a creature with the same Chakra Signature as the user.

The seal will also not lower a creature below 1 chakra.

Expendable Components: A bit of the user's blood to scribe the seal. Scribing the seals requires a Craft (calligraphy) check (DC 18) to be made, not necessarily by the user, and takes 2 minutes. If the check was failed, the sealing process will fail without the user noticing until the end.

Chakra Kanshouki (Chakra Buffer)

Chakra Control (Spirit)

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform DC:** 21; **Time:** 1 full-round action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** (see text).

This advanced method of Chakra manipulation, while very handy, is extremely dangerous to the user in the sense that it is very easy to run out of Chakra to channel through it. He may spend up to 1 point of Chakra per level to linger around him, available at all time for various means.

Technique: The chakra lingering around the user can be used to perform a Chakra Control, Genjutsu or Ninjutsu technique without spending further Chakra and reducing the perform time by 1 step (minimum of a move-equivalent action, and techniques requiring more than 1 full-round action are unaffected). The chakra cost, however, is increased by 1.5 times. If the buffer ends before the technique is performed, but after it began, it will be considered to be still in effect unless interrupted.

Shield: At any time when threatened by an effect that will cause damage, he may spend 2 points of Chakra from the buffer in order to gain either a Damage Reduction 1/- (maximum DR 10/- for 20 points), reduce the falling damage by 1 die (maximum 10 die for 20 points) or a resistance to Acid, Cold, Earth, Electricity, Fire, Water and Wind 1 (maximum 10 for 20 points).

Projectiles of Light: The user may project his chakra onward as a full-attack action and throw 1 projectile per 2 points of Chakra spent from the buffer. Each projectile must hit on a ranged touch attack and deal 1d4 points of force damage on a successful hit. The user may not conceal his Chakra while maintaining a Chakra Buffer. In addition, while creating a chakra buffer, the user may not convert the Chakra Cost into hit points. He may also feed up to 5 points of chakra per round into the buffer as a free action afterward, and by doing so increase its duration by 1 round (note that this amount may go further than the imposed limit upon prior usage of the technique). Once the technique ends, the chakra fed to the buffer vanishes and does not return to the user. If the user's chakra is drawn from an outside source, such as a technique, a kikaichuu or even a Kage Bunshin, the chakra contained in the buffer is expended first. Chakra or Chakra Coil damage is not affected by the chakra buffer, however.

Chakramane no Jutsu (Chakra Imitation Technique)

Chakra Control (Spirit) [Kinjutsu of All Ninja Village]

Rank: 10 (S-Class); **Learn DC:** 26, 7 success; **Perform DC:** 30; **Time:** 1 full-attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D); **Saving Throws:** (see text); **Chakra Cost:** 1.

This technique is considered a forbidden technique in most ninja villages and will not openly be taught to most ninjas. With this advanced Chakra Control technique, the user is able to mimic the Chakra Signature of a creature he is familiar with, as long as it is of the same *type* as he. A creature that can *Sense Chakra* will be fooled by the trick unless it succeeds a Wisdom check (DC 18). Rather than taking another creature's Chakra Signature, the user may chose to simply modify his own so that he is no longer recognizable by this mean.

Chakra no Bakudan (Chakra Bomb)

Ninjutsu

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C, H, F, E; **Range:** Melee Touch; **Target:** Touched object of Medium size or smaller; **Duration:** 1 hour/level (or until discharged) (D); **Saving Throws:** Reflex half (see text); **Chakra Cost:** 3.

Using this technique, the user is able to send his Chakra in an object and make it linger there, in such a way that it will react so violently to other Chakra signatures that it will explode. If any creature with a Chakra Signature different than that of the user and up to two of his choice that he is familiar with touches the targeted object, it will explode.

The explosion deals 2d6 point of fire damage in a 10-ft. radius, damages unattended objets and sets fire to combustibles. The damage can be halved with a successful Reflex save. If the explosion is triggered, the object is immediately destroyed.

Empower

This technique can be empowered to increase the damage by 1 die at the cost of 1.5 points of chakra, rounded up (up to a total of 5d6).

Material Focus: The touched object of Medium-size or smaller.

Chakra no Hikari (Chakra Light)

Chakra Control (Spirit)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 attack action; **Components:** C; **Range:** Close (10 ft. + 5 ft./2 levels) (see text); **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 1.

This unpopular technique was used as an exercise to help Chakra Control for rookie genins. By condensing Chakra to his hand, the user is able to form a small orb of light that glows brightly like a torch. The orb sheds bright light in a 30-foot radius (and dim light for an additional 20 feet) from its current location. The user may freely move the light anywhere within the technique's range at the cost of a move-equivalent action.

Chakra no Kogasu (Chakra Burn)

Chakra Control (Body)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 move-equivalent action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 1.

By channeling Chakra to a part of his body, the user is able to burn off any offensive Chakra in devices such as exploding or sunburst tags. To do so simply requires the user to touch it after activating this technique, and the Chakra will burn away. Once per round, the user may activate this technique as an instant action if an exploding tag is placed onto him. In order to complete the technique the user must succeed a Perform DC equal or greater than the opponent's attack roll (minimum 14), and may not convert the Chakra Cost to hit points.

Chakra Tsumazuku Kousen no Jutsu (Chakra Tripline Technique)

Ninjutsu (Requires Kugutsu no Jutsu (t))

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 attack action; **Components:** C, M; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Reflex negate; **Chakra Cost:** 1.

A basic warm-up and practice exercise for a puppeteer is to actually use one's chakra strings to trip or move creature. The target, if it fails its saving throw, will end up prone upon successful use of this technique. This is a force effect.

Chi Hakaiha no Jutsu (Earth Destruction Wave Technique)

Ninjutsu (Doton)

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 26; **Time:** 1 attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 10-ft-radius burst; **Duration:** Instantaneous (see text); **Saving Throws:** Reflex negate (see text); **Chakra Cost:** 12.

This technique can only be used on *firm* or *soft* ground. With this technique, the user is able to part the earth and create a deep hole and dangerous hole. If this technique was used under a structure, it suffer 10d10 point of damage. This technique creates a 10 feet wide hole that is 5 foot deep per level of the user, maximum 100 feet. If the technique is used under a creature, it must succeed a Reflex save to avoid falling down the hole and suffer falling damage. The earth will return to its original state after 30 minutes, instantly killing any creature still in the hole (no save.)

Mastery

Every step of mastery in this technique decreases the time until the earth return to its previous state by 3 minute (unless specified otherwise when performing the technique) and the damage dealt to structures by 1d10.

Chi Katame no Jutsu (Hard Earth Technique)

Ninjutsu (Doton)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action (see text); **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** Turns up to one 1-cube foot of earth, mud or sand into rock per level/round; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 4.

Using this technique, the user is able to move his chakra through the earth and strengthen and compact it until it turns into rock. When performing this technique, the chakra acts by itself and turns 1 cube foot of earth or sand into rocks per round; you may control what area the technique works to harden. No more than 1 such technique can be active at the same time by the user or a clone.

This technique cannot be used on earth summoned by Chakra or man-made objects, but can be used to slowly kill plants and trees by turning the earth beneath them into stone. This technique can also be used to create a level ground on a surface, such as on a beach.

Chibizuku no Jutsu (Compression Technique)

Chakra Control (Body)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 5 rounds; **Components:** C, Mas; **Range:** Personal; **Target:** You; **Duration:** Concentration; **Saving Throws:** None; **Chakra Cost:** 0 (see text).

This technique enables the user to better manage his inner power by reducing the size of his body, thus sacrificing physical power. The user's size category decreases by 1, minimum Tiny; if the user's size category already is Tiny, he cannot use the technique.

The user suffers a -4 size penalty to his Strength score and Grapple checks, and a -2 size penalty to his Constitution score, but gains a +1 size bonus to Defense and a +2 size bonus to Hide checks. In addition, the damage dealt by his unarmed attacks is reduced by 1 die size (1d3 becomes 1d2). His clothing and equipment do not adjust to match his new size category. The user's height and weight are one-half and one-third of their normal value respectively while under the effects of this technique.

The user gains a +1 bonus to Chakra Control and Concentration checks while under the effects of this technique.

When struck under the effects of this technique, the user must succeed a Concentration check (DC 10+damage done) to avoid losing control over the technique and ending its effects immediately.

Mastery

Every step of mastery in this technique grants the user a +1 bonus to Concentration checks made to avoid losing control over the technique.

At the third step of Mastery in this technique, the user may use this technique with a Duration of 1 minute/level (D) rather than Concentration, with a Chakra Cost of 3.

With the fifth step of mastery in this technique, the user is able to use this technique with a Duration of 10 minutes/level (D) rather than Concentration, with a Chakra Cost of 6.

Chidori (Thousand Birds)

Ninjutsu (Raiton) [Hatake Kakashi Hijutsu]

Rank: 5 (A-Class); **Learn DC:** 20, 5 success; **Perform DC:** 22; **Time:** 1 full-round action; **Components:** E, H, M (see text); **Range:** Personal (see text); **Target:** You (see text); **Duration:** 1 round/4 level or until discharged (see text) (D); **Saving Throws:** None; **Chakra Cost:** 6 (base; see text).

This technique was created by the genius *Copy Ninja Hatake Kakashi* during the Third Ninja War. It can be used for both combat and quick assassination purposes, and it packs a lot of power. To use this technique, the user determines which hand will hold the *chidori*, hand which will not be able to hold any item or weapon for the duration of the technique; should the hand be the user's off-hand, he suffers a -4 penalty to attack rolls (the two-weapon fighting feats halves this penalty). Attacks made in this manner count as chakra-enhanced for the purpose of bypassing damage reduction.

For the duration of the technique, all attacks made with the *Chidori* are touch attacks that deal 1d8 point of piercing damage and 2d6 point of electricity damage, to which the user does not add his strength bonus to damage. While it can deal a critical hit, on a natural roll of 20, only the piercing damage is doubled.

Should Chidori be used in conjunction with *Taijutsu Ougi - Rendan Kidouki*, the user gains a +1 bonus to damage per die. A popular name for this usage of the technique is *Taijutsu Ougi - Chidori Rendan*. The weapon focus feat can be applied to *Chidori* as though it was a weapon.

The user may still perform hand seals normally while the Chidori is still active, and it can also be used for two-weapon fighting, as it counts as a *small* weapon. If the user has two (or more) Chidori active, only one is expended when using the *Ryuutsuki* technique to charge and deal increased damage.

Because of the noise and light made by the technique, a creature may make a Spot or Listen check (DC 5) to notice the user, even if he was hiding. If the conditions are met (creature is flanked, denied its dexterity bonus to defense, etc) the user can deal sneak attack damage in addition to standard damage with the *Chidori*.

Empower

In addition the user may use the *Ryuutsuki* technique to attack with the Chidori and while it will instantly be discharged, it will increase its potency. He can spend an additional three points of Chakra to increase the damage by 1d8 piercing and 1d6 electricity, up to a maximum of 7d8 piercing damage and 8d6 electricity (maximum 1 damage die per level).

The additional cost is merely an increase of the *Ryuutsuki* cost and can be converted to hit points normally. Using the technique in this manner implies a -4 penalty to Defense and the loss of his dexterity bonus to defense until his next turn, even though *Ryuutsuki* normally ignores said penalties. The user also cannot score a critical hit while using Chidori in this manner.

Chidori Nagashi (Thousand Bird Current)

Ninjutsu (Raiton; Requires Chidori (3)) [Uchiha Sasuke Hijutsu]

Rank: 8 (B-Class); **Learn DC:** 22, 4 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** C, S, E, F, Mas; **Range:** 0 feet; **Effect:** 1 empowered weapon; **Duration:** 1 round/2 levels (D); **Saving Throws:** Fortitude partial; **Chakra Cost:** 8.

The user empowers a single weapon with the *containment* weapon seal to carry the somewhat diluted power of Chidori. Attacks made with this weapon ignore 10 points of hardness from objects, 2 points of armor or shield bonus to defense and deal an additional 1d6 points of electricity damage on a successful hit, not multiplied on a critical hit.

The technique can be released as a swift action anytime the user wishes, on his turn. This allows him to deal 1d6 points of electricity damage to any creature within 10 feet, and forces them to make a Fortitude save to avoid being *staggered* for 1 round and knocked prone. A staggered creature may only take a single move action or attack action each round (but not both, nor can it take full-round actions).

If the user is disarmed or loses contact with the weapon for more than 1 round, the technique ends. Attacks made in this manner count as chakra-enhanced for the purpose of bypassing damage reduction.

Mastery

The third step of mastery in this technique allows the user to increase the cost by 4 and deal an additional 1d10 points of electricity damage on a confirmed critical hit. When discharged, the technique deals an additional 1d6 points of concussion damage.

The fifth step of mastery allows the user to increase the cost of the technique by 2 to increase the damage to 1d10 on a successful hit, and by an additional 1d6 points of electricity damage when released.

Material Focus: A melee weapon with a containment weapon seal placed on it.

Chidori Senbon (Thousand-Bird Needles)

Ninjutsu (Raiton; requires Chakra Control 15 ranks and Chidori (5)) [Uchiha Sasuke Hijutsu]

Rank: 3 (S-Class); **Learn DC:** 19, 6 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** C, M, E; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** 2 or more chidori senbon; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

This technique requires that the user have at least 1 chidori or raikiri effect active (including Chidori Nagashi). The user fires 2 chidori senbon at targets within range, each dealing 1d4+1 points of electricity damage. The chidori senbon automatically hit regardless of concealment (barring total concealment, in which case the user must still guess the square) or cover, and cannot be avoided with instant action defensive technique such as Kawaremi no Jutsu. More than one chidori senbon can hit a single target.

Empower

The user can increase the number of chidori senbon by 1 every point of chakra spent in

this technique, maximum 1 per level or 10.

Chihou no Jutsu (Earth Compass Technique)

Ninjutsu (Doton)

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform DC:** 12; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

By touching his hand directly on the ground, the user is able to determine which direction is north. The user's newfound knowledge of north is correct when using this technique, but he may get lost again within moments if he does not keep track of his movements. This technique can help the user identify an environment-affecting Genjutsu if there is one, at the GM's discretion, and cannot be used if the user cannot touch his bare hand to the bare ground.

Chijimu no Jutsu (Shrinking Technique)

Ninjutsu

Rank: 6 (A-Class); **Learn DC:** 21, 4 success; **Perform DC:** 23; **Time:** 1 full-round action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 minute/level (D) (personal or willing) or 1 round/level (D) (unwilling); **Saving Throws:** Fortitude negate (unwilling); **Chakra Cost:** 10.

A technique with the opposite effect to the popular Akimichi techniques. This technique will shrink the target creature one size category, with its carried equipment included. If the target creature was previously Medium-sized, it gains the following bonuses and penalties: -2 penalty to Strength, +2 to Dexterity, +1 size bonus to attack rolls and defense, +4 bonus to Hide checks and a -4 penalty to Grapple checks. This technique will counter and dissipate the effects of *Baika no Jutsu* and *Chou Baika no Jutsu*, thus ending their effect prematurely.

Chikara no In (Energy Seal)

Ninjutsu (Sealing) [Kinjutsu of All Ninja Villages]

Rank: 11 (A-Class); **Learn DC:** 26, 6 success; **Perform DC:** 28; **Time:** 1 minute; **Components:** C, H, X; **Range:** Personal; **Target:** You; **Duration:** 1 year (or until discharged); **Saving Throws:** None (see text); **Chakra Cost:** (see text).

With this technique, the user is able to scribe a seal onto his body to store Chakra for later use and strengthen his body. The user uses his blood to create a tattoo-like pattern anywhere on his body to be activated later. Once the seal is complete, it will drain the user of all his Chakra (cannot lower the user's chakra below 0 or be converted to hit points) and the user may control the rate of absorption. Once the seal has absorbed 100 points of Chakra (the user may chose to feed the seal at any time), it can be activated anytime as a swift on the user's turn.

Once activated, the user gains a +2 bonus to attack rolls, weapon damage rolls, defense, saving throws and skill checks, as well as having his maximum and current Chakra Pool

increase by 5 for 10 minutes. Once the effects of the seal subside, the user will become Fatigued. This technique uses a seal slot on the user's body, which will be freed once the duration expires or is discharged.

Expendable Component: Some of the user's blood. Scribing the seals requires a Craft (calligraphy) check (DC 20) to be made, not necessarily by the user, and takes 1 minute. If the check was failed, the sealing process will fail without the user noticing until the end.

Chirou no Jutsu (Earthen Prison Technique)

Ninjutsu (Doton; Requires Ninjutsu 12 ranks)

Rank: 6 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, H, F; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One Medium-sized or smaller creature; **Duration:** 1 round/level; **Saving Throws:** Reflex negate; **Chakra Cost:** 6.

Using this technique, the user is able to slowly encase the subject in earth, rock and mud. If the target fails its saving throw, it is caught in the technique's first step. To increase the strength of the prison by 1 step, the user must spend a move-equivalent action concentrating on the prison while within range, which can be done once per round. Concentrating on the technique provokes an attack of opportunity which can be used to disrupt his concentration. Once formed, the prison will remain active until it is either destroyed or the technique ends. There are all of three steps to this technique.

First Step: The target's feet are caught in the prison and it cannot move, turn around or use any technique requiring mobility. The subject suffers a -2 penalty to Defense and Reflex saves. He can break out of the prison by succeeding a Break check (DC 25) or destroying the prison, which has 20 hit points at this step. Attacking the prison provokes an attack of opportunity.

Second Step: At this point, the subject loses his Dexterity bonus to defense, can no longer make Reflex saves and suffers a -4 penalty to attack rolls and Defense. He cannot use techniques requiring mobility or any semblance of leg movements. He can break out of the prison by succeeding a Break check (DC 27) or by having another creature destroy the prison, which has 35 hit points by this point. Since the subject cannot attack the prison himself, attacking it does not provoke an attack of opportunity, but the subject has a 25% chance to also suffer the damage from any attack directed at the prison.

Third Step: The subject is completely immersed in the prison and is immobilized. He cannot use any technique requiring hand seals, half seals, mobility or any semblance of movements. The subject can breathe in the prison for 5 rounds before he starts suffocating, unless he somehow holds his breath. He can break out of the prison by succeeding a Break check (DC 30) or by having another creature destroy the prison, which has 50 hit points by this point. Since the subject cannot attack the prison himself, attacking it does not provoke an attack of opportunity, but the subject has a 50% chance to also suffer the damage from any attack directed at the prison.

Material Focus: A Large (at least 100 pounds) source of earth, sand, mud or rock nearby to form the prison.

Chitenraisou (One-Thousand Heavenly Spears)

Ninjutsu (Raiton)

Rank: 10 (S-Class); **Learn DC:** 26, 5 success; **Perform DC:** 30; **Time:** 1 full-round action; **Components:** C, H, E; **Range:** Long (30 ft. + 15 ft./2 levels); **Area:** 80-ft. high, 40-ft.-radius cylinder; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 16.

Using this advanced *Raiton* technique, the user makes it rain spear-shaped lightning bolts. The technique originally targets 2d6 creatures in the area of effect. Each target is hit by 1d4+1 lightning bolts, each lightning bolt dealing 1d8+1 point of electrical damage.

No save is allowed by the technique, but a creature cannot be targeted twice, even if there are less enemies than the number of target this technique hits. Structures are also counted as potential target, and suffer double damage from the lightning bolts.

In a crowded area with many structures (such as a town), a creature or structure has a 25% chance to be targeted by the technique. The user cannot chose which creature or structure he will target.

Empower

The user can spend an additional 2 points of Chakra to increase the number of targets by one die, up to a maximum of 5d6.

Chiyokubou no Jutsu (Bloodlust Technique)

Genjutsu (Compulsion) [Mind-Affecting]

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 30-foot radius emanation (S); **Target:** 1 creature per level; **Duration:** 1 round/level; **Saving Throws:** None or Will negate (see text); **Chakra Cost:** 10.

This powerful *Genjutsu* seeps deeply into the mind of its targets, waking the more feral instincts of a creature and instilling a powerful bloodlust in them. Every target of this technique must succeed a Will save or indulge to the bloodlust and automatically attack the nearest creature, regardless of its status or strength until it dies or the duration expires. In addition, any creature falling prey to this technique gain a +2 morale bonus to Will saves, Strength and Constitution scores and suffer a -2 penalty to Defense for the duration of the technique. Because of the strong instincts are interfering with their concentration, the affected creatures will not be able to use any Charisma-, Dexterity- or Intelligence-based skill (except for Balance, Escape Artist, Intimidate, and Ride), the Chakra Control and Concentration skills, or any abilities that require patience or concentration. Creatures with an Intelligence score of 3 or lower do not get a save to resist this technique.

Chou Baika no Jutsu (Mega Multi-Size Technique)

Ninjutsu (Requires Baika no Jutsu (t)) [Akimichi Hijutsu]

Rank: 9 (B-Class); **Learn DC:** 23, 4 success; **Perform DC:** 24; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 18.

This technique functions exactly as specified above, except that the user gains double the benefits, two size categories and the following: +8 bonus to Strength, -4 to Dexterity, +4 to Constitution, +3 natural armor bonus to defense, -2 size penalty to attack rolls and defense, +8 bonus to grapple checks and lastly, a -8 penalty to Hide checks. His fighting space increases to 15ft. x 15ft. and his reach to 10 feet.

This technique's effect do not stack with other non-permanent size increase, but will overlap said effect and make them stronger if possible. The Fortitude save DC to maintain the technique if suffering damage higher than the user's new constitution score is 18.

If using this technique in a day, the user must consume thrice as much food to avoid being fatigued the next.

Choufunran no Jutsu (Great Confusion Technique)

Genjutsu (Requires Genjutsu 13 ranks)

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** C, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature; **Duration:** 1 round/level (D); **Saving Throws:** Will negate (see text); **Chakra Cost:** 7.

This technique completely disrupts the target's sense of balance, making it so much more difficult to perform normal, everyday tasks. The subject, if it fails its will save, must make a Concentration (or Constitution) check (DC 11) each round to avoid being dazed, in which case it suffers a -4 penalty to attack rolls, ability checks and skill checks for the duration of the technique. This technique is a sound-based illusion and deaf creatures are not affected by it.

Chounouryoku (Extra Sensory Perception)

Chakra Control (Spirit) [Lost Hijutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 5 success; **Perform DC:** 25; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** Concentration, plus 1 round; **Saving Throws:** None; **Chakra Cost:** 2.

This high-ranked technique, which is unfortunately known by extremely few shinobi, and rarely more than one or two shinobi in a *village* will know the trick to it, and they are unlikely to share.

The user is able to force his mind to open more and sharpen his senses in order to detect a creature's surface thoughts. The user gains the *Detect Emotions* ability and a +2 competence bonus to Sense Motive checks.

Choushinsei no Jutsu (Supernova Technique)

Ninjutsu (Requires Epic Technique - Choushinsei no Jutsu (f))

Rank: 19 (Epic); **Learn DC:** 44, 8 success; **Perform DC:** 49; **Time:** 1 minute; **Components:** C, H; **Range:** 100 ft. + 20 ft./level; **Area:** 400 ft. radius burst; **Duration:** Instantaneous (see text); **Saving Throws:** Reflex partial, Fortitude partial; **Chakra Cost:**

48.

This technique is the pinnacle of offensive Ninjutsu. There exist no stronger technique, but there are no record of anyone using it in the last 200 years. Upon completion of this technique, a huge star composed of the user's Chakra and that of the wildlife around him will fall from high above the sky upon the designed location. Every creature caught in the area of effect suffer 8d12 point of fire damage, 8d10 point of sonic damage and 8d8 point of force damage, which can be halved with a successful Reflex save. In addition, every creature suffering damage from the technique must make a Fortitude save or be Blinded and Deafened for 1d6 hour afterward, and will be *Stunned* for 1d4+1 rounds (no save).

Chouyaku no Jutsu (Jumping Technique)

Chakra Control (Body)

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform DC:** 12; **Time:** 1 swift action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 1.

This technique is actually one of the basic technique taught to ninja during their years at the Academy. The basic principle is to train the students in Chakra manipulation- in this case, to improve the mobility by increasing the body's speed with Chakra. By focusing his Chakra to his legs, the user gains a +4 enhancement bonus to Jump checks and his movement speed increases by 5 feet. In addition, he gains a +1 bonus to Jump check to when benefiting from a running start. The movement bonus granted by this technique does not stack with other non-permanent enhancements.

Craft Greater Chakra Storing Gem

Training (Ninjutsu; requires Scribe Chakra Symbols (f) and Craft (calligraphy) 8 ranks)
[Lost Hijutsu]

Rank: 4 (B-Class); **Learn DC:** 17, 4 success.

The user gains the knowledge required to craft a *Greater Chakra Storing Gem*. See Craft (calligraphy) skill for details.

Craft Least Chakra Storing Gem

Training (Ninjutsu; requires Scribe Chakra Symbols (f) and Craft (calligraphy) 4 ranks)
[Lost Hijutsu]

Rank: 2 (D-Class); **Learn DC:** 14, 2 success.

The user gains the knowledge required to craft a *Least Chakra Storing Gem*. See Craft (calligraphy) skill for details.

Craft Lesser Chakra Storing Gem

Training (Ninjutsu; requires Scribe Chakra Symbols (f) and Craft (calligraphy) 6 ranks)
[Lost Hijutsu]

Rank: 3 (C-Class); **Learn DC:** 16, 3 success;

The user gains the knowledge required to craft a *Lesser Chakra Storing Gem*. See Craft (calligraphy) skill for details.

Dai Gamiyari (Great Paper Lance)

Chakra Control

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, S; **Range:** Touch; **Effect:** Solidifies 5 sheet of paper/level (see text); **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 5.

This technique is the very same as *Gamiyari*, except for the fact that it is capable of hardening more paper, and up to 1 piece bearing a chakra symbol (such as an exploding tag) per 3 levels, up to 5. If not thrown before the duration expires, the affected objects revert to their original state.

Dai Kamaitachi no Jutsu (Great Sickling Wind Blast Technique)

Ninjutsu (Fuuton; Requires Kamaitachi no Jutsu (t))

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 26; **Time:** 1 attack action; **Components:** C, E, H (see text); **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** Cone-shaped burst or line; **Duration:** Instantaneous; **Saving Throws:** Reflex half (see text); **Chakra Cost:** 8 (base; see text).

This greater version of *Kamaitachi* allows for greater range and efficiency at the cost of more Chakra. The user can still ignore the *hand seals* component with a simple swing of a tessen, war fan or a Huge sized or larger weapon, by increasing the Perform DC by 4. Every creatures caught in the cone-shaped burst suffer 6d6 points of wind damage, which can be halved with a successful Reflex save. In addition the creatures caught in the cone must make a Fortitude save (DC 15) or be pushed back 1d6x5 feet.

Empower

The user can increase the damage done by this technique by paying an additional point of Chakra per damage die, though the damage cannot exceed 12d6; doing so also increases the perform DC by 1 per additional die.

Dai Tatsumaki no Jutsu (Great Tornado Technique)

Ninjutsu (Fuuton)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** C, H; **Range:** Long (30 ft. + 15 ft./2 levels); **Area:** 80-ft. high, 20-ft.-radius cylinder; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 8.

Using this technique, the user is able to create a large and very powerful gust of wind resembling a tornado. Any creature caught in the area of effect will suffer 3d6 points of wind damage from being tossed around by the tornado, in addition to 3d4 points of wind damage from the dangerous slashing wind traveling inside it. A small sized creature or smaller will be sent flying 1d6x5 feet upward and will fall back down at the end of the technique, possibly suffering falling damage unless they succeed a Fortitude save.

Medium-sized creature or larger are unaffected by this side effect. Flying creatures suffer double damage from the tornado, and even Medium-sized creature will be thrown upward 1d6x5 and come crashing down. Despite its impressive name, *Dai Tatsumaki no Jutsu* is merely the first stage of a greater technique.

Dai Tsuchiryuu no Jutsu (Great Earth Dragon Technique)

Ninjutsu (Doton; Requires Ninjutsu and Chakra Control 15 ranks)

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 26; **Time:** 1 full-attack action; **Components:** C, H; **Range:** Long (30 ft. + 15 ft./2 levels); **Targets:** One primary target, plus one secondary target every 2 levels (each of which must be within 30 feet of each other); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 10 (small) or 20 (medium) or 30 (large).

Using this technique, the user expends a large to very large amount of his resource to create a gigantic earth dragon in a way much like *Tsuchiryuu no Jutsu*. The dragon initially deals full damage to the primary target, and rounds around targeting one creature per two levels of the user, dealing half the initial damage to each of them (maximum 10 secondary creatures). All damage dealt by the dragon can be halved with a successful Reflex save. Who the dragon targets is entirely up to the user, who can freely chose to affect fewer secondary targets than his maximum. A Small dragon deals 6d6 points of earth damage, a Medium dragon deals 9d6 points of earth damage, and a Large dragon deals 12d6 points of earth damage.

Material Focus: A Medium (at least 100, 200 or 300 pounds for a Small, Medium or Large dragon) source of earth, sand, mud or rock nearby to create the dragon.

Daibakufu no Jutsu (Great Waterfall Technique)

Ninjutsu (Suiton)

Rank: 10 (A-Class); **Learn DC:** 26, 4 success; **Perform DC:** 27; **Time:** 1 attack action; **Components:** H, F; **Range:** 25 ft. / level (see text); **Effect:** 20-ft. wide sphere of water; **Duration:** Concentration (up to 1 round/level); **Saving Throws:** Reflex partial (see text); **Chakra Cost:** 12.

Calling upon the force of nature, the user creates this swirling blast of water that will most surely destroy everything in its path. This technique creates a powerful blast of water that moves through the land at the speed of 75 feet per round. The blast's point of origin is the user's current location and it can only go down a straight path; if it moves out of the technique's range, it simply runs out of energy and becomes a harmless wave of water. Any Medium-size or smaller creature that comes in contact with the blast must succeed a Reflex save or get dragged along with it and suffer 3d6 points of water damage every round until it succeeds a Reflex save (or Swim check, at the subject's decision) allowed each round to get out of the blast's effect at its current location. A Large or larger creature caught in the blast is simply pushed back 1d6x5 feet unless it succeeds a Reflex save. Structures caught in the blast take double damage. If a *Raiton* technique was used with the Daibakufu as its target or in its area of effect, the *Daibakufu* will deal 1d4 point of electricity damage per 2 ranks of the technique used per round to creatures and structures caught in it for 1d4+1 rounds. If a Daibakufu collides with another *Daibakufu*, a *Suishouha*, *Deishouha*, or *Bakusuishouha* they will cancel each other.

Material Focus: A large (at least 1000 liters) source of water nearby.

Daichouyaku no Jutsu (Greater Leap Technique)

Chakra Control (Body; Requires Chouyaku no Jutsu (t))

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 18; **Time:** 1 move-equivalent action or 1 swift action; **Components:** C, Mas; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 3.

Gathering even more Chakra to his feet, the user is able to increase the maximum distance attained in his jumps tenfold. For the duration of this technique, the user gains a +20 bonus to Jump checks.

Mastery

With the third step of mastery in this technique, the user can also use this technique as a swift action, but cannot convert the Chakra Cost to hit points while doing so.

Daijinryoku (Extreme Strength)

Taijutsu (Body Art; Requires Kyouran Suji! (t))

Rank: 6 (A-Class); **Learn DC:** 21, 4 success; **Perform DC:** 23; **Time:** 1 full-round action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 6.

The user gains 3 strength ranks for the duration of the technique. Once the duration expires, the user must make a Fortitude check (DC 15) or suffer 2d4 points of Stamina damage from the strain put on his muscles.

Daikodan no Jutsu (Great Tiger Projectile)

Ninjutsu (Hyouton; Requires Ninjutsu and Chakra Control 13 ranks)

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform DC:** 24; **Time:** 1 full-attack action; **Components:** C, H, F; **Range:** Medium (20 ft. + 10 ft./2 levels); **Targets:** One primary target, plus one secondary target every 2 levels (each of which must be within 30 feet of each other); **Duration:** Instantaneous; **Saving Throws:** Reflex half (see text); **Chakra Cost:** 12.

Upon completion of this technique, the user creates a long line of chakra from ice and snow, shaped in like a ferocious tiger ready to pounce and tear apart his enemies. The user is able to focus the blast and target multiple enemies with it. The tiger initially deals 8d4 points of damage, half cold and half slashing, to the primary target, and can be directed to target any creature within 30 feet (1 per 2 level, maximum 12), dealing half damage to any secondary target.

All damage suffered by the tiger can be halved by a successful Reflex save, and all creatures suffering damage from the tiger must make an additional Reflex save to avoid suffering a -1 penalty to attack rolls and skill checks for 1 minute afterward from the cold (penalty removed the moment the target has at least one hit points restored by a Medical ninjutsu technique). Who the tiger targets is entirely up to the user, who can freely chose

to affect fewer secondary targets than his maximum.

Material Focus: A large (at least 400 pounds) source of ice and snow nearby.

Dairyuudan no Jutsu (Great Dragon Projectile)

Ninjutsu (Katon; Requires Ninjutsu and Chakra Control 13 ranks)

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform DC:** 24; **Time:** 1 full-attack action; **Components:** C, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Targets:** One primary target, plus one secondary target every 2 levels (each of which must be within 30 feet of each other); **Duration:** Instantaneous; **Saving Throws:** Reflex half (see text); **Chakra Cost:** 12.

Using this technique, the user focuses a large amount of Chakra to his mouth and spits out a long line of chakra shaped in like a dragon. The user is able to focus the blast and target multiple enemies with it. The dragon initially deals 8d4 points of fire damage to the primary target, and can be directed to target any creature within 30 feet (1 per 2 level, maximum 12), dealing half damage to any secondary target. All damage suffered by the dragon can be halved by a successful Reflex save, and all creatures suffering damage from the dragon must make an additional Reflex save to avoid catching on fire. Who the dragon targets is entirely up to the user, who can freely chose to affect fewer secondary targets than his maximum.

Daisan no Me (The Third Eye)

Ninjutsu [Suna Kinjutsu]

Rank: 7 (B-Class); **Learn DC:** 21, 5 success; **Perform DC:** 22; **Time:** 1 full-round action; **Components:** C, H, X; **Range:** 100 feet/level; **Effect:** One chakra-created eyeball; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 4.

The user forms an orb similar to an eyeball using his Chakra and orb which he uses to spy and scout around. The *Third Eye* can see 150 feet forward (standard vision only). While the eye remain fragile, it is very diminutive and difficult to spot. The *third eye* is a Fine construct, about the size of a child's balled fist, has 1d4 hit points, a Defense of 18 (+8 size bonus), flies at a 30 feet with *Good* maneuverability and has a +16 Hide modifier. It carries the same Spot modifier as the user and is subject to Genjutsus, darkness, fog and any other factor that would affect his ability to receive visual informations about his surrounding. The user can command the eye freely using mental directions, as the *third eye* and the user share the same mind and thoughts. If the eye leaves the technique's range or is destroyed, it is instantly destroyed and leaves absolutely no trace of its presence. While the user maintains this technique, he himself (but NOT the eye) suffers a -4 penalty to spot checks.

Expendable Components: Enough dirt, sand or soil to form the *third eye*.

Daisukebei no Kaze (Wind of the Great Lecher)

Ninjutsu (Fuuton) [Jiraiya Kinjutsu]

Rank: 3 (D-Class); **Learn DC:** 15, 3 success; **Perform DC:** 14; **Time:** 1 attack action; **Components:** H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** One 10-ft.-square; **Duration:** Instantaneous; **Saving Throws:** Reflex negate; **Chakra Cost:** 4.

This "horrible" and "inhumane" technique was developed by the perverted Sannin, Jiraiya, and soon after outlawed and made kinjutsu by the Ninja Committee of Woman Rights. It was used in times of desperation, when peeping was impossible, and when dreaded writer's block hit. The user focuses a moderate amount of Chakra in the air around the target, creating thin blades of wind that will shred any semblance of clothing the target wears without damaging the skin. Any piece of equipment deemed as clothing, including fabric and plastic armors, that is not of mastercraft quality, will be shredded to pieces and completely destroyed. The target's actual equipment, such as shuriken holsters, weapon sheath or metal armor is unaffected.

Damashiuchi no Jutsu (Sneak Attack Technique)

Ninjutsu

Rank: 4 (B-Class); **Learn DC:** 18, 3 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 4.

Using some of the oldest ninja technique, the user is able to find the critical spot on one's body more easily. The user's sneak attack increases by one die for the duration of this technique. If the user does not already possess a sneak attack, he gains the *Sneak Attack* (+1d6) ability for the duration of this technique. See the Sneak Attack ability for details.

Dattoumaru Ryu - Kourai Dachi (Dattoumaru Style - Rising Thunder Stance)

Taijutsu (Stance; Requires Hiraishin (a)) [Dattoumaru Hijutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform DC:** 21; **Time:** 1 full-round action; **Components:** C, M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 4.

To properly use this technique, the user must be manifesting his *Hiraishin* or *Denkousekka* state. While in this stance, the user's unarmed attack deal an additional 1d4 point of electricity damage and an *Electricity Resistance* of 5 due to the energy coursing through his body. This elemental damage is multiplied when scoring a critical hit.

Deishouha no Jutsu (Crushing Mud Wave Technique)

Ninjutsu (Doton)

Rank: 11 (S-Class); **Learn DC:** 27, 5 success; **Perform DC:** 31; **Time:** 1 attack action; **Components:** H, F; **Range:** 15 ft. / level (see text); **Effect:** 35-ft. wide, 15-ft. tall line attack; **Duration:** Concentration (up to 1 round / level); **Saving Throws:** Reflex negate; **Chakra Cost:** 10.

With this technique, the user summons a gigantic wave of mud that will crush anything and everything before it. From the user's current location, a 35 feet wide and 15 feet tall wave of soil will rush onward at the speed of 60 feet per round. Any creature of Large size or smaller caught in the wave must succeed a Reflex save or be pushed backward 2d6x5 feet and suffer 2d6 points of earth damage.

Any structure caught in the wave, even those larger than Large size, suffer triple damage but are not pushed backward. Flying creatures are affected only if the wave can reach up to them, and Huge or larger creature are not affected. If a *Katon* technique was used with the wave as its target or in its area of effect, it will deal 1d4 point of fire damage per two ranks of the technique used per round to creatures and structures caught in it for 1d4+1 rounds.

If a *Deishouha* collides with another or a *Bakusuishouha*, *Suishouha* or *Daibakufu no Jutsu*, they will cancel each other out. The user must have his hands in direct contact with the ground for the time he concentrates on the technique.

Material Focus: A huge (at least 300 cube foot) source of earth, sand, rock or mud nearby.

Dengan no Jutsu (Stungun Technique)

Ninjutsu (Raiton; requires Lightning Affinity (Primary) and Raishuriken no Jutsu (2))

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 attack action; **Components:** H; **Range:** 10 feet; **Effect:** Ray; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 3.

The user fires a ray of shocking currents and must make a ranged touch attack against any living creature within 10 feet. The ray, if it hits, deals 1d2 points of electricity damage and forces the creature to make a Fortitude save to avoid suffering 2d4 points of nonlethal damage. This counts as a stunning effect.

Denkai no Jutsu (Electrolysis Technique)

Ninjutsu (Raiton)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 full-round action; **Components:** C, H; **Range:** Touch; **Effect:** Turns 1 litre of water per level into combustible; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 12.

By converting his chakra into electricity, the user is able to perform a powerful electrolysis on 1 litre of water per level, which he must come in direct contact with. The water will be turned into a strong combustible that will ignite at the slightest contact with fire and burn for several dozen minutes.

The combustible, while flammable, is not poisonous or overly toxic, and will not kill animals or plants. If mixed with water or other liquids, it will remain on top. This technique cannot be used on creatures.

Densetsu Reiki (Aura of Legend)

Chakra Control (Spirit)

Rank: 4 (D-Class); **Learn DC:** 16, 1 success; **Perform DC:** 15; **Time:** 1 full-round action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** Concentration; **Saving Throws:** None; **Chakra Cost:** 1.

The user cannot use this technique when suppressing his chakra signature. By means of

this technique, the user's chakra signature will appear to be one category higher (maximum Overwhelming) than in reality for the purpose of *Sense Chakra*.

Dochuu Engyou no Jutsu (Underground Displacement Technique)

Ninjutsu (Doton)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, H, Mas; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 2.

This technique allows the user to move through *Soft* terrain with a *Burrow* speed equal to his normal speed, for the duration of this technique. The user cannot run while moving underground. This technique cannot be used to move through hard ground or stone. Furthermore, if the user is within 5 feet of the surface, he may determine if a creature or an object stands above him.

Mastery

With the third step of mastery in this technique, the user may chose to leave no tunnels if he so desires.

Doku Hakken no Jutsu (Poison Detection Technique)

Chakra Control (Spirit)

Rank: 1 (C-Class); **Learn DC:** 14, 2 success; **Perform DC:** 14; **Time:** 1 attack action; **Components:** C; **Range:** Close (10 ft. + 5 ft./2 levels); **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 1.

By merely concentrating, the user is able to determine whether any creature in a *Close* range is poisoned or not. In other words, the user is able to sense the disturbance in the poisoned creature's body, and react to it. The user may also determine what type of poison is at work by succeeding a Wisdom check (DC 20).

Dokukiri no Jutsu (Poison Mist Technique)

Ninjutsu

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, H; **Range:** 10 feet; **Effect:** Cloud spread 15-feet wide, 10 feet high (see text); **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude negate (see text); **Chakra Cost:** 6.

By gathering Chakra in his lungs, he is able to transform the air in them in a lethal poison, which he will breath out in a purple gas. On the round that it is used, *Dokukiri no Jutsu* fills a 15-foot wide by 10 foot tall space with a poisonous gas. On the following round, it fills a 20-foot wide by 20 foot tall, and on the third round it fills a 30-foot by 30-foot space. It disperses after 5 rounds, though a moderate wind (11+ mph) disperses the smoke in 3 rounds and a strong wind (21+ mph) disperses it in 1 round. A character caught in the poisonous cloud Fortitude save against poison (Primary and Secondary damage 1d6 Con both). Those who succeed at their saves but remain in the cloud must continue to save each round. A gas mask renders the target immune to the effects. A wet cloth held over

the eyes, nose, and mouth provides a +2 bonus on the Fortitude save.

Dokutsume no Jutsu (Poison Claw Technique)

Ninjutsu (Requires Ninjutsu 12 ranks)

Rank: 6 (A-Class); **Learn DC:** 21, 4 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** H, F; **Range:** Melee Touch; **Target:** Creature touched; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude negate (see text); **Chakra Cost:** 12.

By focusing a large chunk of offensive Chakra to his hand, the user forces the touched creature's body to react violently to the energy and reject it. The touched creature will suffer 2d4 point of temporary Constitution damage immediately and another 2d4 point of Constitution damage one minute later. The target must make a Fortitude save (as per technique save) both times to avoid taking poison's damage.

Domori no Jutsu (Speech Impediment Technique)

Genjutsu (Compulsion) [Mind-Affecting]

Rank: 4 (B-Class); **Learn DC:** 18, 3 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 minute/level (D); **Saving Throws:** Will negate; **Chakra Cost:** 4.

The subject slowly loses the ability to read, write and speak languages as the technique overstimulates the language center of its brain. The subject may still attempt to speak, but it will only spew gibberish; it may attempt to read, but will not understand; it may attempt to write, but will only scribble. This effect happens progressively as the technique lasts.

1st round: The subject loses the ability to read or write its non-native languages (languages not granted by a race).

3rd round: The subject loses the ability to speak its non-native languages.

5th round: The subject loses the ability to read or write its native languages.

7th round: The subject loses the ability to speak its native languages.

Doroku Gaeshi (Land Wall Flip)

Ninjutsu (Doton)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 full-round action; **Components:** C, F; **Range:** 5 feet; **Effect:** Creates an earth wall; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 8.

To use this technique, the user touches his hand to the ground and out rises a 10 foot wide, 10 foot tall wall facing the same direction as the user. The wall is 6 inch thick, has an hardness of 8 and 90 hit points. Breaking through requires a Strength check (DC 30). Until the wall's hit points are reduced to 0, a creature succeeds the Break DC or the duration expires, it will hold on and let no creature or object pass through.

Material Focus: A medium (at least 300 pounds) source of earth or stone below the user's feet.

Doryou Dango (Oversized Rock Dumpling)

Ninjutsu (Doton)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 full-attack action; **Components:** C, H; **Range:** 50 feet; **Effect:** 5-ft.-wide line (Medium) or 10-ft.-wide line (Large) or 20-ft.-wide line (Huge); **Duration:** Instantaneous; **Saving Throws:** Reflex negate; **Chakra Cost:** 8 (Medium) or 12 (Large) or 18 (Huge).

Using this technique, the user pulls out an extremely large oval-shaped rock formation from the ground in a seemingly impossible show of strength. The trick is in fact quite simple, as only Chakra does the work and it puts almost no strain on the user. Upon throwing the oversized boulder, it will travel some ways, crushing any creature in its way. Any creature that finds itself in the area of effect suffers 3d10 point of earth damage from a Medium boulder, 6d10 point of earth damage from a Large boulder or 9d10 point of earth damage from a Huge boulder and fall prone. A successful Reflex save allows one to avoid both falling prone and the damage from this technique. The "rock dumping" will crumble shortly after being thrown.

Doryuu Taiga no Jutsu (Mud River Technique)

Ninjutsu (Doton)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** H, F; **Range:** 10 feet/level (see text); **Effect:** 10-foot wide to 10 feet/level line; **Duration:** 1 round/level (D; see text); **Saving Throws:** Reflex negate (see text); **Chakra Cost:** 6.

Using this technique, the user creates a 10-foot wide line of mud that pushes forward any creature it encounters. The line starts from the user's current location and travels forward at the speed of 40 feet per round in a direction chosen by the user at the technique's completion. Any creature caught in the wave must succeed a Reflex save each round or be pushed back 1d4x5 feet by it. If a creature fell pray to the wave of mud once, it must succeed two Reflex save in a row to be free from it. One success will merely stop it from being pushed further for one round. Even though the wave travels forward, creature caught at its base will still be affected. The wave will not go father than 150 feet.

Material Focus: A medium (at least 50 liters) source of mud nearby.

Doryuudan (Dragon Mud Cannon)

Ninjutsu (Doton; Requires Doryuu Taiga no Jutsu (t))

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels) (see text); **Effect:** 1 projectile / 2 level; **Duration:** 1 round/level (D; see text); **Saving Throws:** Reflex negate (see text); **Chakra Cost:** 6.

To use this technique, the user must have a *Doryuu Taiga no Jutsu* active, as well as having its starting point within range. From this point, a dragon-shaped head will appear and shoot any creature caught in the *Doryuu Taiga*. The dragon will throw one projectile per 3 level of the user per round to any creature caught in the mud river, and can hit a single target more than once. A single projectile deals 1d6 point of earth damage to a target unless it succeeds a Reflex save (per projectile) to avoid them. If the user uses any *Katon* ninjutsu technique with the *Doryuudan* dragon in its area of effect, each projectile

will deal an additional 1d4 point of fire damage for 1d4+1 rounds. *Doryuudan* lasts until its duration expires or until its *Doryuu Taiga* ends.

Doryuuheki (Mudslide Barrier)

Ninjutsu (Doton)

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 attack action; **Components:** C, H, F; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** Stone wall whose area is up to one 10-foot square/level (S); **Duration:** 1 hour/level (D); **Saving Throws:** None; **Chakra Cost:** 12.

Doryuuheki creates a wall of rock that merges into adjoining rock surfaces. A *Doryuuheki* is up to 5 inch thick per level of the user and composed of up to one 10-foot square per level. You can double the wall's area by halving its thickness. The wall created must be vertical, and rest upon a firm foundation; it will not merge with existing stone. Each 10-foot square of the wall has 2 hit points per inch of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached.

If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness. Once the duration expires, the wall slowly returns to the earth. If a *Doryuuheki* is erected onto or below a structure, it may suffer 10d12 points of earth damage (left to the GM's decision).

Material Focus: A medium (at least 50 liters) source of earth, sand, rock or mud nearby.

Doton - Touriki (Earth Release - Tower of Might)

Ninjutsu (Doton; Requires Chakra Pool 70 and Chakra Control 17 ranks)

Rank: 14 (S-Class); **Learn DC:** 30, 5 success; **Perform DC:** 34; **Time:** 1 full-round action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 10-ft. radius, 100-ft. high cylinder (S); **Duration:** Instantaneous and 10 minutes/level (D) (see text); **Saving Throws:** Reflex half, Reflex partial; **Chakra Cost:** 20.

To properly use this technique, the user must be standing directly on an earthen surface. Using this high level doton technique, the user buries his hand in the ground, no matter how hard it may be, and feeds it his chakra directly. From ground level rises a 10-foot radius and 100 feet tall stalagmite, a tower of might, that skewers his enemies dead.

Any creature caught in the area of effect may make a Reflex save to take only half of 5d10 points of earth damage and 5d10 points of piercing damage, and must make a secondary Reflex save to avoid being thrown upward 1d10x5 feet; flying creature are unaffected by this last effect.

The pillar remains for 10 minutes per level of the user afterward, or until dismissed as a move-equivalent action. It can be used for support or structure, and is made of stone.

Doton - Tsuiga no Jutsu (Earth Release - Tracking Fang Technique)

Ninjutsu (Summoning; Requires Dog Blood Pact (f))

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 full-attack

action; **Components:** H, X; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature; **Duration:** 1 minute/level (see text; D); **Saving Throws:** (see text); **Chakra Cost:** 10.

This technique can only be used on the ground, and will instantly fail if on water or standing on a tree or similar surface. Using this technique, the user summons forth a pack of hunting hounds to track down and immobilize his foes. The pack of dogs bursts from the ground and bites the target into submission. The pack must make 8 melee touch attacks at a +11 bonus and, if at least 3 hit, the target will be immobilized in place by the dogs for the duration of the technique or until it breaks free. The subject must succeed four opposed Strength checks against the pack, which has a +4 bonus to the checks, and requires a full-round action per check. The target is localized as the pack moves 50 feet per round, using the Scent ability.

The subject, while immobilized, will not be able to use any technique that requires mobility or hand seals, and loses its dexterity bonus to defense. If the subject attempts to use any sort of technique, he must succeed a Concentration check as though he was entangled. The dog pack has a defense of 13, 41 hit points and is vulnerable to sneak attack. It will not evade any techniques allowing a reflex save for it would free its victim, and has a bonus to Fortitude save of +7. It is immune to mind-affecting effects.

During use of this technique, the summoning scroll must remain in contact with the ground. If somehow destroyed, the technique ends and the pack disappears.

Expendable Component: Some of the user's blood and a summoning scroll for the Dog blood pact.

Douheki no Jutsu (Earth Split Technique)

Ninjutsu (Doton)

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 attack action; **Components:** H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 10-ft. square (S); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 5.

One of the earth element's sole low-level damaging techniques can only be used on firm or hard earthen ground, such as stone, and the user must be able to touch his hand directly against the ground. The ground under the targeted area explodes, dealing 2d6 points of earth damage to any creature standing directly on it, damage increasing by 1.5 times against prone creatures, as the ground bursts apart violently. Damage from this technique can be halved with a successful reflex save.

Douka Dorodomu no Jutsu (Vampire Mud Dome Technique)

Ninjutsu (Doton)

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 26; **Time:** 1 attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 20-ft.-radius circle (S); **Duration:** Concentration (up to 1 round/level) (D); **Saving Throws:** None; **Chakra Cost:** 12.

This technique traps every target caught in the area of effect in a mud dome that rises from the ground. The walls are 1 foot thick, have a hardness of 8 and 45 hit points. If damaged, the walls will regenerate completely in one round. The victims stuck in the dome will suffer 1d3 point of Chakra damage per round until they are freed or dead. In addition, maintaining the dome leaves the user vulnerable; if the user takes damage while concentrating on the dome, he must succeed a Concentration check or lose the technique.

The user also absorbs one point of Chakra per round while maintaining the technique (cannot go higher than the user's maximum Chakra pool). An Craft (structural) check (DC 15) or a Spot check (DC 20) could reveal some weak points in the structure, and double the damage dealt to the dome. If a Craft (structural) check (DC 20) or a Spot check (DC 25) is made, the character will deal triple damage to the dome.

A character making a successful spot check can share the knowledge with his allies.

Douta no Jutsu (Hand Motion Confusion Technique)

Genjutsu (Phantasm) [Mind-Affecting]

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 swift action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** Will negate; **Chakra Cost:** 1.

Using this technique, the user casts a simple genjutsu upon his hands to confuse enemies and create openings. For as long as the technique lasts, the user has the possibility to confuse the enemy with different hand seals than in reality. Whenever he uses a technique requiring hand seals, one of two things can be done:

Blur: The hand seals will blur at an incredible rate, making it look as though he ran through several dozen hand seals instead of a simple few. Any technique performed while blurred cannot be identified.

Confusion: The user can show different hand seals than those he is performing, and can make it appear as though he used a completely different technique when and if identified, as long as it has a perform time within one step of the technique and the user is familiar with it.

Regardless, if the technique fails to be disbelieved, anyone looking at the user will likely fail to identify his techniques. This technique can be dispelled and does not provoke an attack of opportunity when used in melee.

Edo Fuumetsu (Sealed Apocalypse)

Ninjutsu (Summoning; Requires Ninjutsu 17 ranks) [Orochimaru Kinjutsu]

Rank: 9 (Super S-Class); **Learn DC:** 26, 8 success; **Perform DC:** 34; **Time:** 1 full-round action; **Components:** C, H, P, X; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature; **Duration:** 1 round/level (D); **Saving Throws:** Will partial (see text); **Chakra Cost:** 18.

This technique was made forbidden a short while before Orochimaru left the Hidden Village of Leaf and became a missing-nin, simply because it is an immoral and extremely dangerous technique. Using this technique, the user summons a withered wooden coffin that will appear within 15 feet of him. On his next turn, the coffin will open and 8

shadowy hands will shoot out and grab onto any creature within range of the user's choice. The hands will each make a ranged touch attack with a bonus of +10; if more than half hit, a much larger hand will make another ranged touch attack at a +22 bonus. If that last attack hit, the target will be dragged back into the coffin, which will slowly sink into the ground, no matter what substance or thickness it is. Each round on the user's turn, until the technique ends or the coffin is destroyed, the target will suffer 1d4 points of negative energy damage and must make a Will save to avoid suffering 1 point of temporary Charisma damage.

If the target dies before its Charisma score hits 0, the coffin reappears and spits out the target's corpse before disappearing. If the target's Charisma score hits 0 before it dies, it is completely healed of the damage it suffered from the technique and slowly rises from the ground on the square which the coffin was placed before. The target will then be under complete control of the user for 1 hour per level. It cannot by any means break free, except death, which is also impossible unless the user allows it. It follows the user's command to the letter and at the best of its abilities.

Edo Tensei (Impure Resurrection)

Ninjutsu (Summoning; Requires Epic Technique - Edo Tensei (f)) [Konoha Kinjutsu]

Rank: 15 (Epic); **Learn DC:** 40, 10 success; **Perform DC:** 35; **Time:** 1 full-round action; **Components:** C, H, F; **Effect:** One dead creature resurrected; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 18.

By means of this forbidden technique, the user brings the dead back to life to live a pitiful existence and answer his every whim. Using the body of a slain creature as a sacrifice, one of the same type as the creature the user seeks to resurrect, and trapping it within a coffin made of gold and containing the target creature's burial soil, a cup of pure water and a healthy plant, the character is able to raise a creature no higher than 3 level or hit dice than him from the dead. The creature, once brought back, will possess all the equipment it had at the time of death, if any, as well as all the knowledge and techniques it had in its previous life. It will retain all its previous templates, racial abilities and bloodline, but will automatically be slain if it reaches 0 hit points. It will regrow lost limbs, including its head, in 1d4 rounds.

The raised creature is under full control of the user and cannot by any means disobey him or go against an order it has been given. If the technique was a success, the plant will wither and die and become a lethal poison to the raised creature. If it drinks or is splashed by the water, it will be instantly be reduced to 0 hit points and die. This technique can only be used on a creature once, and will be beyond anyone's reach if, and after, it is slain a second time. If within 2 miles of the creature and its coffin, the user can summon them both as a move-equivalent action.

Material Focus: A golden coffin containing the corpse of a creature the same size as the one the user seeks to resurrect and its burial soil. A cup of pure water and a healthy plant.

Eki no Kawa (Lizard's Skin)

Ninjutsu (Requires Henge no Jutsu (3))

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action;

Components: C, H; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level; **Saving Throws:** None; **Chakra Cost:** 4.

This technique is yet another variation of *Henge no Jutsu*, allowing the user to don a lizard's skin for the duration of the technique. As his skin becomes a sickly green, scalelike, he gains a +2 bonus to natural armor, but suffers a -2 penalty to Fortitude saves against cold weather, effects and hyouton technique.

En'en no Shuriken (Blazing Shuriken)

Ninjutsu (Katon)

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform DC:** 12; **Time:** 1 attack action; **Components:** E, S; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 2.

This basic *katon* technique creates a small slightly-pointed sphere-like projectile which the user throws at his foes. The projectile deals 1d6 point of fire damage, which can be halved with a successful Reflex save.

Empower

The user can spend an additional point of Chakra to deal an additional point of damage, up to a maximum of 1d6+5.

Enka Rasengan (Blazing Fire Spiral Blast)

Ninjutsu (Katon; Requires Rasengan (t)) [Jiraiya Hijutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform DC:** 21; **Time:** 1 move-equivalent action; **Components:** C, S; **Range:** Personal; **Effect:** Blazing Rasengan; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

This technique was created by Jiraiya, one of the legendary Sannin, after the death of his student during the fight with Kyuubi. To successfully perform this technique, the user must hold a Rasengan in hand and perform this technique's half seals with the other. Upon success, the chakra contained in the rasengan will turn into a deadly blaze. Any damage dealt by the *rasengan* is fire damage and increased by 1 die. In addition, upon being knocked back, the target is turned into a human torch that will deal 2d6 points of damage to objects and creatures that come within 5 feet of him until the knockback effect ceases; creatures are allowed a Reflex save (DC 15) to halve the damage. After being hit with the *Enka Rasengan*, the target will *catch on fire*.

Enkoudate no Jutsu (Blazing Shield Technique)

Ninjutsu (Katon)

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 5.

Safer than it's higher level counterpart, *Enkoudate no Jutsu* offers a solid defense against most forms of attack. Any creature striking the user with an attack, melee or ranged, will

likely be deflected by the fire shield. The user gains a +2 deflection bonus to defense and a damage reduction 2/-. Any unarmed or natural weapon attacks directed at the user benefit the aforementioned bonuses, as well as reflecting the equivalent of 1d4 point of fire damage back to the source. While the shield is active, the user will also gain +4 bonus to saving throws against fire and cold attacks. If the attack allows for a saving throw to take only half damage, the user suffer no damage on a successful save. This technique cannot be used in conjunction with *Raidate no Jutsu*, *Tsuchi no Yoroi*, *Junkaze no Jutsu*, *Kyuuukyoku Enkoudate no Jutsu* or other similar techniques.

Enkounebai no Jutsu (Sticky Fire Technique)

Ninjutsu (Katon)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 attack action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature caught on fire; **Duration:** 1 round/level; **Saving Throws:** Fortitude negate; **Chakra Cost:** 4.

Using this technique on a creature currently caught on fire, the user is able to increase the potency and durability. The creature's Reflex save to put out the fire increases by 3, and the fire damage dealt each round gets a +1 bonus to damage per die.

Enkouu no Jutsu (Fiery Rain Technique)

Ninjutsu (Katon)

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 20-ft.-radius emanation; **Duration:** Concentration (up to 1 round/level); **Saving Throws:** Reflex partial; **Chakra Cost:** 6.

Using this technique, the user is able to alter the particle floating around in the air and create an effect very much akin to a rain of fire. Every creature that finds itself in the area of effect suffers 2d4 point of fire damage per round. The fiery rain will remain for as long as the user concentrates, will damage unattended objects and structures and will set fire to combustibles.

Enma Ibuki no Jutsu (Hades' Breath Technique)

Ninjutsu (Fuuton)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** H; **Range:** 30 feet; **Area:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** Reflex half, Fortitude partial; **Chakra Cost:** 4.

Upon completion of this technique, the user breathes out a large cone of putrid air so horrible that it even burns and melts everything it touches. Every creature caught in the area of effect suffer 3d6 points of fire damage and 1d6 points of acid damage, which can be halved with a successful Reflex save. In addition, any creature caught in the breath must make a fortitude save or be knocked back 1d4x5 feet. This technique will damage unattended objects and set fire to combustibles.

Entou no Jutsu (Flame Sword Technique)

Ninjutsu (Katon)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** S; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 8.

By focusing a large amount into both his hand and mouth, the user is able to breath out a small stream of fire and mold it with Chakra so that it can be used as a sword. The flame sword is wielded like a chisa-gatana. Attacks made with it are melee touch attacks that deal 1d6 points of fire damage +1 point per two levels of the user, maximum 1d6+8. The blade is immaterial, and the user cannot apply his Strength modifier to damage with it. The flame sword can ignite combustible materials such as paper, straw, cloth or oil.

Esagashi no Jutsu (Hidden Verse Technique)

Genjutsu (Phantasm) [Mind-Affecting]

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 full-round action, 10 minutes or 20 minutes (see text); **Components:** C, S; **Range:** Melee Touch; **Target:** One object touched, weighing no more than 5 lbs.; **Duration:** 6 hours/level (D); **Saving Throws:** None; **Chakra Cost:** 2 (blank) or 6 (forged).

This technique can do one of two things: wipe an object of text completely using a simple illusion, or forge a document of simple or moderate complexity by weaving complex illusion with the Forgery skill (see Forgery skill, perform time 10 minutes for simple forged documents, and 20 minutes for moderate documents). It was used to carry messages from shinobi to shinobi in the middle ages, before the mundane learned how to harness the power of chakra.

The illusion radiates a faint signature when Sensing Chakra and coming in contact with it. A Chakra Control check (DC 15) and spending 1 point of chakra that can't be converted will dispel the illusion and reveal the object for what it is.

Esefukashi no Waza (Method of False Invisibility)

Genjutsu (Compulsion) [Mind-Affecting]

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 10 minutes/level (D); **Saving Throws:** Will disbelief (if interacted with); **Chakra Cost:** 10.

The user creates a field of illusion upon himself that causes him to appear unworthy of attention. Creatures automatically advert their gaze from the user, and unconsciously avoid contact with the user. Creatures looking specifically for the user who have a matching description of the user's general appearance, or creatures looking out for any creature around them (on guard, does not work in a crowded area) are affected in a different way, and suffer a -4 penalty to Spot checks made against the user.

Creatures with an Intelligence score of 3 or lower do not get a save to disbelieve the technique, nor do Ordinary characters 10 levels below the user.

Esemono no Jutsu (Impostor Technique)

*Ninjutsu (Requires Henge no Jutsu (5), Ninjutsu 9 ranks and Chakra Control 9 ranks)
[Hijutsu of All Ninja Villages]*

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform DC:** 21; **Time:** 1 minute;
Components: C, H; **Range:** Personal; **Target:** You; **Duration:** 1 day/2 level (D);
Saving Throws: None; **Chakra Cost:** 12.

Using this variant of *Henge no Jutsu*, which is generally reserved only for the village's top spies, the user is able to change his person into another for the duration of the technique. The user can only change his personal appearance to some extent: he may not change his gender, size category, equipment, or clothing. He may, however, change his appearance, voice and Chakra Signature (to some extent, those very familiar or intimate with it will still be able to recognize latent traces of it).

The change is somewhat uncomfortable and very painful at first. For the first half hour after the technique was performed, the user takes double damage from any source. For the duration of the change, the user suffers a -2 penalty to Defense, attack and damage rolls, and Strength, Dexterity and Constitution-based skill checks.

The user still retains his Extraordinary, Supernatural and Spell-like abilities, but cannot obtain others by means of this technique.

The user may imitate the appearance of another by making a Disguise check, to which he gains a +5 bonus. He may remember an appearance he has previously taken, and assume it without having to make further check if it was not that of another.

Creatures that can See Chakra or See Through Chakra can make a Spot check (DC 25) to notice chakra moving in an odd pattern around the user, which will in turn allow the creature to make a Ninjutsu check (DC 21) to identify the pattern as a result of Henge or a similar technique.

Fubuki no Jutsu (Blizzard Technique)

Ninjutsu (Hyouton)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action;
Components: H; **Area:** 50-ft. radius, 30-ft. tall cylinder centered on the user; **Duration:** Concentration (up to 1 round/level); **Saving Throws:** Fortitude half; **Chakra Cost:** 8.

Upon completing this technique, a fierce storm unleashes around the user. Any creature that finds itself in the area of effect of this technique, except from the user, suffer 4d6 points of cold damage each round until they leave the area. A fortitude save halve the damage done by this technique, and any bonus to saves against cold weather apply against this technique.

Fuke no Jutsu (Aging Technique)

Ninjutsu

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 minute;

Components: C, H; **Range:** Personal; **Target:** You; **Duration:** Instantaneous (see text; D); **Saving Throws:** None; **Chakra Cost:** 8.

With this technique, the user is able to make himself appear older and more mature, even as a child. Using this technique, the user's body ages by 1 or 2 age category (at the user's choice) above his current, and his appearance and Strength, Dexterity and Constitution score will be adjusted accordingly, along with his size category if needed. This technique's duration is not timed, but the technique will cease 1d4+1 rounds after the user's Chakra Pool falls below 10%. It can be cancelled just as any dismissible techniques.

Fuki no In (Movement Seal)

Ninjutsu (Sealing)

Rank: 8 (S-Class); **Learn DC:** 24, 5 success; **Perform DC:** 28; **Time:** 1 full-round action; **Components:** H; **Range:** Melee Touch; **Target:** One creature; **Duration:** 1 minute/level; **Saving Throws:** Fortitude negate; **Chakra Cost:** 10.

Upon completion of this technique, the user will put a seal that will paralyze the subject's movement. The target, assuming it fails its save, will be paralyzed for the duration of the technique. This seal can be dispelled by using the same seal on the target and making a Ninjutsu check (DC equal to 10 + HD of the seal's origin). This technique uses a seal slot on the subject's body, which will be freed once the duration expires or is dispelled.

Fukumihari (Hidden Needle)

Ninjutsu

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 full-round action (see text); **Components:** H, F; **Range:** Personal; **Target:** You; **Duration:** 1 hour/level or until discharged; **Saving Throws:** None; **Chakra Cost:** 1 (see text).

Through some odd means, the user is able to concentrate Chakra in his throat to store needles in order to use them later. At the cost of one point of Chakra per needle, the user may store them in his throat for later use. For the duration of this technique, the user may shoot the needles at the rate of one per round at his highest attack bonus as an attack action (or as a part of a full-attack action). The user remains unaffected by any poison that can be found on the needles. A small creature can hold one needle, a medium-sized creature 3, and a large or larger 9. Once the duration expires, unless all the needles were used, they are disintegrated. The needles will not interfere with the user's normal activity, such as speaking or eating.

Material Focus: One or more needles.

Fukurougan (Owl's Eyes)

Ninjutsu

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform DC:** 12; **Time:** 1 full-round action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level; **Saving Throws:** None; **Chakra Cost:** 1.

By gathering some Chakra to his eyes, the user gains *Low-light Vision* for the duration of this technique.

Funran no Jutsu (Confusion Technique)

Genjutsu

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform DC:** 19; **Time:** 1 minute; **Components:** H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 30-ft.-radius emanation (S); **Duration:** 1 minute/level; **Saving Throws:** Will disbelief; **Chakra Cost:** 6.

Using this technique, the user is able to confuse one of three senses for every creature failing their will saves. This technique can be used as a multi-layer technique, that is to say, it can be used more than once on the same area to confuse more than one sense, and must be disbelieved more than once to completely shake off its effects. The effects of this technique can be dispelled.

Hearing: This function of the technique makes all creature caught in the technique *deaf* for the duration of the technique. Creatures that are already deaf are immune to this effect.

Sight: Using the technique in this manner bestows a -4 penalty to spot checks and attack rolls to all affected creatures in the area of effect for the duration of the technique. Blind creatures are unaffected by this effect.

Smell: All creatures in the area of effect can no longer use the *Scent* ability for the duration of the technique.

Furoufushi no Jutsu (Perpetual Youth Technique)

Ninjutsu

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 26; **Time:** 1 minute; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** Instantaneous (see text); **Saving Throws:** None; **Chakra Cost:** 10.

With this technique, the user is able to maintain a youthful appearance even in his old days. Using this technique, the user's body reverts back 1 or 2 age category (at the user's choice) below his current, and his appearance and Strength, Dexterity and Constitution score will be adjusted accordingly, along with his size category if needed. This technique's duration is not timed, but the technique will cease 1d4+1 rounds after the user's Chakra Pool falls below 10%.

Fushi no In (Seal of Immortality)

Ninjutsu (Sealing) [Lost Kinjutsu]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform DC:** 39; **Time:** 4 hours; **Components:** H, C, X, P; **Range:** 5 feet (See text); **Target:** One willing creature; **Duration:** 1 year; **Saving Throws:** None; **Chakra Cost:** 50.

In theory, this seal can be applied on any target. There are, however, some restrictions: both the user's and the target's Chakra Signature must be identical, and neither must currently be affected by any ability damage, fatigue, exhaustion or movement-impairing

effects. In practice, however, this seal is almost exclusively used on one's self. It allows the target to ignore the penalties coming from aging for the duration of the seal (1 year). When the seal ends, the target will suffer 1d6 points of temporary Strength, Dexterity and Constitution damage as well as be Nauseated for 2d6+2 hours. This technique uses three seal slots on the subject's body, which will be freed once the seal's effects fade.

Expendable Components: A fair quantity of the user's blood used to cover part of the target's body in symbols. Scribing the seals requires a Craft (calligraphy) check (DC 25) to be made, not necessarily by the user, and takes 5 minutes. If the check was failed, the sealing process will fail without the user noticing until the end.

Fushi Tensei no Jutsu (Living Corpse Reincarnation Technique)

Ninjutsu (Requires Epic Technique - Fushi Tensei no Jutsu (f)) [Orochimaru Hijutsu]

Rank: 17 (Epic); **Learn DC:** 41, 9 success; **Perform DC:** 37; **Time:** 5 weeks (35 days of 8 hours); **Components:** C, X, XP; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** See text.

It was always *Orochimaru's* dream to achieve immortal life, and this technique is the result of his researches. Through inhuman experiments, he has found a mean to possess another creature's body permanently, thus acquiring the target's powers and bloodline.

The Learn DC of this technique represents the extensive research for the process of immortality. The user gains a +2 synergy bonus to Learn checks made to learn, create, develop or master this technique if he is able to practice on a well-preserved body of the same race as he, of 12 HD or higher.

The perform time is the actual transformation process, and requires 5 well-preserved corpses of the same race and gender as himself, of creatures that had 12 or more hit dice in their lives. The user gains a +1 synergy bonus to Perform checks for every creature used that once was 18 hit dice or higher (maximum +5).

Upon completion of the technique, the user gains the Corpsewalker template. Each day spent performing the technique requires an amount of chakra equal to a day of training.

Expendable Components: Bodies of 12 hit dice or more creature of the same gender and race as the user.

XP Cost: 5,000 XP.

Futae no Kiwami (Double Punch)

Taijutsu (Martial Arts; Gouken) [Lost Hijutsu]

Rank: 9 (A-Class); **Learn DC:** 24, 5 success; **Perform DC:** 26; **Time:** 1 attack action; **Components:** F, M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 8.

A technique that comes straight out of a long-lost style of utmost destruction created long ago by the renegade monk, Yuukyuuzan Anji. Its principle is relatively simple, but the execution is said to require 10 years to master. The user makes a single melee attack against the target that, if it hits, deals an additional die of damage and ignores any kind of hardness and damage reduction up to 15 points. In addition, the target must make a

Fortitude save to avoid taking an additional 2d6 points of damage and being pushed backwards 1d6x5 feet. If the target collides with an object after being pushed back, it suffers 1d4 points of damage for every 10 feet and will fall prone. If the Futae no Kiwami is used more than once in a minute, the user must make a Fortitude save (DC 15) to avoid suffering 1d6 points of temporary Strength damage.

Fuuchoudan no Jutsu (Wind Bird Missile Technique)

Ninjutsu (Fuuton; Requires Ninjutsu and Chakra Control 14 ranks)

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 full-attack action; **Components:** H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Targets:** One primary target, plus one secondary target every 2 levels (each of which must be within 30 feet of each other); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 15.

Very much like *Fuukadan no Jutsu*, the user is able to control the path of his bird and actually have it target more than one creature. Once the bird hits the initial target, it deals 8d6 points of wind damage, then rounds up and heads towards any creature within 30 feet to attack and deal exactly half the primary damage to all secondary targets (maximum 10). All damage dealt by the bird can be halved with a successful Reflex save. Who the bird targets is entirely up to the user, who can freely chose to affect fewer secondary targets than his maximum.

Fuudou no Jutsu (Wind Tunnel Technique)

Ninjutsu (Fuuton)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** H; **Range:** 25 feet/level (see text); **Area:** 5-ft. tall to 25 feet/level (see text); **Duration:** Concentration, plus 1 round; **Saving Throws:** None; **Chakra Cost:** 6.

This technique creates a space large enough to let only a Medium-sized creature or smaller creature through. The space within the tunnel eliminates all friction in the air and greatly reduces the gravity, thus increasing the velocity of objects and creature within it. Movement rate of all creature small enough to fit in the tunnel is tripled, as is the range increments of thrown or ranged weapons or objects whose path to their target is in the tunnel's space for more than half of its trajectory. The tunnel is created from the user's current location and goes in a direction at the user's choice. It can have as many turn or zig-zag as the user wishes, and only he and creatures able to *See Chakra* or *See Through Chakra* know the exact path taken by the tunnel. The tunnel is 5 feet wide and approximately 8 feet tall.

Fuuin Jutsu - Chuuzouin (Sealing Technique - Storage Seal)

Ninjutsu (Sealing; Requires Fuuin Jutsu - Gesouin (t))

Rank: 9 (B-Class); **Learn DC:** 23, 3 success; **Perform DC:** 24; **Time:** 1 minute; **Components:** C, H, F; **Range:** Melee Touch; **Target:** Up to 20 pounds of non-living matter per level; **Duration:** Permanent (or until discharged); **Saving Throws:** None; **Chakra Cost:** 10.

This technique functions the same as Fuuin Jutsu - Gesouin, except as mentioned above

and as follow:

The storage seal can hold up to 20 pounds/level of non-living matter into a seal. Matter can be added into a seal by performing the technique and paying an additional 2 points of Chakra, until the seal reaches its maximum capacity. Objects bearing any type of storage seal cannot be stored with this seal (Weapon Storing enhancement seal does not count).

The seal can be undone as a move action that does not provoke an attack of opportunity with a Ninjutsu check (DC 22) and performing half-seals, but costs no chakra. If a weapon was sealed, it appears in hand and ready to use. The seal cannot partially be undone, and every objects are unsealed at once.

A typical scroll can hold up to 5 of these seals.

Material Focus: One blank scroll, writing material and enough ink to write 1 page. Scribing the seals requires a Craft (calligraphy) check (DC 17) to be made, not necessarily by the user, and takes 1 minute. If the check was failed, the sealing process will fail without the user noticing until the end.

Fuuin Jutsu - Gesouin (Sealing Technique - Minor Storage Seal)

Ninjutsu (Sealing)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** C, H, F; **Effect:** Stores up to 10 pounds of non-living matter into a storage seal; **Duration:** Permanent (or until discharged); **Saving Throws:** None; **Chakra Cost:** 4.

This technique creates a type of seal called a "storage" seal, a basic application of combining space/time ninjutsu and sealing techniques. The seal can hold up to 10 pounds of non-living matter in a pocket of reality. When sealed, the objects are weightless, take no space and are treated as though stored in the seal.

If the seal is destroyed, objects stored within have a 50% chance of being destroyed (roll for each individual objects). Objects can be added into the seal by performing this technique and paying only 1 point of Chakra until the seal reaches its maximum capacity.

The seal can be undone as a move action that does not provoke an attack of opportunity with a Ninjutsu check (DC 18) and performing half-seals, but costs no chakra. If a weapon was sealed, it appears in hand and ready to use. The seal cannot partially be undone, and every objects are unsealed at once.

Sealed objects are stored in a pocket of reality where time does not apply—they do not age, decay and will remain in the same state as when they were sealed. Comparatively, living creatures and objects carrying any type of storage seal (such as gesouin or chuuzouin) cannot be stored by means of a seal such as this.

A single blank scroll can hold up to 5 such seals, up to one per page.

Mastery

Each step of mastery in this technique increases the maximum capacity of the storage seal by 5 pounds.

Material Focus: One blank scroll, writing material and enough ink to write 1 page. Scribing the seals requires a Craft (calligraphy) check (DC 14) to be made, not necessarily by the user, and takes 5 rounds. If the check was failed, the sealing process will fail without the user noticing until the end, and a "page" is wasted.

Fuuin Jutsu - Juurakuin (Sealing Technique - Brand of the Beast)

Ninjutsu (Sealing; Requires Kuchiyose no Jutsu (1) Blood Pact (f) and Scribe Chakra Symbols (f)) [Kinjutsu of All Ninja Villages]

Rank: 8 (A-Class); **Learn DC:** 23, 6 success; **Perform DC:** 25; **Time:** 1 minute; **Components:** C, H, X; **Range:** Touch; **Target:** One willing creature; **Duration:** Permanent; **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 20.

Using this technique, the user is able to scribe permanent marks in the subject's body which will in turn solidify the subject's connection with a particular blood pact. The technique creates a permanent seal on the subject which acts as a lesser summoning scroll of the appropriate bloodpact, that of the user. The subject grants a +4 bonus to Ninjutsu checks made to summon creatures of that blood pact, and makes him count as though he was two levels higher than in reality for doing so. Using the seal, the subject can also forego the hand seals component when summoning, but doing so increases the Perform DC by 5. The seal uses one seal slot on the subject's body and does not disappear once used. Because the binding process is very painful, it is rarely used. Once the seal is successfully applied, the subject suffers 1d6 points of temporary Strength and Dexterity damage, and must make a Fortitude save (DC 20) to avoid falling unconscious for 1d6 hours.

Expendable Components: Enough of the subject's blood to pain the seal over its body. Scribing the seals requires a Craft (calligraphy) check (DC 20) to be made, not necessarily by the user, and takes 1 minute. If the check was failed, the sealing process will fail without the user noticing until the end, when the creature on which the seal was failed to be scribed properly falls unconscious for 1 hour.

Fuuin Jutsu - Jou no In (Sealing Technique - Locking Seal)

Ninjutsu (Sealing)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16 (see text); **Time:** 1 full-round action; **Components:** H, X; **Range:** 5 feet; **Effect:** Seals one object shut; **Duration:** 1 week/level (D); **Saving Throws:** None; **Chakra Cost:** 3 (general lock) or 6 (specific lock).

This seal can be applied to a small object like a book, scroll or pouch. The object will be sealed shut and cannot be opened without the appropriate counter, or until the seal fades.

By increasing the Perform DC by 5 and the Chakra Cost to 6, the user can add a specific code to the seal, which must be known by the person trying to break the seal. Breaking a *specific lock* without knowing the proper code will destroy the object.

Expendable Components: Enough ink to paint a Diminutive seal over the object. Scribing the seals requires a Craft (calligraphy) check (DC 14) to be made, not necessarily by the

user, and takes 1 round. If the check was failed, the sealing process will fail without the user noticing until the end.

Fuuin Jutsu - Jou no In Kai (Sealing Technique - Locking Seal Release)

Ninjutsu

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform DC:** 12; **Time:** 1 attack action; **Components:** C; **Range:** Melee Touch; **Target:** One sealed object; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1 (general lock) or 2 (specific lock).

This technique is used as a counter to *fuuin jutsu - jou no in* and does nothing more than break the seal. If the seal is a specific lock, the user must focus strongly on the code to break the seal.

Fuuin Jutsu - Ninjoukan (Sealing Technique - Empathic Connection)

Ninjutsu (Sealing; Requires Ninjutsu 12 ranks) [Kinjutsu of All Ninja Villages]

Rank: 5 (B-Class); **Learn DC:** 19, 5 success; **Perform DC:** 20; **Time:** 10 minutes; **Components:** C, H, X; **Range:** 10 feet; **Target:** Two willing creatures; **Duration:** Permanent; **Saving Throws:** None; **Chakra Cost:** 16.

This technique bonds two targets together using seals and was previously used on Genin teams to force teamwork, before being banned after the Second Great War due to the number of suicide encountered after their "bonding" partner died. To properly execute this technique, the two targets to be bonded together (one of which may be the user) will need to scribe a seal on each other using the "partner's" blood. While the seal is rather simple, the consequences can be rather harsh if the scribing failed.

Once the technique is successfully performed, both creatures will become instantly familiar with each other and will be able to detect each other as though Sensing Chakra and Detecting Emotion permanently, with the same range. In addition, the partners will gain a +4 bonus to Charisma-based and Wisdom-based skill checks made to interact with each other (such as Diplomacy and Sense Motive), as well as improving the flanking bonus to attack roll and aid another bonus to skill checks by +1 when made with the partner.

Once the seal is placed on a creature, it becomes permanent and takes one seal slot. It cannot be broken except by means such as *Gekata no Fuukatsu*, and even in that case, if both seals aren't broken at the very same time, the process will fail. A single creature can only be bonded to 2 other creatures without problems; any more and the sealing process will fail.

If a creature's partner dies, it is likely to fall in depression and have a hard time to cope with its connection's death. Suicide after the death of one's partner is frequent, and complete refusal to accept another bond afterward is even more.

Expendable Components: Enough of both the partner's blood to paint the seal over the two creature's body. Scribing the seals requires a Craft (calligraphy) check (DC 15) to be made, not necessarily by the user, and takes 5 rounds. If the check was failed, the sealing

process will fail without the user noticing until the end, when the creature on which the seal was failed to be scribed properly falls unconscious for 1 hour.

Fuuin Jutsu - Ryuutatsu no In (Sealing Technique - Flow Suppression Seal)

Ninjutsu (Sealing) [Hijutsu of All Ninja Villages]

Rank: 10 (A-Class); **Learn DC:** 25, 5 success; **Perform DC:** 27; **Time:** 5 minutes; **Components:** C, H, X; **Range:** Touch; **Target:** One humanoid creature; **Duration:** 1 day/level (or until cancelled); **Saving Throws:** Will negate (unwilling); **Chakra Cost:** 15.

This technique uses an outside source of chakra to put a stopper on the subject's own, and therefore cannot be used on one's self. As a result of this technique, the target will be unable to use chakra in any manner as though affected by a chakra sealing tag, except to cancel the seal, which requires a move-equivalent action spent concentrating, a Chakra Control check (DC 15) and may provoke an attack of opportunity. Cancelling the seal can only be done by the bearer of said seal. For as long as the seal is in place, the target's chakra signature will appear to be two category smaller (minimum faint) than in reality. *Expendable Components:* A mix of both the user and the subject's blood to write the seal, which requires 2 minutes and a Craft (calligraphy) check (DC 20) that can be done by anyone and not necessarily the user. If the check was failed, the sealing process will fail without the user noticing until the end and the subject will suffer 2d8 points of stamina damage as backlash. The seal takes one seal slot on the subject's body, which will be freed if the seal is either cancelled or broken.

Fuuin Jutsu - Suihadou (Sealing Technique - Way of the Flowing Water)

Ninjutsu (Sealing)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 5 minutes; **Components:** C, H, X; **Range:** Melee Touch; **Target:** One willing creature; **Duration:** 1 day/level or until cancelled; **Saving Throws:** None; **Chakra Cost:** 10.

A lesser seal than Usagido, designed for Chuunin and strong Genin to be used to conceal a portion of their strength. The seal, once completed, takes one seal slot on the target's body and reduces its Chakra Pool by 5, as well as Speed and Strength ranks by 1 and implies a -1 penalty to Defense and damage rolls. This seal is somewhat dangerous, and caused the death of several shinobi bearing it, but it can be released if the bearer concentrates for a move-equivalent action.

Expendable Components: Ink to write the seal, which requires 2 minutes and a Craft (calligraphy) check (DC 14) that can be done by anyone and not necessarily the user. If the check was failed, the sealing process will fail without the user noticing until the end.

Fuuin Jutsu - Usagido (Sealing Technique - Way of the Rabbit)

Ninjutsu (Sealing)

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform DC:** 24; **Time:** 30 minutes; **Components:** C, H, X; **Range:** Melee Touch; **Target:** One willing creature; **Duration:** 1 day/level or until cancelled; **Saving Throws:** None; **Chakra Cost:** 16.

Used by high level Shinobi to help keep the element of surprise on their ability, this seal is designed to seal up the power of the creature it is put on. The seal, once completed, takes one seal slot on the target's body and reduces its Chakra Pool by 10, as well as Speed and Strength ranks by 2 and implies a -2 penalty to attack rolls, defense, fortitude and reflex saves. This seal is very dangerous, and caused the death of many shinobi bearing it, but it can be released if the bearer concentrates for a move-equivalent action. *Expendable Components:* Ink to write the seal, which requires 5 minutes and a Craft (calligraphy) check (DC 20) that can be done by anyone and not necessarily the user. If the check was failed, the sealing process will fail without the user noticing until the end.

Fuuja Houin (Evil Suppressor)

Ninjutsu (Sealing)

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform DC:** 24; **Time:** 1 minute; **Components:** C, H, X, XP; **Range:** 5 feet; **Target:** One creature; **Duration:** Permanent; **Saving Throws:** Will negate (unwilling); **Chakra Cost:** 12.

With this technique, the user seals certain aspects of the *Cursed Seal*, granting the target a +8 competence bonus to Control Cursed Seal checks made to Resist Involuntary Transformations. This technique uses a seal slot on the target's body.

The seal is absorbed by the cursed seal the moment the target becomes a willing recipient of the seal, and the seal slot is freed.

Expendable Component: A bit of the user and the target's blood. Scribing the seals requires a Craft (calligraphy) check (DC 20) to be made, not necessarily by the user, and takes 10 minutes. If the check was failed, the sealing process will fail without the user noticing until the end.

XP Cost: 100 XP.

Fuuja Saisei no Jutsu (Art of the Snake's Rebirth)

Ninjutsu (Requires Snake Blood Pact (f)) [Orochimaru Kinjutsu]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform DC:** 39; **Time:** 1 swift action; **Components:** C, XP; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** Half total (see text).

This technique enables the user to "revive" himself by shedding his skin like a snake. The user will be healed of all poisons and diseases, and will be healed 10 hit points per level, as well as of the following conditions: blinded, dazzled, deafened, exhausted, fatigued, nauseated, paralyzed, sickened and stunned. Chakra coil damage is not healed. It can be used as a swift action on a round when the user can not normally act, with a Concentration check (DC 20) or a Chakra Control check (DC 45).

The technique costs the user half his total chakra pool, and cannot be converted. The user will leave behind a shed skin in his image, as a snake would.

XP Cost: 5,000 XP.

Fuujiru no Koe (Sealing the Voice)

Ninjutsu (Sealing)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** C, H; **Range:** Melee touch; **Target:** One creature; **Duration:** 1 hour/level; **Saving Throws:** None; **Chakra Cost:** 8.

This practical technique is used by the most skilled for many things: on themselves, to avoid leaking any information when tortured, on a guard, so they cannot cry for help, etc. Once the technique is ready, the hand will radiate a faint purple aura, sign that the sealing Chakra is in action. By succeeding a melee touch attack, the user may seal away the target's ability to speak for the duration of the technique.

Just as though the vocal cords were missing, the victim may not scream, moan, mutter, or make any use of its vocal cords at all. This seal may be dispelled, and it disappears on the target's death. This technique uses a seal slot on the subject's body, which will be freed once the duration expires or is discharged.

Fuuka Houin (Fire Suppressor)

Ninjutsu (Sealing)

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform DC:** 24; **Time:** 1 minute; **Components:** C, H, F; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One 5-ft. square / 2 level; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 8.

To properly use this technique, the user must scribe onto the scroll used to seal the fire what the scenery looks like. Once that task is completed, the user performs a series of complicated hand seals and send his Chakra all around him, absorbing the fire and sealing it into a scroll, where the "Seal" kanji will appear. In up to one five-foot square per two character level of the user, any fire will be instantly put out. While it puts out the fire on a creature that *caught on fire*, it will **not** affect lava or boiling water.

Material Focus: A blank scroll and writing material to scribe enough information into the scroll. Scribing the seals requires a Craft (calligraphy) check (DC 19) to be made, not necessarily by the user, and takes 1 minute. If the check was failed, the sealing process will fail without the user noticing until the end.

Fuukadan no Jutsu (Wind Flower Missile Technique)

Ninjutsu (Fuuton)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** One 10-ft.-square; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 10.

Unlike what its name implies, the user creates a near translucent bird from his Chakra mixed in the air, which he send divebombing and damaging all creatures in a set area. Any creature caught in the area of effect suffer 7d6+5 points of wind damage, which can be halved with a successful reflex save.

Fuukakoi no Jutsu (Wind Enclosure Technique)

Ninjutsu (Fuuton)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Targets:** One creature; **Duration:** Instantaneous (see text); **Saving Throws:** Reflex negate; **Chakra Cost:** 4.

Using this technique, the user surrounds the target in powerful wind in order to immobilize and possibly kill it. If the subject fails its save, it suffers 2d6 points of wind damage and becomes unable to move from its current location for one round. It becomes consequently unable to perform techniques that require movements, such as Shunpo or Hirameki, but *Shunjutsu* techniques like *Shunshin no Jutsu* are not affected. If the subject successfully moves even 5 feet from its previous location, it is no longer restrained. The subject can still defend normally when restrained.

Fuzen Shinrui Fuuin (Minor Blood Bond Seal)

Ninjutsu (Sealing) [Lost Kinjutsu]

Rank: 9 (A-Class); **Learn DC:** 24, 6 success; **Perform DC:** 26; **Time:** 1 full-round action; **Components:** H, X; **Range:** Melee Touch; **Target:** One replication (see text); **Duration:** Permanent; **Saving Throws:** None; **Chakra Cost:** 15.

This technique can only be used on a replication the user created using *Ishi Bunshin*, *Kage Bunshin*, *Tajuu Kage Bunshin*, *Kasumi Bunshin* or *Mizu Bunshin no Jutsu*. It grants the clone a +1 bonus to attack rolls and defense, the ability to use techniques of rank 2 or lower, perform activities that require concentration (including techniques) and a Chakra Pool of 5, or its current Chakra Pool increases by 5. The clone's distance from the user increases by 200 feet, and it is still able to receive mental orders from his creator. This seal can only be used on one clone at a time, and if the user uses it again, the first bond breaks and its effects dissipate.

Expendable Components: A bit of the user's blood to draw the seal.

Gamayu Endan (Toad Oil Blast)

Ninjutsu (Katon; Requires Toad Blood Pact (f))

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform DC:** 24; **Time:** 1 attack action; **Components:** H; **Range:** (see text); **Area:** Cone-shaped burst centered on the user; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 8.

To execute this technique, the user himself must have summoned a *Toad* that can produce oil and use *Yutsuba no Jutsu* (typically elites and avatars, or the Medium-sized or larger toad) and be within 5 feet of it.

At the same time the user uses this technique, the toad spends an attack action spitting a long cone of oil, at what time the user spits out the concentrated Chakra in a cone of fire to ignite the oil and create a deadly blast that will melt everything in its path. Any creature caught in the area of effect will suffer 8d8 points of fire damage, which can be halved with a successful Reflex save.

The cone will be 30-feet long with medium-sized toads, 50-feet long with large toads, 80-feet for huge, 100-feet for gargantuan and 120-feet long for Colossal toads. Damage dealt

by Gargantuan Toads uses d10 instead of d8, and Colossal d12.

Gamiyari (Paper Lance)

Chakra Control

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 move-equivalent action; **Components:** C; **Range:** Touch; **Effect:** Solidifies 3 sheet of paper/level (see text); **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 2.

Using this technique, the user is able to turn a *Diminutive* or *Tiny* object made of paper into a solid, lethal weapon. The improvised weapon can be used as a melee or thrown weapon with a range increment of 10 feet. The weapon deals 1d3 points of slashing damage if it is diminutive (advanced seal, exploding tag, playing card), or 1d4 if it is tiny (8"x11" sheet of paper). The objects remain that way for 1 minute per level, as long as the user holds them. Otherwise, it returns to its original state one round after it leaves the user's grasp. A single usage of this technique will only harden one item bearing Chakra Symbols (such as an exploding tag or advanced seal) along with the other targeted objects.

Furthermore, if the object thrown was an exploding tag or similar object, it can be set off in two ways: if the attack hits, it counts as though it was placed on the target manually and does not allow for a Reflex save. If the attack did not hit, follow standard rules.

Gatotsugyaku (Piercing Fang Reversal)

Taijutsu (Martial Arts; Requires Gatotsu Isshiki (2) and Gatotsu Nishiki (2))

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 swift action; **Components:** M, F; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

This technique can only be used directly after using Gatotsu Isshiki or Gatotsu Nishiki and failing to hit with the charge attack. The user uses this technique and makes a melee attack with his held weapon at his highest attack bonus with a -5 penalty. If it hits, it deals normal damage.

Material Focus: A piercing or slashing weapon.

Gatotsu Isshiki (Piercing Fang First Stance)

Taijutsu (Martial Arts)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 full-attack action; **Components:** M, F, Mas; **Range:** Charge; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

The user makes a standard charge attack with his held weapon. If the attack hits, it deals double damage. Any damage dealt, regardless of the weapon used, is piercing damage. Remember on a critical hit that a doubling equals a tripling, and so forth. This technique can only be used once per encounter. Damage dealt not normally multiplied on a critical hit is not doubled.

Mastery

The first, third and fifth step of mastery increase the number of time *Gatotsu Isshiki* can be used in an encounter by 1.

Material Focus: A piercing or slashing weapon.

Gatotsu Nishiki (Piercing Fang Second Stance)

Taijutsu (Martial Arts; requires Gatotsu Isshiki (t))

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Target:** A creature neither flying, swimming or underground; **Saving Throws:** Fortitude partial; **Chakra Cost:** 7.

Same as *Gatotsu Isshiki*, except as above and as follow. If the attack hits, the target must make a Fortitude save or fall prone and take an additional 1d6 points of damage. This technique can only be used once per encounter. *Gatotsu Nishiki* can only be used on a creature that isn't flying, swimming or underground.

Mastery

The first, third and fifth step of mastery increase the number of time *Gatotsu Nishiki* can be used in an encounter by 1.

Material Focus: A piercing or slashing weapon.

Gatotsu Sanshiki (Piercing Fang Third Stance)

Taijutsu (Martial Arts; requires Gatotsu Isshiki (3) and Gatotsu Nishiki (t))

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** M, F; **Range:** Melee Attack; **Target:** One flying or falling creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 6.

This technique can only be used against a flying or falling target. The user makes a melee attack against the target that, if it hits, deals an additional 2d6 points of damage not multiplied on a critical hit. The target must then make a Fortitude save to avoid losing its Dexterity bonus to Defense for 1 round. Any weapon damage dealt by this technique, regardless of the type, is piercing damage. If the target was falling uncontrollably, it suffers an additional 1d6 points of damage.

Material Focus: A piercing or slashing weapon.

Gatotsu Zeroshiki (Piercing Fang Zero Stance)

Taijutsu (Martial Arts; requires Gatotsu Isshiki (5) and Gatotsu Nishiki (5) and Gatotsu Sanshiki (3)) [Saitou Hajime Hijutsu]

Rank: 9 (A-Class); **Learn DC:** 24, 5 success; **Perform DC:** 26; **Time:** 1 attack action; **Components:** M, F, E, Mas; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 6.

The user makes a single melee attack with his held weapon. If it hits, the target suffers normal weapon damage plus 3d6 points of damage not multiplied on a critical hit. The target must make a Fortitude save to avoid being knocked backward 15 feet in a straight

line; if the target hits a solid object before the knockback distance is traveled, both the object and the target suffer 1d6 points of damage per 15 feet distance of the original knockback (hardness applies), and the target falls prone.

After performing this technique, the user loses his weapon; it flies away and lands in the same square as his target, whether it was knocked back or not. The user may make a Strength check (DC 20) to maintain his hold on the weapon and prevent it from flying away; on a success, the weapon lands in a square adjacent to the user. Beating the DC by more than 5 means that the user does not lose his weapon.

Empower

The user can spend additional chakra in this technique: each 2 additional points of Chakra spent increases the extra damage by 1d6 and the knockback distance by 5 feet, up to a maximum of 10d6 and 50 feet. The extra damage is not multiplied on a critical hit.

Mastery

Every step of mastery in this technique grants the user a +2 bonus to Strength checks made to keep hold on the weapon.

Material Focus: A piercing or slashing weapon.

Gekirou no Jutsu (Raging Sea Technique)

Ninjutsu (Suiton)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** H, E; **Area:** 25-ft.-radius emanation centered on the user (see text); **Duration:** Concentration (up to 1 round/level) plus 3 rounds; **Saving Throws:** None or Reflex negate (see text); **Chakra Cost:** 8.

The user is able to create a mild whirlpool in the water and worsen the swimming and navigating conditions. For the duration of the technique, the state of the water in the area of effect will worsen by 1 category (calm to rough, rough to stormy).

By spending a full-round action concentrating on the technique, rather than an attack action, the user may worsen the condition by an additional step, up to a maximum of stormy. If the water conditions were initially reduced to stormy when performing the technique, creatures currently walking on water must make a Reflex save to avoid being pushed 5 feet into the water and being forced to swim back onto the water surface to stand.

If the state of the water is already stormy, the user can concentrate for a full-round action and push swimming creatures within range 1d6x5 feet downward, or down to the maximum depth of the body of water he is currently in, unless they succeed a Swim check (DC 30); creatures with a natural swimming speed are unaffected. To perform this technique, the user must either be swimming or standing over a body of water, and may only maintain concentration as long as he remains in contact with the affected waters. The area does not move with the user, but he is unaffected by the worsened conditions and may swim normally as per the conditions prior to using the technique.

Empower

The user may spend an additional 1 point of Chakra to increase the radius of the emanation by 5 feet, up to a maximum of 100 feet total.

Gekitai no Jutsu (Repel Technique)

Chakra Control (Body)

Rank: 5 (D-Class); **Learn DC:** 17, 1 success; **Perform DC:** 16 (see text); **Time:** 1 attack action; **Components:** C, E; **Range:** Melee Touch; **Target:** One creature, object or held object; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

This technique can target either a creature, object or held object (such as a weapon). The powerfully spinning chakra will knock a creature or object of the user's size or smaller back 5 feet. If the creature meets a solid surface or object of its size or larger before the knockback distance ends, it falls prone and suffers 1d3 points of nonlethal damage per 5 feet it would have had traveled without object interference. The object or surface also suffers damage, applying hardness normally.

If targeting a weapon or held object, the wielder must succeed a Strength check (DC 15 + 1 per points of Chakra spent in this technique) or be disarmed, the object flying to a square of the user's choice within 5 feet per point of Chakra spent in the technique, maximum 25 feet. Locking gauntlets or other such device may grant the wielder bonuses or make disarming impossible, at the GM's discretion.

Empower

The user can spend an additional point of Chakra to increase the knockback distance by 5 feet, maximum 50 feet. The perform DC of the technique increases by 1 per additional points of Chakra spent in the technique.

Gekata no Fuukatsu (Lesser Seal Breaking)

Ninjutsu [Hijutsu of All Ninja Villages]

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform DC:** 21 (see text); **Time:** 1 minute; **Components:** C, H; **Range:** 10 feet; **Target:** One willing or helpless living creature; **Duration:** Instantaneous; **Saving Throws:** Will negate (unwilling); **Chakra Cost:** 15.

Using this technique, the user removes 1 seal on the target that is of Rank 5 or lower and that he is aware of. In addition to succeeding the Perform DC, breaking a seal requires a good amount of Chakra Control, forcing the user to make a Chakra Control check (DC 15 + the complexity rating of the seal used). If the seal uses more than one seal slot on the target's body, more than one "caster" must perform the technique; meaning that it must be started and completed on the very same initiative count (possibly achieved through *delaying one's action*). Any seal slot used by the dispelled seal will be freed if the technique is a success.

Genhina no Jutsu (Illusory Doll Technique)

Genjutsu (Phantasm) [Mind-Affecting, Lost Hijutsu]

Rank: 12 (A-Class); **Learn DC:** 27, 5 success; **Perform DC:** 29; **Time:** 1 full-round action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target/Effect:** You/one illusory double; **Duration:** 1 round/level (D) and Concentration (up to 1 round/level) plus 1 round; **Saving Throws:** None or Will disbelief (if interacted with); **Chakra Cost:** 16.

This technique causes the user to become invisible as an illusory double of him appears in the same square he was in, or within range of the technique. The user is thus free to move elsewhere while the double acts accordingly, which requires concentration beginning on the first round after using the technique. The double can move and act as though it was you, but cannot alter objects around it or make any sounds. It can appear superimposed perfectly over the user's own body so that it the user cannot be seen turning invisible. The double dispells upon foreign contact (when touched or attacked) and can be disbelieved if interacted with.

The double lasts for as long as the user concentrates, plus 1 round. After concentration is stopped, the double slowly fades into nothingness. The invisibility effect cannot function for targets who did not see the user perform the technique, and breaks when the user attacks a target or is attacked or harmed in any way.

Genjutsu Joukai (Greater Illusion Dispel)

Chakra Control (Spirit; requires Kai (3))

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, Mas; **Chakra Cost:** 4.

This technique is the same as Kai, except as mentioned above and as follow. The dispel check can gain a bonus of up to +15.

Mastery

Every step of mastery in this technique increases the maximum dispel check bonus by +2, up to +25. The first step of mastery can be obtained at ECL 8 and every even-numbered ECL thereafter (8, 10, 12, 14 and 16).

With the fifth step of mastery in this technique, the user is able to pay double the cost to target two different Illusory effects he has identified and make a dispel check for each.

Genjutsu Kai (Illusion Dispel)

Chakra Control (Spirit)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 attack action; **Components:** C, Mas; **Range:** Melee Touch; **Target:** One willing creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

This technique allows the user to isolate and forcefully remove the effect of a single Genjutsu effect, so long as it can be dispelled (see technique description).

To isolate a Genjutsu effect, the character must be aware that himself or his target are under the effect of a Genjutsu (see below). The chosen effect is a technique that was

forcefully applied to the target and cannot be dispel a Personal range technique from an opponent.

A character aware that he or she is under the effect of Genjutsu has either failed a save to disbelieve a Genjutsu but is aware of its presence, has seen the Genjutsu being cast and its effects, or has succeeded in identifying and analyzing the Genjutsu (see Genjutsu skill for details).

To dispel the Genjutsu, the user must give at least a rough description of the effect (e.g. "I attempt to dispel the effect causing my character to fall asleep.") and make a dispel check (DC is the Genjutsu's save DC plus 2). The user makes a dispel check (1d20), to which he gains a of +1 for every rank in the Chakra Control skill, up to +10. The effect dispelled can only be an effect with a timed duration or that is Permanent (or until discharged), and cannot be Instantaneous (the effects of an Instantaneous technique do not last long enough to be dispelled, as the harm will already have been done).

If the user dispels the effect of a technique affecting a creature indirectly, such as the effects of *Jisoku no Jutsu* or *Shougenzou no Jutsu* and its variants, the target becomes unaffected by this instance of the technique, but does not affect another creature's perception of the illusion (so if 4 creatures fail to disbelieve Shougenzou no Jutsu, dispelling it from 1 creature will not dispel the illusion for the other 3).

If the dispel check fails, the chakra is wasted. The user may dispell his own techniques immediately if he knows *Kai*, with a simple touch, without making a dispel check or spending any chakra.

Mastery

With the fifth step of mastery in this technique, the user is able to pay double the cost to target two different Illusory effects he has identified and make a dispel check for each.

Genkai Fuuin (Limiter Seal)

Ninjutsu (Sealing)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 full-round action; **Components:** H, X; **Range:** Touch; **Target:** One creature; **Duration:** Permanent or until released; **Saving Throws:** Will negate; **Chakra Cost:** 4.

This seal is a more practical version of the many limiting techniques, used mainly for training. The *Genkai Fuuin* uses up to 6 seal slots on the target's body, and each must be crafted individually. The Genkai Fuuin can be placed as follow:

Arms (up to 2): The Genkai Fuuin, when placed on the arms, bestows a -2 penalty to attack and damage rolls made with hand-held weapons, as well as Strength-, Dexterity-based skill checks requiring use of the hands especially (such as Climb or Sleight of Hands, but not Jump, Hide or Move Silently, for example). The penalty is cumulative for each seal, up to -4.

Chest (up to 4): Each Genkai Fuuin placed on the chest reduces the target's Chakra Pool by 10 (minimum 1). The target suffers a -2 penalty to Concentration checks per Genkai Fuuin. The penalty is cumulative for each seal, up to 40 chakra and -8.

Legs (up to 2): Each Genkai Fuuin placed on the legs implies a -2 penalty to unarmed attack and damage rolls, and Strength- and Dexterity-based checks using the legs especially (such as Climb, Jump, Balance or Tumble, but not Sleight of Hands, Hide or Move Silently), as well as a speed rank penalty of -1. The penalty is cumulative for each seal, up to -4 and -2 speed rank penalty.

The seals can be released by the target as a move-equivalent action that does not provoke an attack of opportunity. The release of the seals are generally accompanied by a strong burst of hot wind or a brief haze around the target.

Expendable Component: Ink to scribe the seal. Scribing the seals requires a Craft (calligraphy) check (DC 16) to be made, not necessarily by the user, and takes 1 round. If the check was failed, the sealing process will fail without the user noticing until the end.

Genryuudan (Illusory Dragon Blast)

Genjutsu (Phantasm) [Mind-Affecting, Lost Hijutsu]

Rank: 6 (A-Class); **Learn DC:** 21, 5 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** C, H; **Range:** See text; **Effect:** See text; **Duration:** See text; **Saving Throws:** Will disbelief (if interacted with) (see text); **Chakra Cost:** 4 (base, see text).

You are able to create an illusion that recreates the effects of any Ninjutsu technique of rank 4 or lower known to the user, though he does not need to be able to perform it.

The chakra cost of the technique varies, and cannot be determined beforehand unless the user knows the technique and has already performed it or an illusion of it. The cost of performing this technique is equal to 4, the base cost, plus the cost of technique that it recreates.

Techniques that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creatures take only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect cannot be reproduced. If recognized as an illusion, the technique deals only half damage (or no damage on a successful save).

Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the technique being simulated allows, but the save DC is set according to the *Genryuudan*'s rank rather than its normal rank (Rank 6) and as though it was a Genjutsu.

Nondamaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect. Objects are unaffected by the technique.

Regardless of the technique, it cannot be empowered when recreated by this technique.

Genwakudoro no Jutsu (Blinding Mud Technique)

Ninjutsu (Doton)

Rank: 1 (E-Class); **Learn DC:** 12, 1 success; **Perform DC:** 11; **Time:** 1 attack action; **Components:** S, F; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One Large or smaller creature; **Duration:** Instantaneous; **Saving Throws:** Reflex negate; **Chakra Cost:** 2.

This technique is the very basic of earth manipulation *doton* principles. The target must make a Reflex save to avoid being blinded by the mud flung at its face. The blindness lasts until the target removes the mud as a move-equivalent action that provokes an attack of opportunity and requires at least one hand free, or lasts for 1d6 rounds. After the mud is removed, the subject suffers a -1 penalty to spot checks and attack rolls for 1 round afterwards.

Material Focus: One pound of earth, sand, or mud nearby.

Genzou Jishin no Jutsu (Illusionary Earthquake Technique)

Genjutsu (Compulsion) [Mind-Affecting]

Rank: 10 (A-Class); **Learn DC:** 25, 4 success; **Perform DC:** 27; **Time:** 1 attack action; **Components:** C, H; **Range:** Long (30 ft. + 15 ft./2 levels); **Area:** 80-ft. radius spread (S); **Duration:** 1 round; **Saving Throws:** Will disbelief (see text); **Chakra Cost:** 11.

This powerful illusion forces the people caught in the area of effect to believe a powerful earthquake is ripping the earth apart. Any creature failing its Will save will be knocked down and see the surrounding creature and structures do as much. The effect last one round, during which any creature caught in the illusion can't move or attack. The specific effect of the illusion depends on the nature of the terrain where it is used.

Cave, Cavern, or Tunnel: The technique collapses the roof, dealing 8d6 points of nonlethal damage to any creature caught under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below). An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris. Again, creature disbelieving this illusion are unaffected.

Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of nonlethal damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

Open Ground: Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the technique, all fissures grind shut, causing any creature "falling" in them 10d6 points of nonlethal damage.

Pinned beneath Rubble: Any creature pinned beneath rubble takes 4d6 points of nonlethal damage.

After the illusion fades, every creature within the area that fell for the technique will realize that nothing happened. The user is, of course, unaffected by his own illusion.

Genzou no In (Illusion Seal)

Ninjutsu (Sealing; Advanced Seal)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** H, F; **Range:** 10 feet; **Duration:** 1 minute/level (D); **Saving Throws:** Will disbelief (see text); **Chakra Cost:** 6.

Using this technique, the user creates the illusion that something exist even though it doesn't in reality. At the location where the seal is placed, the user creates the illusion there is a Medium-sized or smaller object or creature in that location, where in reality there isn't any. To be able to disbelieve the technique, a creature must either interact with the illusion or identify the illusion with a Genjutsu check (DC 21). This technique, being

an ninjutsu, cannot be dispelled. Once the seal is detached or destroyed, the illusion dissipates.

Material Focus: One advanced seal.

Getsuga Tenshou (Heaven's Fang Cuts the Moon)

Chakra Control (Body)

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, F, E; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 5-ft.-wide line; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 8.

Using this technique, the user channels Chakra through his sword and swings it down, sending it bursting forth in a devastating slicing blast. Any creature caught in the area of effect suffer 6d6 points of slashing damage unless they succeed a Reflex save to half the damage.

Empower

The damage can be increased by 1d6 at the costs of 2 additional points of Chakra, up to a maximum of 12d6.

Material Focus: Zangetsu.

Gishi no Jutsu (Feign Death)

Chakra Control (Body)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 full-round action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round / level (D); **Saving Throws:** None; **Chakra Cost:** 2.

This technique allows the user to appear dead. He slows his pulse down to the point it's unnoticeable, his body temperatures slowly drops as if had been recently killed, and will be paralyzed for the duration of the technique. The user will appear dead to anyone who does not succeed a Treat Injury check (DC 35). On his turn, he may dismiss the effects of the technique as a move-equivalent action.

Godan Kousoku (Rank Five Speed)

Taijutsu (Body Art; Requires Yondan Kousoku (t))

Rank: 12 (S-Class); **Learn DC:** 28, 5 success; **Perform DC:** 32; **Time:** 1 swift action; **Components:** M, P, Mas; **Range:** Personal; **Target:** You; **Duration:** 2 rounds; **Saving Throws:** None; **Chakra Cost:** 10.

Very few people know what lies beyond Godlike speed, and every of those are either true masters at their craft, or very lucky and observant witnesses. Such movements could be best described as teleportation, by normal people at least. For the duration of this technique, the user's Speed Ranks increase by 5.

In addition, if the user so wishes, his targets may be pushed back a number of feet equal to the damage of his attacks (rounded up to the nearest five foot unit); to do so, he must declare his intention before every attack. The user also gains the benefits of the Spring

Attack feat for the duration of the technique.

Each round after the first two, the user may chose to spend an additional 5 points of Chakra to extend the duration by 1 round; that cost cannot be converted to hit points.

This technique puts so much strain on the body that once its effects dissipate, the user suffers 1d6 points of damage per round it was active, and must make a Fortitude save (DC 20) or be Exhausted for the duration of the encounter. In addition to that, he cannot perform any *Xdan Kousoku* until he rids himself of the Exhausted condition.

Mastery

Should this technique be mastered up to the fifth step, the duration increases by 1 round.

Gogyou Fuuin (Five Element Seal)

Ninjutsu (Sealing)

Rank: 11 (S-Class); **Learn DC:** 27, 5 success; **Perform DC:** 31; **Time:** 1 minute;

Components: C, H, X; **Range:** Melee touch; **Target:** One creature; **Duration:** 1 day/level; **Saving Throws:** Will negate; **Chakra Cost:** 10.

The user, after a long series of hand seals, will use his own blood to scribe a sealing symbol in the palm of his hand, palm which will need to make a touch attack on the target to activate the seal. If the attack is successful and the target fails its save, the blood transfers from the user's palm onto the target's whole body, as if it were a tattoo. For the duration of the technique, the targeted creature will be unable to use any of its Supernatural and Spell-like abilities, including bloodline and template abilities. It will also prevent the target creature to generally use chakra, having to make a Chakra Control check (DC 15 + technique's rank) before performing a technique, all the while suffering a -5 penalty to all Chakra Control checks. This seal can be dispelled by using *Gogyou Fuuin* again on the subject, and disappears at the user's or target's death. This technique uses a seal slot on the subject's body.

Expendable Components: The user's blood, which he will need to scribe the seal in the palm of his hand.

Gokan Ranchou no Jutsu (Senses Confusion Technique)

Ninjutsu

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform DC:** 23; **Time:** 1 attack action;

Components: H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 20-ft. radius emanation (S); **Duration:** Concentration, plus 1 round; **Saving Throws:** None; **Chakra Cost:** 6.

Using this high level technique, the user is able to confuse the senses of some trained individuals and blur Chakra activities in a certain perimeter. Creatures outside the area of effect cannot *See Chakra*, *See Through Chakra* or *Sense Chakra* for and against any creature, object or otherwise within the radius of the technique, but those inside the area are unaffected.

Reference: This technique was directly taken from the fanfiction *Foxhound*, which I find extremely entertaining. Its name was changed from *Hi-Kenshutsu Ryouiki* which I found inappropriate.

Goshokusame (Five Hungry Sharks)

Ninjutsu (Suiton; Requires Shark Blood Pact (f))

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 attack action; **Components:** H; **Range:** 0 feet; **Effect:** Creates 5 water sharks; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 15.

To properly use this technique, the user must stand directly on top of or totally immersed in water, possibly using the *Tadayou* technique to walk on water. Using a large amount of Chakra which he sends in the currents below him, the user is able to form five large sharks by maintaining a constant and equal amount of energy in each. The sharks appear below the user's current location and can freely travel up to 80 feet in any direction to attack a designed target, which must be at least partially immersed in water.

Each shark has a single attack at +15 and deals 2d6+5 points of water damage on a successful attack. A shark cannot be harmed in any way, and will disappear after it has accomplished its deed or after one round. If the creature was fully submerged when being attacked by a shark, it sinks 5 feet.

Gouenkyuu (Great Blazing Sphere)

Ninjutsu (Katon; Requires Goukakyuu no Jutsu (5)) [Uchiha Itachi Hijutsu]

Rank: 9 (S-Class); **Learn DC:** 25, 6 success; **Perform DC:** 29; **Time:** 1 attack action; **Components:** S, E, Mas; **Range:** 50-ft. long, 15-ft. wide line and 30-ft. radius burst emanating from the user; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 10.

This technique, created by the genius ninja Uchiha Itachi, is a vast improvement of the Uchiha clan's Goukakyuu. This technique deals 6d6 points of damage in a 15-ft. wide, 50-ft. long line of fire coming from the user, which can be halved with a successful Reflex save. When the line reaches its end, it explodes in a 30-ft. radius burst from its ending point. The damage dealt by this technique is either from either the burst, or the line—both effects do not deal additional damage to a single creature.

Empower

The user can empower the technique to deal an additional die of damage at the cost of 1.5 points of Chakra per die of damage, up to 20d6 (maximum 1d6 per level).

Mastery

Each step of mastery in this technique allows the user to increase the length of the line by 5 feet, or the burst radius by 2 feet (rounded to the nearest 5-foot unit).

Goukakyuu no Jutsu (Grand Fireball Technique)

Ninjutsu (Katon) [Uchiha Clan Hijutsu]

Rank: 3 (C-Class); **Learn DC:** 16, 3 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** E, H; **Range:** Close (10 ft. + 5 ft./2 levels) (see text); **Area:** Cone-shaped burst centered on the user; **Duration:** Instantaneous; **Saving Throws:** Reflex half;

Chakra Cost: 4 (base; see text).

The user blows out a cone of flame in the form of a great ball of fire. This attack deals 2d6 points of fire damage to any creature caught within. A creature caught in a blast is allowed a reflex save to take only half damage. The technique's cone length may not exceed 30 feet.

Empower

The user may spend more Chakra to increase the intensity of the flames, at a cost of 1.5 points of chakra per additional die of damage (rounded up, maximum of 1 die per level), to a maximum damage of 10d6 total

Gouka Kasui no Jutsu (Hellfire Spikes Technique)

Ninjutsu (Katon)

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 26; **Time:** 1 attack action; **Components:** H, F; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 10-ft.-radius-burst; **Duration:** Instantaneous; **Saving Throws:** Reflex partial; **Chakra Cost:** 9.

With this technique, the user is able to create and manipulate a large dragon-like pillar of lava rising to crush his enemies. The *hellfire spike* must make a touch attack against all creatures in the area with a +25 bonus, which deals 4d10 points of fire damage upon success. All creatures damaged by this technique must make a Reflex save or catch on fire.

Material Focus: A medium-sized (at least 20 litres) source of lava nearby.

Gouka no Jutsu (Hellfire Technique)

Ninjutsu (Katon)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** H, E; **Range:** 0 feet; **Area:** 30-ft. radius burst centered on the user; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 8.

With this technique, the user forces a large amount of Chakra out from his body and turns it into a devastating wave of fire. Any creature caught in the area of effect suffer 6d6+6 point of fire damage, which can be halved with a successful Reflex save. This technique will also damage unattended objects and ignite flammable matter.

Empower

The user may increase the damage dealt by this technique by 1d6+1, up to a maximum of 10d6+10, at the cost of 2 point of Chakra per die of damage. The user is, of course, unaffected.

Gouken (Iron Fist)

Taijutsu (Martial Arts; Requires Gouken (f))

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform DC:** 12; **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

The very basic technique of the style of the same name, this attack is a very straightforward blow that deals increased amounts of damage. To execute this technique, the user makes a single unarmed attack roll against his opponent and the attack, assuming it hits, gains a +1 bonus to damage.

Gugenjuu no Jutsu (Beastly Manifestation Technique)

Ninjutsu (Requires Henge no Jutsu (5) and Chakra Control 10 ranks)

Rank: 10 (S-Class); **Learn DC:** 26, 5 success; **Perform DC:** 30; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 10.

This technique is one of the many variations of Henge created by a clan of beastmasters. It allows the user to take on the form of any Humanoid, Monstrous Humanoid, Magical Beast, Animal or Outsider creature the user has seen or has extensive knowledge of. The new form cannot have more than 10 hit dice, and must be within one size category of the user.

In the new form, the user loses all his extraordinary, supernatural and spell-like abilities, templates and other (except Moujuu Aishou), and gains his new form's extraordinary abilities, Strength, Dexterity and Constitution scores as well as all its natural attacks. He keeps his own mental ability scores, levels, base hit points, allegiance, base attack, defense bonuses, and save bonuses, but they are adjusted accordingly as per his new size category and ability scores (if any change occurred).

The user can use technique normally if the target has the necessary body parts (ie, hands and fingers for hand seals, opposable thumbs for techniques requiring weapons) but all his equipment merges with that of his new form. Any property of his new form, such as resistance to cold weather, will be carried over to the user. If the new form is capable of speech, the user will be able to communicate normally.

During the technique, the user acquires all the physical qualities of his new form without losing his mind to it. Physical qualities may include natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, to a maximum speed of 120 feet for flying or 60 feet for nonflying movement), natural armor bonus, natural weapons (such as claws, bite, and so on), racial skill bonuses, racial bonus feats, and any gross physical qualities (presence or absence of wings, number of extremities, and so forth). A body with extra limbs does not allow the user to make more attacks (or more advantageous two-weapon attacks) than normal.

Furthermore, the user's Chakra Signature and Scent also changes to imitate one similar (but not the same as) to the new form. Templates, while normally inaccessible, are still present (for example, a cursed seal can still be taken advantage of by the origin) as are seal slot presently occupied on the user's body.

Achieving *Competence* in this technique allows the user to use his own extraordinary abilities even in his new form. *Proficiency* extends that right to Supernatural abilities, and

Advanced Proficiency to Spell-like abilities.

Unlike standard Henge, the user's new form cannot be discerned from the real thing.

Gyokou (Good Fortune)

Ninjutsu

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform DC:** 12; **Time:** 1 full-round action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** 7 rounds; **Saving Throws:** None; **Chakra Cost:** 4.

They say luck is part of strength, and they're right. Through usage of this technique, the user gains a +1 luck bonus to saving throws, Gamble checks and attack rolls for 7 rounds.

Haisekishou (Burning Ash Cloud)

Ninjutsu (Katon)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** H; **Range:** 5 feet; **Effect:** Cloud spread 15-feet wide, 5 feet high (see text); **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 8.

The user blows a cloud of thick black ashes. On the round that it is used, the technique fills a 15-ft. wide, 5-ft. tall area filled with smoke. On the second round, the cloud spread to 20-ft. wide and 5-ft high and will not spread further afterwards. Character moving through the ashes, or being caught in the cloud, must make a Fortitude save each round to avoid being blinded for 1d4 rounds. On the first round, characters caught in the cloud suffer 2d6 points of fire damage, damage which is reduced to 1d6 on the second round and to nil on the third round afterwards (damage does not set fire to combustibles and does not harm unattended objects).

It disperses after 3 rounds, though a moderate wind (11+ mph) disperses the smoke in 2 rounds and a strong wind (21+ mph) disperses it in 1 round.

Characters caught in a cloud of smoke must make a Constitution check (DC 10, +1 per consecutive checks) to avoid spending the round coughing and hacking; characters spending 2 consecutive rounds coughing take 1d6 points of damage. A wet cloth held over the eyes, nose, and mouth provides a +2 bonus on the check, and a gas mask prevents requiring one. Smoke grants a 20% miss chance penalty to all those within.

Hakisuitoge no Jutsu (Spitting Water Spines Technique)

Ninjutsu (Suiton)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** S, F (see text); **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One or more creatures (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2 + 1 per additional spine (maximum 1 per level).

Using this technique, the user creates thin needles out of water to shoot out and make his targets into porcupines. He may make a ranged attack with every spine at his highest

attack bonus to target any creature within range (each creature can be targeted more than once with the spines). If an attack hits, it deals 1d3 points of water damage. Because of the speed of the needles, the user gains a Kawaremi Defense 1 against his attacks. If the user is immersed in water, he may discard the Half Seals component by adding 5 points to the perform DC of the technique. Once the technique is over, every spines dissolve into water.

Material Focus: A tiny (50 ml. per spine) source of water or other non-poisonous liquid nearby.

Hakken no Jutsu (Detection Technique)

Chakra Control (Body)

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level; **Saving Throws:** None; **Chakra Cost:** 4.

By concentrating a high amount of Chakra to one's nose, he is able to increase this sensation by a thousand times. The user gains the *Scent* ability for the duration of the technique (see below). The user cannot track by sense of smell.

This special quality allows the user to detect approaching enemies and sniff out hidden foes. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The user can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at triple normal range. When a scent is detected, the exact location of the source is not revealed—only its presence somewhere within range. The user can take a move action to note the direction of the scent. Whenever the user comes within 5 feet of the source, the creature can pinpoint the source's location by making a Wisdom check (DC 15).

Hanten Chouyaku (Leap to the Sky)

Chakra Control (Body; Requires Daichouyaku no Jutsu (t))

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 5.

A greater version of *Chouyaku no Jutsu* and *Daichouyaku no Jutsu*, this technique propels the user upward with a sudden burst of Chakra. For the duration of this technique, the user gains a +40 bonus to Jump checks. The user is also no longer subject to the maximum jumping height when making a high jump.

Haradou - Aku no Soushiki (Way of Purification - Funeral for the Wicked)

Ninjutsu (Requires Concentration 12 ranks) [Lost Kinjutsu]

Rank: 9 (S-Class); **Learn DC:** 25, 7 success; **Perform DC:** 29; **Time:** 1 attack action; **Components:** C, P; **Range:** Melee Touch; **Target:** One non-human and non-animal or evil creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:**

16.

This extremely ancient technique is said to only be attainable through intense meditation and training. *Aku no Soushiki* cannot be used by a creature of Evil allegiance, as it is the bane of evil kind itself. Upon completion of this technique, the user makes a melee touch attack against a single non-human creature or a human of Evil allegiance. If the attack hits, the creature must make a Fortitude save or be disintegrated and die, as its mortal possession and the objects it was holding fall to the ground. On a successful save, the target suffers 5d6+15 point of negative energy damage instead.

Haradou - Baku no Moukin (Way of Purification - Shackles of the Predator)

Ninjutsu (Requires Concentration 7 ranks) [Lost Kinjutsu]

Rank: 6 (A-Class); **Learn DC:** 21, 6 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** C; **Range:** Touch; **Target:** One evil outsider or evil creature; **Duration:** 1 hour/level; **Saving Throws:** Will negate; **Chakra Cost:** 10.

This technique was used by demon hunters of ages past to mark their prey so that it doesn't escape. Despite this technique not being a sealing technique, it leaves a seal on the target's body unless it succeeds a Will save to defend against it, if the user makes a successful melee touch attack against it. Should the target fail said save, a cross-shaped seal will appear on its body and last for 1 hour per level of the user, using up one seal slot.

While the seal is in place, all creature capable of sensing chakra will be able to detect and pinpoint the location of the subject without so much as concentrating, as long as it comes range of the creature's standard senses range (three times that if it is actually concentrating and using its ability to sense chakra normally). Other evil outsiders will be unable to see or feel the mark or the marked.

Haradou - Hakutou (Way of Purification - White Sword)

Ninjutsu (Requires Concentration 4 ranks) [Lost Kinjutsu]

Rank: 3 (C-Class); **Learn DC:** 16, 4 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C; **Effect:** Creates up to one *hakutou* per 3 level (maximum 5); **Duration:** 10 minutes/level (or until used); **Saving Throws:** None; **Chakra Cost:** 3 per *hakutou*.

In ancient times, this technique was used by demon hunters both as a mean to know their friends from foes, and as a method to combat them. This technique creates up to 5 *hakutou*, depending on the user's skill, which are in fact cross-shaped daggers that weighs absolutely nothing. A *hakutou* can only do harm to an evil creature, as it feeds off hatred to have any effect.

To any such creature, the *hakutou* deals 1d4 points of piercing damage, plus any modifier to melee or thrown weapon damage the user may have (as the case may be), as well as 3d4 points of negative energy damage, which isn't multiplied on a critical hit. Furthermore, the area hit glows a brilliant white for a moment, indicating both that the creature is in fact evil, and revealing its position to anyone watching, acting as a beacon for other hunters.

After being used, the hakutou disintegrates into nothingness. For all intent and purpose, a hakutou is considered to be a standard dagger.

Haradou - Seikoujin (Way of Purification - Sacred Life Barrier)

Ninjutsu (Requires Concentration 12 ranks) [Lost Hijutsu]

Rank: 9 (A-Class); **Learn DC:** 24, 5 success; **Perform DC:** 26; **Time:** 1 attack action; **Components:** C, S; **Area:** 15-ft. radius sphere centered on the user; **Duration:** Concentration (up to 1 round/level); **Saving Throws:** None; **Chakra Cost:** 15.

This technique creates a barrier of translucent ghostly energy around the user that stops any creature of evil allegiance to enter or leave the area. It is as though a solid force barrier that cannot be broken, but does not stop any incoming objects. Any evil outsiders touching the barrier suffer 1d4 points of force damage upon contact, and an additional 1d4 every round until it lets go. Evil creatures already in the barrier when it was formed cannot leave, but are otherwise unaffected by it. The barrier vanishes as soon as the user's concentration is broken, and moves with him should he choose to. Once the technique expires, prematurely or not, the user becomes fatigued. Using this technique while fatigued or exhausted deals 1d4 or 1d6 points of Stamina damage per round of concentration as backlash, respectively.

Hari Jizou (Hair Needle Guardian)

Ninjutsu [Jiraiya Hijutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, H, F; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 6.

Upon completion of this technique, the user's hair surround his body and form a protective layer. For the duration of this technique, the user gains a +4 natural armor bonus to defense and any creature that finds itself in the same square as he suffers 2d6 point of piercing damage. In addition, any creature attacking him with unarmed attacks or a Small or smaller melee weapon suffer 2d6 points of piercing damage on a failed hit. The user cannot attack while this technique is still in effect, nor can he perform any other technique, but he deals 2d6 points of piercing damage with a successful touch attack when he moves through an occupied square (limited only by the number of creatures in his way).

Haryuu Muukou (Devastating Ice Tiger)

Ninjutsu (Hyouton)

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 26; **Time:** 1 attack action; **Components:** X, H; **Range:** Long (30 ft. + 15 ft./2 levels); **Area:** One 15-ft.-square; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 12.

This technique originating from the Snow Country creates a huge ice tiger whose sole purpose is to destroy its targets; its only weakness, albeit a large one, is the large amount of Chakra it consumes, but that was taken care of with their famous *Chakra Armors*. Not

only does this technique have a long range, but the area it targets is also very large. Any creature caught in the 15-foot square targeted by the user suffers 4d10 point of damage cold damage and 3d8 point of slashing damage, which can be halved with a successful Reflex save.

Expendable Components: A large (at least 100³ feet) source of snow or ice nearby.

Hasamiuchi (Flanking Strike)

Genjutsu (Phantasm) [Mind-Affecting]

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** C, M; **Range:** Melee; **Target:** One creature with an intelligence score of 3 or higher; **Duration:** Instantaneous; **Saving Throws:** Will disbelief (see text); **Chakra Cost:** 4.

Using this technique, the user is able to blur his image and create a replication of himself for a short while, thus creating an opportunity to attack against a single target. If the technique is neither identified nor disbelieved, the user can make a single melee attack against the target at a +4 bonus. The attack also benefits from a *Kawarimi Defense* 1. Using this technique in melee does not provoke an attack of opportunity. If the technique is identified and disbelieved, the user simply makes an attack without any bonuses or penalty.

Hekiden no Jutsu (Electrical Split Technique)

Ninjutsu (Raiton)

Rank: 1 (E-Class); **Learn DC:** 12, 1 success; **Perform DC:** 11; **Time:** 1 full-round action; **Components:** C, H; **Range:** Touch; **Target:** One living creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude negate; **Chakra Cost:** 2.

A supplementary technique sometimes taught to academy student that causes temporary blindness. If the touched target fails a Fortitude save, it will become *blinded* for one round.

Henge no Jutsu (Transformation Technique)

Ninjutsu

Rank: 1 (E-Class); **Learn DC:** 12, 1 success; **Perform DC:** 11 (see text); **Time:** 1 attack action; **Components:** S, Mas; **Range:** Personal (see text); **Target:** You (see text); **Duration:** 10 minute / level (D; see text); **Saving Throws:** None; **Chakra Cost:** 1.

This technique is taught to most every student of the academy, minus those that can't or won't use Ninjutsu. Using this technique, the user assumes the form of a creature of same size category as he is or smaller. He may freely designate the specifics of his new form (such as height, weight, hair texture and color, skin tone, etc.). In this new form, the user keeps his hit dice and special abilities, but does not gain any of his new form's extraordinary, supernatural or spell like abilities other than its natural weapons and cannot change his voice. He keeps his own ability scores, levels, hit points, allegiance, base attack and save bonuses, but they are adjusted accordingly as per his new size category (if any change occurred).

In this new form, the user can use all his extraordinary, supernatural and spell like abilities unless they use a limb or body part that he does not currently possess in his new form. He can create equipment, natural weapons or simply make it so that his new form carries the same equipment as he does, but cannot create something overly complicated or that uses Chakra (no mastercrafted objects, no advanced weaponry, exploding tags, summoning scrolls, etc) and is not automatically proficient in them; any part of the body or piece of equipment that is separated from the whole reverts to its true form. He cannot use any technique of any type unless his new form allows him to, but is still capable of speech even if his new form would not usually be. Even in his new form, he retains his own creature type and does not gain any immunities he would with another (such as vermin's immunities to mind affecting attacks). The new form cannot be smaller than *Tiny* and he gains a +1 bonus to Disguise checks per level (maximum +15) if he uses the technique to disguise into another creature. The new form will not provide warmth if he is not clothed.

The user can also use Henge to transform into an object of his size category or smaller, but that is no smaller than *Tiny*. The DC in that case is equal to 10 + the purchase DC of the object. He cannot transform into advanced weaponry or mastercrafted weapons, nor can he replicate the effects of an object crafted with chakra (see above).

He may use *Henge no Jutsu* to transform his clones, but doing so increase the perform DC by 3 and the Chakra Cost by 1 per clone. The range of the technique in this case is of 20 feet and affects any clones at the user's discretion within that range. He may also transform another creature with a touch attack, though only if the creature is willing.

When the a transformed creature is hit while maintaining a transformation, it must succeed a Concentration check (DC 10 + damage dealt) or see the technique abruptly end (note that each step of mastery grants a +1 bonus to this check). A creature that interacts with or intently observes the transformed creature may make a Spot check (DC 25 or opposed by the disguise check) to recognize it as transformed, but will not be able to determine what the true form of the creature or the user is. Creatures that can See Chakra or See Through Chakra can make a Spot check (DC 10) to notice chakra moving in an odd pattern around the user, which will in turn allow the creature to make a Ninjutsu check (DC 16) to identify the pattern as a result of Henge.

The user, when performing Henge, may also spend 1 additional point of Chakra to add 10 minutes to the technique's duration, up to 10 minutes per level.

Mastery

Each step of mastery in this technique grants the user a +1 bonus to the user's Concentration check made to avoid losing the technique if damaged.

Hiakahou (Blazing Red Cannon)

Ninjutsu (Katon) [Hijutsu of All Ninja Villages]

Rank: 1 (E-Class); **Learn DC:** 12, 2 success; **Perform DC:** 11; **Time:** 1 attack action; **Components:** E, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 5-ft.-radius burst;

Duration: Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 3.

This low level technique is often offered for Academy Student to learn, but few ever succeed in their time at the academy. And when that time come to pass, better techniques are available for one to spend his time on. The user fires a head-sized sphere of blazing chakra forward that will deal 1d4 point of fire damage to any creature caught in the area of effect.

The blast will damage unattended objects and set fire to combustibles. If the user wishes to hit a particularly small object or send the sphere through a tight passage, he may have to "hit" the object or opening with a ranged touch attack (the sphere has a range increment of 10 feet and cannot go further than the technique's range).

Empower

The user may increase the damage done by this technique by spending an additional point of Chakra (maximum 3d4).

Hichishi Kyoubou no Jutsu (Non-lethal Brutality Technique)

Genjutsu [Fear, Mind-Affecting]

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Will half; **Chakra Cost:** 10.

This technique summons a powerful illusion to subdue a creature instead of killing it. The target must make a Will save or suffer 8d10 point of non-lethal damage from this technique.

Notes: Using alternate non-lethal damage rule, where non-lethal damage is cumulative, this technique deals 8d6 point of non-lethal damage instead.

Hidama no Jutsu (Fireball Technique)

Ninjutsu (Katon)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** H, E; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 30-ft.-radius burst; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 10.

Upon completing this technique, the user sends a large ball of blazing Chakra towards his target, likely with the intention of blowing it to bits. The fireball explodes in with a large and loud sonic boom, dealing 6d6 point of fire damage and 1d6 point of sonic damage. The fire ball will set fire to combustibles and damage unattended objects in the area. Should the user attempt to send it through a narrow passage, he must "hit" the opening with a ranged touch attack, lest he sees the fireball explode prematurely at the opening of the passage.

Empower

The user may increase the damage dealt by this technique by 1 die of fire *or* sonic damage, up to a maximum of 12d6 point of fire damage and 7d6 point of sonic damage at

the cost of 2 points of Chakra per die of damage.

Hien Jutsu: Ippo (Flying Swallow Technique: First Step)

Ninjutsu (Fuuton; Requires Wind Affinity (Primary) (a)) [Sarutobi Asuma Hijutsu]

Rank: 4 (C-Class); **Learn DC:** 17, 3 success; **Perform DC:** 17; **Time:** 1 move-equivalent action; **Components:** F; **Range:** Personal; **Target:** Held bladed weapons; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 1.

The user channels wind chakra in his held weapons, which must have a containment weapon seal to be affected. The user gains a +1 competence bonus on attack rolls with the affected, but blind creatures or a creature that can *See Chakra* or *See Through Chakra* is unaffected.

If the user is disarmed, he loses the bonus for the weapon until he use the technique again. The weapon counts as though it was chakra-enhanced for the purpose of bypassing damage reduction.

Material Focus: The user's bladed weapons, with a containment weapon seal.

Hijou Kawarimi no Jutsu (Heartless Body Substitution Technique)

Ninjutsu

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 move-equivalent action or 1 instant action; **Components:** H, M; **Range:** Personal and Melee; **Target:** You and one creature (see text); **Duration:** Instantaneous; **Saving Throws:** (see text); **Chakra Cost:** 6.

This technique functions in the same way as Kawarimi no Jutsu, except that the user substitutes himself for another creature. Neither the user or target can be entangled, engaged in a grapple, pinned or otherwise immobilized for the substitution to be successful.

To substitute himself, he must succeed a touch attack against the target that may provoke an attack of opportunity (as normal grapple attempt) and if the attack succeeds, an opposed Grapple check with the creature. If the substitution is complete, the user will be able to move his normal base land speed or 30 feet, whichever is shorter, as per Kawarimi no Jutsu.

If the substitution is a success, the target will be in the user's previously occupied position.

Avoiding an Attack: The user performs Hijou Kawarimi as an instant action before an enemy attack roll (melee or ranged attack, touch attack, or grapple attempt) targeting him specifically. To do so, the user cannot be flat-footed or denied his Dexterity bonus to defense. He must succeed in the substitution (as mentioned above).

Avoiding an attack costs 6 point of Chakra that can't be converted, and can be done up to 1 time per day. The attack avoided must be from a creature with of his ECL or 5, whichever is lower. The user cannot avoid an attack if he is immobilized in any way.

To avoid the attack, the user must make a Perform check (as per Hijou Kawarimi no Jutsu, mastery counts) opposed to the opponent's attack roll (add 5 if the attack roll is a Chakra Control, Genjutsu or Ninjutsu effect, a natural 20 or a confirmed critical), minimum 15. Success means that the user replaces himself with the target, who takes the attack as though it had been aimed at it in the first place (it must still hit, and the target can make whatever saving throw is allowed).

Avoiding an attack must be declared before knowing the result of the attack roll. Failure means that the chakra spent trying to avoid the attack is wasted, and the technique fails.

The user requires both hands free to perform this technique. An opponent can choose to lower the value of its ECL for the purpose of allowing an opponent to evade the attack in this manner, but not increase it.

Each use of *Avoiding an Attack* stacks with all other techniques with effects that allow you to Avoid an Attack, such as Kawarimi no Jutsu or Shundou.

Mastery

Every step of mastery after the first allows the technique to be used an additional time per day, up to 5/day.

The first step of mastery allows the user to increase the cost to 8 when avoiding an attack, to avoid an attack of up to his ECL or 10, whichever is lower.

The third step of mastery allows the user to increase the cost to 10 when avoiding an attack, to avoid an attack of up to his ECL or 15, whichever is lower.

The fifth step of mastery allows the user to increase the cost to 12 when avoiding an attack, to avoid an attack of up to his ECL or 20, whichever is lower.

Hijutsu - Banka no Jutsu (Secret Technique - Rhapsody for the Fallen)

Ninjutsu (Requires Perform (stringed instrument) 10 ranks) [Otogakure Kinjutsu]

Rank: 9 (A-Class); **Learn DC:** 24, 6 success; **Perform DC:** 26; **Time:** 1 full-attack action; **Components:** C, F; **Area:** 30-ft.-radius burst centered on the user; **Duration:** Concentration, plus 1 round (up to 1 plus 1 round/level); **Saving Throws:** Fortitude partial (Living creatures) or None; **Chakra Cost:** 8.

This forbidden technique uses sound wave to manipulate the dead and slay the living, using a musical instrument and a sound amplifier. For the duration of this technique, every living creature that finds itself in the area of effect suffer 1d8 point of sonic damage and must make a Fortitude save or become Deafened for 1 round. In addition, every corpse of a fallen Medium-sized or smaller creature of the same type as the user animates as a 1HD *Zombie* for the duration of the technique, as long as it remains within range and is under full control of the user. The corpses will rise as zombies on the user's turn every round while he maintains the technique, and even the corpses of fallen zombies will be restored until the dreadful music stops. While the user is performing this technique, he may make a *Perform (stringed instrument)* check that counts as a performance if he seeks to impress a person or crowd.

Material Focus: Any stringed instrument and a *Sound Amplifier*.

Hijutsu - Kao Utsushi no Jutsu (Secret Technique - Face Copy Technique)

Ninjutsu (Requires Face Masking (f) and Henge no Jutsu (3)) [Kedoui Kinjutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 5 success; **Perform DC:** 21; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 day/level (D); **Saving Throws:** None; **Chakra Cost:** 8.

Using this technique, the user is able to assume the form of a helpless creature touched of the same size category as the user. The transformation is purely physical, but also almost perfect. The user's scent matches that of the touched creature, as will his body. The user's chakra signature will change to somewhat match that of the user, but not completely, so abilities requiring the same chakra signature, like soulbound weapon seals, will not work with the user. His other statistics will not otherwise change unless the target is missing an important limb, which may incur other, different penalties (at the GM's discretion.)

The user, while in this form, will see his tolerance to pain greatly diminished; he will suffer a -2 penalty to Fortitude saves, and his massive damage threshold will be reduced to 15 if it was previously 50, or reduced by 5 otherwise.

Like *Henge*, creatures that can See Chakra or See Through Chakra can make a Spot check (DC 25) to notice chakra moving in an odd pattern around the user, which will in turn allow the creature to make a Ninjutsu check (DC 21) to identify the pattern as a result of a transformation technique.

Hirai Ashi (Flying Thunder Leg)

Taijutsu (Martial Arts)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action (see text); **Components:** M; **Range:** Melee attack; **Target:** One creature the same size as the user; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 2.

Using this technique, the user sends a powerful kick to his enemy's head, destined to stun and throw it to the ground. If the unarmed attack connects and deal damage, the creature must succeed a Fortitude save or be stunned for 1 round and fall prone. If the creature was stunned, the user may decided to increase the perform time to a full-attack action instead and use the *Asshou!* technique right after. If both techniques were successfully performed, the user cannot convert the Chakra Cost to hit points for both technique because of the speed required to perform them, and he must declare the use of this "advanced" technique before he rolls his perform check, and of course have learned the *Asshou!* technique beforehand.

Hiraishin no Jutsu (Flying Thunder God Technique)

Ninjutsu (Shunjutsu; Requires Shikei no In (t)) [Yondaime Hokage Hijutsu]

Rank: 11 (S-Class); **Learn DC:** 27, 6 success; **Perform DC:** 31; **Time:** 1 swift action; **Components:** C, S; **Range:** 1 mile; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

The technique used as a complement to the *Shikei no In*, Hiraishin no Jutsu is a space-time technique in which the user follows the trace of his seal and moves directly to it. Upon completion of this technique, the user will vanish in a flash of yellow chakra and move within 5 feet of a subject of his Capital Punishment Seal. If more than one subjects are within range, the user can determine which is which and select the appropriate seal easily. Once the user reappears, he may make a hide check as a free action to go undetected.

Hirameku (Flicker)

Taijutsu (Mobility; Requires Shunpo (t)) [Lost Hijutsu]

Rank: 10 (A-Class); **Learn DC:** 25, 5 success; **Perform DC:** 27; **Time:** 1 swift action or instant action; **Components:** M, Mas; **Range:** 5 feet/level; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 5.

Using this technique, the user is able to move instantly from one point to another, within range. The movement is instantaneous and does not provoke attacks of opportunity from moving in and out of a threatened area. The user may jump over or across 10-ft. tall or wide obstacle or gaps. With active effects like kinobori, or tadayou, the movement may be performed over vertical surfaces or water.

While in movement, the user does not trigger traps that would normally from walking over them, nor does he leave physical tracks (but he may still be tracked by scent). For 1 round after using this technique, the user will gain a +1 bonus to Speed Ranks. If the user lands on a surface he cannot stand on after the burst of speed, he immediately begins to fall.

Once per day, the user may also use Hirameku as an instant action on his turn to avoid falling damage, so long as he stands within 10 feet of a wall or sturdy vertical surface. The technique's cost in this case cannot be converted to hit points, and the fall is treated as though it was 5 feet shorter per level (maximum 100 feet). Defensive uses of this technique are shared with Hiryuusen.

Mastery

With the third step of mastery, the user is able to make a Hide check even while observed as he uses the technique.

With the fifth step of mastery, the user will count as though invisible while moving with this technique. This allows the user to catch a foe by surprise up to once per encounter, for his first attack.

Hiryuu (Soaring Dragon)

Ninjutsu (Fuuton)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One per dragon; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 7 per dragons (maximum 1 per 6 levels).

At technique's completion, the user gently blows smoke out of his lungs, out of which

will fly a snake-like dragon. The dragon will fly out towards its victim, passing right through it as a ghost would, and gently dissipates as smoke in the wind. Nothing happens to the targets until the user's next turn; at which time the targets must make a Fortitude save. If the save is successful, the target suffers only 3d6 points of wind damage; if it was failed, however, the target suffers 1d3 point of temporary constitution damage and will be dazed for one round in addition to the damage dealt by the dragon. A creature cannot be targeted by more than one dragon per use of the technique.

Hiryuusen (Soaring Dragon Flash)

Taijutsu (Mobility; Requires Shunpo (t) and Hirameku (t)) [Lost Hijutsu]

Rank: 12 (A-Class); **Learn DC:** 27, 5 success; **Perform DC:** 29; **Range:** Long (30 ft. + 15 ft./2 levels); **Chakra Cost:** 3.

This technique is the same as Hirameku, except as specified above and as follow. The user counts as invisible for the distance traveled with the Hiryuusen (see 5th step of Mastery for Hirameku for details), and the Speed Rank bonus is +2, for 1 round.

Mastery

With the third step of mastery in this technique, the user counts as though he moved with a flight speed of perfect maneuverability, allowing him to move normally through space without provoking attacks of opportunity. If he does not land on a solid surface after the short burst of speed, he will begin to fall immediately.

Hisaji no Mai (Dance of the Flying Spoons)

Ninjutsu (Requires Kugutsu no Jutsu (3))

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** C; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** See text; **Duration:** Concentration (up to 1 round/level); **Saving Throws:** None; **Chakra Cost:** 4.

Using this quite handy trick, the user is able to move around objects as he would puppets with his Chakra strings. To be properly effective, the technique can only affect inanimate objects. With this technique, the user can create one chakra string per two levels (maximum 10) that can be used to move an object weighing up to 10 pounds up to 40 feet per round each. Doing so requires at least one hand free (if the number of string is less than 5) or two hands free (if the number of string is greater than 5).

The objects cannot be moved out of the technique's range, but can be moved horizontally and vertically in any direction of the user's choice, and he can use more than one string on an object to lift an heavier load. He can attach and detach his chakra string to alter in between objects as a free action. This technique cannot be used to disarm a creature.

Hisen no Jutsu (Ray of Fire Technique)

Ninjutsu (Katon)

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 attack action; **Components:** H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Effect:** Ray; **Duration:** Instantaneous; **Saving Throws:** Reflex partial; **Chakra Cost:** 3.

By using this technique, the user concentrates a decent amount of Chakra, turning it into flame and ready to shoot out. The user must succeed a ranged touch attack to deal damage to the target. The ray deals 2d6 points of fire damage and the target must make a Reflex save to avoid catching on fire.

Hito Ningyougeki no Jutsu (Living Human Puppetry Technique)

Ninjutsu (Requires Kugutsu no Jutsu (5))

Rank: 13 (S-Class); **Learn DC:** 29, 5 success; **Perform DC:** 33; **Time:** 1 attack action; **Components:** C, M; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One willing or helpless creature; **Duration:** (see text); **Saving Throws:** None; **Chakra Cost:** 2 (base; see text).

Using this technique, the puppeteer is able to attach his Chakra string from *Kugutsu no Jutsu* onto a willing or helpless creature of the same type as the user. To connect the strings, the user must succeed on a ranged touch attack against the target, if it is currently unwilling. The technique uses the same cost as *Kugutsu no Jutsu* would to animate a puppet of the number of hit dice as the subject (if the subject has more hit dice than the user can control, the technique fails), minimum 2. The subject cannot perform any actions until it escapes, except speech.

If the puppet is damaged, the subject itself takes damage. If a creature can deal chakra damage, it may decide to attack the strings instead than dealing damage to the subject. The subject controlled by the user has the same characteristics as it would normally (same number of attacks, attack bonus, ability scores, etc), but benefits from the user's standard puppeteer defense bonus instead of its own class bonus, if any, as well as the user's base reflex save instead of its own. In addition, the user cannot make it use one of its technique, nor can it willingly perform a technique that requires half seals, hand seals or mobility.

This technique has the same restriction and duration as *Kugutsu no Jutsu*. Once per round, the subject, assuming it would normally be able to move, may make an Escape Artist check (DC 15 + the user's total puppeteer levels) to escape the technique prematurely and end its effects immediately. Doing so requires a full-round action.

Hokage Izou Hijutsu: Kubikiri Shuriken - Nihan! (Hokage's Legacy Secret Technique: Decapitating Shuriken - Mark II!)

Ninjutsu (Requires Kubikiri Shuriken no Jutsu (3)) [Sandaime Hokage Hijutsu]

Rank: 10 (A-Class); **Learn DC:** 25, 5 success; **Perform DC:** 27; **Time:** 1 full-attack action; **Components:** C, H, M, E; **Effect:** Enlarges 1 or more shuriken; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4 per shuriken.

In a fashion very similar to the lesser *Kubikiri Shuriken no Jutsu*, the user throws and enlarge projectile weapons but this time to a much greater scale, as the technique involves more than a single weapon.

The attacks are made normally, but should they hit, deal damage as though a Huge shuriken, 2d8 points of slashing damage plus the user's Strength modifier times 1.5. Bonus pertaining to throwing abilities such as rapid shot, weapon focus or other abilities of the Shuriken Expert may not apply to the *Kubikiri Shuriken* attacks involving more than one shuriken.

Empower

The user can throw an additional shuriken at the cost of 4 additional chakra, up to 1 per 4 level or 5.

Mastery

With the third step of mastery in this technique, the user may increase the chakra cost to 6 per shuriken to increase the shuriken size to *Gargantuan*.

With the fifth step of mastery in this technique, the user may increase the chakra cost to 8 per shuriken to increase the shuriken size to *Colossal*.

Material Focus: 1 shuriken per attacks.

Hokage Shiki Jijun Jutsu - Kakuan Nitten Suishu (Hokage Style Retirement Technique - Darkness Sealing Palm)

Ninjutsu (Sealing) [Shodai Hokage Hijutsu]

Rank: 13 (Super S-Class); **Learn DC**: 30, 7 success; **Perform DC**: 38; **Time**: 1 full-round action; **Components**: C, H, X; **Range**: Close (10 ft. + 5 ft./2 levels); **Target**: One creature with the Demonic subtype; **Duration**: Instantaneous or Concentration (up to 5 rounds); **Saving Throws**: Will negate (unwilling); **Chakra Cost**: 24.

This technique has for effect to seal off the empowering effects of demonic chakra and tame the fires of insane frenzy it may cause. This technique requires a seal to be scribed on the user's palm, using a seal slot. This technique allows the user to prematurely end a rage or frenzy effect of any subject with the Demonic subtype—inherited or not. The user may also choose to Concentrate on the technique and restrain the subject. For as long as the user concentrates, the subject will be unable to run, and have an effective Strength and Dexterity score of 3 as long as it remains within 500 feet of the user. A will save negates all of the technique's effects. The seal slot is freed after using the technique regardless whether it was successful or not.

Expendable Components: A bit of the user's blood to scribe the seal on his palm. Scribing the seals requires a Craft (calligraphy) check (DC 15) to be made, not necessarily by the user, and takes 1 round. If the check was failed, the sealing process will fail without the user noticing until the end.

Homura Dama (Blazing Sphere)

Ninjutsu (Katon) [Lost Hijutsu]

Rank: 4 (C-Class); **Learn DC**: 17, 3 success; **Perform DC**: 17; **Time**: 1 attack action; **Components**: S, M, F, E; **Range**: Melee Attack; **Target**: One creature; **Duration**: 1 round/level or until discharged (D); **Saving Throws**: None; **Chakra Cost**: 3.

Using this technique, the user focuses his chakra to the tip of his weapon and ignites it,

thus creating a deadly implement to an already devastating attack. The *Homura Dama* will stay active until the user lands a successful hit, in which case it deals an additional 2d6 points of fire damage to the attack.

An attack evaded by means such as *Kawarimi no Jutsu* counts as a successful hit only if the attack would have hit the target. Should the attack score a critical hit, the additional damage is not multiplied, but the technique deals an additional 1d6 points of fire damage.

Empower

The user may spend an additional 2 points of Chakra to increase the damage by 1d6 (maximum 5d6).

Material Focus: The user's Small (or properly sized depending on the user's size category) or larger bladed weapon.

Houden no Jutsu (Electrical Discharge Technique)

Ninjutsu (Raiton)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, E, H; **Area:** 25-ft.-radius burst centered on the user; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 5 (base).

By focusing his chakra, the user is able to convert it into electricity and control it. Using this technique, the user will emit a strong burst of electricity in a dome destined to kill all surrounding enemies. A creature caught in the burst radius suffers 3d6 points of electricity damage. A creature caught in a blast is allowed a reflex save to take only half damage. If this technique is used on water, the area is doubled, as long as the water covers the area.

Empower

The damage may be increased by one die at the cost of 2 points of chakra per die (maximum 10d6).

Houseki Bakudan (Gem Bomb)

Ninjutsu (Requires Elemental Affinity (any))

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, X; **Range:** Throw; **Effect:** Overloads a chakra storing gem; **Area:** 15-ft. radius; **Duration:** Instantaneous; **Saving Throws:** Reflex half (see text); **Chakra Cost:** 4.

The user overloads a chakra storing gem and causes it to explode. He must throw it like a grenade at any square within 5 range increment (Defense 10). The gem has a range increment of 10 feet; failure by less than 5 means the gem will land within 10 feet of the desired square, in any direction. Failure by more than 5 means the gem will land within 2d4x5 feet of the desired square.

When it explodes, the gem deals 3d6 points of force damage to all creatures within range (halved on a successful Reflex save) and has an additional effect based on the user's primary elemental affinity (see table below).

Elemental Effect

Affinity

Earth	1d6 earth damage and stunned for 1 round. (Fortitude negates the stun)
Fire	3d6 fire damage, unattended objects damaged, sets fire to combustibles. (No additional save)
Ice	1d6 cold damage and can't run or charge for 2 round. (Fortitude negates the run penalty)
Lightning	1d6 electricity damage and deafened for 1d6 rounds. (Fortitude negates the deafness)
Water	2d6 water damage, small fires and flames doused, damages papers and fragile fabrics, creates 10 litres of water. (No additional saves)
Wind	2d6 wind damage, small fires and flames snuffed out. (No additional save)

Expendable Components: A least, lesser or greater Chakra Storing Gem.

Housenka no Jutsu (Mythical Phoenix Fire Technique)

Ninjutsu (Katon)

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** C, E, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature or square (per seed); **Duration:** Instantaneous; **Saving Throws:** Reflex negate (see text); **Chakra Cost:** 3 + 2 per additional seeds (maximum 1 per 2 levels).

The user spits out small fireballs at one or more creature. The targeted creature must make a Reflex save to avoid taking 2d6 points of fire damage for each seed it was targeted with. If a creature was hit for a total of 15 or more fire damage, it catches on fire unless it succeeds an additional Reflex save (only once).

Empower

The character can spend 1 additional point of chakra per seed to increase the damage by 1d6. This cannot be done for individual seeds, and all must be empowered at once.

Hyakuretsu Kyaku (One-Hundred Leg Blitz)

Taijutsu (Martial Arts; Taijutsu Ougi - Rendan Kidouki)

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform DC:** 23; **Time:** 1 full-attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 7.

To properly use this technique, the user must have used *Rendan Kidouki* beforehand. Then, the user kicks the target repeatedly so fast that his leg is barely visible. Using this technique allows the user to make an unarmed full-attack action, and gains 2 additional attacks at his highest attack bonus. If at least two attacks connect, the opponent must make a Fortitude save or be pushed backward 10 feet and fall prone.

Hyouheki no Jutsu (Ice Wall Technique)

Ninjutsu (Hyouton)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 full-round action; **Components:** H, F; **Range:** Medium (20 ft. + 10 ft./2 levels); **Effect:** Creates an ice wall varying in size (see text); **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 8.

Using this technique, the user is able to form a wall from the ice or snow lying about to possibly halt or block the progression of a creature or object. The wall is 1 feet wide and 1 feet tall per level of the user, rounded to the nearest 5-foot unit (a wall formed by an 8th level character would be 10-ft. wide and 10-ft. tall.) The wall is 1 inch thick per level of the user, and has a Break DC equal to 15 + the user's level. Until the wall's hit points are reduced to 0, a creature succeeds the Break DC or the duration expires, it will hold on and let no creature or object pass through.

Material Focus: A medium (at least 100 litres) source of water, snow or ice nearby.

Hyoukatou (Freezing Ice Flower)

Ninjutsu (Hyoton)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, F; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude partial; **Chakra Cost:** 12.

Using this technique, the user focuses a large amount of Chakra into the already active *weapon seal* on the weapon to increase the potency of the cold produced by it. On the next attack which he deals damage with the weapon, the attack will deal an additional 3d6 points of piercing damage and 3d6 points of cold damage, as well as force the enemy to make a Fortitude save to avoid being encased in ice and immobilized for the next 1d4+1 rounds or until it succeeds a Strength check (DC 20) to free itself as a full-round action.

Material Focus: The user's Hyourinmaru.

Hyoukenseisou (Eternity Trapped in Ice)

Ninjutsu (Hyouton) [Shiseiten no Akira Hijutsu]

Rank: 10 (S-Class); **Learn DC:** 26, 6 success; **Perform DC:** 30; **Time:** 1 full-round action; **Components:** C, H, F; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 20-ft. cube; **Duration:** 1 minute/level (or until destroyed) (D); **Saving Throws:** None or Reflex half (see text); **Chakra Cost:** 18.

Using this technique, the user causes spikes of ice to rise from the ground and trap creatures in a 20-ft. cube. Creatures standing directly outside the area suffer 2d6 points of damage, half of which is cold and the other half piercing, which can be halved with a Reflex save (DC 15). Creatures trapped within the prison suffer 1d6 points of cold damage every minute until they are freed or free themselves. Protection against cold, such as very warm clothes or Unki Tate no Jutsu will prevent that effect.

The prison is made of many, many ice pillars, 40 of which are accessible to the trapped creatures. Each pillar has 5 hit points, and will reflect the image of the user. The pillars have a fire, electricity and wind resistance 15, are immune to cold and water damage and will reflect back rays and thrown weapon to their origin. Any creatures within 10 feet of the pillars when a cone or line attack is used against them will also be affected, though the width of the reflection is the same as that of the attack's maximum.

Once destroyed by a melee attack, the pillars reflect back 1d4 points of cold damage to the attacker. Once 15 or more pillars in an angle or wall have been destroyed, the prison

will be destroyed.

If attacked from the outside, 40 pillars are also accessible to the attackers, and the same method and penalties are suffered when attacking them (see above). If the user dies or fall unconscious, the prison is destroyed.

Hyouki no Jutsu (Ice Age Technique)

Ninjutsu (Hyouton)

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 26; **Time:** 1 attack action; **Components:** H, F; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One living creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 12.

With this technique, the user uses his Chakra to freeze all fluids in a creature's body momentarily. As the time freezes for the creature, it will suffer 5d8 points of cold damage, which can be halved by a successful Fortitude save. Regardless of the outcome, this technique will always provoke a massive damage save. Creatures that do not suffer damage from this techniques are immune to the massive damage effect, as are non-living creatures such as constructs or undeads. Creatures within 15 feet of the targeted creature can feel the temperature drop momentarily.

Material Focus: A small (at least 20 litres) source of ice-cold water nearby.

Hyoukodan (Ice Tiger Missile)

Ninjutsu (Hyouton)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, H, F; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 10-ft.-wide line; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 8.

Using this technique, the user creates a large ice tiger from his position and has it tear apart enemies in a straight line. Any creature caught in the area of effect suffer 4d10 point of damage, half of which is slashing and the other half cold, unless they succeed a Reflex save to take only half damage instead.

Material Focus: A medium (at least 200 pounds) source of ice and snow nearby.

Hyoukoretsu no Jutsu (Violent Ice Tiger Technique)

Ninjutsu (Hyouton; Requires Ninjutsu and Chakra Control 12 ranks)

Rank: 6 (A-Class); **Learn DC:** 21, 4 success; **Perform DC:** 23; **Time:** 1 full-attack action; **Components:** C, H, F; **Range:** Medium (20 ft. + 10 ft./2 levels); **Targets:** One primary target, plus one secondary target every 2 levels (each of which must be within 30 feet of each other); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 15.

This technique, while similar to *Hyoukodan no Jutsu*, creates a much smaller ice tiger that is also far more difficult to control. Once it hits the first creature, it rounds around already on its way towards the second target. The tiger initially deals 4d10 points of cold damage to the primary target. Afterwards, the tiger heads towards a number of secondary target equal to half the user's level, rounded down (maximum 10). The secondary targets

suffer half the damage the primary target did, rounded down. All damage dealt by the technique can be halved with a successful Reflex save. Who the tiger targets is entirely up to the user, who can freely choose to affect fewer secondary targets than his maximum.

Material Focus: A medium (at least 300 pounds) source of ice and snow nearby.

Hyounomi no Jutsu (Swallowing Ice Technique)

Ninjutsu (Hyouton)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Reflex negate (see text); **Chakra Cost:** 1.5 per size category of the target (rounded down).

To properly perform this technique, there must be at least 2 feet of snow or ice below the target if it is Tiny or smaller, 5 if it is Small or Medium size, 10 if it is Large, 20 if it is Huge, 30 if it is Gargantuan and 50 if it is Colossal. The snow and ice underneath the target will open up and swallow the target unless it makes a Reflex save to avoid falling in the technique. A creature so buried is only partially exposed and cannot move, perform any actions other than a free action and is immobilized until it can succeed three Escape Artist or Dexterity check (DC 18) in a row. A trapped creature suffers 1 point of Cold damage per round unless it succeeds a Fortitude save (DC 12) or wears warm, thick clothing or fur (or is under the effects of Unki Tate no Jutsu).

Hyouran no Jutsu (Hailstorm Technique)

Ninjutsu (Hyouton)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 20-ft. radius, 40-ft. high cylinder (S); **Duration:** 1 round; **Saving Throws:** Fortitude partial; **Chakra Cost:** 12.

Using this technique, the user has it rain down hailstones for one round in the designed. All creatures in the area suffer 3d6 points of bludgeoning damage and must make a Fortitude save to avoid also taking 2d6 points of cold damage. A -4 penalty applies to all Listen checks made within the hail storm, and all airborne movements are halved.

Material Focus: A medium (at least 100 pounds) source of ice and snow nearby.

Hyourinmaru (Flawless Ice Ring)

Ninjutsu (Hyouton)

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 attack action; **Components:** C, F, E; **Range:** Long (30 ft. + 15 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude partial; **Chakra Cost:** 16.

Using this technique, the user fires off a breathtakingly beautiful ice dragon from his blade, which he sends forth as a homing missile towards his enemy. The user must make a ranged touch attack against the creature he wishes to hit in order for the technique to succeed. If the attack hits, the dragon deals 3d6 points of piercing damage and 5d6 points of cold damage. If the attack hit, the target must make a Fortitude save to avoid being encased in ice and immobilized for 1 minute. If the save was passed, the target merely

suffers a -2 penalty to attack rolls and defense for 1 minute from the cold.

Empower

The cold damage dealt by *hyourinmaru* can be increased at the cost of 2 points of Chakra, up to a maximum of 9d6.

Material Focus: The user's Hyourinmaru.

Hyourou no Jutsu (Ice Prison Technique)

Ninjutsu (Hyouton)

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform DC:** 24; **Time:** 1 attack action; **Components:** X, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One medium-sized or smaller creature; **Duration:** 1 round/level; **Saving Throws:** Reflex negate; **Chakra Cost:** 6.

By forming ice around a Medium-sized or smaller creature at high speed, the user is able to entrap a creature in the ice. If the creature fails its Reflex save, it will be forced into an ice prison for the duration of this technique. A medium-sized creature will start suffocation sequence on its next turn and can only break free of the prison by succeeding a Break check (DC 30). A Small or smaller creature will start suffocating in 1d4+1 rounds and can damage the prison from the inside or attempt to break free with the Break check. The Ice Prison has no hardness and 35 hit points, and if a creature outside the prison attempts to break it, the trapped creature will suffer half the damage of the attack that finally tore it down. The trapped creature can still see and be seen, cannot perform techniques that require either mobility, hand seals or half seals and counts as flat-footed until it takes an action in combat.

Expendable Components: A large (at least 250³ feet) source of snow or ice nearby.

Hyoushou no Jutsu (Ice Crystal Technique)

Ninjutsu (Hyouton; Requires Hyouma (a)) [Haku Hijutsu]

Rank: 4 (C-Class); **Learn DC:** 17, 3 success; **Perform DC:** 17; **Time:** 1 attack action or instant action; **Components:** H, F; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** Creates an Medium-sized ice wall; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 4.

Using this technique and his advanced blood, the user is able to create a five foot wide by 7 foot tall ice wall anywhere within range. The wall is a mere 4 inch thick, has 12 hit points, a hardness of 2 and Break DC of 15. Once per round as an instant, the user can use this technique as an instant action to create a mirror that will last one round in between any attacked creature and its attacker by spending 4 points of Chakra that can't be converted to hit points. The end result grants the attacked creature three-quarter cover against the attack or technique. Doing so requires hand seals, provokes an attack of opportunity and double the amount of water, snow or ice.

Material Focus: A small (at least 15 litres) source of water, snow or ice nearby.

Hyousou no Jutsu (Ice Claws Technique)

Ninjutsu (Hyouton)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 3.

This technique requires that the user has both hands free when performed. Upon completion of this technique, the user's hands are covered in wicked ice claws, allowing his unarmed attacks to deal lethal slashing damage in addition to 1 point of cold damage and having his critical threat range increased by 1. The downside of this technique is that while it lasts, the user cannot perform hand seals, hold objects or use any feat, skills or ability that makes uses of hands or opposable thumbs.

Hyoutan no Jutsu (Ice Point Technique)

Ninjutsu (Hyouton)

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 attack action; **Components:** C, H, F (see text); **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** Ranged attack (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2 + 1 per additional projectile (maximum 1 per 2 level).

With this technique, the user creates small projectiles from ice and snow and uses his Chakra to send them at his enemies at high speed. The user must make a ranged attack roll at his highest attack bonus for each projectile. If it hits, the projectile deals 1d4+1 points of cold damage.

Material Focus: One pound of ice or snow per projectile.

Hyuuga Ryu - Hakke Hyakunijuuichi Shou (One-hundred and twenty-eight Palms of Divination)

Taijutsu (Martial Art; Requires Byakugan Sight (f), Tenketsu Sealing (a) and Hyuuga Ryu: Jyuuken - Shodan Dachi (5) and Rokujuuyon Shou (t)) [Hyuuga Hijutsu]

Rank: 13 (S-Class); **Learn DC:** 29, 6 success; **Perform DC:** 33; **Time:** 1 full-attack action; **Components:** C, M; **Range:** Melee; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 16.

While not well known, this technique is absolutely dreaded on the battlefield as it can well cripple a ninja for weeks, if not months- assuming he survives. It is a well-kept secret, so that only a select few amongst the Hyuuga has access to it; it is said that only one individual every generation is born with the *potential* to successfully perform the technique. Beyond the capabilities of its weaker version, the *Rokujuuyon Shou*, it does more than just prevent one from easily accessing one's chakra pool; it makes it so that only one with absolute control over his chakra is able to even get a *feel* of it.

Upon completion of this technique, the user must succeed a melee touch attack for it to have any effects at all. If it hit, the target suffers 6d8 points of bludgeoning damage as well as 2d4 points of Chakra damage and 1d6 points of Chakra Coil Damage (a target's chakra pool cannot be reduced below 1 through this mean).

In addition, the target will be stunned for 2d4 rounds unless it makes a successful Fortitude save. Furthermore, the target will have 128 of its tenketsu sealed. If the target

has a certain miss chance due to concealment or other abilities, *Hakke Hyakunijuu-hachi Shou* is still affected; the concealment is reduced by 10%, but if the user doesn't get past it, the technique fails.

To use this technique or *Hyuuga Ryu - Hakke Rokujuuyon Shou* on a creature more than once in one day increases the perform DC by 10 every time, for both techniques.

Hyuuga Ryu - Hakke Kuushou (Hyuuga Style - Void Palm of Divination)

Taijutsu (Martial Arts; Requires Byakugan (a) and Jyūken: Shodan Dachi (t)) [Hyuuga Hijutsu]

Rank: 5 (C-Class); **Learn DC:** 18, 3 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** M; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 2.

While in his *jyūken* stance, the user may use this technique to deliver a single *jyūken* strike (of either stance) to any one creature within range. The user still rolls a melee touch attack, and if the attack hits it deals standard damage.

In addition, on a successful attack, the target must make a Fortitude check or be pushed back 1d4x5 feet. This attack counts as a ray attack even though it does not follow standard rules for ray effects.

Hyuuga Ryu - Hakke Rokujuuyon Shou (Sixty-four Palms of Divination)

Taijutsu (Martial Art; Requires Tenketsu Sealing (a) and Hyuuga Ryu: Jyūken - Shodan Dachi (3)) [Hyuuga Hijutsu]

Rank: 9 (A-Class); **Learn DC:** 24, 5 success; **Perform DC:** 26; **Time:** 1 full-attack action; **Components:** C, M; **Range:** Melee; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 10.

One of the most famous techniques in the Hidden Leaf, and part of the *Hyuuga Ryu*'s well kept secret, this technique allows the user to block one's access to his Chakra circulatory system. Upon completion of this technique, the user will have hit 64 points of the chakra circulatory system, making it almost impossible for the target to use any techniques at all. The user must succeed on a melee touch attack against the target.

If it hits, the target of the *Rokujuuyon Shou* will suffer 6d6 points of bludgeoning damage from the punches, 2d4 points of Chakra damage due to the pressure points leaking out Chakra uncontrollably and will be *Stunned* for 1d6 rounds unless it makes a successful Fortitude save (a target's Chakra Pool cannot be reduced below 1 through this mean).

In addition, the target will have 64 of its tenketsu sealed. If the target has a certain miss chance due to concealment or other abilities, *Hakke Rokujuuyon Shou* is still affected; the concealment is reduced by 10%, but if the user doesn't get past it, the technique fails.

To use this technique or *Hyuuga Ryu - Hakke Hyakunijuu-hachi Shou* on a creature more than once in one day increases the perform DC by 10 every time, for both techniques.

Hyuuga Ryu - Hakkeshou Daikaiten (Hyuuga Style - Great Divination Whirl)

Taijutsu (Martial Art; Requires Byakugan (a), Hyuuga Ryu: Jyuuken - Shodan Dachi (5), Nidan Dachi (3), Kaiten (2) and Byakugan Sight (f)) [Hyuuga Hijutsu]

Rank: 11 (A-Class); **Learn DC:** 26, 5 success; **Perform DC:** 28; **Time:** 1 full-attack action; **Components:** C, M; **Effect:** 30-feet-radius demi-sphere centered on the user; **Duration:** Instantaneous (see text); **Saving Throws:** Reflex partial; **Chakra Cost:** 7.

This technique is the very same as *Hakkeshou Kaiten*, except that the range increases to 30 feet and the enemies are knocked back 10 feet from the attack, and end up prone unless they succeed a Reflex save. It can also be used to defend in the same way as the standard *Kaiten*, but is understandably much more lethal.

Attacks made in with *Hakkeshou Daikaiten* count as *Jyuuken: Nidan Dachi* attacks regardless of what stance the user was in.

Hyuuga Ryu - Hakkeshou Kaiten (Hyuuga Style - Divination Whirl)

Taijutsu (Martial Art; Requires Byakugan (a), Hyuuga Ryu: Jyuuken - Shodan Dachi (1) and Byakugan Sight (f)) [Hyuuga Hijutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, M; **Effect:** 10-feet-radius demi-sphere centered on the user; **Duration:** Instantaneous (see text); **Saving Throws:** None; **Chakra Cost:** 4.

To properly execute this technique, the user be in a Jyuuken stance and have his Byakugan ability active. All opponents caught in the area of effect of the *Kaiten* are knocked back 5 feet and targeted by a standard *Jyuuken* attack at the user's highest attack bonus.

Once per round as an instant action, if the user performed Kaiten during the encounter, the user is able to perform Kaiten to defend himself against a single opponent. Doing so grants the user a +4 deflection bonus to defense against all of that opponents' attack, in addition to having the opponents suffer the standard *Kaiten* effect, providing he is within range. When using the *Kaiten* to defend, the user may not convert chakra cost.

Attacks made with *Hakkeshou Kaiten* count as *Jyuuken: Shodan Dachi* attacks regardless of what stance the user was in.

Hyuuga Ryu: Jyuuken - Nidan Dachi (Hyuuga Style: Gentle Fist - Second Stance)

Taijutsu (Stance; Requires Hyuuga Ryu: Jyuuken - Shodan Dachi (3) and Byakugan (a)) [Hyuuga Hijutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform DC:** 21; **Time:** 1 swift action; **Components:** C, M, Mas; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 2.

The second stance of the Jyuuken style is one known only to the Hyuuga clansmen for to outsiders and those not gifted with the all-seeing eye, the Byakugan, the change is so imperceptible it might as well be no difference, and is therefore perceived merely as greater ability with the Jyuuken, which it both is and isn't. The knees slightly more bent,

the hands a little more turned inward, the flow of chakra far more akin to a knife than a needle make the stance all that much more difficult to master than the first.

This stance is much more about *the flow* than finesse and doesn't so much as seek to close one's tenketsu as cause as much damage through them as possible. *Nidan Dachi* attacks still go around damage reduction in the same way as *Shodan Dachi* attacks, but the chance to strike an incorporeal creature is increased to 50%. Attacks made in this stance are touch attacks that deal 1d8 points of damage, and the user may add either his Dexterity or Wisdom modifier to attack rolls.

Damage bonus to unarmed attack, such as the one obtained through the Weapon Specialization class ability, is also applied as damage bonus to *Jyuuken* attacks. Using this stance with the Tenketsu Sealing ability allows the user to deal an additional 1d4 points of damage on a critical hit, increased to 2d4 if the user's unarmed critical multiplier is x3, 3d4 if x4, and so on.

Increased damage die to unarmed attacks also benefit the *Jyuuken* stance. If the user's normal unarmed damage is higher than the damage dealt by *Jyuuken*, use that instead.

Mastery

Every step of mastery in this technique allows the user to add a portion of his Dexterity or Wisdom modifier to *Jyuuken*: *Nidan Dachi* attacks damage equal to +1 per step; bonus damage from mastery cannot exceed the user's actual Dexterity or Wisdom modifier. Every step of mastery in this technique also increases the user's chance to strike an incorporeal creature by 5% with *Jyuuken* attacks.

Hyuuga Ryu: Jyuuken - Shodan Dachi (Hyuuga Style: Gentle Fist - First Stance)

Taijutsu (Stance; Requires Byakugan (a))

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 swift action; **Components:** C, M, Mas; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None (see text); **Chakra Cost:** 1.

Once the user enters this stance, he concentrates offensive Chakra to the palm of his hands and fingers. Doing so requires the user to have his Byakugan active, thus allowing the user to damage the target's Chakra circulation system and internal organs.

When the user attack in this fashion, he need only touch the target and let his Chakra do the rest. Any attack made in the *Jyuuken* stance is a touch attack that deals 1d6 point of damage. While the *Jyuuken* does not bypass the target's damage reduction or hardness, the damage dealt is cumulative: instead of subtracting the damage reduction from every hits, add all damage dealt in this round together and then subtract damage reduction once to know the total damage dealt (A DR 8/- creature that has been hit for 3, 2 and 6 damage in a round will take 3 points of damage instead of 0).

While using the *Jyuuken* style, the user applies his Wisdom modifier to attack rolls instead of his Strength modifier, and he does not add his Strength modifier to damage, or

bonus damage from the Melee Smash strong hero talent tree or other sources of Strength-based damage. Attacks made with the *Jyuuken* stance one-half again the normal damage to Chakra created objects or creatures (such as clones or *Yaibaki no Kuchiyose*; summoned creature don't count) and the user has a 25% chance to damage incorporeal creatures normally with a *Jyuuken* attack (rolled every attacks).

While in this stance, the user is able to use the Tenketsu Sealing byakugan ability once per encounter. If the user already has the Tenketsu Sealing ability, he may use it once per encounter for free without expending one of the daily use of the ability.

Damage bonus to unarmed attack, such as the one obtained through the Weapon Specialization class ability, is also applied as damage bonus to *Jyuuken* attacks, but abilities that increase unarmed attack die do not. If the user's normal unarmed damage is higher than the damage dealt by *Jyuuken*, use that instead.

Mastery

Mastery in this technique grants an additional +1 points to damage dealt by *Jyuuken* attacks. Every step of mastery in this technique increases the chance the user has to damage an incorporeal creature by 5%.

The second and fourth step of mastery in this technique increases the amount of times the user gains use of the Tenketsu Sealing ability per encounter by 1.

Hyuuga Ryu: Jyuuken Ougi - Igeki Hissatsu (Hyuuga Style: Gentle Fist Secret Technique - One-hit Kill)

Taijutsu (Martial Arts; Requires Hyuuga Ryu: Jyuuken - Shodan Dachi (5), Nidan Dachi (5) and Byakugan (a)) [Hyuuga Hijutsu]

Rank: 9 (A-Class); **Learn DC:** 24, 5 success; **Perform DC:** 26; **Time:** 1 full-attack action; **Components:** C, M, Mas; **Range:** Melee Attack; **Target:** One living creature; **Duration:** Instantaneous; **Saving Throws:** None or Fortitude partial; **Chakra Cost:** (see text).

This technique is more commonly referred to as a "Hyuuga deathblow" and the actual mechanics of the technique is a well-kept secret of the Hyuuga clan that hasn't yet been leaked, similar to the *Nidan Dachi*. To any untrained observer, and almost any trained ones, it appears to be merely a savagely delivered *Jyuuken* attack to finish off one's opponent.

The aim of this technique is to actually push a large amount of one's chakra through another's chakra coil system, which will immediately reject it and expell it through its tenketsu with very little permanent damage. However, with the more tenketsu that were closed on the opponent, the harder of a time it has to expell it and the more lasting damage is dealt by the harmful chakra.

To deliver this technique requires a touch attack against the target that, if it hits, has an effect varying on the number of tenketsu damage it suffered. The cost of the technique depends on the effect, as shown below.

Tenketsu Damage Taken	Cost	Effects
9 or less	4	3d6 points of nonlethal damage.
10-50	12	7d6 points of damage, 1d6 point of chakra coil damage.
51-99	14	9d6 points of damage, 1d8 points of chakra coil damage.
100-199	16	12d6 points of damage, 1d10 points of chakra coil damage.
200-359	18	15d6 points of damage, 1d12 points of chakra coil damage.
360	20	20d6 points of damage, 3d8 points of chakra coil damage.
361	26	Fortitude save or death, or 20d6 damage and 3d8 points of chakra coil damage

As a result of this technique, 4d8 tenketsu damage will be healed as they are blasted open.

Hyuuga Ryu - Keiketsu Kyuujo (Hyuuga Style - Needle Point Relief)

Taijutsu (Martial Art; Requires Byakugan (a) and Hyuuga Ryu - Jyuken (t)) [Hyuuga Hijutsu]

Rank: 6 (C-Class); **Learn DC:** 19, 3 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** C; **Range:** Melee Touch; **Target:** One humanoid creature; **Duration:** 1 hour; **Saving Throws:** None; **Chakra Cost:** 2.

Using this technique, the user unseals a pressure point often closed on a person during sleep or wrong movement. For the duration of this technique, the subject of this technique will gain a +2 bonus to Chakra Control checks and will recover Chakra one and a half time faster than it would normally if it chooses to rest. Using this technique deals no damage to the target, and the user cannot use it on himself. The user does not need to activate his Byakugan to use this technique.

Hyuuga Ryu - Hakke Tenkuushou (Hyuuga Style - Heavenly Void Palm of Divination)

Taijutsu (Martial Arts; Requires Byakugan (a) and Jyukun: Shodan Dachi (t)) [Hyuuga Hijutsu]

Rank: 8 (B-Class); **Learn DC:** 22, 4 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** M, E; **Chakra Cost:** 2.

Same as *Hakke Kuushou*, except as mentioned above and as follow.

Empower

The user can spend an additional 2 points of Chakra to increase the damage dealt by 1d6 and the distance the target is knocked back by 1d4x5 feet (maximum 5d4x5 feet), up to 8d6 and 5d4x5.

If the target hits an object of its size category or larger that weighs at least four times its weight, the target will suffer an additional 1d4 points of nonlethal damage per 10 feet it had yet to travel.

Ichijin no Jutsu (Gust of Wind Technique)

Ninjutsu (Fuuton)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** H; **Range:** 60 feet; **Effect:** Cone-shaped gust of wind emanating from the

user; **Duration:** 1 round; **Saving Throws:** Reflex negate; **Chakra Cost:** 3.

The user, when he uses this technique, creates a severe blast of air (approximately 50 mph) affecting all creatures in its path. A Tiny or smaller creature on the ground is knocked prone and rolled 1d6x15 feet, taking 1d4 points of nonlethal damage per 10 feet. Small creatures are knocked prone by the force of the wind and blown back 1d6x10 feet. Medium creatures are unable to move forward against the force of the wind and are blown back 1d6x5 feet. Large or larger creatures may move normally within the *Ichijin* effect. A successful Reflex save may prevent a creature from being blown back (and possibly knocked prone).

A *gust of wind* can't move a creature beyond the limit of its range. Any creature, regardless of size, takes a -4 penalty on ranged attacks and Listen checks in the area of a *gust of wind*. The force of the *gust* automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights. In addition to the effects noted, a *gust of wind* can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Ikaku no Jutsu (Intimidation Technique)

Genjutsu (Compulsion) [Mind-Affecting]

Rank: 1 (E-Class); **Learn DC:** 12, 1 success; **Perform DC:** 11; **Time:** 1 attack action; **Components:** C, S; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** Will negate; **Chakra Cost:** 1.

Using this technique, the user make himself appear bigger and more threatening than he really is, thus gaining a +4 bonus to Intimidation checks for the duration of this technique against targets who failed their will saves.

Ikketsu no Jutsu (Hemorrhage Technique)

Ninjutsu

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** S, E; **Range:** Melee Touch; **Target:** One living creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude half; **Chakra Cost:** 4.

This technique is designed to aggravate puncture wounds and cause sometimes severe internal bleeding. For this technique to have any effect, the target must have suffered piercing damage in the last hour.

A successful touch attack deals 2d6 points of damage. The target cannot be killed by this technique. Instead, if it would have been reduced to -2 hit points or lower, it is instead reduced to -1 hit points and has a 20% chance every round to be unable to stabilize normally. Any outside assistance, or use of the treat injury skill or any medical technique, effects that would heal at least 1 hit points stabilizes the subject normally.

Empower

The user may spend 2 points of chakra to increase the damage dealt by this technique by 1

die, up to a total of 1 dice per level or 8d6.

Inuhana no Jutsu (Dog's Nose Technique)

Chakra Control (Body)

Rank: 1 (C-Class); **Learn DC:** 14, 2 success; **Perform DC:** 12; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level; **Saving Throws:** None; **Chakra Cost:** 4.

An uncommon technique among genin that is actually a weaker variant of the much rarer *Hakken no Jutsu*. The user amplifies his nose by a good amount, thus aiding in detection, but this ability is by no mean perfect and consumes a large amount of Chakra.

This special quality allows the user to detect approaching enemies, but not sniff out hidden foes or track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The user can detect opponents within 10 feet by sense of smell. If the opponent is upwind, the range increases to 20 feet; if downwind, detection is impossible. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above (10 feet downwind). Overpowering scents, such as skunk musk, can be detected at triple normal range (15 feet downwind). When a scent is detected, the exact location of the source is not revealed—only its presence somewhere within range. The user can take a move action to note the direction of the scent. Whenever the user comes within 5 feet of the source, the creature can pinpoint the source's location by making a Wisdom check (DC 20).

Inuzuka Ryu - Dynamic Air Marking (Inuzuka Style - Dynamic Air Marking)

Ninjutsu (Must be a Medium-sized or smaller animal) [Inuzuka Hijutsu]

Rank: 5 (C-Class); **Learn DC:** 18, 3 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** M; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 hour/level (see text); **Saving Throws:** Reflex negate (see text); **Chakra Cost:** 2.

Using this quite unique technique, the animal jumps in midair and lets loose a flow of urine to mark his foes. The target must make a reflex save or be blinded for 1d4 rounds and become easily noticeable by scent. A creature subjected to this technique will be available for *tracking by sense of smell* even to creatures who normally cannot perform such a task, and will be located with precision by a creature with the Scent quality (will know the exact location of the creature at any time while it remain within scent range. Concealing one's scent does not cancel this technique's effects. The marking of this technique is left on the target for 1d6+1 hours.

Note: The original technique was done by LemmingKid and was heavily modified by yours truly.

Inuzuka Ryu - Garouga (Inuzuka Style - Great Wolf Fang)

Taijutsu (Martial Arts; Requires Soutourou (t) and Tsuuga (t)) [Inuzuka Hijutsu]

Rank: 7 (B-Class); **Learn DC:** 21, 4 success; **Perform DC:** 22; **Time:** 1 full-attack action; **Components:** C, M; **Range:** Melee Attack (see text); **Target:** One creature (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 8.

To properly execute this technique, the user must be in his *Soutourou* form and have sufficient space between his opponent and himself to execute a charge. As he does so and if the attack(s) connects, the user deals double damage with his bite and/or claw attacks. The user suffers a 20% miss chance when attacking with this technique. In addition, he executes a charge attack as a line attack, effectively targeting any creatures that finds itself in his path if he so wishes. The user may move at his normal Charge speed to determine the maximum range, but must make a Fortitude save (DC 10+1 per 10 feet traveled) after performing the technique or become nauseous for 1 rounds afterwards. *Note:* The original technique was done by LemmingKid and was heavily modified by yours truly.

Inuzuka Ryu - Soutourou (Inuzuka Style - Double-headed Wolf)

Ninjutsu (Requires Moujuu Aishou (Dog or Wolf Companion) (f)) [Inuzuka Kinjutsu]

Rank: 9 (A-Class); **Learn DC:** 24, 6 success; **Perform DC:** 26; **Time:** 1 attack action; **Components:** C, H (see text); **Range:** Personal; **Target:** You; **Duration:** 1 round/4 level (D); **Saving Throws:** None; **Chakra Cost:** 14.

To properly use this technique, the user must have his animal companion within 5 feet. Upon completion of the technique, both companion and user merge together to form a fearsome two-headed wolf transformation. The user gains two bite attack in addition to a number of claw attacks equal to what he would normally have with his standard attack bonus as all his weapons, equipment and animal companion merge with him. He gains an additional size category and a bonus to his Strength, Dexterity and Constitution score equal to that of his animal companion's score modifiers as well as a 15 foot movement increase. He can still perform some techniques, mainly taijutsu, but cannot make hand seals in this form.

Note: The original technique was done by LemmingKid and was heavily modified by yours truly.

Irekawari Kaze (Shifting Winds)

Taijutsu (Martial Art)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 full-attack action; **Components:** C, M, P; **Range:** Personal; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

This technique relies on the user's movement completely. Irekawari Kaze requires the user to whirl upon himself at high speed, moving from one point to another so fast that untrained eyes can barely see the movement. The user may not move farther than his normal movement rate (usually 30 feet, cannot run), and depending on his course, he may attack his opponent if they are in range. At the user's choice, he may attack up to 1 creature per two level (maximum 5) that find themselves directly in his threatened area as he moves from point A to point B; if a targeted creature fails a Spot check (DC 10), it loses its dexterity bonus to defense to guard against the user's attack. If the user pass through a creature's threatened area, he will still provoke an attack of opportunity. All attacks against the user during the Irekawari Kaze suffer a 20% miss chance. After the technique's completion, the user must succeed a Fortitude save (DC 13) or become

Nauseated for 1 round.

Iryou Ninjutsu: Chiyu - Nidan Jutsu (Medical Ninjutsu: Healing - Second Rank)

Ninjutsu (Medical; Requires Chakra Control 10 ranks)

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C, H, Mas; **Range:** Melee touch; **Target:** One living creature; **Duration:** Concentration (up to 1 minute/level) or Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

As per *Chiyu - Shodan Jutsu*, except that the effects are greater. The target is healed at a rate of 1d6+2 hit points per minute. This technique may not heal a target whose hit points are lower than 0. This technique heals Stamina damage at the rate of 2 points per minute.

A Medical Specialist of level 1 or higher heals the target every 5 rounds, and the duration changes to Concentration (up to 5 rounds/level). A Medical Specialist of level 7 or higher heals the target every round, and the duration changes to Concentration (up to 1 round/level).

A Medical Specialist of level 4 or higher may discharge the technique and instantly heal the target 3d6 +1 per level, maximum 3d6+10. It cannot heal stamina damage in this manner, but does not trigger the reverse effect of medical techniques unless used three times on the same target within 1 minute.

Mastery

Should this technique be mastered, the user can use the technique from 5 feet away instead, but doing so increases the Perform DC by 10.

Iryou Ninjutsu: Chiyu - Shodan Jutsu (Medical Ninjutsu: Healing - First Rank)

Ninjutsu (Medical; Requires Chakra Control 8 ranks)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, H, Mas; **Range:** Melee touch; **Target:** One living creature; **Duration:** Concentration (up to 1 minute/level); **Saving Throws:** None; **Chakra Cost:** 3.

This basic healing technique allows the user to slowly heal himself or another living creature. After the technique's effect begins, the user must maintain contact with the target of the technique for as long as he wishes to heal the target. The target is healed at a rate of 1d4+1 hit points per minute as long as contact (and the user's concentration) is maintained. This technique may not heal a target whose hit points are lower than 0.

Once used on a creature for more than 3 minutes (or 1.5 minutes, or 3 rounds, depending on whether the user is a medical specialist or not) at once, the user cannot stop healing the creature lest, once he uses any "Chiyu" technique again, they will have the reversed effect on the creature due to the Chakra overload. Instead of healing a said amount of hit points of damage, the effects will be reversed and the target will suffer an amount of

negative energy damage every minute equal to the amount of hit points the technique would normally heal, as long as it is maintained. The user can sense Chakra overload before he begins to perform the target, but only if he makes physical contact with the target.

In addition, the technique heals Stamina damage more slowly, as do most medical technique; stamina damage is recovered at the rate of 1 point per minute. Healing techniques will start working normally once more on the same creature an hour later.

A Medical Specialist of level 1 or higher heals the target every 5 rounds, and the duration changes to Concentration (up to 5 rounds/level). A Medical Specialist of level 7 or higher heals the target every round, and the duration changes to Concentration (up to 1 round/level). The user may chose to heal at a slower rate than he is capable.

A Medical Specialist of level 2 or higher may discharge the technique and instantly heal the target 2d4 +1 per level, maximum 2d4+5. It cannot heal stamina damage in this manner, but does not trigger the reverse effect of medical techniques unless used three times on the same target within 1 minute.

Mastery

Should this technique be mastered, the user can use the technique from 5 feet away instead, but doing so increases the Perform DC by 10.

Iryou Ninjutsu: Chiyu - Yondan Jutsu (Medical Ninjutsu: Healing - Fourth Rank)

Ninjutsu (Medical; Requires Chakra Control 17 ranks)

Rank: 12 (S-Class); **Learn DC:** 28, 5 success; **Perform DC:** 32; **Time:** 1 attack action; **Components:** C, H, Mas; **Range:** Melee touch; **Target:** One living creature; **Duration:** Concentration (up to 1 minute/level); **Saving Throws:** None; **Chakra Cost:** 13.

As per *Chiyu - Shodan* and *Nidan Jutsu*, to a greater extent. The target is healed at a rate of 1d10+4 hit points per minute but this technique does not heal a target whose hit points are lower than 0. This technique heals Stamina damage at the rate of 4 points per minute.

A Medical Specialist of level 1 or higher heals the target every 5 rounds, and the duration changes to Concentration (up to 5 rounds/level). A Medical Specialist of level 7 or higher heals the target every round, and the duration changes to Concentration (up to 1 round/level).

A Medical Specialist of level 8 or higher may discharge the technique and instantly heal the target 5d10 +1 per level, maximum 5d10+20. It cannot heal stamina damage in this manner, but does not trigger the reverse effect of medical techniques unless used three times on the same target within 1 minute.

Mastery

Should this technique be mastered, the user can use the technique from 5 feet away instead, but doing so increases the Perform DC by 10.

Iryou Ninjutsu: Chiyu - Sandan Jutsu (Medical Ninjutsu: Healing - Third Rank)

Ninjutsu (Medical; Requires Chakra Control 13 ranks)

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 attack action; **Components:** C, H, Mas; **Range:** Melee touch; **Target:** One living creature; **Duration:** Concentration (up to 1 minute/level); **Saving Throws:** None; **Chakra Cost:** 10.

As per *Chiyu - Shodan* and *Nidan Jutsu*, except that the effects are once again greater. The target is healed at a rate of 1d8+3 hit points per minute. This technique may not heal a target whose hit points are lower than 0. This technique heals Stamina damage at the rate of 3 points per minute.

A Medical Specialist of level 1 or higher heals the target every 5 rounds, and the duration changes to Concentration (up to 5 rounds/level). A Medical Specialist of level 7 or higher heals the target every round, and the duration changes to Concentration (up to 1 round/level).

A Medical Specialist of level 6 or higher may discharge the technique and instantly heal the target 4d8 +1 per level, maximum 4d8+15. It cannot heal stamina damage in this manner, but does not trigger the reverse effect of medical techniques unless used three times on the same target within 1 minute.

Mastery

Should this technique be mastered, the user can use the technique from 5 feet away instead, but doing so increases the Perform DC by 10.

Iryou Ninjutsu: Hiken - Fujimi (Medical Ninjutsu: Secrets - Pain Numbing)

Ninjutsu (Medical; Requires Chakra Control 9 ranks)

Rank: 6 (A-Class); **Learn DC:** 21, 4 success; **Perform DC:** 23; **Time:** 1 full-round action; **Components:** C; **Range:** Melee Touch; **Target:** Creature touched; **Duration:** 1 minute/level (D); **Saving Throws:** Fortitude negate (unwilling); **Chakra Cost:** 7.

Using this technique, the user is able to numb the sensation of pain in the touched creature's body. As a result of this technique, the touched creature will be able to make 1 move or attack action per round even when reduced below 0 hit points and *dying*. Unfortunately, due to the numb sensation through the target's whole body, it will also suffer a -2 penalty to dexterity and initiative for the duration of the technique. A creature does not receive a saving throw unless it wishes to resist the technique.

Iryou Ninjutsu: Hiken - Idenshi Taisha no Jutsu (Medical Ninjutsu: Secrets - Genetic Reconstruction)

Ninjutsu (Medical; Requires Chakra Control 18 ranks)

Rank: 13 (Super S-Class); **Learn DC:** 30, 6 success; **Perform DC:** 38; **Time:** 1 hour; **Components:** C, X; **Range:** Melee Touch; **Target:** Creature touched; **Duration:** Concentration (up to 5 minutes/5 levels) (see text); **Saving Throws:** None; **Chakra**

Cost: 18.

This very advanced healing technique allows the user to regenerate damaged cells to a greater extent than a normal *medical* technique would. After the technique's effect begins, the user must maintain contact with the target of the technique for as long as he wishes to heal the target. The target is healed of one negative level per five minutes as long as contact (and the user's concentration) is maintained. The user may sustain the technique for 5 minute per 5 level, after which he has to let go and use it once again if he wishes to resume the treatment.

Expendable Components: Some of the target's hair to regenerate damaged genetic structure.

Iryou Ninjutsu: Hiken - Katawa Juushou (Medical Ninjutsu: Secrets - Crippling Injury)

Ninjutsu (Medical; Requires Chakra Scalpel Expertise (a))

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, M; **Range:** Personal; **Effect:** Improved chakra scalpel; **Duration:** 1 round/level or until discharged; **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 3 per attack (up to one/five level).

This technique improves the user's chakra scalpel exponentially. When performing the technique, the user imbues his Chakra Scalpel for a number of attacks, up to 1 per 5 levels. The technique is discharged when all successful strikes have been made, but the user's Chakra Scalpel isn't dispelled.

When the user strikes at the target with his Chakra Scalpel and scores a successful hit, he deals an additional 1d6 points of damage and may choose to target a specific limb and expend one charge of his improved Chakra Scalpel. The effect of the expended charge are described below, and can be negated with a successful Fortitude save.

Arm: Target suffers -1 penalty to attack rolls and damage for 8 hours. Can be applied twice.

Leg: Target suffers a -1 penalty to defense and reflex saves, and its land movement speed is reduced by 5 feet for 8 hours. Can be applied twice.

Torso: Target suffer a -2 penalty to Constitution checks, and a -1 penalty to Fortitude saves for 8 hours. Can be applied twice.

Head/Neck: Target is blinded for 1d3 hours.

The arm and leg damage count as ability scores of the same type and can be healed with medical techniques, with the equivalence of 1 point of ability damage per charge. The torso counts as exhaustion and is removed by any ability that completely eliminate exhaustion, but not those that turn exhaustion into fatigue. The Head/Neck effect can be removed by any effect that cures blindness.

Iryou Ninjutsu: Hiken - Katou Saisei (Medical Ninjutsu: Secrets - Minor Rebirth)

Ninjutsu (Medical; Requires Chakra Control 15 ranks)

Rank: 8 (S-Class); **Learn DC:** 24, 5 success; **Perform DC:** 28; **Time:** 1 full-round action; **Components:** C, H; **Range:** Melee touch; **Target:** One living creature; **Duration:** Concentration (up to 1 minute/level); **Saving Throws:** None; **Chakra Cost:** 12.

This technique allows the user to heal a badly wounded living creature and bring it back to life, so to speak. *Katou Saisei* heals 2 hit points on the round which it is used, and an additional 2 hit points every minutes after that, as long as the user maintains contact with the target (see *Chiyu - Shodan Jutsu* technique for more details). This technique may heal a creature whose hit points are below 0, but only if that creature is stabilized.

Iryou Ninjutsu: Hiken - Kyoui Chuushi (Medical Ninjutsu: Secrets - Miracle Stasis)

Ninjutsu (Medical; Requires Knowledge (earth and life science) 12 ranks and Chakra Control 12 ranks) [Lost Kinjutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 6 success; **Perform DC:** 25; **Time:** 1 immediate action; **Components:** C; **Range:** Melee Touch; **Target:** One dead creature; **Duration:** Concentration; **Saving Throws:** None; **Chakra Cost:** 5 (see text).

This technique is used in extreme circumstances and can only be performed within 1 round of the target creature's death. While concentrating on the technique, the user must maintain physical contact. For as long as the technique is maintained, the target's body is held in a stasis and is unaffected by the passing time, thus making it still eligible for other techniques such as *Hiken - Kyoui Saisei* which brings a dead creature back to -9 and stable.

Each round the user concentrates on the technique, he suffers 1 point of Constitution damage that cannot be healed by any means other than bed rest. Once the technique ends, the user will be Exhausted until the Constitution damage is healed in its entirety.

Iryou Ninjutsu: Hiken - Kyoui Saisei (Medical Ninjutsu: Secrets - Miracle Rebirth)

Ninjutsu (Medical; Requires Treat Injury 18 ranks, 4 or more Iryou Ninjutsu and Hiken - Nikuteki Taisha (t))

Rank: 14 (Super S-Class); **Learn DC:** 31, 6 success; **Perform DC:** 39; **Time:** 1 hour; **Components:** C, H, X, XP; **Range:** 5 feet; **Target:** One living creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude negate (harmless); **Chakra Cost:** 200 (see text).

This technique is an extremely powerful but also immensely costly to perform alone. It is fairly well known, but most hidden villages seldom have strong enough medics to perform it. The target is put on a stasis the moment the user starts to perform the technique—stasis which ends if the user is interrupted. While in the stasis, the subject

does not lose hit points damage from dying, all poisons, diseases or other periodic effects (including positive effects like regeneration or fast healing) are delayed. All delayed effects resume if the stasis ends before the technique is completed, and the time spent concentrating counts as though the same duration had really passed and the creature was never put in a stasis.

When the technique is completed, the target is healed of all negative level, including levels drained from a force or creature, restoring the creature to the highest level it had previously attained. If the subject had died one round before being put in the stasis, it is brought back to -9 hit points and stable. The creature is also healed of all poisons and diseases, temporary and permanent ability damage and ability drain, paralysis, insanity effects, nausea, blindness, deafness, fatigue, exhaustion and all tenketsu damage and chakra coils damage, both temporary and permanent, and is immediately stabilized if it was dying.

If the subject was missing a limb, and the limb was recovered and severed less than 5 days ago, it can be reattached without penalty to the subject, but won't be usable for 1 week afterwards. Severed heads cannot be reattached.

The subject will heal hit points (and hit points only) twice as fast during bed rest for 1d4 days afterwards.

The user may have up to four 10th level or higher characters with at least 1 level in the Medical Specialist advanced class aiding him performing this technique, each granting a +2 circumstance bonus to the Ninjutsu and Chakra Control checks to perform and subsequently convert the technique's cost, and taking a fraction of the technique's chakra cost (100 for a single assistant, 66 for two, 50 for three and 40 for four assistants). Each assistant must concentrate on the technique for the whole time it is being performed, and may convert the chakra cost to hit points as normal, and benefit from the circumstance bonus provided by multiple assistants as the user.. The aids do not need to be able to perform the technique. If an aid cannot pay the chakra cost, the technique fails.

Only the user pays the XP cost.

XP Cost: 1,000 XP.

Iryou Ninjutsu: Hiken - Nikuteki Taisha (Medical Ninjutsu: Secrets - Physical Reconstruction)

Ninjutsu (Medical; Requires Chakra Control 20 ranks)

Rank: 12 (S-Class); **Learn DC:** 28, 5 success; **Perform DC:** 32; **Time:** 2 hours;

Components: C, F; **Range:** Melee Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throws:** (see text); **Chakra Cost:** 15.

Using his medical potential to his full extent, the user is able to reattach a lost limb to a living creature, as long as the limb was severed no later than a day ago. The limb will not be functional for 1d4+1 days afterward, and the target creature must succeed a Fortitude save (DC 20) once the reconstruction is complete or suffer 1 point of permanent Constitution damage.

Material Focus: The target's limb to reattach and some of its hair to reconstruct the severed muscles, arteries and ligaments.

Iryou Ninjutsu: Ryoji - Dokukeshi (Medical Ninjutsu: Treatment - Poison Purge)

Ninjutsu (Medical; Requires Chakra Control 9 ranks)

Rank: 4 (B-Class); **Learn DC:** 18, 3 success; **Perform DC:** 19 (see text); **Time:** 1 full-round action; **Components:** C, H; **Range:** Melee touch; **Target:** One living creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 8.

For this technique, the user concentrates Chakra in his hand, touches a poisoned creature and forces his Chakra into it. On the user's next turn, the Chakra will destroy and regenerate any poisoned cell in the creature, thus healing any Ability damage or Conditions caused by the poison. If secondary damage was yet to be dealt, the perform DC to both heal any damage caused by it and stop the action of the poison is 15 + the poison's save DC (minimum 20).

If the user has 9 or more ranks in both Craft (pharmaceutical) and Knowledge (earth and life science), he may extract enough of the poison to create 3 antidotes as though from an actual dose of the poison, even though it can't be used to poison a creature again. The poison residue must be used within 1 hour of being extracted.

Iryou Ninjutsu: Ryoji - Dokuyoke (Medical Ninjutsu: Treatment - Poison Ward)

Ninjutsu (Medical; Requires Chakra Control 15 ranks)

Rank: 8 (S-Class); **Learn DC:** 24, 5 success; **Perform DC:** 28; **Time:** 1 attack action; **Components:** C, H; **Range:** Melee Touch; **Target:** Creature touched; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 2.

This technique will grant the touched creature a quasi-total immunity to *poisons* and *diseases* for the duration of the technique, based on its Chakra. Everytime it would normally be poisoned, the subject automatically spends 1 points of Chakra for every 6 points of the Poison's save DC (rounded down) in order to completely annihilate its effect and any trace of it in the target's body. The chakra spent this way cannot be converted to hit points.

Iryou Ninjutsu: Ryoji - Juuki (Medical Ninjutsu: Treatment - Paralysis)

Ninjutsu (Medical)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, S; **Range:** Melee Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throws:** Fortitude negate (harmless); **Chakra Cost:** 4.

The subject gains a +4 resistance bonus against a paralysis effect affecting it and may make another saving throw against it.

Mastery

The first, third and fifth step of mastery in this technique increases the save bonus by +1, up to a total of +7.

With the fifth step of mastery, the user gains the ability to use the technique on himself 1/day, even while paralyzed, though he may not convert the cost while doing so.

Iryou Ninjutsu: Ryoji - Kekki (Medical Ninjutsu: Treatment - Vigor)

Ninjutsu (Medical; Requires Chakra Control 4 ranks)

Rank: 1 (C-Class); **Learn DC:** 14, 2 success; **Perform DC:** 14; **Time:** 1 attack action; **Components:** C, S; **Range:** Melee touch; **Target:** One fatigued living creature; **Duration:** 1 minute/level; **Saving Throws:** None; **Chakra Cost:** 2.

This technique negates the *fatigued* condition for its duration, or improves an exhausted condition to fatigued, on a single living creature. The condition returns once the technique ends.

Iryou Ninjutsu: Ryoji - Kentai (Medical Ninjutsu: Treatment - Fatigue)

Ninjutsu (Medical; Requires Ryoji - Kekki (t), Chakra Control 6 ranks)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, H; **Range:** Melee touch; **Target:** One living creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 5.

This technique instantly cures all fatigue, and improves the exhausted condition to fatigued. It also cures 1d4 points of temporary ability damage to a single ability score, but does not affect permanent ability damage or ability drain.

Iryou Ninjutsu: Ryoji - Mannouyaku (Medical Ninjutsu: Treatment - Panacea)

Ninjutsu (Medical; Requires Chakra Control 13 ranks)

Rank: 10 (S-Class); **Learn DC:** 26, 5 success; **Perform DC:** 30; **Time:** 1 minute; **Components:** C, H; **Range:** Melee Touch; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 12.

This technique will instantly cure the touched creature and dispel all *blindness, daze, deafness, disease, exhaustion, fatigue, nausea, paralysis, poison* and *stun* effects. In addition, the target will be cured of all temporary ability damage to a single ability score, and 1d4 point of permanent ability damage or ability drain, to the same score. The target also gains 2d4+1 temporary hit points. Mannouyaku does not affect negative levels.

If the user is under the effect of a condition named above, or suffers ability damage or ability drain, he suffers a -10 penalty to checks made to Perform and Convert this technique.

Iryou Ninjutsu: Ryoji - Nanroume (Medical Ninjutsu: Treatment - Eyes and Ears Disorder)

Ninjutsu (Medical)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action;

Components: C, H; **Range:** Melee Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throws:** Fortitude negate (harmless); **Chakra Cost:** 5.

The technique removes blindness or deafness (the user's choice), whether the effect is normal or comes from a technique or spell. The technique does not restore ears or eyes that have been lost, and does not cure bad eyesight or hearing.

Once per day, this technique can be used on a target to lower the "Mangekyou Sharingan" induced attack rolls, saves and skill checks penalty by 2.

Iryou Ninjutsu: Ryoji - Ryoukudou (Medical Ninjutsu: Treatment - Chakra Pathways)

Ninjutsu (Medical)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** C, H; **Range:** Melee Touch; **Target:** One living creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

This technique allows the user to heal 2d6 points of tenketsu damage, or 1d2 points of temporary chakra coil damage, or 1 point of permanent chakra coil damage to the subject. It can only be used on the same creature once per 24 hours.

Iryou Ninjutsu: Iji - Mashujutsu (Medical Ninjutsu: Practice - Mystical Surgery)

Ninjutsu (Medical; Requires Chakra Scalpel (a) and Chakra Control 6 ranks)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** Surgery; **Saving Throws:** None; **Chakra Cost:** 2.

Using this technique, the user may perform surgery on a single creature without requiring a surgery kit, using his chakra scalpel. This technique is discharged after 3 rounds if not used right away. While the technique is performed as an attack action, the time required to perform the actual surgery is not changed.

Iryou Ninjutsu: Iji - Shiketsu (Medical Ninjutsu: Practice - Hemostasis)

Ninjutsu (Medical; Requires Chakra Control 8 ranks)

Rank: 5 (A-Class); **Learn DC:** 20, 4 success; **Perform DC:** 22; **Time:** 1 full-round action; **Components:** C, H; **Range:** Melee Touch; **Target:** Dying creature touched; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

With this technique, the user will instantly *stabilize* the touched creature, assuming it was previously reduced to -1 hit points (or lower) and dying.

Iryou Ninjutsu: Iji - Shinryou Jutsu (Medical Ninjutsu: Practice - Diagnosis Technique)

Ninjutsu (Medical; Requires Chakra Control 5 ranks)

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 full-round

action; **Components:** C, S; **Range:** Melee Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throws:** Will negate (Harmless); **Chakra Cost:** 1.

This basic medical technique allows the user to completely analyze the willing creature touched and determine what conditions is currently plaguing it. Upon completion of this technique, the user will instantly detect any *blindness*, *daze*, *deafness*, *exhaustion*, *fatigue*, *nausea*, *paralysis* and *stun* effect, as well as Chakra overload (from overuse of Chiyu techniques) and any poisons or diseases and determine whether or not they are permanent. In addition, the user will know the approximate Chakra Pool and Hit Points the touched creature has left (rounded to quarter units, e.g. $\frac{3}{4}$ full).

Iryou Ninjutsu: Iji - Shousen Jutsu (Medical Ninjutsu: Practice - Mystical Palm Technique)

Ninjutsu (Medical; Requires Chakra Control 6 ranks and Treat Injury 6 ranks)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 attack action; **Components:** C, S; **Range:** Touch; **Target:** One living creature; **Duration:** Instantaneous, plus 1 hour or 1 evening of rest; **Saving Throws:** None; **Chakra Cost:** 3.

This technique is the most commonly used technique in shinobi hospitals due to the fact that it consumes very little chakra and time, and is generally entirely more practical than its more powerful counterparts for minor injuries. Using this technique, the user is able to increase the recovery of a single hour or evening of rest.

If the subject does not begin to rest within 1 hour after the technique was used, the Stamina damage recovery for that hour is doubled. Otherwise, the result of a complete evening of rest are doubled (2 hit points per level recovered, 2 points of ability damage recovered, double his level or hit dice tenketsu damage healed), and the subject heals 1 point of temporary chakra coils damage.

If the subject is not capable of restful sleep, from the effects of a soldier pill or other such method, he may still recover half the standard amount of hit points of a normal evening of rest and no ability damage as long as he performs no strenuous activities. This technique can only be used once in a 24 hours period. Using this technique also counts as Treat Injury check made to either restore hit points, or revive a dazed, stunned or unconscious character (DC 15) with no first aid kit required.

Ishi Bunshin no Jutsu (Stone Replication Technique)

Ninjutsu (Doton) [Iwagakure Kinjutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 5 success; **Perform DC:** 21; **Time:** 1 full-round action; **Components:** C, H, F, Mas (see text); **Range:** Personal; **Effect:** Duplicate of the user; **Duration:** 1 minute/level; **Saving Throws:** None; **Chakra Cost:** 10.

This highly advanced technique of the *Hidden Stone* allows the user to create a powerful construct from soil and rock in his very image. The clone weights 6 times as much as the user (including equipment), and cannot swim (though neither can it drown). It is usually taught only to Jounin-level ninja and is used almost exclusively by them.

While the technique can only create a single clone, it is noticeably stronger than a *kage bunshin* or *mizu bunshin*. It is still incapable of sentient thought, but share a two-ways bond with the user with which it can communicate thoughts and constations as well as, in the user's case, orders, as long as they both directly stand on the same ground; otherwise, the communication is one-way. This bond is often referred to as *earth link* by experts. The *ishi bunshin* still follows the user's instructions to the letter and is its own person when caught in a *genjutsu*. It also cannot stray farther than 80 feet from the user, lest it returns to the earth and the technique ends.

The clone has 1 hit points per level of the user, and shares the user's saving throws, defense and attack bonus without penalty. It can make up to three attacks per round and has a hardness of 4, as well as an earth resistance 15. The *Ishi Bunshin* does not receive any of the user's temporary bonuses (such as Shodan Kousoku or Tadayou), but counts as though it was one size category larger for the purpose of grapple, bull rush, trip and disarm attempts.

The clone can use any feat, skills, talents and special ability (excluding templates and bloodlines) that the user may have without penalty, as well as any technique of the user up to Rank 4. The clone has its own Chakra Pool, 10, and cannot convert Chakra Cost into stamina damage. In addition, all drawbacks coming from a technique used by a replication not only affects the clone, but also the user. A replica counts as the user if it uses a technique to create clones, and thus they are controlled by the user and his own limit is used.

The clone is genuine and carry the very same equipment as the user except chakra-dependent items such as exploding tags or sunburst tags. Any items carried by the *ishi bunshin* has 3 points of hardness but only half the original's hit points. Poison and mastercraft bonuses are not carried over to the clone's equipment.

Lastly, while the clone can use techniques, it cannot normally perform any activities requiring particular attention, such as sensing chakra, setting off an exploding tag or carrying a serious conversation. Once the clone reaches 0 hit points, strays too far from the user or the duration expires, it returns to soil or stone.

While the user can freely replace any clone lost by using this technique more than once, he cannot control more than 1 clone at once. He can also chose to dissipate the clone at any time. He also cannot control any other sort of clone while using this technique (including simple *Bunshins* or *Kage Bunshins*). A simple usage of this technique creates one *ishi bunshin*.

A creature that can *see through chakra* will be able to notice that the body is in fact earth and stone and will be able to tell the clone from the original.

Mastery

If the technique is mastered, the clone gains a slam attack that deals lethal damage as per his size category plus one, has a hardness of 6 and counts as though he was two size

category larger during grapple, bull rush, trip and disarm attempts.

Material Focus: A mass of earth, sand, rock or mud equal to the user's weight.

Ishi Nanka no Jutsu (Soften Stone Technique)

Ninjutsu (Doton)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 minute; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** Turns up to one 1-cubic foot of stone into sand per level/round; **Duration:** 1 round/level (D); **Saving Throws:** None or Fortitude negate (objects; see text); **Chakra Cost:** 4.

This technique is the exact opposite to Chi Katame no Jutsu and turns 1 cubic foot of stone into sand per round; you may control what area the technique eats away at. No more than 1 such technique can be active at the same time by the user or a clone. If the targeted rock is from a manmade object or mason, it gets a Fortitude save with a +4 bonus to resist the transformation. The technique counts as though dealing 1d10 points of damage per round to a structure.

Ishi no Teashi (Limbs of Stone)

Ninjutsu (Doton; Requires Ninjutsu 6 ranks) [Ishimaru Hijutsu]

Rank: 1 (C-Class); **Learn DC:** 14, 3 success; **Perform DC:** 12; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 6.

Through usage of this technique, the user modify his body so that his forearm, hands, shins and feet become stone. Doing so increases the user's unarmed damage by 1 die size (1d4 becomes 1d6, 1d10 becomes 1d12, etc), in addition to a +2 bonus to Break checks, Climb checks and a -5 penalty to Move Silently and Swim checks. On the round the technique should end, the user may spend a move-equivalent action to sustain the technique and renew its effect on the same round, instead of having to spend another full-round action; doing so still costs the user the same Chakra Cost as it would if he used the technique normally. Unarmed damage dealt via use of this technique is lethal damage.

Ishi Shuriken no Jutsu (Stone Shuriken Technique)

Ninjutsu (Doton)

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 attack action; **Components:** C, H, F (see text); **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** Ranged attack (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2 + 1 per additional shuriken (maximum 1 per 2 level).

This technique allows the user to hurl small stones or tiles at enemies, "stone shuriken". The user must make a ranged attack roll at his highest attack bonus for each Shuriken; a Ishi Shuriken deals 1d6 points of earth damage and cannot score a critical hit.

Material Focus: A stone, tile or other such object per shuriken.

Ishikika Kasseika no Jutsu (Subconscious Trigger Technique)

Genjutsu (Compulsion; Requires Genjutsu 9 ranks) [Mind-Affecting]

Rank: 5 (A-Class); **Learn DC:** 20, 4 success; **Perform DC:** 22; **Time:** 1 full-round action; **Components:** C, H; **Range:** Touch; **Target:** One creature; **Duration:** 1 day/level (or until discharged); **Saving Throws:** Will negate (unwilling); **Chakra Cost:** 6.

Using this technique, the user inputs a subconscious trigger in the target's mind that will activate and have it perform the action when a specific condition is met. The user must speak the condition to the target, then the command to perform. The target makes a Will save to resist the trigger, and, in case of failure will simply forget about the event in itself.

If the command has been inputted (subject failed its save), and once the condition is met (said condition has to be simple, such as a certain person asking for the weather in the Cloud village), the subject will perform a very specific action (which must be both simple and non-harmful to the subject, such as saying a short--15 words or less--message or a certain gesture) subconsciously without it even noticing or thinking twice about it. Unless reminded, it will be unable to recall ever performing the action at all.

Ishimaru Ryu - Nidan Dachi(Ishimaru Style - Second Stance)

Taijutsu (Stance; Requires Ishimaru Ryu - Shodan Dachi (1)) [Ishimaru Hijutsu]

Rank: 3 (C-Class); **Learn DC:** 16, 3 success; **Perform DC:** 16; **Chakra Cost:** 3.

Same as Ishimaru Ryu - Shodan Dachi, except as mentioned above and as follow. The user enters the Second Stance of the Ishimaru Style. He gains a +2 bonus to unarmed attack and damage rolls.

If he kills or disables an opponent with an unarmed attack (death, effects of massive damage, unconscious from non-lethal damage), he gains an attack of opportunity against any adjacent opponent.

Ishimaru Ryu - Sandan Dachi (Ishimaru Style - Third Stance)

Taijutsu (Stance; Requires Ishimaru Ryu - Shodan Dachi (3) Nidan Dachi (t)) [Ishimaru Hijutsu]

Rank: 5 (B-Class); **Learn DC:** 19, 4 success; **Perform DC:** 16; **Chakra Cost:** 5.

Same as Ishimaru Ryu - Shodan Dachi, except as mentioned above and as follow. The user gains a +2 bonus to unarmed attack and damage rolls.

If the user disables an opponent with an unarmed attack (killed, unconscious for any reason), he gains an attack of opportunity against any adjacent opponent.

In addition, the user gains a +4 bonus to attack rolls made to confirm a critical hit.

Ishimaru Ryu - Shodan Dachi (Ishimaru Style - First Stance)

Taijutsu (Stance) [Ishimaru Hijutsu]

Rank: 1 (D-Class); **Learn DC:** 13, 2 success; **Perform DC:** 12; **Time:** 1 swift action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 1.

At the beginning of his turn, the user declares the usage of this technique and enters the First Stance, thus gaining a +2 competence bonus to unarmed attack damage.

Issen Amatsu no Ouda (A Thousand Heavenly Strikes)

Taijutsu (Martial Art; Requires Epic Technique - Issen Amatsu no Ouda (f))

Rank: 15 (Epic); **Learn DC:** 40, 8 success; **Perform DC:** 45; **Time:** 1 full-attack action; **Components:** C, M; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 10.

This technique can only be used when the user is moving at speed rank 5 or higher. The user's speed rank increases by 1 (stacks with other non-permanent bonus) and he is able to make a second full-attack action with his held weapon, if he takes a full-attack action this round.

The user does not benefit from effects granting additional attacks (except for two-weapon fighting) when using this technique. This technique can only be used once every 1d4+1 rounds.

Issen no Shiden (One-Thousand Flicker of Swords)

Taijutsu (Martial Art; Requires Yondan Kousoku (t) and Shiden (t))

Rank: 11 (S-Class); **Learn DC:** 27, 5 success; **Perform DC:** 31; **Time:** 1 full-attack action; **Components:** M; **Area:** 15-feet wide by 30-feet long line; **Target:** One creature per level; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 9.

To the untrained eye, this innocent looking technique appears to be little more than extremely high speed, the user moving from one point to another really fast. In reality, the user utilizes his speed to its full extent and targets an unguarded spot on every creature found in the area of effect. Starting from the user's location, the user makes a single attack at his highest attack bonus against one creature per level found in the line of effect. Should the attack succeed, the user's attack counts as a sneak attack and deals standard sneak attack damage in addition to his normal damage. At the end of the technique, the user will find himself 30 feet farther than his current location (or less, though that will shorten the length of effect of the technique, left to the user's decision) as though he had walked a straight line. He provokes no attack of opportunity from moving through a creature's threatened area. The user must be moving at Rank 4 Speed or higher to use this technique.

Issui Suberi no Jutsu (Currents Sliding Technique)

Ninjutsu (Suiton; Requires Tadayou (t))

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform DC:** 14; **Time:** 1 swift action; **Components:** H, M; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 1.

This technique lets the user to slide forward on water, after using the *Tadayou* technique, in a straight path at astounding speed. This allows the user to move twice as fast as he

normally would on water, using his Chakra to transport him. The user may charge, run at his maximum speed, or execute any movements while on water at twice his normal speed. He may not, however, turn or change direction until he stops moving (at the end of his action).

Itami no Rakuin (Brand of Pain)

Ninjutsu (Sealing) [Hyuuga Kinjutsu]

Rank: 12 (S-Class); **Learn DC:** 28, 7 success; **Perform DC:** 32; **Time:** 1 hour; **Components:** C, H, X; **Range:** 5 feet; **Target:** One willing creature; **Duration:** Permanent; **Saving Throws:** None; **Chakra Cost:** 22.

This technique is used by the *Hyuuga* clan to brand their underlings of the Main House, the branch house. This brand serves to keep the members of the branch house under check using brutal jolts of pain if needed. If a creature branded with *itami no rakuin* dies with the seal still on its person, any bloodline ability and template it has is sealed and becomes apparently nonexistent. Upon completion of this technique, the willing subject of this technique will be fatigued for 2d6+2 hours. This seal can be removed if a creature with the same chakra signature as the origin of the seal uses the technique on the recipient. This technique uses a seal slot on the subject's body.

Expendable Component: Ink to draw the seal. Scribing the seals requires a Craft (calligraphy) check (DC 25) to be made, not necessarily by the user, and takes 1 minute. If the check was failed, the sealing process will fail without the user noticing until the end.

Itsukaku Hakuegei no Jutsu (One-horned Snow Whale Technique)

Ninjutsu (Hyouton)

Rank: 14 (Super S-Class); **Learn DC:** 31, 6 success; **Perform DC:** 39; **Time:** 1 full-round action; **Components:** F, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 40-ft. radius, 100-ft. high cylinder (see text) then 40-ft. wide, 100-ft. long line; **Duration:** Instantaneous; **Saving Throws:** Reflex half (see text); **Chakra Cost:** 18.

This extremely high level *Hyouton* forms a huge whale breaking through the ground using its massive horn, impaling any creature that happens to be in its way. Any creature caught in the area effect of the cylinder will suffer 8d6 points of damage, half piercing and half cold, unless they make a Reflex save for half damage, and be thrown 2d6x5 feet upward (thus suffering falling damage, which can be lessened with a successful Tumble check). Taking no damage from the first attack avoids being tossed in the air and unless the user is targeting a particular creature, generally grants the creature a 20% chance to be out of the line of effect. In addition, the user may direct it to fall in any direction while it is dissolving, thus causing any creature caught in the 40-ft. wide and 100-ft. long line (based on the technique's starting point) 8d6 points of cold damage, which can also be halved with a successful Reflex save.

Material Focus: A colossal (at least 5000³ feet) source of snow or ice nearby.

Iwa Kuzuken (Rock Shattering Fist)

Taijutsu (Martial Art)

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 attack action; **Components:** C, M; **Area:** 10 feet radius burst centered on the user; **Duration:** Instantaneous; **Saving Throws:** Reflex negate (see text); **Chakra Cost:** 3.

To execute this technique, the user must concentrate chakra into his closed fist in such way that even the weakest punch see its power increased tenfold. After this is done, he strikes the ground with all his might, thus sending a powerful shock wave through the earth, enough to make one fall to his knee. If the technique is successful, every creature in a 10 feet radius (centered on the user), must succeed a Reflex save or fall prone and suffer 1d3 point of nonlethal damage. Creatures currently underground that find itself within the radius of Iwa Kuzuken suffers 3d6 points of nonlethal damage instead, and must make a Fortitude save (as per technique) or be stunned for 1 round.

Iwa ni Fubatsu (Steadfast as a Rock)

Ninjutsu (Doton)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 4.

The user gains a +12 bonus to checks made to resist Trip, Bull Rush, Overrun and Grapples as long as his feet remain firmly planted on the ground. When he moves from the spot which he used the technique, be it simple movement or a failed check (user is overrun, tripped, etc), the technique ends.

Iwa no Sho (Rockbite)

Ninjutsu (Doton)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 5-ft. wide burst; **Duration:** Instantaneous; **Saving Throws:** Reflex hald; **Chakra Cost:** 6.

This technique can only be used directly on hard or rocky surface and cannot be used if the target area is underwater. The user touches any hard surface and sends his chakra through the ground at high speed, causing it to explode and burst upward, causing severe damage to any creature directly under it. Any creature caught in the area of effect suffer 5d6 points of earth damage, which can be halved with a successful Reflex save.

Iwabakuha no Jutsu (Rock Explosion Technique)

Ninjutsu (Doton)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Effect:** Destroys up to one rock of Small to Huge size and harms creatures around/3 level; **Duration:** Instantaneous; **Saving Throws:** None (see text); **Chakra Cost:** 2 per size category per rock.

Using this technique, the user focuses his chakra into the ground through his hand and destroys rocks and boulders that are in direct contact with the ground. The boulders literally explode and rocks shoot out to harm the creatures around them. All damage

suffered by the technique can be halved with a successful Reflex save (DC 15)

- Small: Deals 1d6 points of earth damage to creatures in a 5 feet radius and costs 2 points of Chakra.

- Medium: Deals 2d8 points of earth damage to any creatures within 10 feet at the cost of 4 points of Chakra.

- Large: Deals 3d10 points of earth damage to any creatures within 20 feet at the cost of 6 points of Chakra.

- Huge: Deals 4d12 points of earth damage to any creature within 30 feet at the cost of 8 points of Chakra.

The targeted boulder will be destroyed after using this technique, and cannot be used again to create a similar explosion. The hand or hands created by *Shouchite* and *Kaigeki Chite no Jutsu* can be used as large boulders for the purpose of this technique, but since they are controlled by the user's Chakra, this feat can only be done by the user himself.

Iwayado Kuzushi (Cave-in Crusher)

Ninjutsu (Doton)

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** C, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 40-ft. radius spread (S); **Duration:** 1 round; **Saving Throws:** See text; **Chakra Cost:** 10.

Similar to *Jishin no Jutsu*, the Cave-in Crusher is used exclusively to collapse the roof of a cavern or tunnel or cause a landslide on the side of a cliff. Creatures caught under the roof in the area of effect suffer 5d8 point of earth damage and must succeed a Reflex save or be pinned beneath the rubble. A pinned creature suffers 1d6 point of nonlethal damage per minute, increasing by 1 die every minute (2d6 the second, 3d6 the third and so on). If it falls unconscious, it must make a Constitution check (DC 15) every round or take 1d4 point of damage until freed or dead. If the area does not have a cliff, roof or similar structure, the technique has no effect other than a violent and brief earthquake that will cause creatures to fall prone if they fail a Reflex save (DC 15).

Jakuden (Minor Electric Current)

Ninjutsu (Raiton)

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level or until discharged (D); **Saving Throws:** None; **Chakra Cost:** 6.

Through usage of this technique, the user is able to accelerate the flow of Chakra in his body, thus creating a small electric current that can be passed onto a hand-held weapon, or concentrated on a small part of the user's body to attack with. Doing so allows the user to add 1d4 points of electricity damage to any unarmed attacks and weapon with which the user is in direct contact with the metal part that strikes the target (therefore, a sword generally isn't affected). Ranged and thrown weapon are not affected by *Jakuden*.

The user may also use *Jakuden* to make unarmed melee touch attack instead and simply deal 1d4 points of electricity damage, to which he does not apply his strength modifier, nor can the attack score a critical hit. While *Jakuden* remains active, the user benefits from a +1 bonus to Fortitude and Reflex saves against electricity based effects and

techniques.

The *Jakuden* remains active for up to 1 attack per two levels of the user (maximum 8)

Jigen Ugoku no Jutsu (Dimension Shift Technique)

Ninjutsu (Shunjutsu; requires Shunshin no Jutsu (t))

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 full-attack action; **Components:** C, H, M; **Range:** 60 feet/level; **Effect:** Teleports the user and one creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 5.

This technique is the same as *Shunshin no Jutsu*, except as mentioned above and as follow.

The user can bring along a single creature carrying, each up to their maximum load. Should the user suffer damage from this technique due to lack of space, any creature it carries or that was brought along also suffers damage. When the user executes this technique, he cannot *shift* beyond more than 3 feet of concrete per level.

Jigensuu no Jutsu (Dimensional Door Technique)

Ninjutsu (Shunjutsu; Requires Jigen Ugoku no Jutsu (t) and 3 other Shunjutsu techniques)

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 full-round action; **Components:** C, H; **Range:** Touch and Medium (20 ft. + 10 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Will negate (unwilling); **Chakra Cost:** 10.

Using this technique, the user will teleport the touched creature anywhere within *Medium* range with the same limitations as *Jigen Ugoku no Jutsu* concerning concrete objects and damage suffered. The touched creature gets a Will save to resist the teleporation if it wishes to and cannot be teleported underground if there is no place for it to appear.

Jikoku Kage Bunshin no Jutsu (Instant Shadow Replication Technique)

Ninjutsu (Requires Kage Bunshin no Jutsu (t)) [Konoha Kinjutsu]

Rank: 10 (A-Class); **Learn DC:** 25, 6 success; **Perform DC:** 27; **Time:** 1 attack action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 8.

This variant of *Kage Bunshin no Jutsu* creates a single clone, but the time required to perform the technique is also reduced greatly. The clone may act right after the technique is used, usually to make a full-attack action on a creature (though it may be used for another purpose) and will disappear on the user's next turn. The clone has the same limitations as a standard *kage bunshin*, though unlike them they are not limited in the number of attacks they can do in a round. Once the clone is destroyed, or the duration expires, it just disappears in a puff of smoke. The user can only control one *Jikoku Kage Bunshin* per round. Creating a *Jikoku Kage Bunshin* still divides the user's essence as he suffers 1d4+1 points of Stamina damage from its creation. Stamina damage from this

source can kill the user.

Jimon no Jutsu (Time Gate Technique)

Ninjutsu (Shunjutsu; Requires Mugen Ugoku no Jutsu (t), Ninjutsu 21 ranks and 8 other Shunjutsu techniques)

Rank: 14 (Super S-Class); **Learn DC:** 31, 6 success; **Perform DC:** 39; **Time:** 1 minute; **Components:** C, H; **Range:** 200 feet/level; **Effect:** One invisible gate; **Duration:** Concentration (up to 1 round/5 level) plus 1 round; **Saving Throws:** None; **Chakra Cost:** 20 + 6 per additional creatures (maximum 1 (base) + 1 per 10 levels).

This technique allows the user to form an invisible gate within 10 feet of him which only he can know the location of. Any Medium-sized or smaller creature that passes through the gate is instantly teleported to any location of the user's choice, following the same rules as *Mugen Ugoku no Jutsu*.

The maximum number of creature that can pass through the gate before it disappears is 1 for the basic cost of the technique, plus 1 per every 6 additional points of Chakra spent on the technique (maximum 1 + 1 per 10 levels). After using the technique, the user will be *Exhausted* unless he succeeds a Fortitude save (DC 25), in which case he will simply be *Fatigued*.

Jinrai no Jutsu (Thunderclap Technique)

Ninjutsu (Raiton)

Rank: 4 (D-Class); **Learn DC:** 16, 1 success; **Perform DC:** 15; **Time:** 1 attack action; **Components:** C, H; **Range:** 30 feet; **Area:** Cone-shaped spread; **Duration:** Instantaneous; **Saving Throws:** Fortitude negate; **Chakra Cost:** 6.

The user focuses chakra in his hands to create a loud burst of energy that resounds like a thunderclap once clapped together. As an attack action one time every 10 level (minimum 1), the user is able to create a violent thunderclap that deafens all target in the area who failed their Fortitude save for 1d4+1 minutes. If the thunderclaps are not used within 1 minute, the chakra fades and the technique must be re-used. Using a thunderclap after the first activation of this technique does not provoke an attack of opportunity, but using this technique in a threatened area does. If the user wears a sound amplifier, the range is increased to 40 feet and duration to 1d4+2 minutes.

Jisatsu no Jutsu (Suicide Technique)

Ninjutsu

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** —; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

This last resort technique is usually used by captured ninjas to end their lives, thus avoiding questioning and risking leaking informations to the enemy. This technique reduces the user's hit point to -10, granting him an instant and painless death.

Jishin no Jutsu (Earthquake Technique)

Ninjutsu (Doton)

Rank: 13 (A-Class); **Learn DC:** 28, 4 success; **Perform DC:** 30; **Time:** 1 attack action; **Components:** C, H; **Range:** Long (30 ft. + 15 ft./2 levels); **Area:** 80-ft. radius spread (S); **Duration:** 1 round; **Saving Throws:** See text; **Chakra Cost:** 16.

When you use *Jishin no Jutsu*, an intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A creature on the ground must make a Concentration check (DC 20 + technique rank) or lose any technique he tries to perform. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake technique depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The technique collapses the roof, dealing 8d6 points of earth damage to any creature caught under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below). An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of earth damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

Open Ground: Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the technique, all fissures grind shut, killing any creatures still trapped within.

Structure: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the technique, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the technique, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Pinned beneath Rubble: Any creature pinned beneath rubble suffers 1d6 point of nonlethal damage per minute increasing by 1 die every minute. If it falls unconscious, it must make a Constitution check (DC 15) every round thereafter or take 1d4 point of damage until freed or dead.

Jisoku no Jutsu (Pretense of Speed Technique)

Genjutsu (Phantasm; requires Genjutsu 8 ranks, Genjutsu Adept (f)) [Mind-Affecting]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** C, S; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** Will disbelief (if attacking the user only); **Chakra Cost:** 4.

By means of this technique, the user casts a clever illusion upon himself. Using shifts in the ambient light and Chakra, he is able to give off the illusion that his movements are delayed, and suddenly catch up to him as he moves, giving the illusion that he is moving at great speeds.

For the duration of the technique, attacks directed against the user have a 30% miss chance from affected creatures. This technique has no effect on blind creatures or those not relying on sight, and cannot be used in low-light or darkness. Though See Chakra grants no benefit against this technique, See Through Chakra negates the miss chance entirely.

If the technique is disbelieved, the miss chance still persists, but the user can dispel the technique's effect upon himself and become immune to this instance of the effect. This immunity does not apply to another creature using *Jisoku* and does not apply if the user reapplies the effect after cancelling it.

Jitousha no Jutsu (Ear Projection Technique)

Ninjutsu

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 full-round action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** Concentration (up to 1 round/level); **Saving Throws:** None; **Chakra Cost:** 4.

Using this technique, the user refines his hearing up to such an extreme point he is able to discern the slightest movement in a close enough range. For the duration of this technique, the user gains a +10 bonus to Listen checks and a Blindsight that extends to 15 feet. In addition, if some complicated pattern of movement is being executed within the range of his blindsight, such as writing or hand sign, the user is able to determine exactly what is being done (including the content of the text being written, if any) with a Listen check (DC 25). While the technique is active, however, the user suffers a -4 penalty to saving throws against Sonic-based effects and techniques.

Jou Rakumugai no Jutsu (Greater Harmless Fall Technique)

Ninjutsu (Requires Shou Rakumugai no Jutsu (t))

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 swift action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

Same as *Shou Rakumugai no Jutsu*, except that the falling height is reduced by 30 feet. The cost still cannot be converted to hit points unless the user had been planning to fall.

Joukata no Fuukatsu (Greater Seal Breaking)

Ninjutsu [Hijutsu of All Ninja Villages]

Rank: 11 (A-Class); **Learn DC:** 26, 5 success; **Perform DC:** 28 (see text); **Time:** 10 minutes; **Components:** C, H; **Range:** 10 feet; **Target:** One willing or helpless living creature; **Duration:** Instantaneous; **Saving Throws:** Will negate (unwilling); **Chakra Cost:** 25.

Using this technique, the user removes 1 seal on the target that is of Rank 10 or lower and that he is aware of. In addition to succeeding the Perform DC, breaking a seal requires a good amount of Chakra Control, forcing the user to make a Chakra Control check (DC 25 + the complexity rating of the seal used). If the seal uses more than one seal slot on the target's body, more than one "caster" must perform the technique; meaning that it must be started and completed on the very same initiative count (possibly achieved through *delaying one's action*). Any seal slot used by the dispelled seal will be freed if the technique is a success.

Jougenzou no Jutsu (Advanced Illusion Technique)

Genjutsu (Phantasm) [Mind-Affecting]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Chakra Cost:** 6.

This technique is the same as *Shougenzou no Jutsu*, except as mentioned above and as follow. This advanced *genjutsu* allows the user to make up to 1 *minor* changer per level or 1 *advanced* changes per 3 level (chose either).

An *advanced* change is something of significant importance, such as changing the color of a room or adding a door where there isn't any, and even moving or removing a tree from its current location, as well as making objects of *Medium-size* or smaller appear or disappear and such, but it cannot affect a creature or cause harm in any way.

Jousan no Jutsu (Evaporation Technique)

Ninjutsu (Katon; Requires Ninjutsu 12 ranks)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area or Target:** One or more 5-ft. cube filled with water or One or more living creatures; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial or Reflex partial; **Chakra Cost:** 4 per square or 10 per creature.

With this technique, the user has the choice to completely evaporate one or several 5-ft. cube filled with water or target a single creature. The maximum number of target, squares and creatures both, is 1 every 5 levels.

Square: The steam deals damage to any creature standing over the square in a 5-ft. wide and 10-ft. high cylinder. The target must make a Reflex save to take only half of 6d6 points of fire damage. Any creature standing directly over the cube may fall, but it is unlikely to have any visible effect if the technique is performed on a lake.

Creatures: The creatures suffer 6d6 point of fire damage from having the water inside it reach boiling point, which in turn provokes a Fortitude save to avoid it suffering an additional 1d6 points of Constitution damage from dehydration and become Fatigued.

Joushou Hyoukouken (Rising Ice Guardians)

Ninjutsu (Hyouton)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** E, H; **Range:** Long (30 ft. + 15 ft./2 levels); **Area:** One 5-ft square (see

text); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 3 (base).

Using this technique, the user sends his Chakra through the ground, forcing the water upward and freezing it with his Chakra. From this process, large ice spike will rise from the ground and impale any creature in its path. The user may target a 5-foot square with every spike, and each spike deals 2d8 points of damage, half of which is Cold and the other half Piercing, which can be halved with a successful saving throw.

Empower

Originally, the technique conjures one spike, but the user may increase the number of spike at the cost of 2 points of Chakra per spike, though the number of spike cannot be greater than half the user's level.

Joushou Ootori no Jutsu (Rising Phoenix Blast Technique)

Ninjutsu (Katon)

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** C, E, H; **Range:** Long (30 ft. + 15 ft./2 levels); **Area:** 20-ft. tall, 5-ft. wide cylinder from the ground; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 8.

Upon completing this technique, the user places his hand on the ground and sends his Chakra traveling through it. Once it reaches the target, it will erupt in a devastating column of fire and deal 8d6 point of fire damage to any creature caught in the blast, damage that can be halved by a successful Reflex save.

Empower

The user may increase the damage by one die at the expenses of 2 Chakra point; the damage may not go higher than the user's current level or hit dice, up to 15d6.

Jukusui no Jutsu (Sleep Technique)

Genjutsu

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, H; **Range:** Touch; **Target:** One living creature; **Duration:** Instantaneous plus 1 minute/level (see text); **Saving Throws:** Will negate (see text); **Chakra Cost:** 3.

This technique puts the targeted creature to sleep, slowly but surely. The user makes a melee touch attack against the target that, if it hits, puts it in a state of groginess that gradually forces it into sleep. The subject suffers a -2 penalty to attack and damage rolls, skill checks and saving throws. The next round, the penalty increases to -4. On the third round, the subject falls into unconsciousness and cannot be woken up by means short of causing severe physical pain (damage equal to its Constitution score or greater) or dispelling the technique.

Once the subject falls asleep, it remains so for 1 minute per level of the user. The subject gains a +2 bonus to Will saves made to resist this technique if it has 8 or more hit dice.

This technique can be dispelled. This is a sleep effect.

Junkaze no Jutsu (Shielding Winds Technique)

Ninjutsu (Fuuton)

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 5.

Using this technique, the user conjures protective winds about him to offer a solid defense against most forms of attack. Any creature striking the user with an attack, melee or ranged, will likely be deflected by the wind shield. The user gains a +2 deflection bonus to defense, as well as a wind resistance 5. Any unarmed or natural weapon attacks directed at the user benefit the aforementioned bonuses, as well as reflecting the equivalent of 1d4 point of wind damage back to the source. While the shield is active, the user will also gain +4 bonus to saving throws against wind attacks. If the attack allows for a saving throw to take only half damage, the user suffers no damage on a successful save. This technique cannot be used in conjunction with *Enkoudate no Jutsu*, *Tsuchi no Yoroi*, *Raidate no Jutsu*, *Kyuuikyoku Enkoudate no Jutsu*, *Soukou no Jutsu* or other similar techniques.

Juuin Jutsu (Cursed Seal Technique)

Ninjutsu (Sealing) [Kinjutsu of All Ninja Village]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform DC:** 39; **Time:** 1 full-round action; **Components:** C, H; **Range:** Melee Touch; **Target:** One living creature; **Duration:** Permanent; **Saving Throws:** Fortitude negate (see text); **Chakra Cost:** 20.

Using this extremely powerful technique, the user is able to force a cursed seal into the target's body, assuming it fails the save.

To do so, he must make a melee touch attack, similar to a bite attack (and the user suffers a -4 non-proficiency penalty to attack rolls if he is not proficient with that particular type of natural weapon.) If the attack is successful and the target fails the save, it will gain the Cursed Seal template (origin is the user). The target gains the Cursed Seal Level 1 ability; it is a little known fact that the second level cannot be obtained without the ingestion of a special shinobi drug.

After passing on this seal, the user will suffer 2 negative levels, which will either go away or become permanent after 24 hours if the user fails a Fortitude save (DC 23).

After being targeted by this technique, the subject must make ten Fortitude save (DC 15) in a row at the rate of once per day. If it fails two in a row, it will die. This technique uses a seal slot on the subject's body, which can never be freed unless the cursed seal is removed.

When gaining the cursed seal template, the subject is immediately unwilling. It gains a level adjustment of +1, which increases to +2 if it ever becomes a willing recipient.

Once per day (per each subject), the user may use a gaze attack against the subject which can have varied effect. See Cursed Seal template for details.

Juujin Bunshin no Jutsu (Half Beast Clone Technique)

Ninjutsu (Requires Shikakyu no Jutsu (t) and Moujuu Aishou (f)) [Inuzuka Hijutsu]

Rank: 5 (C-Class); **Learn DC:** 18, 3 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** H; **Range:** 10 feet; **Target:** Animal Companion; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 5.

To execute this technique, the user must meet a few requirements: he must have his *Shikakyu no Jutsu* active, and his animal companion must be either dog or wolf. Upon completion of this technique, the user sends his Chakra in his animal companion and force a transformation into himself. The user's animal companion, for the duration of this technique, will change size category to match the user's original size, and transform into an exact replica of the user's *Shikakyu no Jutsu*. The animal companion gains the user's natural weapon, but still retains his own ability scores (after size increment bonus). If the animal companion falls unconscious, the transformation is automatically dispelled.

Juujin Ryuu - Daiseiga (Beastman Style - Great Spirit Fang)

Ninjutsu (Requires Moujuu Aishou (f) and Juujin Ryuu - Seiga (t))

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One animal companion; **Duration:** Encounter or until discharged; **Saving Throws:** None; **Chakra Cost:** 5.

To properly use this technique, the animal companion must be under the effects of the *Seiga* or *Shinseiga* juujin ryuu technique. The companion's next successful natural attack deals an additional 2d6 points of damage, not multiplied on a critical hit.

Juujin Ryuu - Juusoku (Beastman Style - Bestial Swiftess)

Ninjutsu (Requires Moujuu Aishou (f))

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One animal companion; **Duration:** 3 rounds; **Saving Throws:** Fortitude negate (harmless); **Chakra Cost:** 5.

The animal companion gains a +1 speed rank bonus, which does not stack with other non-permanent speed rank increases.

Juujin Ryuu - Seiga (Beastman Style - Spirit Fang)

Ninjutsu (Requires Moujuu Aishou (f))

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform DC:** 14; **Time:** 1 attack action; **Components:** S; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One animal companion; **Duration:** 1 minute/level (D); **Saving Throws:** Will negate (harmless); **Chakra Cost:** 4.

The animal companion's natural attacks gain a +1 enhancement bonus to attack and damage rolls, and count as chakra-enhanced to bypass damage reduction.

Juujin Ryuu - Shinseiga (Beastman Style - True Spirit Fang)

Ninjutsu (Requires Moujuu Aishou (f) and Juujin Ryuu - Seiga (3))

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** C, H; **Chakra Cost:** 10.

Same as *Seiga*, except that the enhancement bonus is +1 per three levels of the user, maximum +5.

Juujin Ryuu - Yushu (Beastman Style - Healing Hand)

Ninjutsu (Requires Moujuu Aishou (f) and Chakra Control 6 ranks)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 full-round action; **Components:** C, H, Mas; **Range:** Melee Touch; **Target:** One animal companion; **Duration:** Instantaneous; **Saving Throws:** Fortitude negate (harmless); **Chakra Cost:** 6.

The animal companion is cured 1d6+1 points of damage. This technique can only be used once every 24 hours on an animal companion; any further attempts are ineffective.

Mastery

The first step of mastery in this technique increases the amount healed to 1d6+3, and can only be obtained if the user's ECL is 5 or higher.

The third step increases the amount healed to 1d6+5, and can only be obtained at ECL 7 or higher.

The fifth step increases the amount healed to 1d6+7, and can only be obtained at ECL 9 or higher.

Juujin Ryuu Ougi - Shinjuuriki (Beastman Style Secret Technique - True Animal Power)

Ninjutsu (Requires Moujuu Aishou (f) and any 3 Juujin Ryuu techniques)

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 26; **Time:** 1 full-round action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One animal companion; **Duration:** 1 round/level (D); **Saving Throws:** Fortitude negate (harmless); **Chakra Cost:** 18.

This powerful technique is one of the secret techniques of the Beastman style. The user's animal companion doubles in size, and its weight is multiplied by 8 times. The animal companion gains one size category, which grants it a +8 size bonus to Strength and +4 size bonus to Constitution, as well as a -2 size penalty to Dexterity. The companion's natural armor increases by 2, but its modifier to Defense and attack rolls, as well as its base damage, are also affected (see appropriate size category for details).

The companion also gains a damage reduction 5/chakra and a +2 resistance bonus to saving throws. If insufficient room is available to allow its growth, the companion grows to the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the technique cannot be used to crush the companion by increasing its size.

After this technique is used, the companion will be fatigued for the rest of the encounter. The companion cannot benefit from this technique while fatigued, and the effects will fail.

Juuki no Jutsu (Animal Mind Technique)

Genjutsu (Requires Genjutsu 8 ranks and Chakra Control 8 ranks)

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 full-round action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D); **Saving Throws:** Will negate (if detected); **Chakra Cost:** 2.

This technique disguises the user's chakra signature to make it seem as though it was an animal signature and not come off as a human under Sense Chakra. Creatures detecting his signature may make a Will save to disbelieve the illusion. Using any amount of chakra will immediately cancel the technique.

Juuriki (Monstrous Strength)

Taijutsu (Body Art; Requires Daijinyoku (t))

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 full-round action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** No; **Chakra Cost:** 10.

The user gains an additional 4 strength rank for the duration of the technique. Once the duration expires, the user must make a Fortitude check (DC 17) or suffer 2d6 points of stamina damage from the strain put on his muscles.

Juuroku Rendan! (Sixteen-Hit Combo!)

Taijutsu (Martial Arts; Requires Taijutsu Ougi - Rendan Kidouki (t))

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 full-attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 4.

While this technique seems simple enough, striking an enemy 16 times in quick succession is quite a task. Some say it is a variant of the *Jyuuken* style's *Rokujuuyon Shou* with less power, but nevertheless a brilliant combination. To perform this technique, the user must have used *Rendan Kidouki* beforehand and wield no weapon; he then proceed to pound into the enemy 16 times to quickly end a conflict. The user rolls a single attack roll against the targeted creature, and assuming it hits, the creature suffers 5d6 points of bludgeoning damage and must succeed a Fortitude save or be *Stunned* for 1d4 rounds afterward.

Juuryoku Gachan (Gravity Slam)

Ninjutsu (Doton)

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 full-round action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 round/level (D); **Saving Throws:** Fortitude negate; **Chakra Cost:** 8.

This high level *Doton* uses the force of gravity to slow down an enemy and possibly damage it. This technique will add 50 pound of weight per character level on a creature that failed its Fortitude save. If the creature's Heavy load is exceeded, it is rendered immobile for the duration of the technique and will suffer 1d6 point of damage for every 100 pound that exceed the creature's maximum capacity every round. If the creature's weight exceeds what the ground can support, it may fall through and suffer falling damage, in which case it cannot tumble to lessen the height of the fall.

Juuryoku Myaku (Gravity Pulse)

Ninjutsu (Doton; Requires Kinobori (t) and Yukigutsu (t))

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** H, M; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 6.

By means of this technique, the user is able to increase his ground speed greatly until he leaves it. The user's speed rank will increase by 1 as long as he keeps to solid, rocky grounds. Should the user be knocked off his feet, be knocked prone or deliberately leave the ground, the technique ends. This effect does not stack with other speed rank-increasing techniques or effect.

Juuryoku Zanchuu (Gravity Pillar)

Ninjutsu (Doton)

Rank: 12 (S-Class); **Learn DC:** 28, 5 success; **Perform DC:** 32; **Time:** 1 attack action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels) (see text); **Area:** One 10-ft square; **Duration:** Instantaneous; **Saving Throws:** Fortitude negate (see text); **Chakra Cost:** 10.

Using this extremely powerful *Doton* technique, the character uses gravity to fling creatures in a 10-foot square upward 10 feet per level and slamming them back into the ground. Creatures caught in the area of effect that failed their saves suffer falling damage dependent on the height traveled. Falling damage dealt by this technique is increased by one die size. A reflex save (DC 15 +1 per 10 feet of the fall) may be attempted to halve the damage.

Juusui (Animal Fury)

Genjutsu (Compulsion; requires Mikan Seiha no Jutsu (t)) [Mind-Affecting]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 full-round action; **Components:** C, S; **Range:** 30 feet; **Target:** One Medium-sized animal; **Duration:** 1 round/level (D); **Saving Throws:** Will negate; **Chakra Cost:** 8.

Causes an animal to enrage and attack a creature incessantly. This technique performs exactly as *Mikan Seiha no Jutsu* except as noted above, and the creature can only attack a single target. The target must be a creature it would normally attack and be within line of sight of the animal.

The animal gains a +1 bonus to attack and damage rolls against the target, and will attack at the best of its ability until knocked out, killed or the technique expires. This technique

can be dispelled.

Kaengiri (Blazing Slash)

Ninjutsu (Katon; Requires Homura Dama (t))

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, M, Mas; **Range:** Medium (20 ft. + 10 ft./2 levels); **Effect:** Ray; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

Using this technique, the user makes a ranged touch attack against a creature within range that, if it hits, deals damage as though the target was hit by the user's currently active *Homura Dama*, or suffers 1d6 points of fire damage otherwise. If the weapon currently did have a *Homura Dama* active on it, it will be used up and inactive regardless whether it hit or not.

Mastery

With the third step of Mastery in this technique, the range increases to Long (30 ft. + 15 ft./2 levels).

Kage Ansatsu no Jutsu (Shadow Assassination Technique)

Ninjutsu (Shadow Arts) [Lost Kinjutsu]

Rank: 9 (S-Class); **Learn DC:** 25, 7 success; **Perform DC:** 29; **Time:** 1 attack action; **Components:** H; **Range:** Melee attack; **Target:** One creature's shadow; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 6.

Another one of *Sarutobi Sasuke*'s original technique. *Kage Ansatsu* allows the user to sneak up to the enemy, and deal a mortal blow to him by targeting his shadow. For this technique to work, a few conditions must be met: the user must be able to make out the target's shadow clearly, and the target must be unaware of the user. If the attack is successful (a shadow has a defense of 10), the user deals normal damage to the target, and the target must succeed a Fortitude save (DC 15) or automatically be reduced to -1 hit points (unless the attack brought the target lower than -1 hit points). This attack can be a sneak attack, can deal critical hits and automatically bypasses any damage reduction the target may have. A creature immune to sneak attack or critical hits is not affected by *Kage Ansatsu*.

Kage Bunshin no Jutsu (Shadow Replication Technique)

Ninjutsu [Konoha Kinjutsu]

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 full-round action; **Components:** C, H, Mas; **Range:** 50 feet (see text); **Effect:** Duplicates of the user; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 2 + 2 per additional clone (maximum 1 per level).

This technique is basically an advanced version of *Bunshin no Jutsu* that creates solid clones out of thin air, using no substance or matter as carrier for the user's chakra. It is highly forbidden and only taught to some rare Jounin-level ninjas. Using this technique, the user is able to divide his energy to create several copies of himself.

While the replications are not capable of sentient thought, they share a bond of sort that allows the user to communicate orders to his clones; the bond is only one way, though, and the clones cannot send orders, thoughts or images to the user. As such, the clones follow the user's instructions to the letter. A *kage bunshin* is its own person and if caught in a genjutsu, only the replica will be affected, and not the user and/or the whole group of clone. Anything experienced by the clone will be remembered by the user when the technique expires, although it should be noted that no extra experience or game-wise bonus will be awarded from this, only the knowledge acquired by the clone.

The clones have 1 hit points per three levels of the user, saving throws equal to that of the user minus two, the same attack bonus as the user minus 4, though it may not have more than two attacks per round. It shares the user's defense as well, with a -5 penalty, as well as all feats, talents and special abilities (though not templates and/or bloodlines) the user may have, but does not benefit from any temporary bonuses the user may currently have (such as Shodan Kousoku or Tadayou).

A *kage bunshin* may not stray further than 50 feet from another clone or the user, and may be created anywhere within that distance. It can use any technique the user may have under Rank 4, with the same skills modifier, but doing so requires the clone to borrow the user's chakra directly from his Chakra Pool without being able to convert the Chakra Cost to hit points. In addition, all drawbacks coming from a technique used by a replication not only affects the clone, but also the user. A replica counts as the user if it uses a technique to create clones, and thus they are controlled by the user and his own limit is used.

The clone is genuine and carry the very same equipment as the user except chakra-dependent items such as exploding tags or sunburst tags. Any items carried by the *kage bunshin* has no hardness and only half the original's hit points. Poison and mastercraft bonuses are not carried over to the clone's equipment.

Lastly, while the clone can use techniques, it cannot normally perform any activities requiring particular attention, such as sensing chakra, setting off an exploding tag or carrying a serious conversation. Once the clone reaches 0 hit points, strays too far from another clone or the user or the duration expires, it disappears in a puff of smoke. When Sensing Chakra, the clones count as though having half the user's Chakra Pool.

Creating a *kage bunshin* not only costs Chakra, but also divides the user's physical energy, which is why this technique is forbidden in the first place. For each clone created by this technique, the user suffers 1d4 points of Stamina damage. Stamina damage from this source can kill the user.

While the user can freely replace any clones lost by using this technique more than once, he cannot control a number greater of clone than the specified maximum. He can also choose to dissipate a single clone (or more) of his choice rather than the whole group. He also cannot control any other sort of clone while using this technique (including simple *Bunshins* or *Tajuu Kage Bunshins*). A simple usage of this technique without adding to the cost (2) creates one *kage bunshin*.

Mastery

If this technique is mastered, the distance the clone can stray for increases by 20 feet per step of mastery, up to 100 feet at the fifth step, total 150 feet.

Naruto Ryuu: Senjutsu - Hiryaku (Naruto Style: Tactics - Evasion Maneuver)

Ninjutsu (Requires Kage Bunshin no Jutsu (t)) [Uzumaki Naruto Hijutsu]

Rank: 7 (B-Class); **Learn DC:** 21, 4 success; **Perform DC:** 22; **Time:** 1 instant action; **Components:** H, M; **Range:** Personal; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4 (see text).

This technique can only be used if the user is next to an empty adjacent square. It allows the user to evade an attack by using a kage bunshin to pull himself into another space.

Avoiding an Attack: The user makes a Ninjutsu check (as per Naruto Ryuu: Senjutsu - Hiryaku, mastery count) opposed to the attack roll or reflex saving throw +10 of the effect he is trying to avoid (add 5 to the DC if the effect is a confirmed critical or a natural 20). The effect must come from a source of his ECL or 5, whichever is lower.

Success pulls the user into an adjacent square without provoking an attack of opportunity from moving inside a threatened area (but still provokes an attack of opportunity from using the technique in a threatened area, unless performed defensively). A melee or ranged attack or touch attack is completely avoided. If the effect had a Reflex save instead, he may make a second Reflex save against the technique, use whichever is higher.

The user gains the Evasion ability (or Improved Evasion if he already had the Evasion ability) for the purpose of avoiding an effect requiring a Reflex save. The user cannot *Avoid an Attack* if he is immobilized, entangled or otherwise held.

The technique's Chakra Cost cannot be converted to hit points. This technique doesn't create a lasting clone, but the user still suffers 1d4+1 points of Stamina damage from its creation. This technique can be used once per day.

Each use of *Avoiding an Attack* stacks with all other techniques with effects that allow you to Avoid an Attack, such as Kawarimi no Jutsu or Shundou.

Mastery

Every step of mastery after the first allows the technique to be used an additional time per day, up to 5/day.

The first step of mastery allows the user to avoid an attack of up to his ECL or 10, whichever is lower.

The second step of mastery allows the user to increase the cost to 5 when avoiding an attack, to avoid an attack of up to his ECL or 15, whichever is lower.

The third step of mastery allows the user to increase the cost to 6 when avoiding an attack, to avoid an attack of up to his ECL or 20, whichever is lower.

The fourth step of mastery allows the user to increase the cost to 7 when avoiding an

attack, to avoid an attack of up to his ECL or 25, whichever is lower.

Kage Bunshin no Tate (Shadow Replication Shield)

Ninjutsu (Requires Kage Bunshin no Jutsu (t))

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform DC:** 19; **Time:** 1 swift action (see text); **Components:** H; **Range:** 10 feet (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2 (see text).

This technique can only be used when the user is attacked or otherwise threatened, and must be declared before the opponent makes his attack roll. Upon completion of this technique, the user commands a *kage bunshin* or *tajuu kage bunshin* to step in and interfere with the enemy attack. To properly execute this technique, the *kage bunshin* must be within 10 feet from the location where the attack will hit, if a melee attack, or within 10 feet of the path a ranged attack will come from. The perform DC for this technique is equal to the opponent's attack roll (minimum 19). If the technique is successful, the user will take no damage from the technique while the clone itself takes full damage. If it was not destroyed by the attack, the clone will return to its previous location. Since the user must use this technique extremely fast, he does not have time to convert the Chakra Cost to hit points and must pay the full cost normally.

Kage Bunshin Sai (Shadow Replication Destruction)

Ninjutsu (Requires Kage Bunshin no Jutsu (2)) [Konoha Kinjutsu]

Rank: 6 (A-Class); **Learn DC:** 21, 6 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** S, E; **Range:** Medium (20 ft. + 10 ft./2 levels); **Effect:** Destroys up to 1 Kage Bunshin/2 level in a great explosion; **Area:** 30-ft. radius burst; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 7 (base) plus 7 per additional clone destroyed.

This technique sacrifices one or more *kage bunshin* or *tajuu kage bunshin* in a great fiery blast. Each creature caught in the area of effect of a clone's explosion suffers 4d8 points of fire damage, which can be halved with a successful Reflex save. The damage is 4d6 if the clone was a *tajuu kage bunshin* and the save DC is lowered by 2 points.

A creature engaged in a grapple with a *kage bunshin* sacrificed suffers a -4 penalty to its save. If the creature was pinned, the penalty is -8.

Empower

The user can spend an additional 7 points of Chakra to cause an additional clone to explode, up to 1 clone per 2 levels.

Kage Buyou (Shadow Dance)

Taijutsu

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 3.

Concentrating Chakra to one of his limbs, the user is able to send an opponent flying in the air with this popular combo starter. With a successful unarmed attack, the user knocks the opponent in the air a number of feet equal to three times the damage dealt (distance traveled over the course of this technique is equal to the height knocked up), though it may get a Fortitude save to avoid being sent airborne.

Unless further action is taken, the target will be sent flying in the air until the user's next turn, when it will come crashing down and suffer standard falling damage. While in the air, the target can take no actions involving movements, even hand seals, and will be denied its dexterity bonus to Defense. The user may, if he still has an action left after performing this technique, spend a move-equivalent action to mimic the course of the target and appear behind it, presumably to follow up with one of the Combo, though doing so may provoke an attack of opportunity.

The follow-up combo include, but are not limited to: *Shishi Rendan*, *Omote Renge* and *Ura Renge*. The user, if he spent his action to follow the opponent in the air, still retains his dexterity bonus to defense and the ability to perform actions normally. Furthermore, this technique can be executed as a Charge, though instead of making a standard attack the user performs a Kage Buyou attack. In this manner, the user cannot convert Chakra Cost to hit points.

Kage Kubishibari no Jutsu (Shadow Neck Bind Technique)

Ninjutsu (Shadow Arts; Requires Kage Mane no Jutsu (t)) [Nara Hijutsu]

Rank: 7 (A-Class); **Learn DC:** 22, 5 success; **Perform DC:** 24; **Time:** 1 attack action; **Components:** C, S; **Effect:** Attacks creatures (up to 1 per 3 user level) trapped within *Kage Mane no Jutsu*; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 12.

The deadly follow-up technique to *Kage Mane no Jutsu* allows the user to easily eliminates creatures caught within his *Kage Mane*. The user may target up to one creature per three character level or hit dice and stretch his shadow even further (not counted in the *Kage Mane* limit) and break their necks. Any creature caught by the crawling shadows will suffer 6d8 points of damage, which can be halved by a successful Fortitude check. No matter how much damage the *Kage Kubishibari no Jutsu* dealt, it will always provoke a Massive Damage save.

Kage Mane no Jutsu (Shadow Imitation Technique)

Ninjutsu (Shadow Arts) [Nara Hijutsu]

Rank: 4 (C-Class); **Learn DC:** 17, 3 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, H, Mas; **Range:** 30 feet (see text); **Duration:** Concentration (up to 1 round/level) (see text); **Saving Throws:** None (see text); **Chakra Cost:** 4 (see text).

The famous *Kage Mane* of Konoha's Nara Clan was previously known as *Kageshibari no Jutsu* by many. It allows the user to stretch out his shadow and control other creatures with it. The technique's range is 30 feet, which he may divide into as many strings to catch up to one creature per level. This technique can basically be dissected in three steps: extend the shadow, attach the shadow, maintain the hold.

The user can extend his shadow up to 30 feet, plus 5 feet per size category of an object or creature in his path (where a fine creature is 5, and a colossal creature is 40). The range bonus from an object or creature's shadow is doubled during sunrise or sunset, but halved during midday. Nighttime completely nullifies any range the technique may have and limits it to 5 feet.

The user can attach his shadow by making a ranged touch attack against his target(s)'s shadow. The shadow has a defense of 10 if the target is unaware or flat-footed, or 10 + class modifier + dexterity bonus + dodge bonus otherwise. A creature can make a Spot check (DC 15) to notice the shadow and avoid being caught unaware, unless it was flat-footed. Unless under special circumstances, the target is usually only caught unaware by the technique once per encounter (at the GM's discretion). If the user fails to attach his shadow, he must use the technique again and pay the cost for another attempt.

Maintaining the hold requires concentration from the user. The length for which he can concentrate on the technique depends on the chakra pool of the creature he holds. The duration is 1 round, plus 1 round for every two points of Chakra the user's current chakra pool has over the highest current chakra pool of all the creature he holds in the *kage mane*, maximum 1 round/level (but minimum 3 rounds). The subject may also make a Strength check (DC 25) to block the user's control over its body and perform no action this round. If the user is attacked while maintaining the hold, he must succeed a Concentration check (DC 15+damage dealt) or lose control of the technique.

Every size category a target has over the user increases the Chakra Cost of the technique by 4. In addition, Larger creatures count towards the maximum numbers of creature he can hold in his *kage mane*. A creature one size category larger counts as 2 creatures, two size category counts as 4, three counts as 6 and so on.

The subjects may not perform any action besides talking, though it may use technique that require only a swift or instant action, without mobility, hand seals, half seals, or physically able components and must succeed a Concentration check (DC 20) to perform a technique that requires only Concentration or Material Focus. The user may not use this technique if he is blinded.

When caught in a *kage mane*, the targets mimic the user's every movements, whether they have repercussions or not. If the user attacks, they will strike with the same attack rolls as he, the same number of times, with the same attack bonus (being mindful of the direction the target is facing—for example, if the user faces his target and strikes to the right, his target will strike to the user's left), though the damage dealt is in accordance to the target's held weapon and strength score. The user cannot force the subject to draw on chakra to perform a technique, however, but if the subject knows a technique the user is performing with hand seals or half seals, then he may do so at the same time as he.

If the user or the subject moves out of range, the technique ends. If either the user or one of his targets suffer damage, it is shared by all (the user and all the trapped creatures), unless he has attained sufficient mastery to control it.

Mastery

Every step of mastery in this technique increases the technique's base range (unmodified by the time of day) by 5 feet.

Every step of mastery increases the minimum amount of rounds the user can maintain the Kage Mane by 1.

With the fifth step of mastery in this technique, the user may make a Concentration check (DC 20) to avoid suffering any damage when his target is attacked, or to avoid sharing damage to his target if he is attacked.

Kage Mane Yusou no Jutsu (Shadow Imitation Transportation Technique)

Ninjutsu (Shadow Arts; Requires Kage Mane no Jutsu (t)) [Nara Hijutsu]

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform DC:** 23; **Time:** 1 full-round action; **Components:** C; **Range:** Close (10 ft. + 5 ft./2 levels); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

Using this technique, the user is able to merge with his shadow and move himself behind a creature caught within his *Kage Mane*. Moving in this fashion provokes no attack of opportunity, and the user will appear on the square behind the target on his next turn, providing it is within range.

Kage Shuriken no Jutsu (Shadow Shuriken Technique)

Taijutsu (Martial Art)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, M, F; **Range:** Ranged Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** (See text); **Chakra Cost:** 2.

Using both speed and pin-point precision, the user is able to send a throwing weapon in the shadow of one already thrown, so that it goes unnoticed by the target until it hits. Both attacks use the same attack roll and will deal standard damage (although additional damage, such as sneak attack damage does not apply to the additional weapon), but unless the opponent succeeds a Spot check (DC 20), he will fail to notice the second weapon and lose his dexterity bonus to defense against the second weapon, so that even if the first missed, the second may still hit. Blind creatures are not affected by this technique.

Material Focus: Two throwing weapon of the same type and size.

Kagebaku Shuriken no Jutsu (Shadow Binding Shuriken Technique)

Ninjutsu (Shadow Arts) [Lost Kinjutsu]

Rank: 4 (S-Class); **Learn DC:** 20, 7 success; **Perform DC:** 24; **Time:** 1 attack action (see text); **Components:** H; **Range:** (see text); **Target:** One creature's shadow (see text); **Duration:** 1 round/level; **Saving Throws:** Will negate (see text); **Chakra Cost:** 3 per shuriken (see text)

This fearsome technique is an ancient art created by the legendary ninja *Sarutobi Sasuke* in the feudal age. By striking the target's shadow with a shuriken, kunai or other small thrown weapon, *Sarutobi* paralyzed his enemies and killed them swiftly. Rumor has it

that by making it rain shuriken, *Sarutobi Sasuke* killed an entire army in an instant, all by himself, with this technique. By striking the Shadow of a creature no larger than the user's size category, he may paralyze it for the duration of the technique; a shadow has a Defense of 10 if the target is unaware, or equal to 10 + target's class bonus + dexterity bonus otherwise. The technique's range is equal to the weapon's range, and he may target as many creature as he can throw weapons; the perform time also depends on the number of weapon thrown: a single weapon is an attack action, two or more is a full-attack action. Once a target is caught by the technique, it must make a Will save every round to free itself; until that is done, it is held in place by an immovable force and *cannot* be moved under any circumstances unless the weapon that holds the target's shadow in place is removed. A creature with no shadow cannot be affected by this technique. While this technique is meant to be used with ranged weapon, it is still possible to use it with melee weapon. A paralyzed creature is held in place and cannot move a finger, but can move its eyes, mouth and vocal cords (meaning it can speak and look around).

Kagehouyou no Jutsu (Shadow Embrace Technique)

Ninjutsu (Shadow Arts)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** Will negate (see text); **Chakra Cost:** 4.

Another one of *Sarutobi Sasuke*'s original technique. *Kagehouyou* makes the user's shadow climb up on his body and confuse his foe with erratic movements and randomly detaching itself from the user's body, effectively granting the user a 15% concealment bonus against melee attacks, unless the attacker succeeds a Will save to gain enough concentration and ignore the shadow's movement (and thus the concealment) for one round; the effect of the technique comes back after one round, however, forcing an attacker to make a Will save every round to try and ignore the concealment. A blinded creature is not affected by this technique.

Kagekomu no Jutsu (Shadowmeld Technique)

Genjutsu (Mind-Affecting, Phantasm)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 hour/level; **Saving Throws:** Will negate (see text); **Chakra Cost:** 0 (see text).

This elaborate technique is in fact a preparation for the user's chakra stream to generate a "non-detection field" on command. The field can be activated anytime on the user's turn as a free action, and deactivated in the same manner. It costs 1 point of Chakra that can't be converted to hit points to maintain every round.

While the field is active, a person that lays eyes on the user must make a Will save to avoid dismissing the user as an unimportant detail in the background, allowing him to hide in plain sight, without using cover. If the user is stationary, he gains a +2 bonus to hide checks against subjects failing their saves. Every time the user leaves a creature's line of sight for more than 5 rounds, it must make a new save to resist the technique regardless of the previous success or failure.

In some conditions, such as lack of details to blend in, when walking in a blank, white room with the subject staring at the door for instance, the field may not work. This technique affects only the subject's visual senses, and cannot be dispelled.

Kaigan (Eyes of Divination)

Ninjutsu (Requires Eyes of Divination (f)) [Kumogakure Kinjutsu]

Rank: 10 (Super S-Class); **Learn DC:** 27, 8 success; **Perform DC:** 35; **Time:** 1 full-round action; **Components:** C, H, P; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None (see text); **Chakra Cost:** 8.

To counter the powerful bloodline of the *hidden leaf*, the Byakugan, the *hidden cloud* needed a power equal or greater. After years of research and trial and error, some attempt leading to temporary or even permanent insanity, this technique was developed to match and counter not only the Byakugan, but also the Uchiha's Sharingan. Few were those who ever mastered this technique, as it was sealed away upon signing a peace treaty with the leaf, but its existence cannot be denied.

Upon completion of this technique, the user's iris become completely black with a white pupil, and the sclera completely red (the white part of the eyeball). Anyone that looks into those unsettling eyes must make a Will save (DC 15) or become *Shaken* for 1 round (treated as a gaze attack with a range of 30 feet). In addition, the user's eyes allow him to literally see a few seconds in the future. For the duration of the technique, the user gains a +6 insight bonus to defense, attack rolls, saving throws and skill checks as well as lowering any type of concealment by 25% and a high speed sight of 3. The user will have a darkvision that ranges up to 60 feet, and a +8 bonus to Genjutsu checks to detect a Genjutsu.

The one major drawback of the *Kaigan*, besides the fact that it uses a large amount of Chakra, is that once the technique ends, the user suffers 1 point of temporary Wisdom damage per round he left the *Kaigan* open. He may make a Fortitude save (DC 20) to halve said Wisdom damage. Should the user's Wisdom score be reduced to 0 by the *Kaigan*'s drawback, he will suffer 2 point of permanent Wisdom damage upon complete recovery.

The character spends 3 points of Chakra that can't be converted every 2 rounds the *Kaigan* is active.

Kaigeki Chite no Jutsu (Large Crushing Earth Hand Technique)

Ninjutsu (Doton; requires Shouchite no Jutsu (t))

Rank: 13 (A-Class); **Learn DC:** 28, 4 success; **Perform DC:** 30; **Time:** 1 attack action; **Components:** H, F; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** 10-ft. hand; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 16.

This technique has the same benefits as *Shouchite no Jutsu*, except that the hand can once per round reach out and crush enemies according to the user's will. The large hand counts as an entity with a Strength score of 35 and has a grapple bonus of +12, as well as +4

from being Large. Each time it successfully grapples a creature, it suffers 2d6+12 points of earth damage from the crushing strength of the hand.

Material Focus: A Large (at least 300 pounds) source of earth, sand, rock or mud nearby to form the hand.

Kaigo no Jutsu (Remorse Technique)

Genjutsu (Compulsion) [Mind-Affecting]

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** Up to 5 rounds plus 1 minute; **Saving Throws:** Will partial (see text); **Chakra Cost:** 6.

This technique forces the target to relive bad memories of all the people it killed. If the target has never killed, it is unaffected by the technique. The target makes a Will save each round. Each failed save gives the subject a cumulative -1 morale penalty to attack rolls, skill checks and saves, but a +1 rage bonus to weapon damage rolls against the users. The morale penalties persist for 1 minute after the first 5 rounds, while the rage bonuses go away immediately.

Kaihoudan (Pressure Cannon)

Ninjutsu (Suiton)

Rank: 3 (B-Class); **Learn DC:** 17, 3 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** H, E; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** Ray; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 4.

One of the few *Suiton* technique that do not require water has the user shoot out a large quantity of water, adding in Chakra to strengthen the flow into a pressure water cannon. The ray, if it hits, deals 2d6 points of water damage and forces the target to make a Fortitude save or be knocked the back 1d3x5 feet and fall prone.

Empower

The user can increase the damage dealt by 1 die and thus the knockback distance by 1 die size at the cost of 2 points of Chakra per die, up to 5d6 points of water damage and 1d8x5 feet knockback, for 10 points of Chakra.

Kairai Engeki - Kamitederu (Puppet Theater - Exit Stage Left)

Ninjutsu (requires Kugutsu no Jutsu (4))

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** H, E; **Range:** Close (10 ft. + 5 ft./2 levels) (see text); **Effect:** Ray; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 5.

Same as *Kaihoudan* except as mentioned above and as follow. This technique requires the user to control a puppet animated with 4HD or more equipped with an Elemental Cannon loaded with a Water Scroll. The ray attack originates from the puppet itself, and therefore uses the puppet's attack bonus modified by the user's Intelligence modifier.

Using this technique consumes 2 charges of the water scroll and costs the puppet 2 points

of Chakra. Up to 3 additional points of Chakra from the technique's cost can be paid by the puppet.

Kairai Engeki - Kengakuryokou (Puppet Theater - Field Trip)

Ninjutsu (Sealing; requires Kugutsu no Jutsu (3))

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, H, X; **Range:** Melee Touch; **Target:** One puppet; **Duration:** 1 day/level (D); **Saving Throws:** None; **Chakra Cost:** See text.

This seal can be applied to any puppet. A character with the same chakra signature as the user can use Kugutsu no Jutsu on the puppet for 1 point of Chakra. The puppet will be animated with 1 hit dice, but cannot attack or perform any combat action.

When used, this seal increases the duration of Kugutsu no Jutsu by 30 minutes per points of Chakra spent when creating it. This extra time can be spread among multiple use of Kugutsu no Jutsu, and the seal disappears when it is used up or after the duration expires. The seal cannot contain more than 1 point of Chakra per 2 hit dice of the user, not increased by mastery in this technique. It cannot be fed chakra after being created, but can be rewritten.

Only one such seal per puppet can be applied.

Expendable Components: Enough ink to scribe a small seal. Scribing the seals requires a Craft (calligraphy) check (DC 17) to be made, not necessarily by the user, and takes 5 minute. If the check was failed, the sealing process will fail without the user noticing until the end.

Kairai Engeki - Senken no Mai (Puppet Theater - Dance of a Thousand Blades)

Ninjutsu (requires Kugutsu no Jutsu (4))

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, M; **Range:** 30 feet; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 4.

This technique can only be used if the user is controlling 2 puppets equipped with the Wire component, and if all the squares adjacent to the target are unoccupied. Each puppet will draw the other's wire, holding it tense and approach the target to move around it in a flurry of razor-sharp death.

Each puppet will make a single melee attack using the garrote wire as a weapon with flanking bonuses. If the attacks hit, each deal 3d6 points of slashing damage and threaten a critical hit on a natural roll of 20, and deals double damage. The target must make a Fortitude save to avoid being dazed for 1 round, regardless whether the attacks hit or not.

At the end of the technique, the two puppets will stand in squares adjacent to the target in position to flank. Half of the technique's chakra cost can be paid by the user's puppets.

Kairai Engeki - Shichihenge (Puppet Theater - Costume Change)

Ninjutsu (Requires Henge no Jutsu (I) and Kugutsu no Jutsu (t))

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, S, Mas; **Range:** 10 feet; **Target:** One controlled puppet; **Duration:** 10 minutes/level; **Saving Throws:** None; **Chakra Cost:** 3.

Using this technique, the user is able to change the appearance of one of the puppet he controls himself into that of an humanoid or animal of its size category. The transformation cannot add or remove a limb, equipment or clothing, and in the latter two, can only modify it so that already existing clothing takes on a different shape.

The transformation is purely cosmetrical, and the user must maintain it as he would *Henge*. Furthermore, it can also be seen through as *Henge*. The user must make a Concentration check (DC 10 + damage dealt) every time the puppet is damaged or lose the transformation. Every step of Mastery in this technique grants a +1 bonus to that check.

Mastery

Each step of mastery grants the user a +1 bonus to Concentration checks made to prevent the transformation being prematurely ended.

Kaisoku no Jutsu (Nimble-footed Technique)

Ninjutsu

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level; **Saving Throws:** None; **Chakra Cost:** 1.

For the duration of this technique, the user suffers no penalty to his Balance check for moving at his normal speed on precarious or slippery surface (such as ice or a ledge, see Balance skill for details).

Kaizan Shinjutsu - Enma no Kesshin (World Ending Supreme Technique - Avatar of the King of Hell)

Genjutsu (Phantasm) [Fear, Mind-Affecting, Lost Kinjutsu]

Rank: 12 (A-Class); **Learn DC:** 27, 6 success; **Perform DC:** 29; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** Will negate (see text); **Chakra Cost:** 12.

This particular technique creates a powerful Genjutsu field around the user and very slightly alters his appearance. The user gains height slightly, his eyes turn a crimson red, as his skin becomes deathly pale. His aura juts forth, red and chaotic as a fiery blaze, and the ground beneath his feet shakes with an unearthly power. His voice, now booming and very deep, appears far more intimidating than any human voice should be.

Creatures within 50 feet of the user must make a Will save to avoid being *Shaken* for 2d6 rounds. Ordinary creatures are *panicked* instead on a failed save. Everytime a creature

leaves and enters the character's aura range, they must make a new save.

Allies within a 50 feet radius instead gain a +1 morale bonus to attack rolls and saves.

Targets who could identify the technique or were forewarned it would be used gain a +8 bonus to their saving throw to resist it.

Kakureimino no Jutsu (Mythical Invisibility Cloaking Technique)

Ninjutsu

Rank: 1 (E-Class); **Learn DC:** 12, 1 success; **Perform DC:** 11; **Time:** 1 full-round action; **Components:** F; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

Using this technique, the user is able to shield himself from the prying eyes as he gains a +4 bonus to Hide checks as long as he remains immobile. Using this technique, the user can hide while observed as long as he has at least One-quarter cover. Once he moves, the cover is blown. Failing the perform DC for this technique signifies that the user cannot hide and is immediately spotted by anyone who cares to look.

Material Focus: Camouflage cloak for the environment the user is currently in.

Kakusu Nioi (Conceal Odor)

Chakra Control (Body)

Rank: 4 (B-Class); **Learn DC:** 18, 3 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 10 minute/level; **Saving Throws:** None; **Chakra Cost:** 2.

This technique allows the user to fully conceal his scent, making him undetectable by the *Scent* extraordinary ability unless the tracking creature or character has 4 or more hit dice than himself.

Kamaitachi (Sickling Wind Blast)

Ninjutsu (Fuuton)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** C, E, H (see text); **Range:** 30 feet; **Area:** Cone-shaped burst or Line; **Duration:** Instantaneous; **Saving Throws:** Reflex half (see text); **Chakra Cost:** 4 (base; see text).

For this particular technique, the user can ignore the *hand seals* component with a simple swing of a tessen, war fan or a Huge or larger weapon, though using the technique in this manner increase the perform DC by 3. Every creatures caught in the cone-shaped burst suffer 4d6 points of wind damage, which can be halved with a successful Reflex save. In addition the creatures caught in the cone must make a Fortitude save (DC 15) or be pushed back 1d4x5 feet.

Empower

The user can increase the damage done by this technique by paying an additional 2 points

of Chakra per damage die, though the damage cannot exceed 1d6 per level, or 10d6.

Kamaratsu no Mai (Dance of the Larch)

Taijutsu (Body Art; Requires Bone Weapon (a)) [Kaguya Clan Hijutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 5 success; **Perform DC:** 25; **Time:** 1 full-round action; **Components:** C, P; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 10.

Using this technique, the user uses his bloodline to extract his bones to a greater degree than with any of the previous dances. Out of everywhere on his body, forearm, hands, ribs, back, shoulder and even his legs, the bones stick out in a protective and lethal armor.

He gains a +3 natural armor bonus to defense, and all attacks made against him with a hand-held weapon of Small or smaller size or unarmed attacks deal 1d4 points of piercing damage to the attacker in return. In addition once every 3 rounds, he may give up all his attacks for the round in order to spin wildly and make an attack at his highest attack bonus against all adjacent opponents, as per Whirlwind Attack feat.

All unarmed attacks made in this state deal damage as though attacked by a claw attack of a creature one size category larger than the user.

Kamehameha (Turtle Wave Blast)

Chakra Control

Rank: 8 (S-Class); **Learn DC:** 24, 5 success; **Perform DC:** 28; **Time:** 1 attack action (see text); **Components:** C, E; **Range:** Long (30 ft. + 15 ft./2 levels); **Effect:** Ray (see text); **Area:** 30-ft. radius burst (see text); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 12 (base).

To execute infamous *Kamehameha*, a technique once created by the powerful *Kame-sennin*, the user concentrates a huge amount of Chakra to his hands and sends it forward in the shape of a shimmering ball of concentrated Chakra. When it reaches its target, assuming the ray hit, the *Kamehameha* explodes in a burst of energy that deals 8d6 points of damage, half of which is force damage and the other half sonic.

If the ray attack misses, the *Kamehameha* goes in a straight line can still explode if it hits a large enough solid surface within range, such as a wall. The explosion causes a lot of pressure and will also damage unattended objects, though it will not set fire to flammable substance.

Empower

The user may increase the damage dealt by one die at the cost of 2 additional points of Chakra, with a maximum of damage dice equal to the user's level or up to 13d6, but doing so also increases the time to perform the *Kamehameha* to a full-round action. In addition, the burst radius of the *Kamehameha* increases by 5 feet for every 2 dice of damage added.

Kami no Sabaki (God's Punishment)

Ninjutsu (requires Concentration 18 ranks and Immortal subtype) [Hidan Kinjutsu]

Rank: 10 (S-Class); **Learn DC:** 26, 7 success; **Perform DC:** 30; **Time:** 1 full-round action (see text); **Components:** C, F; **Range:** 100 feet; **Target:** One living creature; **Duration:** 10 rounds (D); **Saving Throws:** Will negate; **Chakra Cost:** 30.

To perform this technique, the user must draw or trace a seal on the ground, an action which provokes an attack of opportunity and takes 2 rounds (requires a Craft (calligraphy) check DC 20). The seal takes up the entire surface of a 5-foot square, which the user must stand on when performing the technique. The user injects one drop of blood of his target and links both of their bodies together. If the target succeeds its Will save, the seal vanishes and must be redrawn. When the technique activates and the target fails its save, the user's body darkens and the tracing of a white skeleton appears.

For as long as the user stands over the seal while the technique is in action, and the target stays within 100 feet of the user, both their bodies are linked. Any damage or healing the user takes, the subject also does. Any effect, including poison or disease, affecting the user also affect the subject, though it may make its own save, if the ability allows any, regardless whether the user is immune to said effect or not. The connection works both way, and any damage or healing the subject undergoes also affects the user, same with effects from substances, abilities, spells or techniques.

The user may, with a Small or larger weapon, provoke a massive damage save or coup de grace on himself, and consequently, the subject as long as the conditions are met, even if the user is immune to both said effects. The link is only active for as long as the user stands over the seal—it is temporarily halted if he moves, or is moved, away. After the technique expires, the seal vanishes.

Material Focus: A drop of the target's blood.

Kan Rakumugai no Jutsu (Perfect Harmless Fall Technique)

Ninjutsu (Requires Jou Rakumugai no Jutsu (t))

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 swift action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 5.

Same as *Shou Rakumugai no Jutsu*, except that the falling height is reduced by 50 feet. The cost still cannot be converted to hit points unless the user had been planning to fall.

Kanashibari no Jutsu (Body Binding Technique)

Ninjutsu [Hijutsu of All Ninja Village]

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, E, H; **Range:** Long (30 ft. + 15 ft./2 levels); **Target:** One creature (see text); **Duration:** 1 round/3 levels (maximum 5 rounds) (D); **Saving Throws:** Will negate (see text); **Chakra Cost:** 4.

This technique is used almost exclusively by ANBU of all ninja villages, in order to

paralyze one's opponent and create an opening. By sending his chakra forth onto a creature, and making it mix with its own, he is able to paralyze it for a short amount of time. The subject will freeze in place, paralyzed, standing helpless and open to all for the duration of the technique. It is still aware and, though it cannot move, can take purely mental actions, such as using techniques requiring concentration only and no movements.

The subject is allowed a save each round to negate its effect (as a full-round action that does not provoke an attack of opportunity.) A flying creature can no longer flap its wing and will fall down, and a swimmer can no longer swim and may drown.

Empower

The user may spend 4 additional chakra to target an additional creature, maximum 1 per 5 level or 5 creatures total.

Kangenzou no Jutsu (Perfect Illusion Technique)

Genjutsu (Phantasm) [Mind-Affecting]

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 26; **Chakra Cost:** 9.

This technique is the same as *Shougenzou no Jutsu*, except as mentioned above and as follow. Using this technique, the user is able to make up to 1 *minor* change per level in the area, 1 *advanced* change every 2 level or 1 *greater* change every 5 level (chose one).

A *greater* change can be of great importance, such as changing a whole room, completely concealing a trapdoor or a pit and making objects of *Large* size or smaller appear or disappear. A creature that interacts with an objects created by this technique will believe that it is real and appear to affect it, but in reality no such thing happens (a bridge will feel real, but the creature will fall through if it passes through it, just like a glass of water will appear to be refreshing but have in fact no effect.

Kankiwamaru no Jutsu (Overwhelming Emotions Technique)

Genjutsu (Compulsion) [Mind-Affecting]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 round/level (D); **Saving Throws:** Will negate; **Chakra Cost:** 4.

This harmful Genjutsu is known for exhilarating or terribly frightening effect it conjures up in the target's mind. If the target is a free spirit or in peace with itself, it will fall prone and laughing from the effects of this technique for the determined duration. A laughing character is not helpless, but can take no action. If the character is brooding or remorseful, the technique will have the opposite effect and will render the target *panicking* for the duration of this technique.

Karyuu Endan (Fire Dragon Blast)

Ninjutsu (Katon)

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 29; **Time:** 1 attack action; **Components:** E, H; **Range:** 50 feet; **Area:** Cone-shaped burst; **Duration:** Instantaneous;

Saving Throws: Reflex half; **Chakra Cost:** 8 (base; see text).

Using this technique, the user is able to breath fiery death upon his foe in the form of a deadly cone attack. Any creature caught in the area of effect suffers 5d6 points of fire damage, which may be halved with a successful Reflex save.

Empower

The user may spend an additional 1.5 points of Chakra (rounded up) to increase the intensity of the flames, and deal an additional die of damage (with a number of damage dice no greater than the user's total level or hit dice).

Mastery

With the third step of mastery, the user is able to give the attack a shape and add the Shapeable (S) component to the area of effect. He may avoid hitting square he desires within range of his *Karyuu Endan*.

Karyuudan (Fire Dragon Projectile)

Ninjutsu (Katon)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 5-ft.-wide line (S); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 8.

This mid-level *katon* has the user shoot a long stream of fire from his mouth, shaped in the form of a furious, nimble fire dragon. Any creature caught in the area of effect suffer 4d10 point of fire damage unless they succeed a Reflex save to take only half damage instead. The technique's range cannot exceed 60 feet.

Kasumi Bunshin no Jutsu (Mist Replication Technique)

Ninjutsu (Fuuton) [Amegakure Kinjutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 5 success; **Perform DC:** 21; **Time:** 1 full-round action; **Components:** C, H, F, Mas; **Range:** Personal; **Effect:** Duplicates of the user; **Duration:** 5 rounds/level (D); **Saving Throws:** None; **Chakra Cost:** 4 + 2 per additional clone (maximum 1 per 3 levels).

This technique is, in essence, very similar to *Mizu Bunshin no Jutsu* in that it creates a replica of the user out of water vapor charged with Chakra.

While the replications are not capable of sentient thought, they share a bond of sort that allows the user to communicate orders to his clones; the bond is only one way, though, and the clones cannot send orders, thoughts or images to the user. As such, the clones follow the user's instructions to the letter. A *kasumi bunshin* is its own person and if caught in a genjutsu, only the replica will be affected, and not the user and/or the whole group of clone.

The clones have 1 hit points per four levels of the user, saving throws equal to that of the user minus two, the same attack bonus as the user -5, though it may not have more than three attacks per round. It shares the user's defense as well, but does not benefit from any

equipment bonus to defense the user may have, as well as all feats, talents and special abilities (though not templates and/or bloodlines) the user may have, but does not benefit from any temporary bonuses the user may currently have (such as Shodan Kousoku or Tadayou). A *kasumi bunshin* may not stray further than 50 feet from another clone or the user. It cannot use any techniques, unlike *kage bunshin*, but is able to fly at half the user's speed with a *Clumsy* maneuverability.

Each time the clone is attacked physically, it has a 20% chance to ignore any damage dealt by the attack, unless it comes from a source that can target incorporeal creatures or deal damage other than ballistic, bludgeoning, piercing or slashing. It has a wind resistance of 5, but any contact with fire, no matter what the source, will destroy the clone immediately.

The clone is genuine and carry the very same equipment as the user except chakra-dependent items such as exploding tags or sunburst tags. Any items carried by the *kasumi bunshin* has no hardness and only half the original's hit points. Poison and mastercraft bonuses are not carried over to the clone's equipment.

Lastly, while the clone can use techniques, it cannot normally perform any activities requiring particular attention, such as sensing chakra, setting off an exploding tag or carrying a serious conversation. Once the clone reaches 0 hit points, strays too far from another clone or the user or the duration expires, it returns to nothingness.

While the user can freely replace any clones lost by using this technique more than once, he cannot control a number greater of clone than the specified maximum. He can also chose to dissipate a single clone (or more) of his choice rather than the whole group. He also cannot control any other sort of clone while using this technique (including simple *Bunshins* or *Kage Bunshins*). A simple usage of this technique without adding to the cost (4) creates one *kasumi bunshin*.

A creature that can *see through chakra* will be able to take note that the body is in fact mist and chakra and will be able to tell the clone from the original.

Mastery

Mastery in this technique allows the clone to fly at the user's standard speed with a *Poor* maneuverability.

Material Focus: A nearby 5-foot square filled with mist for every clone created.

Kasumi Enbu no Jutsu (Blazing Mist Technique)

Ninjutsu (Katon)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** H; **Area:** Cloud spreads 30-feet-radius from the user's location, 10-ft. high; **Duration:** Instantaneous; **Saving Throws:** None (see text); **Chakra Cost:** 6.

This technique doesn't so much create fire as it greatly increase the flame of already existing fire source. Any fire source caught in the cone-shaped area of effect suddenly bursts and expands, burning creatures caught in its radius unless they succeed a Reflex

save (DC 15) to take only half damage. It will also damage and set unattended objects on fire. See below for the different size of fire source.

- Small (candle, torch): The small fire source expands and burns creatures and objects in a 5-foot radius from its location for 2d4 point of fire damage.

- Medium (campfire, grill): The fire source explodes and burns creatures and objects for 3d6 point of fire damage in a 10-foot radius of its position.

- Large (burning old tree): The fire fills a 15-foot radius burst and burns creatures and objects caught in it for 3d10 point of fire damage.

- Huge (burning house or larger): A large explosion fills a 30-foot radius and burns creatures caught in it for 5d8 point of fire damage.

Katakiuchi no Arashi (Storm of Vengeance)

Ninjutsu (Fuuton; Requires Epic Technique - Katakiuchi no Arashi (f)) [Lost Kinjutsu]

Rank: 18 (Epic); **Learn DC:** 43, 10 success; **Perform DC:** 48; **Time:** 1 full-round action; **Components:** C, H, P, Mas; **Range:** 40 feet/level; **Effect:** 400-ft. radius storm cloud; **Duration:** Concentration (up to 10 rounds); **Saving Throws:** See text; **Chakra Cost:** 80.

This technique was created a long time ago by a spy made Kage in a village long since forgotten. He bore such a grudge against the village that, even long after his master had been captured and killed, he rebelled against his people and decimated his own nation with this very technique. Eventually, the spy was caught and executed, his remains, as well as his technique, sealed deep within the bowels of the earth.

The target area must be within sight. The user conjures a gigantic black storm cloud tainted with his Chakra to rain down vengeance upon his enemies. Each creature beneath the cloud must succeed on a Fortitude save or be deafened for 1d4×10 minutes. If the user does not maintain concentration on the technique after performing it, it ends and he suffers no ill effects. If he concentrates on the technique for more than one round, the user must succeed a Fortitude save (DC equal to that of his technique) to avoid falling unconscious for 1d4 days. If the save is successful, the creature becomes Exhausted for 1d4 days instead. The effects for each round of concentration are described below.

2nd Round: Aid rains down in the area, dealing 1d8 points of acid damage (no save).

3rd Round: The user calls down 1 lightning bolt every 4 levels (maximum 8). Each bolt counts as a 10-ft. radius, 100-ft. high cylinder, and no two bolts can strike the same area. Each bolt deals 10d6 points of electricity damage to any creature it strikes. A creature struck can attempt a Reflex save for half damage.

4th Round: Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save).

5th through 9th Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by

three-quarters. Ranged attacks within the area of the storm are impossible. Techniques performed within the area are disrupted unless the character succeeds on a Concentration check against a DC equal to the storm of vengeance's save DC + the rank of the technique the character is trying to use.

10th Round: The mist clears and the cloud disperses and all appears to be well, until dark energy rushes down from the cloud and inflicts a deadly plague upon anyone who was still beneath it. The diseases' infection method is *contact*, the initial DC to avoid contracting the disease is equal to that of the technique's, while afterward the DC is 16. The incubation period is 1 week, the initial damage is 1d2 Con, Paralysis 1d6+1 days, and the secondary damage is 1 Con, 1 Int.

Mastery

Every step of mastery in this technique increases the cloud's radius by 50 feet.

Katawa Haijin no Jutsu (Crippling Frostbite Technique)

Ninjutsu (Hyouton)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One living creature; **Duration:** 1 round/level; **Saving Throws:** Fortitude negate; **Chakra Cost:** 6.

To execute this technique, the temperature around the target must be below 32 degree Fahrenheit (0 Celsius). Using this technique, the user is able to paralyze the target's limb by concentrating the cold air around it, thus creating an instant frostbite. The user may chose to target either the victim's arms or legs.

Arms: When a frostbite affects a target's arm, it gets a -2 penalty to Strength and Dexterity as the limb becomes unusable, meaning it cannot wield a hand-held weapon with that arm. In addition to that, it suffers a -2 penalty to skill and grapple checks as well as the inability to use techniques that requires hand seals unless he has the ability to turn them into half seals. If both arms are caught (technique was used twice), the penalties stated above stack and the target can no longer perform techniques requiring hand seals, unless he can also discard the hand seals component fully.

Legs: When a creature's leg is targeted, its movement speed is halved. If both legs are affected by the technique, the creature's movement are reduced to one quarter its normal and it falls prone until the condition ends. If a creature has more than 2 legs, unless it is a quadruped, it will be unaffected until 2 or less remains.

Katou Shin Fuiin (Lesser Soul Seal)

Ninjutsu (Sealing) [Kinjutsu of All Ninja Villages]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform DC:** 39; **Time:** 1 minute; **Components:** C, H, X, F, XP; **Range:** 5 feet; **Target:** One immobilized or helpless creature; **Duration:** Permanent; **Saving Throws:** Will negate; **Chakra Cost:** 30.

With this fearsome technique, the user seals the target's soul into an object that represents it well. To properly use this technique, the target must still be conscious and its Chakra Pool and Hit Points must be at least 80% full. Upon completion of this technique, should the subject have failed the save, the soul will be sealed in the object and the subject will

die. As the soul is no longer in the body or free to roam anywhere, resurrection by any means, such as Souzou Saisei or Edo Tensei is made ineffective.

XP Cost: 10,000 XP.

Material Focus: An object that represents the subject well.

Expendable Component: Some of the user's blood. Scribing the seals requires a Craft (calligraphy) check (DC 23) to be made, not necessarily by the user, and takes 1 round. If the check was failed, the sealing process will fail without the user noticing until the end.

Katsutai no Jutsu (Slippery Body Technique)

Ninjutsu (Suiton)

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform DC:** 12; **Time:** 1 move-equivalent action; **Components:** S; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 2.

Using this technique, the user creates a fine layer of his body fluids with his Chakra, effectively surrounding him and making him slippery to the touch for a short while. For the duration of the technique, the user will gain a +4 bonus to Escape Artist or Dexterity checks to escape bounds, as well as a +4 bonus to grapple checks to resist grapples or to break free of a grapple.

Kawa no Yoroi (Skin Armor)

Chakra Control (Body)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 3.

With his basic *chakra control* technique, the user is able to force chakra through the pores of his skin in order to harden it and form an armor. For the duration of the technique, the user gains a +1 natural armor bonus to defense.

Kawarimi no Jutsu (Body Substitution Technique)

Ninjutsu

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform DC:** 12; **Time:** 1 move-equivalent action or 1 instant action; **Components:** H, M, Mas; **Range:** Personal; **Target:** You; **Duration:** 3 rounds (D) or Instantaneous (see text); **Saving Throws:** None; **Chakra Cost:** 1.

The user substitutes himself with another object of approximate size that he can lift with his carrying capacity, found in his general area. This allows him to effectively replace himself with a chakra construct and use this technique to either create a *Diversion* or *Avoid an Attack*.

The construct left behind is a fair likeness of the user and can pass inspection at first glance (Spot check DC 10 required to tell that the construct is a fake).

Diversion: The user replaces himself with a construct that appears in his square, while he

may move up to 30 feet away or his current land speed (whichever is shorter). The construct can follow a single, simple command that may be any single of the following: *Stay still, run, walk, eat, sleep, swim, and jump.*

The construct will follow the command for up to 3 rounds, until dismissed or it comes in contact with a physical object of any kind, no matter how light. The replacement cannot spring a trap unless the object used can potentially do so (ie, a log might trigger a pressure plate trap).

The replacement does not evade, dodge, block, and is not capable of sentient thought, nor is it capable of performing any activity beyond its given command. It is completely non-responsive and cannot be altered after being created, and is likely to act in an uncharacteristic way that will make the deception obvious to anyone interacting with it.

When creating the diversion, the user can make a Hide check if he moves out of line of sight unless closely observed while doing so. He may hide without penalty as long as he has sufficient cover.

A creature that can See Chakra or See Through Chakra can make a Spot check (DC 10) to notice a strange pattern of Chakra over the construct, which will in turn enable it to make a Ninjutsu check (DC 16) to identify the construct as being a replacement.

Avoiding an Attack: The user performs Kawarimi as an instant action before an enemy attack roll (melee or ranged attack, touch attack, or grapple attempt) targeting him specifically. To do so, the user cannot be flat-footed or denied his Dexterity bonus to defense.

Avoiding an attack costs 1 point of Chakra that can't be converted, and can be done up to 1 time per day. The attack avoided must be from a creature with equal or less hit dice than the user, or 1 (whichever is lower). The user cannot avoid an attack if he is immobilized in any way.

To avoid the attack, the user must make a Perform check (as per Kawarimi no Jutsu, mastery counts) opposed to the opponent's attack roll (add 5 if the attack roll is a Chakra Control, Genjutsu or Ninjutsu effect, a natural 20 or a confirmed critical), minimum 15. Success means that the user replaces himself with a construct (as per Diversion above) that is immediately destroyed.

Avoiding an attack must be declared before knowing the result of the attack roll. Failure means that the chakra spent trying to avoid the attack is wasted, and the technique fails.

If performed with only one hand free, the user suffers a -5 penalty to his perform check. If performed with no hands free, the penalty increases to -15. An opponent can choose to lower the value of its ECL for the purpose of allowing an opponent to evade the attack in this manner, but not increase it.

Each use of *Avoiding an Attack* stacks with all other techniques with effects that allow

you to Avoid an Attack, such as Hijou Kwarimi no Jutsu or Shundou.

Mastery

Every step of mastery after the first allows the technique to be used an additional time per day, up to 5/day.

The first step of mastery allows the user to avoid an attack of up to his ECL or 5, whichever is lower.

The second step of mastery allows the user to increase the cost to 2 when avoiding an attack, to avoid an attack of up to his ECL or 10, whichever is lower.

The third step of mastery allows the user to increase the cost to 3 when avoiding an attack, to avoid an attack of up to his ECL or 15, whichever is lower.

The fourth step of mastery allows the user to increase the cost to 4 when avoiding an attack, to avoid an attack of up to his ECL or 20, whichever is lower.

The fifth step of mastery allows the user to increase the cost to 5 when avoiding an attack, to avoid an attack of up to his ECL or 25, whichever is lower.

Kayou Yuugyou (Swimming Like A Fish In Water)

Chakra Control (Body)

Rank: 5 (D-Class); **Learn DC:** 17, 1 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 4.

Using this technique, the user can swim at half his speed as a move-action or his standard movement rate as a full-round action, while the DC for the check is reduced by 5. A character does not need to make a swim check when using this technique in *Calm waters*.

Kaze no Kogoe (Whispering Wind)

Ninjutsu (Fuuton)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 full-round action; **Components:** C, H (see text); **Range:** 20 feet/level; **Area:** 10-ft. radius spread; **Duration:** 1 minute/level or until discharged (destination is reached); **Saving Throws:** None; **Chakra Cost:** 6.

This technique was used in wars by messengers and scouts to pass around reports using wind and Chakra as a medium. The wind travels to a specific location within range that is familiar to the user, provided that it can find a way to the location. The wind is felt as a gentle breeze and unnoticed until it reaches the location, at which points it delivers a whisper-quiet message or sound, which must be spoken by the user when performing the technique. The message is delivered regardless of whether there is someone present to hear it or not.

The wind can carry a message no more than twenty-five words or other sounds for 1 round, such as another person speaking (again, maximum of 25 words and the user does not need to speak the message) as long as it is within 15 feet. The wind may also be felt as a faint stirring of the air rather than deliver a message, depending on the user's wishes. The wind may travel as slow as 1 feet per minute, or as fast as 20 feet per round, and only if the user is conscious. Should the user lose consciousness, have his Chakra Pool

reduced to 0 or die before the wind reaches its destination, the chakra will vanish and the technique fails.

Kaze no Yaiba (Blade of the Wind)

Ninjutsu (Fuuton)

Rank: 9 (S-Class); **Learn DC:** 25, 5 success; **Perform DC:** 29; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Effect:** Creates a sword of air; **Duration:** 1 round/level (D); **Saving Throws:** No; **Chakra Cost:** 14.

Using this technique, the user is able to solidify air in his grasp, allowing him to form a sword of air. The blade is immaterial and cannot be disarmed. It deals 1d6 points of wind damage, +1 per 4 levels of the user (maximum 1d6+5) and is wielded as a chisa-gatana. It scores a critical hit on a natural roll of 18 to 20, and deals double damage. Since the weapon is immaterial, the user does not apply his Strength modifier to damage. When defending against the air wave blade, a creature loses its dexterity bonus to defense unless it can *See Chakra* or *See Through Chakra*.

Kazeboe (Howling Winds)

Ninjutsu (Fuuton)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 7.

The user sends an ear-splitting blast of wind that deafens and damage creatures in its path. Any creature within the area of effect must make a Fortitude save to avoid being deafened for 1d4+1 rounds and suffers 2d6 points of damage, half of which is sonic, the other half wind (a successful save halves the damage). Any exposed brittle or crystalline object takes 1d6 points of damage per level of the user. Creatures holding fragile objects can negate damage to them with successful Reflex saves.

Kazegama no Jutsu (Wind Scythe Technique)

Ninjutsu (Fuuton)

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform DC:** 12; **Time:** 1 attack action; **Components:** E, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 5-ft wide to close range; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 2 (base; see text).

This basic Fuuton technique sends Chakra through the air in a straight line. It reaches out to Close range (up to a maximum of 30 feet), and every creatures that gets caught in it suffers 1d8 points of wind damage. The line begins at the user.

Empower

The user may spend 1 point of chakra to increase the damage by +1 (maximum 1d8+5).

Keikai Butsu (Nimble Strike)

Taijutsu (Martial Arts)

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform DC:** 12; **Time:** 1 attack action;

Components: M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

By focusing his efforts in one fluid strike, the user is able to make a single attack with enhanced efficiency. Using this technique, the user makes a single melee attack against an opponent, to which he receives a +1 bonus to his attack roll. In addition, if the user so wishes, the attack roll made using this technique can be modified by Dexterity instead of Strength.

Keiren no Jutsu (Cramp Technique)

Ninjutsu (Raiton)

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform DC:** 14; **Time:** 1 attack action; **Components:** S; **Range:** Melee Touch; **Target:** One living creature; **Duration:** See text; **Saving Throws:** Fortitude negate; **Chakra Cost:** 3.

The target must make a Fortitude save to avoid suffering the effects of the technique. On a failed save, the target is knocked prone and will be unable to run or charge and will only be able to move at half its normal movement speed for 1 round afterwards. This effect can be delayed for up to 3 rounds, and will happen on the user's turn.

Kekkai no In (Barrier Seal)

Ninjutsu (Sealing; Advanced Seal)

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform DC:** 24; **Time:** 1 full-round action; **Components:** H, F; **Range:** 5 feet; **Effect:** Wall whose surface is up to one 10-ft. square; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 12.

Using this technique, the user creates an invisible and indestructible wall of chakra that cannot be moved, damaged or altered. It does not let any creature or object through and will grant cover, but not concealment. It blocks both material and ethereal objects and creatures, but can be bypassed easily by some technique, such as *Shunshin no Jutsu* or *Jigen Ugoku no Jutsu*. Gaze attacks can easily pierce through a *barrier seal*. The barrier is a flat vertical or horizontal plane whose area cannot be greater than one 10-foot square. It must be continuous and unbroken when created; if the surface is occupied by any creature or object, the wall's radius will shrink. The barrier can be used to stand on in midair without problem.

As it appear, the barrier is merely a seal floating in midair on the user's side of the wall. The technique is instantly dispelled if the seal is moved, removed or destroyed.

Material Focus: One advanced seal.

Kenjutsu Kessen Ougi - Senmeiken (Sword Art Absolute Fighting Skill - Blurring Sword)

Taijutsu (Martial Arts; Requires Kenjutsu Ougi - Iaido (5) and Nidan Kousoku (t))

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 full-attack action; **Components:** M, F; **Range:** Melee; **Target:** Adjacent creatures; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 14.

To properly use the technique, the user must be moving at Speed Rank 2 or higher. Upon completion of this technique, the user makes a melee attack with his sheathed weapon against any, or all, adjacent creature at his highest attack bonus. The attack gains a kawarimi defense 2 and, if it hits, deals 1d4 points of damage per two levels of the user, up to 10d4, plus the user's strength modifier. Upon completion of the technique, the user's weapon can be either sheathed, or unsheathed, depending on his wish. This technique was the signature technique of a wandering assassin during the second great war, and was popularized by various swordsmen who sought greatness as he did.

Material Focus: A piercing or slashing weapon with a solid sheath that is no larger than the user's size category, and no smaller than one size categories below the user, or a katana.

Kenjutsu Ougi: Dachi - Jigen Ryu (Sword Art Secret Technique: Stance - Jigen Ryu)

Taijutsu (Stance; Requires Power Attack (f) or BAB +6 and Taijutsu 12 ranks)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 swift action; **Components:** C, M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 3.

In this stance, the user is only able to make a single attack per round, regardless of the abilities he may have. He may take no attacks of opportunity, nor use another technique that would allow him to make a melee attack against any creature in the same round.

Should the attack be made as an attack action, he gains a +2 bonus to damage rolls if it hits. If the attack was taken as a full-attack action, he gains a +2 bonus to attack and damage rolls for every 5 points of his base attack bonus, up to +8 with a base attack bonus of +20. This attack can be taken as part of a charge, though no additional bonuses are granted.

If the attack missed, the user provokes an attack of opportunity against the creature he targeted. The user may choose to take a normal attack action while this stance is active, but must declare doing so before his next turn.

Mastery

With the third step of mastery in this technique, the Jigen Ryu attack gains a Kawarimi Defense of 1 per 10 points of the user's base attack bonus.

Kenjutsu Ougi - Battoujutsu (Sword Art Secret Technique - Art of Quickdraw)

Taijutsu (Stance; Requires in Kenjutsu Ougi - Iaido (5), Base Attack Bonus +6)

Rank: 9 (B-Class); **Learn DC:** 23, 3 success; **Perform DC:** 24; **Time:** 1 swift action; **Components:** F, M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 4.

This stance is result of intense training that signifies utmost mastery in the art of

quickdraw. This stance allows for a series of lightning quick slashes designed to pierce through the opponent's guard and kill without them realizing. To initiate a *Battoujutsu* attack sequence, the user's weapon must be sheathed. It is then removed from its sheath to perform the first attack, on which the user deals an additional die of damage.

The remaining attacks are then performed normally, and the user may return the weapon to its sheath as a free action. It should be noted that on all attacks made using this stance, needs both hand (one holding the sheath, the other holding the sword), cannot fight with standard two-weapon fighting, and cannot hold his weapon with both hand, but the user's Kowarimi Defense increases by 1.

Material Focus: A piercing or slashing weapon with a solid sheath that is no larger than the user's size category, and no smaller than two size categories below the user, or a katana.

Kenjutsu Ougi - Iaido (Sword Art Secret Technique - Iaido)

Taijutsu (Martial Arts)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 attack action; **Components:** F, M; **Range:** Melee Attack; **Target:** One 5-ft. square; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

To properly use this technique, the user must meet a few requirements: his sword must be a standard slashing or piercing of the same size category as he, or a katana, and it must not be drawn. Using both speed and the momentum of this attack, the user slashes forward in an attempt to achieve a quick kill. The attack targets a whole 5-foot square instead of a single creature, but will leave the user open to attacks once executed. The attack gains a +2 bonus to attack and damage rolls, but the user will suffer a -2 penalty to Defense afterward until his next turn. This attack can be used as part of a charge, and though the user cannot convert the Chakra Cost to hit points using this method, he will not suffer a penalty to defense in this manner. The user adds 1.5 times his Strength bonus to damage as though he had wielded his weapon with two hands. This technique cannot be used if the user is prone. At the end of the technique, the user's katana will be unsheathed.

Material Focus: A piercing or slashing weapon with a solid sheath that is no larger than the user's size category, and no smaller than two size categories below the user, or a katana.

Kenjutsu Ougi - Iainuki (Sword Art Secret Technique - Iainuki)

Taijutsu (Martial Arts)

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 attack action; **Components:** F, M; **Range:** Melee Attack; **Target:** One 5-ft. square; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

This technique follows the same rules and requirement as *Kenjutsu Ougi - Iaido* does, except that it cannot be used as part of a charge, but can be used when prone and the user suffers no penalty while making the attack. At the end of the technique, the user's katana will be unsheathed.

Material Focus: A piercing or slashing weapon with a solid sheath that is no larger than

the user's size category, and no smaller than two size categories below the user, or a katana.

Kenjutsu Ougi - Kiritsuki (Sword Art Secret Technique - Cut and Thrust)

Taijutsu (Martial Arts)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 full-attack action; **Components:** F, M; **Range:** Charge; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

Using this technique, the user executes a standard charge which, if the attack is successful, grants him a free Bull Rush attempt without provoking an attack of opportunity.

Material Focus: The user's sword.

Kenjutsu Ougi - Maken (Sword Art Secret Technique - Demonic Sword)

Taijutsu (Martial Arts; Requires Evil Allegiance)

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 attack action; **Components:** F, M; **Range:** Melee Attack; **Target:** One 5-ft. square; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude partial; **Chakra Cost:** 8.

The sister technique of *Shinken*, the *Maken* was developed using its creator's killing intent during ages long past. This technique is as beautiful as it is painful to one who falls prey to the user's blade, and is even considered taboo in most *Kenjutsu* dojo. The user's sword must be first-rate, as should his skills, to properly execute this technique. Using all his built-up aggression and frustration, the user bursts forward and strikes a key point on his enemy's body. He makes a single attack with his katana against the target; the attack deals normal damage and ignores any type of damage reduction. In addition, unless the target succeeds a Fortitude save, it will bleed for 1d4 points of damage each round for 1d4+2 rounds afterwards or until a successful Treat Injury check (DC 25) is performed on him, or has one or more hit points restored by a *medical* technique. This technique was created because the user was envious of his rival, who could flawlessly execute *Shinken*. If the katana wasn't a *mastercraft* (at least +2) katana, the technique can still be used but the weapon will be destroyed beyond repair afterward.

Material Focus: The user's mastercraft (at least +2) double katana, chisa-gatana, kodachi, katana or large katana.

Kenjutsu Ougi - Nagetsuki (Sword Art Secret Technique - Thrust and Throw)

Taijutsu (Martial Arts; Requires Kenjutsu Ougi - Kiritsuki (t))

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform DC:** 19; **Time:** 1 full-attack action; **Components:** F, M; **Range:** Charge; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

Using this technique, the user executes a standard charge which, if the attack is successful, deals an additional 1d4 points of damage per 2 levels of the user (maximum 5d4) of the appropriate type, and throws the target back 1d4x5 feet and knocks it prone. If

the target is larger than the user in size category, it still suffers additional damage but is not knocked back, nor prone.

Material Focus: The user's sword.

Kenjutsu Ougi - Shinken (Sword Art Secret Technique - Divine Sword)

Taijutsu (Martial Arts; Requires 3 or more Kenjutsu Ougi Techniques)

Rank: 12 (S-Class); **Learn DC:** 28, 5 success; **Perform DC:** 32; **Time:** 1 attack action; **Components:** F, M; **Range:** Melee Attack (see text); **Target:** One creature; **Duration:** Instantaneous (see text); **Saving Throws:** None (see text); **Chakra Cost:** 6.

Not only does this technique demand that the user has flawless mastery of his sword, he must also wield a first-rate *katana* to properly execute this technique. Kenjutsu at its finest, *Shinken* is a truly beautiful and eye-catching technique using the very basics of Kenjutsu taught to every serious practitioner of the art. The user seems to move in slow-motion, his blurry form executing fluid and precise movements as he brings his sword down upon his enemy. At the very moment, his speed increases drastically for an instant and then the user strikes.

The user makes a single katana attack against which the defender loses his dexterity bonus to defense (if any). The attack deals no damage and has no effects whatsoever until 1d4+1 rounds later on the user's turn, where it deals standard damage plus 3d6 plus 1 point per level of the user (maximum 3d6+15) and always provokes a massive damage save, regardless of the damage dealt; in addition, the attack bypasses any sort of damage reduction.

The attack brings absolutely no pain to the defender, even as it tears through his flesh and possibly even killing him. The *Shinken* will bring its target down gently, merciful even in death. This technique demands the user to be completely at peace with himself and absolutely cannot be used for *evil* purpose (such as revenge or merely to enjoy another's death, though it is left to the GM's decision). If the katana wasn't a *mastercraft* (at least +2) katana, the technique can still be used but the weapon will be destroyed beyond repair afterward.

This technique can be used as part of a charge, which he can complete the movement even after having struck his opponent without provoking an attack of opportunity against him. In doing so, the technique is performed during a full-round action and the user cannot convert Chakra Cost to hit points.

Material Focus: The user's mastercraft (at least +2) double katana, kodachi, chisa-gatana, katana or large katana.

Kenjutsu Ougi - Shiryuuga (Sword Art Secret Technique - Piercing Dragon Fang)

Taijutsu (Martial Arts)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** C, M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

With this technique, the user is able to create the idea that the attack comes from a different point than it really does. While its roots are based in Kenjutsu, the user can execute this technique with any kind of weapon (or lack thereof). Upon completion, the user makes a melee attack with a weapon of his choice (unarmed attacks and grapple count) with a +2 bonus to attack and damage rolls and his Kowarimi Defense increase by 1 per 7 levels (maximum 3) for the purpose of defending against this attack.

Kenjutsu Ougi - Tenken (Sword Art Secret Technique - Heavenly Blade)

Taijutsu (Stance)

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 29; **Time:** 1 full-round action; **Components:** C, M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 6.

It is said that true mastery of one's sword comes from enlightenment. To achieve this enlightenment, the user closes his eyes and embraces the flow of combat, letting his other senses guide him. For the duration of this technique, the user gains a *blindsense* that extends to 1 foot per level (rounded to the nearest 5-foot unit). The user no longer needs to make a Spot or Listen checks to notice and locate creatures within his *blindsense* and gains a +3 insight bonus to Defense against them, as well as immunity to *doujutsu* and gaze attacks and any effect a blind creature is immune to. Any opponent beyond that range have total concealment (50% miss chance) against the user, and he loses his Dexterity bonus to defense (if any) against their attacks.

Kenjutsu Ougi - Tsuki (Sword Art Secret Technique - Thrust)

Taijutsu (Martial Arts)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** F, M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

The user makes a single attack with his sword against a creature and benefits from a +1 critical range increment for this attack. This increase does not stack with other non-permanent critical range increment.

Material Focus: The user's sword.

Kenjutsu Ougi - Zankenteki (Sword Art Secret Technique - Hand Cutter)

Taijutsu (Martial Arts; Requires Kenjutsu Ougi - Iaido (3))

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 full-attack action; **Components:** M, F; **Range:** Melee; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 6.

Using this technique, the user performs an *Iaido* attack with such precision that it may cost the enemy a limb. If the attack hits, it deals 1d6 points of damage of the appropriate type per 2 levels of the user (maximum 4d6) plus his Strength modifier and any bonus to damage the weapon may have, or the user has with that weapon. If the attack hits, the target must make a Fortitude save to avoid taking 1d4 points of temporary Dexterity damage. The target gets a cumulative +2 bonus to its saving throw to avoid taking

Dexterity damage if this technique was used more than once in a 24 hours period; the bonus increases by 2 every time. On a critical hit, only the user's Strength modifier is multiplied.

Material Focus: A piercing or slashing weapon with a solid sheath that is no larger than the user's size category, and no smaller than two size categories below the user, or a katana.

Kensei no Jutsu (Diversion Technique)

Genjutsu (Compulsion) [Mind-Affecting]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 move-equivalent action; **Components:** C; **Range:** Melee; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

Using this technique, the user is able to make a feint attempt as a move-equivalent action as part of this technique, against one creature he is engaged in melee with. Performing this technique in a threatened area does not provoke an attack of opportunity.

Kensei no Waza (Method of Diversion)

Taijutsu (Martial Arts; requires 1 Stance technique)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 instant action; **Components:** M, Mas; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

This technique takes many forms in many styles and stances. The basic principle is to show an opponent an opening—a feint—and take advantage of an opening created as the opponent's attack is parried.

This technique must be applied to a single stance, and may only be used when in that stance, though it can be learned multiple times for an additional stance with a +2 competence bonus. Each step of mastery in this technique apply to the individual stance it was learned with, and must be re-mastered with every new stance.

The user provokes an attack of opportunity against the subject. If the subject takes the attack of opportunity, the user gains a +2 circumstance bonus to Defense against it, and if the subject misses, the user gains an attack of opportunity against the subject. Both the subject's attack of opportunity and the user's own count against their respective maximum in a round.

Mastery

Each step of mastery lowers the effective armor check penalty of the user by 1 when determining chance of failure to perform this technique.

The first, third and fifth step of mastery in this technique increases the circumstance bonus to defense against the attack of opportunity by +1.

Kensoku Ougi - Iaiken (Swift Fists Secret Technique - Undodgable Fist)

Taijutsu (Martial Arts; Requires Shodan Kousoku (t))

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** M, Mas; **Range:** Melee Reach, plus 5 feet; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 4.

To properly use this technique, the user must be wearing a set of clothing or pants with pockets or suffer a -8 penalty to his perform checks for the purpose of this technique otherwise. The user may make a single unarmed melee attack against any creature within range, to which he gains a +2 bonus to attack rolls. If the attack hits, the user deals an additional 1d4 points of damage of the appropriate type every 3 levels of the user (maximum 4d4, not multiplied on a critical hit) in addition to his normal unarmed damage. If the user exceeded the target's defense by more than 10 with his attack, or scored a critical, the attack provokes a massive damage save as though it was provoked by an attack that dealt non-lethal damage. The user does not appear to have moved at all, and a Spot check opposed to the user's attack roll must be made to even detect the movement.

Mastery

Should this technique be mastered, the reach bonus increases by 5 feet. The target does not lose its dexterity bonus against the attack.

Kensoku Ougi - Iaisouken (Swift Fists Secret Technique - Two Undodgable Fists)

Taijutsu (Stance; Requires Shodan Kousoku (3) and Kensoku Ougi - Iaiken (3))

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 swift action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None (see text); **Chakra Cost:** 10.

The user, when entering this stance, is able to turn all attack he makes in one round into *Iaiken* attacks, assuming he meets the conditions to use the technique (see *Kensoku Ougi - Iaiken*). The reach bonus from mastery does not apply, and the additional damage is 1d4 every 5 levels (maximum 3d4), and he receives no bonus to attack rolls, but he may still provoke non-lethal massive damage saves from beating the target's defense by 10 or more, or scoring a critical. The user does not appear to have moved, and a Spot check opposed to his attack rolls is in order to detect the movement. The targets do not lose their Dexterity bonus to defense against the user's attacks.

Kensoku Ougi - Shin Iaiken (Swift Fists Secret Technique - True Undodgable Fist)

Taijutsu (Martial Arts; Requires Nidan Kousoku (3) and Kensoku Ougi - Iaiken (5))

[Lost Hijutsu]

Rank: 9 (A-Class); **Learn DC:** 24, 5 success; **Perform DC:** 29; **Time:** 1 attack action; **Components:** M, Mas; **Range:** Melee Reach, plus 10 feet; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 12.

With the same conditions as *Kensoku Ougi - Iaiken*, the user makes a single unarmed attack against any creature within his melee reach plus 10 feet, to which he gains a +4

bonus to attack roll. The attack deals normal damage, plus an additional 1d6 points of damage of the appropriate type every 2 levels (maximum 10d6, not multiplied on a critical hit) if it hits and the target must succeed a Fortitude save to avoid being knocked 1d6x5 feet into the air. The attack always provokes a non-lethal massive damage save. If the target does not succeed a Spot check opposed to the user's attack roll, it loses its Dexterity bonus to Defense against the attack.

Mastery

Should this technique be mastered to the fifth step, the reach bonus increases by 10 feet.

Kensoku Ougi - Shunshin Rendan (Swift Fists Secret Skill - Body Flicker Combo)

Taijutsu (Martial Arts; Requires Hirameku (t), Sandan Kousoku (t), BAB +11 and Taijutsu 15 ranks)

Rank: 9 (S-Class); **Learn DC:** 25, 5 success; **Perform DC:** 29; **Time:** 1 full-attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Targets:** One primary target, plus one secondary target every 2 levels (each of which must be within 20 feet of each other); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 16.

This technique, while little more than a combo of quick movements and strikes, requires both great speed and extreme mastery of the physical arts. Between the primary and secondary target, the user moves as though he used shunpo, and therefore may spring traps and leave footprints. The user must succeed an attack roll against every creature, with an implied and cumulative -2 penalty per secondary target after the first (up to -10). If the attacks hit, the primary target will suffer 8d6 points of damage, and each secondary target will suffer half that. The damage type depends on the weapon held in the user's main hand, and is affected by damage reduction and resistance. The user may choose to affect fewer secondary targets than his maximum. When the technique ends, the user will return to his starting point and will not appear to have moved. The attacks cannot strike critical hits.

Mastery

With the first step of mastery in this technique, the user is able to deal non-lethal damage by taking a -4 penalty to attack rolls and perform checks, assuming his weapon allows it. This penalty is added to the usual -2 per secondary target, and is therefore not counted as the same.

Ketsukai Houjin (Joint Seal Square Bind)

Ninjutsu (Sealing)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 full-round action; **Components:** C, H, X; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 10-ft.-square; **Duration:** Permanent (or until discharged); **Saving Throws:** Reflex half; **Chakra Cost:** 4.

Using this technique, the user places around exploding tags using his Chakra in such a way that once disturbed, it will explode, laying waste to any creature unfortunate enough

to find itself in the nearby area. The area targeted by this technique becomes permanently the equivalent of a *CR3 Exploding Tag Trap*.

Expendable Components: Six exploding tags.

Ketsumei no Tsurugi (Sword of Blood Oath)

Ninjutsu (Sealing) [Lost Hijutsu]

Rank: 8 (S-Class); **Learn DC:** 24, 6 success; **Perform DC:** 28; **Time:** 10 minutes per seal slot; **Components:** C, H, P, X; **Range:** Touch; **Target:** One willing creature; **Duration:** Permanent; **Saving Throws:** None; **Chakra Cost:** 8 per seal slot.

This technique is one of the *Hidden Steel's* secret technique and represents the spirit of a warrior to its very core. It is the very equivalent to signing a blood pact with one's weapon, for the targeted creature seals the weapon in his own body. The technique occupies one seal slot per size category of the weapon, Small size or smaller being one, Medium-sized being two, Large 3 and so on.

Once the technique is completed, the weapon, which must be held by the subject, merges with the subject and the seals appear on his body (see above). The subject will immediately suffer 3 points of temporary Strength damage per seal slot occupied by the weapon.

To call upon the weapon, the subject must simply smear some blood over the seal and mold Chakra, which takes from a free action to a full minute depending on the location of the seal. He can dismiss the weapon anytime as a free action, and in doing so will have it vanish into a puff of smoke. The same goes if the weapon is destroyed or is no longer within 1 mile of the user. In both the latter cases, the weapon will not be available for summoning for 1 hour.

Should the seal be broken or if the subject were to die, the weapon will reappear in pieces, destroyed beyond repair, besides the subject. Refer to the table below to determine how many seal slots, and what the Craft (calligraphy) DC for the seals is.

Size Category	Seal Slots	Craft (calligraphy) DC
Small or smaller	1	12
Medium-sized	2	16
Large	3	20
Huge	4	24
Gargantuan	5	28
Colossal	6	32

All the properties of the weapon, weapon seals and mastercraft bonuses, are carried over during the sealing and summoning processes.

Each size category over Medium-size decreases the amount of seal slots taken by a sealed weapon by 1 (minimum 1).

Expendable Components: The weapon and some of the subject's blood to craft the seals. The Craft (calligraphy) DC varies according to the size of the weapon sealed, and if the process is failed, the user will not notice until the technique is finished. No ill effects are encountered in case of failure, but the weapon has a 10% chance of breaking if the check failed on a natural roll of 1, despite there not usually being critical failures on skill

checks.

Ketsuyoujutsu - Anshi (Blood Sorcery - Night Vision)

Ninjutsu (Requires Blood Mage (f)) [Lost Kinjutsu]

Rank: 4 (C-Class); **Learn DC:** 17, 4 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** S, F; **Range:** Personal; **Target:** You; **Duration:** 10 minutes/level (D); **Saving Throws:** None; **Chakra Cost:** 4.

The user carves glowing runes into his flesh. For the duration of this technique, the user gains a Darkvision 60 feet. Darkvision is black and white only, but otherwise functions as normal vision.

This technique requires 1 seal slot to be empty on the user's body, and the user deals himself 2 points of damage while performing this technique, dealt even on a failed attempt.

Material Focus: A dagger of power used to carve the seals.

Ketsuyoujutsu - Eibin (Blood Sorcery - Acuity)

Ninjutsu (Requires Blood Mage (f) and any 4 Ketsuyoujutsu technique) [Lost Kinjutsu]

Rank: 5 (C-Class); **Learn DC:** 18, 4 success; **Perform DC:** 18; **Time:** 3 rounds; **Components:** C, S, F, E; **Range:** Personal; **Target:** You; **Duration:** Until discharged (D); **Saving Throws:** None; **Chakra Cost:** 4.

The user carves glowing runes into his flesh. This seal becomes dormant until activated as an instant action. When activated, the seal grants a +2 competence bonus to a Will save, a +2 competence bonus to opposed level checks or caster checks, or a +4 competence bonus to a single Concentration check. This seal can only be activated before the user is mentally attacked, performing a caster or opposed level checks, or distracted—it remains active only for the instant it takes to perform the chosen action.

This technique requires 1 seal slot to be empty on the user's body, and the user deals himself 3 points of damage while performing this technique, dealt even on a failed attempt. Only one Fortitude seal can be applied to the user's body at any time.

Empower

The user can double the Chakra Cost and the damage done to himself to double the efficiency of the seal (+4 to Will saves, +4 to caster and opposed level checks, and +8 to Concentration checks), but becomes unable to use this or the Fortitude seal for 24 hours.

Material Focus: A dagger of power used to carve the seals.

Ketsuyoujutsu - Fujutsu (Blood Sorcery - Thaumaturgy)

Ninjutsu (Requires Blood Mage (f) and any 6 Ketsuyoujutsu technique) [Lost Kinjutsu]

Rank: 5 (B-Class); **Learn DC:** 19, 5 success; **Perform DC:** 20; **Time:** 1 minute; **Components:** C, S, F, E; **Range:** Personal; **Target:** You; **Duration:** Until discharged (D); **Saving Throws:** None; **Chakra Cost:** 5.

The user carves glowing runes around his forehead, which quickly fade back into black marking. This seal accesses a special section of your brain and stores information in it, and uses its capabilities to perform supernatural feats. It becomes dormant until activated as a free action. When activated, it only remains active for the duration of the chosen action. It can serve one of three purposes when activated:

- *Memorize/Recall Memory*: The user is able to memorize a string of words or number, a long passage of word or a difficult piece of information, image or script. Each use of the seal allows the user to memorize a single page of text (up to 800 words), numbers, diagrams, pictograms, or sigils (even without knowing their meanings). The user always retains this information, but may only access it by using a charge of the seal to recall the memory, temporarily suppressing heavy mental blocks. The memory is otherwise unavailable to thoughts reading, mind reading or other method of information gathering unless the user is presently recalling the memory.

- *Ignore Wounds*: The user is able to act normally at -1 hit points or lower, as though having the Remain Conscious talent or ability. This lasts until the user is healed back to 0 or more hit points, or for 10 rounds.

- *Resist Death*: The user may use this seal to perform a strenuous action normally when at 0 hit points without being reduced to -1 hit points and dying.

The user must wait 24 hours after the seal was discharged to apply it to himself again, but is otherwise not limited to the amount of times it can be used in a day (though it typically only has 1 charge). This technique requires 1 seal slot to be empty on the user's body, and the user deals himself 4 points of damage while performing this technique, dealt even on a failed attempt.

Each charge of the seal puts the user in a state of mental exhaustion and he suffers a -1 penalty to Intelligence- and Charisma-based checks per charges used until he rests for 8 hours.

Empower

The user may empower the seal by doubling the chakra cost and damage dealt to himself to increase the number of charges the seal has to 2 before being discharged.

Material Focus: A dagger of power used to carve the seals.

Ketsuyoujutsu - Getekki (Blood Sorcery - Lesser Mastery)

Ninjutsu (Requires Blood Mage (f)) [Lost Kinjutsu]

Rank: 3 (C-Class); **Learn DC**: 16, 4 success; **Perform DC**: 16; **Time**: 1 attack action;

Components: C, F, E; **Range**: Personal; **Target**: You; **Duration**: 1 round/level (D);

Saving Throws: None; **Chakra Cost**: 2.

The user carves glowing runes into his flesh. For the duration of this technique, he gains a +2 competence bonus to any 1 skill check. This technique can be applied more than once, but each time it applies to another skill and requires an additional seal slot.

This technique requires 1 seal slot to be empty on the user's body, and the user deals himself 1 point of damage while performing this technique, dealt even on a failed

attempt.

Empower

The user can spend an additional 2 points of chakra to increase the bonus granted to +3 instead of +2.

Material Focus: A dagger of power used to carve the seals.

Ketsuyoujutsu - Gouki (Blood Sorcery - Fortitude)

Ninjutsu (Requires Blood Mage (f) and any 4 Ketsuyoujutsu technique) [Lost Kinjutsu]

Rank: 5 (C-Class); **Learn DC:** 18, 4 success; **Perform DC:** 18; **Time:** 3 rounds;

Components: C, S, F, E; **Range:** Personal; **Target:** You; **Duration:** Until discharged (D); **Saving Throws:** None; **Chakra Cost:** 4.

The user carves glowing runes into his flesh. This seal becomes dormant until activated as an instant action. When activated, the seal grants a +2 competence bonus to a Fortitude save, a +4 competence bonus to a Fortitude save against a single poison or disease effect, or a damage reduction 3/chakra against a single physical attack. This seal can only be activated before the user is attacked, poisoned or diseased—it remains active only for the instant it takes to perform the chosen action.

This technique requires 1 seal slot to be empty on the user's body, and the user deals himself 2 points of damage while performing this technique, dealt even on a failed attempt. Only one Fortitude seal can be applied to the user's body at any time.

Empower

The user can double the Chakra Cost and the damage done to himself to double the efficiency of the seal (+4 to Fortitude saves, +8 to Fortitude save against poison and diseases, or damage reduction 6/chakra), but becomes unable to use this or the Acuity seal for 24 hours.

Material Focus: A dagger of power used to carve the seals.

Ketsuyoujutsu - Hebigan no In (Blood Sorcery - Snake-eye Seal)

Ninjutsu (Requires Blood Mage (f)) [Lost Kinjutsu]

Rank: 2 (C-Class); **Learn DC:** 15, 4 success; **Perform DC:** 15; **Time:** 1 attack action;

Components: S, F; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D);

Saving Throws: None; **Chakra Cost:** 2.

The user carves glowing runes into his flesh which quickly settle into black markings, and pinkish skin tissues once the seal's effects fade.

For the duration of this technique, the user gains low-light vision.

This technique requires 1 seal slot to be empty on the user's body, and the user deals himself 1 point of damage while performing this technique, dealt even on a failed attempt.

Material Focus: A dagger of power used to carve the seals.

Ketsuyoujutsu - Inkatsu (Blood Sorcery - Seal Breaker)

Ninjutsu (Requires Blood Mage (f) and any 4 Ketsuyoujutsu techniques) [Lost Kinjutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 6 success; **Perform DC:** 25; **Time:** 1 minute;

Components: C, S, F, E; **Range:** Personal; **Target:** You; **Duration:** 1 day or until discharged (D); **Saving Throws:** None; **Chakra Cost:** 8.

The user carves glowing runes into his skin. This seal is a defense mechanism that lashes instinctually against any who try to apply a seal upon the user's body. The seal has one charge, which is expended as soon as a sealing technique or item emulating a sealing technique (exploding tag, sealing tag, etc.) is applied upon the user's body. The seal deals 5 points of damage to the creature applying the seal or item applied (thus likely destroying it instantly and rendering it useless).

If the trigger was a technique, the attacker must make an opposed level check with the user—if the user wins, the seal fails and cannot be applied. If the attacker wins, the technique functions normally.

If the user is conscious, he may suppress the seal's effects for one round by concentrating for a standard action.

This technique requires one seal slot empty on the user and the user deals himself 3 points of damage when performing this technique, even on a failed attempt.

Empower

The user can spend an additional 5 points of chakra and deal himself 3 additional damage to increase the number of charges the seal contains by 1.

Material Focus: A dagger of power used to carve the seals.

Ketsuyoujutsu - Joutekki (Blood Sorcery - Greater Mastery)

Ninjutsu (Requires Blood Mage (f) and Ketsuyoujutsu - Getekki) [Lost Kinjutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 5 success; **Perform DC:** 21; **Time:** 1 attack action;

Components: C, F, E; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D);

Saving Throws: None; **Chakra Cost:** 5.

Same as *Ketsuyoujutsu - Getekki* except that the bonus conferred to 1 skill is +4, and the damage taken is 3.

Empower

The user can spend an additional 2 points of chakra to increase the bonus granted to +5 instead of +4.

Material Focus: A dagger of power used to carve the seals.

Ketsuyoujutsu - Kaisoku (Blood Sorcery - Celerity)

Ninjutsu (Requires Blood Mage (f) and any 2 Ketsuyoujutsu technique) [Lost Kinjutsu]

Rank: 4 (C-Class); **Learn DC:** 17, 4 success; **Perform DC:** 17; **Time:** 2 rounds;

Components: C, S, F, E; **Range:** Personal; **Target:** You; **Duration:** Until discharged

(D); **Saving Throws:** None; **Chakra Cost:** 3.

The user carves glowing runes into his flesh. This seal becomes dormant until activated as an instant action. When activated, the seal grants a +2 competence bonus to a single attack roll, or a +2 competence bonus to defense against a single attack, or a +2 competence bonus to Reflex saves against a single technique. This seal can only be activated before the user attacks, or when he is attacked or must make a reflex save—it remains active only for the instant it takes to perform the chosen action. Using this seal must be declared before the attack roll or save is rolled, or before the result of the attack against the user is announced.

This technique requires 1 seal slot to be empty on the user's body, and the user deals himself 2 points of damage while performing this technique, dealt even on a failed attempt. Only one Celerity seal can be applied to the user's body at any time.

Empower

The user can double the Chakra Cost and the damage done to himself to double the efficiency of the seal (+4 to attack, Defense or Reflex save), but becomes unable to use this or the Potence seal for 24 hours.

Material Focus: A dagger of power used to carve the seals.

Ketsuyoujutsu - Ketsuseiki (Blood Sorcery - Blood Vigor)

Ninjutsu (Requires Blood Mage (f) and any 3 Ketsuyoujutsu technique) [Lost Kinjutsu]

Rank: 6 (A-Class); **Learn DC:** 21, 6 success; **Perform DC:** 23; **Time:** 1 minute; **Components:** C, S, F, E; **Range:** Personal; **Target:** You; **Duration:** Until discharged (D); **Saving Throws:** None; **Chakra Cost:** 6.

The user carves glowing runes in his flesh. The seal, when finished, is dormant until called upon. Activating the seal is an instant action and grants the user 5 temporary hit points for 1 minute, as well as the ability to reduce the degree of exhaustion he is feeling. While the seal is active, the exhausted condition is reduced to fatigued and the fatigued condition is ignored outright. Once the seal expires, the conditions will return as normal unless the effect causing them ended while the seal was active.

This technique requires 1 seal slot to be empty on the user's body per 5 temporary hit points granted by the seals, and the user deals himself 5 points of damage while performing this technique, even on a failed attempt.

Empower

The user can empower the deal by spending 1 point of Chakra to increase the temporary hit points granted by the seal by 1, and the damage dealt to himself while crafting the seal by 1. The number of seal slots used up by the technique increases by 1 for every 5 temporary hit points granted by the technique (9 temporary hit points would require 2 seal slots, up to 30 temporary hit points at 6 seal slots).

Material Focus: A dagger of power used to carve the seals.

Ketsuyoujutsu - Kudou (Blood Sorcery - Path of Pain)

Ninjutsu (Requires Blood Mage (f)) [Lost Kinjutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 6 success; **Perform DC:** 25; **Time:** 3 minutes; **Components:** C, S, F, X; **Range:** Personal; **Target:** You; **Duration:** 4 hours or until discharged (D); **Saving Throws:** None; **Chakra Cost:** 10.

The user carves glowing runes into his flesh and then rubs in magnesium powder laced with chakra before the wounds close to form seals. The seal is dormant when crafted until activated again as a swift action. The seal, when activated, remains active for 5 rounds and cannot be disabled.

While the seal is active, nerve sensitivity is increased tenfold. The user gains 3 speed ranks and a +4 bonus to Will saves, Spot and Listen checks, as well as a blindsense 30 feet, but takes half again as much damage from physical attacks (+50%). Also, for the duration the seal is active, the user gains a passive Sense Chakra ability that extends to 30 feet and a +20 bonus to Balance checks.

This technique requires 3 seal slots to be empty on the user's body, and the user deals himself 12 points of damage while performing this technique, dealt even on a failed attempt.

Material Focus: A dagger of power used to carve the seals.

Ketsuyoujutsu - Kuushiru (Blood Sorcery - Void Seal)

Ninjutsu (Requires Blood Mage (f) and any 3 Ketsuyoujutsu technique) [Lost Kinjutsu]

Rank: 4 (B-Class); **Learn DC:** 18, 5 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** C, S, F; **Range:** Personal; **Target:** You; **Duration:** 1 day/level or until cancelled (D); **Saving Throws:** None; **Chakra Cost:** 2.

The user carves complicated, glowing runes into his flesh. The seal, when created, becomes dormant until used. The dormant seal can be used as a receptacle for the user's chakra, and each seal can hold up to 3 points of chakra. Pouring chakra inside a void seal is an attack action; each point of chakra poured into the seal deals 1 point of Chakra damage to the user, that can't be healed until the seal is cancelled or expires. The user cannot lower his Chakra Pool below 1 when pouring chakra into the seal.

While the seal holds the user's chakra, his actual chakra pool is reduced by the amount held by the void seal(s) for the purpose of sensing chakra, and the user's maximum chakra pool. When the seal is cancelled (as a move-equivalent action) or expires, the Chakra immediately returns to the user's chakra pool. When cancelling a void seal, though they each count as separate entities, the user can choose to cancel any number currently applied on his body at once.

This technique requires 1 seal slot to be empty on the user's body, and the user deals himself 2 points of damage while performing this technique, dealt even on a failed attempt.

Material Focus: A dagger of power used to carve the seals.

Ketsuyoujutsu - Ma'endou (Blood Sorcery - Path of the Fiendfire)

Ninjutsu (Sealing; Requires Blood Mage (f), Path of the Fiendfire (f) and any 5 Ketsuyoujutsu techniques) [Lost Kinjutsu]

Rank: 6 (A-Class); **Learn DC:** 21, 6 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** C, H, X; **Range:** Melee Touch; **Target:** One fire elemental; **Duration:** Instantaneous; **Saving Throws:** Fortitude negate; **Chakra Cost:** 16.

The user can only use this technique on a fire elemental that would normally give him experience when defeated, whose current hit points are below half its maximum hit points, and whose current chakra pool is higher than 30. The user seals the elemental's essence in a mixture made of his own blood, powdered basalt, coal and sulfur. The elementally-infused mixture becomes active for 3 rounds before losing its power, and must be consumed by the user before then (it has no adverse effects nor benefits to anyone other than the user, except being an exceptionally foul-tasting and nausea-inducing paste to consume).

When ingested by the the user, the mixture bestows him 5 negative levels and he immediately becomes exhausted until the negative levels heal naturally after 1 week. The negative levels can be lessened by 1 for every active and completely empty void seals on the user's body, up to a maximum of 4 (where the user only suffers 1 negative level). The user will be unable to take any actions for 1d4 minutes after ingesting the mixture as mind-searing pain takes over his body. In addition to becoming exhausted, the user will be afflicted by a blazing fever that makes it nigh impossible to think until the Exhausted condition expires; he will suffer a -4 penalty to Concentration, Intelligence-, Wisdom- and Charisma-based checks.

After the exhausted condition, the negative levels and blazing fever expire, the user will gain the Ignis Vitae subtype. He immediately loses any elemental affinity he may have had and cannot gain any other elemental affinity from any source, including (but not limited to) levels, techniques, artifacts or relics, other than the Ignis Vitae subtype.

The Fiendfire is the stronger, the only path of offensive blood magic. Though it takes its root in the flame, the true power of seals such as the Potence or Celerity seals can be amplified tenfold using Fiendfire.

Expendable Components: A mixture of powdered basalt, coal and sulfur, as well as the user's blood.

Ketsuyoujutsu - Ryoku no You (Blood Sorcery - Blade of Power)

Ninjutsu (Sealing; requires Blood Mage (f)) [Lost Kinjutsu]

Rank: 3 (C-Class); **Learn DC:** 16, 4 success; **Perform DC:** 16; **Time:** 10 minutes; **Components:** C, H, F, XP; **Range:** 0 feet; **Effect:** Creates a dagger of power; **Saving Throws:** None (objects); **Chakra Cost:** 10.

This technique is an apprentice-grade technique, basic introduction to a style of sealing called 'Blood Magic'. The user seals part of his essence into a specially prepared dagger which he then use in various rituals and techniques.

When this technique is applied to a weapon, it becomes usable only to the user and any

who hold it suffer 1 negative level (or 2 points of Constitution damage if the holder is level 1) until it lets go of the weapon. The weapon chosen cannot have any weapon seals other than a chakra containment seal, and when this technique is applied to it, it becomes unresponsive to any attempt to apply another weapon seal upon it.

The user can only create one of those weapon at a time safely; any attempt to create a second dagger will immediately destroy the first, regardless of where it is and the protections in place upon it, and the user will gain 1d6 negative levels, which will be lost 1 week later and cannot be healed with technique, spells or effects.

The weapon created by this technique is called a 'Dagger of Power'. It can always be used to bypass 'chakra' damage reduction.

XP Cost: 50 XP.

Material Focus: A dagger with a single weapon seal slot occupied by a containment weapon seal.

Ketsuyoujutsu - Seiryoku (Blood Sorcery - Potence)

Ninjutsu (Requires Blood Mage (f) and any 2 Ketsuyoujutsu technique) [Lost Kinjutsu]

Rank: 4 (C-Class); **Learn DC:** 17, 4 success; **Perform DC:** 17; **Time:** 2 rounds;

Components: C, S, F, E; **Range:** Personal; **Target:** You; **Duration:** Until discharged (D); **Saving Throws:** None; **Chakra Cost:** 3.

The user carves glowing runes into his flesh. This seal becomes dormant until activated as an instant action. When activated, the seal grants a +2 competence bonus to a single weapon damage roll, or a +4 competence bonus to a single Strength-based check or Break check. This seal can only be activated before the user attacks, or when he performs an action requiring a Strength-based check—it remains active only for the instant it takes to perform the chosen action. Using this seal must be declared before the damage or check is rolled.

This technique requires 1 seal slot to be empty on the user's body, and the user deals himself 2 points of damage while performing this technique, dealt even on a failed attempt. Only one Potence seal can be applied to the user's body at any time.

Empower

The user can double the Chakra Cost and the damage done to himself to double the efficiency of the seal (+4 to damage, or +8 to Strength-based checks), but becomes unable to use this or the Celerity seal for 24 hours.

Material Focus: A dagger of power used to carve the seals.

Kibaku Nendo (Exploding Clay)

Ninjutsu (Doton; Requires Craft (visual arts) 15 ranks) [Deidara Kinjutsu]

Rank: 13 (S-Class); **Learn DC:** 29, 7 success; **Perform DC:** 33; **Time:** 1 attack action;

Components: C, S, X; **Range:** 5 feet; **Effect:** One sculpture; **Duration:** 1 round/level (or until discharged); **Saving Throws:** Reflex negate (see text); **Chakra Cost:** (see text).

Created by the master sculptor and shinobi Deidara, this technique allows the user to use the finesse and depth of his art to create tiny animated Clay figures. The sculptures can take upon any form, from a bird to a spider, and always carry a nasty surprise in explosive form. To create the sculpture, the user needs 3 pounds of clay per size category above Tiny (minimum 3 pounds, maximum Medium-sized) and costs 2 point of Chakra per d8 of the explosion. Each size has the following limitations:

- *Tiny (3 pounds)*: A tiny sculpture must occupy the square of a creature to deal any damage, as it deal up to 7d8 point of fire damage in a 5-ft. radius burst. The tiny sculpture has a +15 bonus to Hide and Move Silently checks, a Chakra Pool equal to 2 times the number of d8 it carries in its explosion, a defense of 17 and 6 hit points.

- *Small (6 pounds)*: A small sculpture can carry up to 50 pounds of material and may deal up to 9d8 point of fire damage in a 10-ft.-radius burst. It has a +9 bonus to Hide and Move Silently checks, a chakra pool equal to two times the number of d8 it carries in its explosion, a defense of 14 and 9 hit points.

- *Medium-sized (9 pounds)*: A Medium-sized sculpture can carry up to 300 pounds of material and may deal up to 11d8 point of fire damage in a 20-ft-radius burst. It has a +4 bonus to Hide and Move Silently checks, a chakra pool equal to two times the number of d8 it carries in its explosion, a defense of 11 and 17 hit points.

All damage suffered by the explosions can be halved with a successful Reflex save. Each sculpture moves at a speed of 30 feet per round and acts on the user's mental directions only. It cannot be taken over or affected by any mind-affecting effects, and is immune to all conditions, as well as sneak attacks and critical hits. By spending three times the required amount of clay, the user can create a flying sculpture that can move at a flying speed of 30 feet, with a clumsy maneuverability. The user may set off the explosion of the sculpture, as long as it remains within sight, as a free action. Once destroyed or when the duration expires, the sculpture reverts back to inanimate, harmless clay.

Expendable Components: A mass of clay of the specified weight to create the sculpture.

Kibaku Nendo - C3 no Bakuhatu (Exploding Clay - C3 Explosion)

Ninjutsu (Doton; Requires Kibaku Nendo (t)) [Deidara Kinjutsu]

Rank: 14 (Super S-Class); **Learn DC**: 31, 8 success; **Perform DC**: 39; **Time**: 1 attack action; **Components**: C, S, X; **Range**: 5 feet; **Effect**: One sculpture; **Duration**: 5 rounds (or until discharged); **Saving Throws**: Reflex negate (see text); **Chakra Cost**: 25.

This technique is also referred to as "Ohako," Deidara's number 18. Using this technique, the user is able to create a stronger version of the *Kibaku Nendo*, and focus even more Chakra into a *small flying sculpture*. It has the same statistics as a similar sculpture from Kibaku Nendo, but its speed is doubled, and the explosion is a 100-ft.-radius burst that deals 13d8 point of fire damage once the explosion is set off. All damage suffered by the explosion can be halved with a successful Reflex save.

Expendable Components: 36 pounds of clay.

Kikai Bunshin no Jutsu (Bug Replication Technique)

Ninjutsu (Requires Kikai Host (a)) [Aburame Hijutsu]

Rank: 3 (C-Class); **Learn DC**: 16, 3 success; **Perform DC**: 16; **Time**: 1 full-round action; **Components**: H, F; **Range**: Close (10 ft. + 5 ft./2 levels) (see text); **Effect**:

Creates one or more *kikai bunshin*; **Duration:** 5 round/level; **Saving Throws:** None; **Chakra Cost:** 4 per clone (maximum 1 per 4 level).

To use this technique, the user frees one or more *kikaichuu* from his body and focuses his Chakra into the bugs to shape them in perfect resemblance of a human being. If the user tries to mimic the appearance of a person, he must succeed a Disguise check as per standard rules for each clone. The clones have the exact same characteristics as the user, but may not speak or use a skill check that requires reasoning ability and suffer a -4 penalty to attack rolls and saving throws. A clone may not use any technique, and has 1 hit point per two level of the user. If at the time the user performs the technique the *kikaichuu* is still in his body, the clone appears in a square right beside him; also, if a *kikaichuu* is within *Close* range of the user, he may use this one to form the clone in the square it was originally in. Once a *Kikai Bunshin* is destroyed, the Chakra dissipates and only *kikaichuu* is left in the square it was in, in the state it was in before the formation of the clone (if a clone contains more than one *kikaichuu*, they will scatter to nearby squares once the clone is destroyed). A *Kikai Bunshin* cannot go farther than 50 feet from the user.

Material Focus: Minimum 1 *kikaichuu* per clone.

Kikai Dokukeshi no Jutsu (Bug Poison Purge Technique)

Ninjutsu (Requires Kikai Host (a)) [Aburame Hijutsu]

Rank: 6 (A-Class); **Learn DC:** 21, 5 success; **Perform DC:** 23; **Time:** 1 minute; **Components:** C, F; **Range:** Melee touch; **Target:** One poisoned creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

By channeling Chakra in his body, the user is able to imbue a *kikaichuu* with the power to absorb poison out of another *Aburame* body. By forcing his *kikaichuu* inside the *Kikai Host* body of the creature, he forces his *kikaichuu* to suck out the poison, thus stopping any activity of the poison and curing any ability damage dealt by it. After the technique is completed, the *kikaichuu* will return to the user's body and will not respond to any of the user's command, nor can it be used for any other purpose until it rests inside the user for 1 day.

Material Focus: One *kikaichuu*.

Kikai Gisei no Jutsu (Bug Sacrifice Technique)

Ninjutsu (Requires Kikai Host (a)) [Aburame Hijutsu]

Rank: 4 (C-Class); **Learn DC:** 17, 3 success; **Perform DC:** 17; **Time:** 1 instant action (see text); **Components:** F; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

At the cost of one of the user's *kikaichuu*, he is able to avoid most of an attack. When the user is attacked, he may use this technique to soak 8 points of damage by sacrificing one of the *kikaichuu* in his body.

Material Focus: One *kikaichuu*.

Kikai Shinku no Jutsu (Bug Recovery Technique)

Ninjutsu (Requires Kikai Host (a)) [Aburame Hijutsu]

Rank: 2 (C-Class); **Learn DC:** 15, 3 success; **Perform DC:** 15; **Time:** 1 attack action; **Components:** H, F; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

This technique was developed to allow the user to make a hasty retreat without leaving his *kikaichuu* behind. This technique will force all *kikaichuu* under the user's control that are within range to return to the user's body instantly.

Kijin Rendan (Fierce God Combo)

Taijutsu (Martial Arts)

Rank: 11 (A-Class); **Learn DC:** 26, 4 success; **Perform DC:** 28; **Time:** 1 full-attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 10.

Using this technique, the user unleashes all his fury upon his foe, becoming even if for a mere moment, the true incarnation of a god of Fury. The user makes an unarmed full-attack action upon the target creature and gains an additional attack at his highest attack bonus. All unarmed attacks made during the round which *Kijin Rendan* is used are considered two-handed attacks and see the damage dice increased by one step (1d4 to 1d6, 1d10 to 2d6, etc.)

Kinfuku no Jutsu (Metal Mending Technique)

Ninjutsu (Doton; requires Craft (mechanical) 8 ranks)

Rank: 5 (D-Class); **Learn DC:** 17, 1 success; **Perform DC:** 16; **Time:** 1 full-round action; **Components:** H, C; **Range:** Melee Touch; **Target:** One object; **Duration:** Concentration (up to 1 minute/level); **Saving Throws:** None; **Chakra Cost:** 6.

This technique allows the user to repair one simple or moderate Large or smaller object made primarily of metal or rock. Doing so requires the user to make a Craft (mechanical) check DC equal to the item he seeks to repair. Every minute spent concentrating on the object mends it for 1 hit points. If the user does not have the Mastercraft feat, the object has a 10% chance of losing its mastercraft quality when being repaired. A failed Craft check means that the chakra is spent, but the technique will not function properly.

Kinobori (Tree Climbing Technique)

Chakra Control (Body)

Rank: 1 (E-Class); **Learn DC:** 12, 1 success; **Perform DC:** 11; **Time:** 1 move-equivalent action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 minute / level; **Saving Throws:** None; **Chakra Cost:** 1.

This technique allows the user to stick to smooth surfaces, climb up vertical walls horizontally, stick to ceilings with his feet alone and walk on them as he would do on the floor. It holds its name due to the fact that young ninjas are taught this technique trying to climb up trees vertically. Hanging upside down implies a cumulative -1 penalty to attack rolls and skill checks per two rounds spent in that position. Should the user be tripped

while hanging upside down, he will fall without possibility of catching himself at a rate of 200 feet per round, increasing by 50 feet every round.

Alternatively, if the user is tripped while standing on the side of a wall or surface, he will still fall unless he makes a Climb check (DC 15) to catch himself, though he will still be considered prone. On the round the technique should end, the user may spend a free action to sustain the technique and renew its effect rather than have it end. Doing so still costs the user the same Chakra Cost, as though he had used the technique normally. The user does not lose his dexterity bonus to defense while "climbing" in this manner, nor does he suffer any movement penalty. When walking up a slippery or completely smooth surface, the user must make a Chakra Control check (DC 10) every round or fall down (see above).

When landing on a wall or other similar surfaces, a character can use this technique as a free action that does not provoke an attack of opportunity, but suffers a -5 penalty to his Chakra Control check to perform, must pay double the Chakra Cost and cannot convert the cost to hit points.

The user may also use *Kinobori* to stop his fall if he is within 10 feet of a wall. He will reduce the falling height by 90 feet, eventually stopping when the falling a number of round sufficient to reach that length at one quarter his previous falling speed (typically 200 feet plus 50 feet per round spent falling). Using *Kinobori* in this manner does not allow the user to convert the Chakra Cost to hit points. No matter what the situation, *Kinobori* cannot be used on ice-covered surfaces unless the user meets special requirements.

Kirigakure no Jutsu (Concealing Mist Technique)

Ninjutsu (Suiton)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Area:** Cloud spreads 50-foot-radius from the chosen location, 30-ft. high; **Duration:** 1 minute / level (D); **Saving Throws:** None; **Chakra Cost:** 4.

One of *Kirigakure no Saizo*'s original technique. It is said that this legendary ninja used this technique to infiltrate the castle of a famous feudal lord and kill him, along with his entire army, without ever being detected.

Kirigakure no Jutsu fills a 50-foot radius area with a thick mist; as long as he remains in the mist, the user may spend an attack action to increase the area covered by the mist by 20 feet at the cost of one point of Chakra that can be converted to hit points. The mist can be dispersed in 5 rounds by a moderate wind (11+ mph), or instantly dispersed by a strong wind (21+ mph) in 1 round.

The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

Kirigakure Shuriken no Jutsu (Shuriken Hidden in the Mist Technique)

Ninjutsu (Suiton)

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform DC:** 19; **Time:** 1 attack action;

Components: S, F; **Range:** Long (30 ft. + 15 ft./2 levels); **Target:** One creature;

Duration: Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

Using the mist to form a kunai and his Chakra to throw it at the enemy, the user is able to create a deadly weapon that will never miss. To properly execute this technique, the user and his projectile must never leave the mist, even when thrown, and he must know the exact location of the targeted creature, down to the square it is in. While the user will still need to guess the square the targeted creature is in, the projectile will always hit and deal damage as a standard kunai thrown by the user. Sneak attack and other damage bonus the user may have still apply.

Material Focus: The mist to form, maintain and throw the projectile.

Kirikaesu no Waza (Act of Counter Attack)

Taijutsu (Martial Arts)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 instant action;

Components: M; **Range:** Melee Attack; **Target:** One adjacent creature; **Duration:**

Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

This technique can only be used when an adjacent opponent failed in hitting you with a melee attack. Upon completion of this technique, the user makes a counter attack at his highest attack bonus against said creature with a +2 bonus to attack and damage rolls.

This technique can only be used once per round and because of the short notice, its Chakra Cost cannot be converted to hit points. The attack counts as an attack of opportunity, and the user cannot exceed his maximum number of attack of opportunity made in one round through this mean.

Kiritai no Jutsu (Mist Body Technique)

Ninjutsu (Suiton)

Rank: 10 (A-Class); **Learn DC:** 25, 4 success; **Perform DC:** 27; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level

(D); **Saving Throws:** None (see text); **Chakra Cost:** 8.

Using this technique, the user is able to assume gaseous form for the duration of the technique. While the user *can* fly, he cannot hover higher than 5 feet from the ground. The mist form is subject to wind and suffers double damage from *Fuuton* techniques, as well as 4d6 points of damage from *Ichijin no Jutsu* and being pushed back three times as far. Because this technique cause a lot of strain on the user's body, he will suffer 1d4 point of temporary Constitution damage after the technique's effect subside, damage which can be halved with a Fortitude save (DC 20).

Kirite no Jutsu (Edged Hands Technique)

Ninjutsu (Requires Chakra Control 8 ranks) [Lost Kinjutsu]

Rank: 5 (B-Class); **Learn DC:** 19, 5 success; **Perform DC:** 20; **Time:** 1 attack action;

Components: C, S, Mas; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None (see text); **Chakra Cost:** 6.

Using this technique from the hidden village of steel, the user transforms either one of his arm into a blade. The blade deals 1d4 points of damage if the user is Tiny, 1d6 points of damage if the user is Small, 1d10 if Medium-sized, 2d6 if the user is Large or 3d8 if Huge, and counts as a natural weapon to which he applies his strength modifier. The blade cannot be damaged or sundered because of the protective Chakra that courses through it. It threatens a critical hit on a natural roll of 19 or 20, and deals double damage. The user is automatically proficient in the weapon. The user gains a +1 shield bonus to Defense when fighting defensively or in total defense using such a weapon, which stacks with other bonuses from having more than one *edged hand* or using a kodachi.

As a result of this technique, the user may no longer be able to use hand seals unless he has more than one arm left, and may not hold anything in the transformed hand. Any held objects will be dropped. This technique can be used on both of the user's arms at the same time. Once this technique ends, the user must make a Fortitude save (DC 15) to avoid suffering 1 point of temporary Strength damage and becoming Fatigued.

Mastery

With the first step of mastery, the user can make the blade one size category smaller than his own, at his wish.

Kiun Butsu (Opportunity Strike)

Taijutsu (Martial Arts)

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform DC:** 12; **Time:** 1 swift action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1 (see text).

This basic martial arts technique allows the user to take advantage of an opportunity and deal more damage to his opponent. This technique can only be used during an attack of opportunity; said attack gains a +2 bonus to attack and damage rolls. Because the technique is executed so fast, the user cannot convert its Chakra Cost to hit points.

Kodachi Nittouryuu - Gouku Juuji (Dual Kodachi Style - Blazing Cross)

Taijutsu (Martial Arts; Requires Two-Weapon Fighting (f) and BAB +3) [Lost Hijutsu]

Rank: 4 (C-Class); **Learn DC:** 17, 3 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** M, F, Mas; **Range:** Melee; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Reflex partial; **Chakra Cost:** 4.

To properly use the technique, the user must be wielding a kodachi in each his hands. Using this technique, the user makes a single melee attack with the weapon in his main at a -4 penalty. If the attack hits, the user deals damage as though he had struck with both his main and off hand weapon. On a critical hit, only the main hand weapon is multiplied.

Mastery

With the third step of mastery in this technique, the user's attack gains a kawarimi defense

1.

With the fifth step of mastery in this technique, the user's penalty to attack roll when making this attack is reduced to -2.

Material Focus: The user's two held kodachi.

Kodachi Nittouryuu - Kaiten Kenbu Rokuren (Dual Kodachi Style - Six Swirling Sword Dances)

Taijutsu (Martial Arts; Requires Kodachi Ryu - Kaiten Kenbu (3), Ryuusui no Ugoki (1) and Two-Weapon Fighting (f)) [Lost Hijutsu]

Rank: 7 (B-Class); **Learn DC:** 21, 4 success; **Perform DC:** 22; **Range:** Melee Attack; **Target:** One flat-footed creature or target caught in Ryuusui no Ugoku; **Chakra Cost:** 8.

Same as Kaiten Kenbu except as above, and as follow. The user makes a full-attack action with both his held weapon, and gains a +3 bonus to attack and damage rolls. The target automatically loses its Dexterity bonus to defense against the first attack of each hand.

Material Focus: The user's two held kodachi.

Kodachi Nittouryuu - Onmyou Hasshi (Dual Kodachi Style - Dual Hair Killer)

Taijutsu (Martial Arts; Requires Requires Two-Weapon Fighting (f) and BAB +4) [Lost Hijutsu]

Rank: 5 (B-Class); **Learn DC:** 19, 4 success; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C, M, F; **Range:** 20 feet; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Reflex partial; **Chakra Cost:** 4.

To properly use the technique, the user must be wielding a kodachi in each his hands. By means of this technique, the user throws both his kodachi at the target following the very same path so that the second one is invisible to the target. The user makes a ranged attack with both weapon and suffers a -1 penalty every 10 feet from his target. If the first attack hits, it deals normal damage and the target loses his Dexterity bonus to Defense against the second attack. If the first attack missed by less than five, the target is still subject to the second attack but does not lose its dexterity bonus against it. If the first attack misses by more than 5, the target can make a Reflex save to avoid the second attack entirely. Any of the kodachi that hit will fall in the square the target is occupying, and any kodachi that missed will fall in a square 10 feet behind the creature harmlessly.

Mastery

With the third step of mastery in this technique, in the same round that he used the technique, if the user had hit with the attack, moved to a square adjacent to where his kodachi lies and is moving at Speed Rank 1 or higher, he may make a melee touch attack against Defense 15 to grab the weapon before it hits the ground. Doing so does not provoke an attack of opportunity.

Material Focus: The user's two held kodachi.

Kodachi Nittouryuu - Onmyou Kousa (Dual Kodachi Style - Dual Cross)

Taijutsu (Martial Arts; Requires Two-Weapon Fighting (f) and BAB +4) [Lost Hijutsu]
Rank: 5 (C-Class); **Learn DC:** 18, 3 success; **Perform DC:** 18; **Time:** 1 instant action;
Components: M, F; **Range:** Melee; **Target:** One creature; **Duration:** Instantaneous;
Saving Throws: Reflex partial (see text); **Chakra Cost:** 4.

If the user missed on a melee attack with either of his Kodachi in a round by less than 5, he may use this technique to target either the target or its weapon. The attack is made with either of the user's hand that hadn't caused the miss, and the target gets a Reflex save to avoid the attack if the user targets it instead of its weapon. When using this technique, the user cannot convert Chakra Cost to hit points.

Material Focus: The user's two held kodachi.

Kodachi Ryu - Kaiten Kenbu (Kodachi Style - Swirling Sword Dance)

Taijutsu (Martial Arts; Requires Ryuusui no Ugoki (t) and BAB +5) [Lost Hijutsu]
Rank: 5 (C-Class); **Learn DC:** 18, 3 success; **Perform DC:** 18; **Time:** 1 full-attack action; **Components:** C, M, F; **Range:** Melee; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

This technique can only be used on a creature that is currently unaware of the user's exact location, such as one caught in his *Ryuusui no Ugoki* technique. With this follow-up finishing move, *Kaiten Kenbu*, he makes a full-attack action with the weapon in his main hand (and that weapon only) and gain a +2 bonus to attack and damage rolls on each attack. Any attack that hit deal damage as though the weapon was one size category larger (from 1d6 to 1d8). The target automatically loses its Dexterity bonus to defense against the first attack.

Material Focus: The user's held kodachi.

Koemane no Jutsu (Voice Mimicry Technique)

Ninjutsu

Rank: 4 (D-Class); **Learn DC:** 16, 1 success; **Perform DC:** 15; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 2.

Similar to *Nakimane*, this technique allows the user to change his voice to that of someone he's well acquainted with, or completely different from his own. The imitation is perfect, and cannot be recognized from the original.

Kokuangyou no Jutsu (Absolute Darkness Technique)

Genjutsu [Konoha Kinjutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 6 success; **Perform DC:** 25; **Time:** 1 attack action; **Components:** H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature; **Duration:** 1 round/level (D); **Saving Throws:** Will negate (see text); **Chakra Cost:** 6.

The target must succeed a Will save to avoid falling prey to the effect of the technique. On a failed save, the subject is caught in a 50-ft. radius zone of darkness only it can see. Darkvision cannot see through the darkness, and it can only see the creatures it comes in

direct, skin-to-skin physical contact with. The subject will also be Shaken for the duration of the technique.

If the target sees the user in the darkness, meaning that it comes in direct contact with him, the user is treated as though having a Gaze attack (DC equal to the technique's DC) that will cause the subject to become *Panicked* on a failed Will save. If a creature has created clones, such as *Kage Bunshin*, the clones are also affected. However, if the technique target a clone, only the single clone is affected. Blind creatures are not affected by this technique. It can be dispelled.

Kokuryuu Boufuuetsu (Black Dragon Snowstorm)

Ninjutsu (Hyouton) [Kazahana Hijutsu]

Rank: 5 (B-Class); **Learn DC:** 19, 4 success; **Perform DC:** 20; **Time:** 1 attack action; **Components:** H, E; **Area:** 5-ft. wide by 20-ft. long line from the user; **Duration:** Instantaneous; **Saving Throws:** Fortitude half; **Chakra Cost:** 4.

Created by Kazehana Dotou, this technique calls forth an ice dragon spirit from the user's outstretched hand to deal with nuisance in his way. Any creature caught in the technique's area of effect suffer 4d6 point of Cold damage from the concentrated blast, and may halve the damage dealt with a successful Reflex save.

Empower

The user may increase the damage dealt by this technique to 4d10 at the additional cost of 4 point of Chakra.

Konoha Daisenpuu (Leaf's Grand Spinning Wind)

Taijutsu (Martial Arts; Gouken)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 full-attack action; **Components:** M; **Range:** Melee; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

This technique, unlike what its name might lead one to believe, is not about rotating movements but rather a quick succession of punches and kicks aimed at a single creature. The user makes an unarmed full attack action against that creature, and the different attacks, if they hit, have various effects.

1st Attack: The first attack gains a +1 bonus to attack and damage rolls.

2nd Attack: The second attack knocks the target back 5 feet once the technique is over.

3rd Attack: The third attack increases the damage dealt by the user by one die size (1d4 becomes 1d6, 1d10 becomes 2d6, etc.)

4th Attack: The fourth attack knocks the target prone unless it succeeds a Reflex save or Tumble check opposed by the user's attack roll.

5th Attack and higher: Target is stunned for 1 round unless it succeeds a Fortitude save (DC 15). Duration is cumulative with each successful attacks.

This technique does not allow the user to make more attacks in one round than he normally could, but merely states the possibility and effects, should a certain attack hit. This technique can also be used in conjunction with *Renzuki (unarmed)*, but the user cannot convert the latter's Chakra Cost to hit points.

Konoha Gouriki Senpuu (Leaf's Herculean Spinning Wind)

Taijutsu (Martial Arts; Gouken)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 full-attack action; **Components:** M; **Range:** Melee Attack; **Target:** Melee Reach plus 5 feet; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

This *Gouken Taijutsu* technique is an improved version of *Konoha Senpuu*. With even more Chakra combined with very fast and brutal movement, the user is able to increase both the damage done and the range of the attack. The user executes movement very similar to *Konoha Senpuu*, except that he targets enemies in a range increased by five feet, and the damage done by the attacks are increased by one die size (1d4 becomes 1d6, and 1d10 becomes 2d6, etc).

Konoha Reppuu (Leaf's Violent Wind)

Taijutsu (Martial Arts; Gouken)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 attack action; **Components:** M; **Range:** Touch; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

To execute this *Gouken Taijutsu* technique, the user is required to catch the opponent off-guard and sweep his legs from under him, effectively tripping him. The user makes a trip-attack that does not provoke an attack of opportunity, and gains an attack of opportunity himself if the attack was successful (as per Improved Trip). This technique, like any other Gouken, can only be used with an unarmed attack.

Konoha Senpuu (Leaf's Spinning Wind)

Taijutsu (Martial Arts; Gouken)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 full-attack action; **Components:** M; **Range:** Melee Attack; **Area:** Melee Reach; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

This *Gouken Taijutsu* technique is a rapid series of spinning kicks performed by the user. The technique holds its name due to the speed and frequency of the attacks, along with the whirlwind-like movement required to achieve the *Konoha Senpuu*. The user makes an unarmed attack against every creature in his range; every attack counts as a normal attack and may threaten a critical, but does not allow the character to use the *Cleave* feat tree.

Konoha Shoufuu (Leaf's Rising Gust)

Taijutsu (Martial Arts; Gouken)

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

Using this technique, the user makes a single unarmed attack against the target creature, and if the attack hits, the user gains a free disarm attempt against that creature. Said

disarm attempt does not provoke an attack of opportunity.

Kouri Saimin no Jutsu (Auto Hypnotism Technique)

Genjutsu

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 4.

Using this technique, the user is able to convince himself that he is completely indestructible, utterly unbeatable. He will stand up to any and every enemy, fearless and confident in his invincibility. For the duration of the technique, the user gains a +6 morale bonus to will saves against fear as well as a +2 morale bonus to attack and weapon damage rolls, defense and skill checks.

Koori Tanjou no Jutsu (Ice Formation Technique)

Ninjutsu (Hyouton)

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** One 5-sq. ft. surface / level; **Duration:** Instantaneous (see text); **Saving Throws:** None; **Chakra Cost:** 8.

With this technique, the user is able to freeze water and create a thick sheet of ice over it. The ice covers one 5-ft. square of water per level and may support up to 500 pounds before breaking (one square at a time). Any creature standing on the ice must make a Balance check (DC 12) each round at the beginning of its turn or fall prone. A creature caught under the ice cannot reach the surface and will drown unless it finds an ice-free surface or break through. Each 5 sq. feet surface has a hardness of 0 and 15 hit points.

Koudenishoku no Jutsu (High Voltage Touch Technique)

Ninjutsu (Raiton)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, H; **Range:** Melee Touch; **Target:** One living creature; **Duration:** Up to 1 round/level or until discharged (D) (see text); **Saving Throws:** See text; **Chakra Cost:** 8.

Using this technique, the user focuses a large amount of Chakra in his hand and turns it to high-voltage electricity. The user makes a touch attack against one creature and, if it hits, immediately provokes a MAS save from the target. This technique does not impede the user's hand.

Kouryuu no Jutsu (Rain Dragon Technique)

Ninjutsu (Suiton) [Amegakure Kinjutsu]

Rank: 3 (A-Class); **Learn DC:** 18, 6 success; **Perform DC:** 20; **Time:** 1 attack action; **Components:** H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 50-ft.-radius emanation (see text); **Duration:** Concentration (up to 1 round/level); **Saving Throws:** None (see text); **Chakra Cost:** 6.

This forbidden and dangerous technique creates a ferocious rain dragon that can shred a human to bits. For this technique to be effective, the user must remain within range of the area of effect at all time. He may make a touch attack at a +12 bonus against any creature in the area of effect once per round. The creature, if it was hit by the attack, suffers 2d6+2 point of water damage and must make a Fortitude save (DC 15) or suffer the effects of the rain dragon's poison, 1d4 point of temporary Wisdom damage. It must make an additional save one minute later or suffer the poison's secondary damage, an additional 1d4 point of temporary Wisdom damage. This technique can only be used on a rainy area.

Kousen Jizan Rendan (Iron Wire Killer Magnet Combo)

Ninjutsu (Raiton; Requires Kousen Shibari no Jutsu (t))

Rank: 9 (B-Class); **Learn DC:** 23, 3 success; **Perform DC:** 24; **Time:** 1 attack action; **Components:** C, S; **Range:** Wires (see text); **Duration:** Instantaneous; **Saving Throws:** See text; **Chakra Cost:** 8.

By focusing his chakra through the coiled wires around a creature trapped by *Kousen Shibari no Jutsu*, the user is able to create a deadly magnet that will attract all metal objects of Small size or smaller to the target. Damage dealt by this technique is as though the character was struck by falling objects. Only unattended objects within 30 feet are drawn by the magnet, the rest are unaffected.

Kousen Ryu (Iron Wire Style)

Taijutsu (Stance; Requires Nin Weapons Proficiency (f))

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** M, F, Mas; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 2.

The user is able to manipulate and utilize a battle wire or kousen as a weapon. If the user is wearing a battle wire, deploying the wires is a free action. If the user is using kousen, he suffers a -4 penalty to perform checks and attack rolls in this stance, and they must be drawn normally. The battle wire can returned to its inactive state as a move-equivalent action that does not provoke an attack of opportunity, or immediately as the encounter ends.

Attacking with the battle wire or kousen may provoke an attack of opportunity if used in a threatened area. See Battle Wire in the equipment chapter for details. On a confirmed critical hit, the user may add his bonus Sneak Attack damage in addition to the normal damage, even if his target is not flat-footed.

On a natural attack roll of 1, the user has a 50% chance to suffer 1d4 points of damage as backlash from attempting to attack with the wire. The battle wire attacks do not benefit from bonuses from abilities of the Shuriken Expert and provokes an attack of opportunity when used in a threatened area.

The user can use this stance with 2 kousen rather than a battle, but suffers a -4 penalty to perform checks made to enter the stance, and to attack rolls. The user still takes a -4 penalty to attack rolls made against a target engaged in melee combat unless he has the

Precise Shot feat. The Far Shot feat does not benefit battle wire attacks.

Mastery

With the third step of mastery in this technique, the user no longer provokes an attack of opportunity when attacking with a battle wire in a threatened area.

Material Focus: A battle wire or 2 kousen.

Kousen Shibari no Jutsu (Iron Wire Bind Technique)

Ninjutsu

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform DC:** 19; **Time:** 1 full-attack action; **Components:** H, F; **Range:** 20 feet; **Target:** One creature of Large size or smaller; **Duration:** Concentration; **Saving Throws:** None (see text); **Chakra Cost:** 4.

The user makes a ranged touch attack against the target creature. If it succeeds, it is bound to an object, be it the ground or a nearby tree. As a result, the target creature will be *immobilized* for as long as the user Concentrates and holds the wires in hand (disarmed, sundered, killed or any such mean) or until it breaks free (Escape Artist check DC 30). A flying creature can no longer flap its wing and will fall (though no farther than the technique's maximum range unless the user lets go) and likewise, a swimming creature can no longer swim and will drown.

As an attack action while the user is holding a bound creature with this technique, he may pull the wire and deal 1d4+1 point of slashing damage to the bound creature (opposed Strength score negates). The bound creature can take no actions that requires mobility or freedom of movement of any sorts, loses its dexterity bonus to defense and takes a -4 penalty to defense until it is set free again. The hold may also be broken if the target succeeds a Strength check (DC 25).

Material Focus: One battle wire or kousen.

Kousenha (Iron Wire Wave)

Taijutsu (Martial Arts; Requires Kousen Ryu (t))

Rank: 9 (B-Class); **Learn DC:** 23, 3 success; **Perform DC:** 24; **Time:** 1 attack action; **Components:** M, F; **Range:** 20 feet; **Effect:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 3.

While in his *Kousen Ryu* stance, the user can create a wave with his wires and damage all creatures in a cone-shaped area. From the user's current location, all the creatures caught in the area of effect suffer 2d8+6 point of slashing damage unless they succeed a Reflex save for half.

Kubikiri Shuriken no Jutsu (Decapitating Shuriken Technique)

Ninjutsu [Sandaime Hokage Hijutsu]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** C, H, M, E; **Effect:** Enlarges 1 shuriken; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2 (small), 3 (medium), 4 (large), 5 (huge), 6 (gargantuan) or 8 (colossal).

This technique of the Third Hokage, nicknamed the Professor, is an elaborate shuriken throw that can be lethal with enough skill. By focusing his chakra in the projectile, the user is able to enlarge it several times to make a deadly weapon, even all by itself. The technique has been known to ravage the enemy ranks in the second Great War, and cut down immense trees. To avoid peculiar balance issues, the shuriken is thrown first and the technique performed as it is in mid-flight.

The user makes a ranged attack with a shuriken with doubled range increment. The attack, if it hits, deals damage as per size category (see below), as the weapon is enlarged in mid-flight.

Empower

The thrown shuriken is controllably enlarged 1 category size per 3 levels of the user, each size category costing a cumulative 2 points of Chakra, starting from Tiny (base weapon size). The weapon returns to its original size after the attack has been made, regardless whether it hit or not.

-*Small (level 3)*: The shuriken deals 1d4 points of piercing damage plus the user's Strength modifier.

-*Medium-sized (level 6)*: The shuriken deals 1d6 points of piercing damage plus the user's Strength modifier.

-*Large (level 9)*: The shuriken deals 2d6 points of slashing damage plus the user's Strength modifier.

-*Huge (level 12)*: The shuriken deals 2d8 points of slashing damage plus the user's Strength modifier times 1.5.

-*Gargantuan (level 15)*: The shuriken deals 4d8 points of slashing damage plus the user's Strength modifier times 2.

-*Colossal (level 18)*: The shuriken deals 5d8 points of slashing damage plus the user's Strength modifier times 3.

Material Focus: 1 tiny shuriken.

Kuchijouzu no Jutsu (Diplomacy Technique)

Genjutsu (Doujutsu) [Mind-Affecting]

Rank: 2 (D-Class); **Learn DC**: 14, 1 success; **Perform DC**: 13; **Time**: 1 full-round action; **Components**: C; **Range**: 10 feet; **Target**: One creature; **Duration**: 3 rounds (or until discharged); **Saving Throws**: Will negate; **Chakra Cost**: 2.

This technique, while very useful, is harshly punished by crime lords if one is caught using it in a deal. The user gains a +4 bonus to his next Bluff or Diplomacy check made against the target, if he has done so in the next 3 rounds after using this technique.

Kuchiyose - Juunishinshou (Summoning Technique - Heaven's Twelve Generals)

Ninjutsu (Summoning; Requires Epic Technique - Kuchiyose - Juunishinshou and War Hero Blood Pact (ff))

Rank: 20 (Epic); **Learn DC**: 45, 8 success; **Perform DC**: 50; **Time**: 1 full-round action; **Components**: C, H, F, X, XP; **Range**: Close (10 ft. + 5 ft./2 levels); **Effect**: 12

summoned creatures; **Duration:** 10 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 74.

Created eons ago, this technique is used to summon twelve fallen war heroes to defend and assist the user in combat. Upon completion of this technique, the user will summon 5 level 2 Soldiers, 5 level 2 Protectors, 1 level 3 Guardian, and 1 level 4 Elite of the War Hero blood pact. The Soldiers and Protectors will wield katanas while the Guardian a naginata and the Elite will dual wield two katanas. See the Special Creature chapters for detail on the Juunishinshou's exact characteristics and statblocks. The Juunishinshou are unique and cannot be summoned twice at the same time.

XP Cost: 1,500 XP.

Material Focus: A war hero greater summoning scroll.

Expendable Components: A bit of the user's blood.

Kuchiyose - Kirikiri Mai (Summoning Technique - Spinning Whirl)

Ninjutsu (Summoning; Requires Kamaitachi no Jutsu (t))

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 29; **Time:** 1 full-attack action; **Components:** H, X (see text); **Range:** Medium (20 ft. + 10 ft./2 levels); **Effect:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 14.

With this summoning technique that does not require a blood pact, the user calls forth a huge weasel carrying a *Gargantuan* kama. The weasel will rush forward in a spinning blur, slicing everything in its path in half.

Any creature caught in the area of effect suffers 1 attack from the weasel. It has an attack bonus of +16 and deals 2d8+10 point of slashing damage, dealing double damage on a natural roll of 20. If the user is holding a tessen or a war fan, he may ignore the *hand seals* component and simply swing the fan instead.

Expendable Component: A small quantity of the user's blood.

Kuchiyose no Jutsu (Summoning Technique)

Ninjutsu (Summoning; Requires Blood Pact (f))

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 full-round action; **Components:** C, H, X; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** One summoned creature; **Duration:** Instantaneous (D) (see text); **Saving Throws:** None; **Chakra Cost:** (see text).

This technique summons one of the creature with which the user has a blood pact with, of any size available to him with a maximum hit dice of one per total level or hit dice of the user. The Chakra Cost for the summoning greatly varies, depending on the creature's size and hit dice. See *Summoning and Summoned Creatures* section for more details.

It appears where the user designates and acts on the user's next turn. It attacks your opponents to the best of its ability. You can communicate with the creature, although not give it complicated command unless it has an intelligence score of 4 or higher, you can direct it not to attack, to attack particular enemies, or to perform other actions.

If the creature cannot speak, the user, and the user alone, may roll a Sense Motive check (DC 20) to decipher what the creature is trying to say by its body language.

The duration of the summoning is based directly on the summoned creature's Chakra Pool. When summoned, the creature loses 1 point of Chakra every 10 minutes. When it runs out of Chakra, it does not suffer hit points damage or other typical disadvantage—it simply vanishes.

When this technique is performed, the user has a 10% chance to summon a special creature. The special creature is either a Sire (90% chance) or a Broodlord (10% chance), determined with a second roll of a d%. The summoned Sire has a 50% chance to be a Unique summon; Broodlords are always Unique (see Summoning chapter for details).

The following is a list of special summons techniques, their ranks and learn DC, types and costs:

Kuchiyose - Byakko (Learn DC 32 (Rank 12); Tiger; Cost 104): Level 10 Avatar (Unique).

Kuchiyose - Dokubimaru (Learn DC 24 (Rank 9); Snake; Cost 20): Level 5 Guardian (Unique).

Kuchiyose - Enkouou Enma (Learn DC 28 (Rank 10); Slug; Cost 62): Level 7 Avatar (Unique).

Kuchiyose - Gama Kenshin (Learn DC 24 (Rank 6); Toad; Cost 8): Level 3 Protector.

Kuchiyose - Gamabunta (Learn DC 28 (Rank 10); Toad; Cost 70): Level 8 Avatar (Unique).

Kuchiyose - Katsuyu (Learn DC 28 (Rank 10); Slug; Cost 55): Level 7 Avatar (Unique).

Kuchiyose - Manda (Learn DC 32 (Rank 10); Snake; Cost 72): Level 8 Avatar (Unique).

Kuchiyose - Shirojou (Learn DC 28 (Rank 10); War Hero; Cost 40): Level 4 Avatar (Unique).

Kuchiyose - Yatai Kuzuchi (Learn DC 25 (Rank 7); Toad; Cost 30): Level 5 Elite.

Kuchiyose - Wanizame (Learn DC 28 (Rank 7); Shark; Cost 60): Level 8 Elite. (Unique)

Expendable Component: A small quantity of the user's blood.

Kugutsu no Jutsu (Puppetry Technique)

Ninjutsu

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 attack action;

Components: C, M, E, Mas; **Range:** 10 feet; **Target:** One puppet; **Duration:** 5 rounds + 1 round/2 levels (D); **Saving Throws:** Will negate (object); **Chakra Cost:** 1.

The user is able to animate a Small or smaller puppet within range. The puppet has 1 hit dice, and a chakra pool of 1, and cannot move further than 30 feet from the user. It follows the same rule as puppet combat, but when either the puppet or the user are attacked, the user must make a Concentration check (DC 15+damage dealt) or lose control of it. If the puppet's chakra pool or hit points drop to 0, it becomes disabled and cannot be animated again for 1d4 rounds. A puppet has as much chakra as was spent animating it.

If the puppet reaches 0 hit points, it is deanimated and must be repaired (see Puppets chapter for details). The user cannot control more than one puppet using this technique, and cannot use any of the components a puppet may have. The puppet cannot have more HD than the user.

Kugutsu no Jutsu counts as a rank 5 technique for the purpose of determining the time required to learn and master it, and identifying the technique.

Empower/Mastery

The first, third and fifth step of mastery allow the user to increase the puppet's maximum HD by 1, at the cost of 1 additional chakra, and increasing the perform DC by 1 every additional HD.

Kugutsu Teishi no Jutsu (Puppet Deanimation Technique)

Ninjutsu (Requires Kugutsu no Jutsu (5) and Advanced Puppetry V (a))

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** Ray; **Target:** One animated puppet; **Duration:** Concentration (up to 1 round/level) or special (see text) ; **Saving Throws:** None; **Chakra Cost:** 6.

The user attaches chakra strings upon an animated puppet to hamper its movements. If the user is not controlling a puppet, the technique has a duration of Concentration (up to 1 round/level); however, if the user is currently animating a puppet himself, he may maintain hold of this technique by spending a move-equivalent action each round that cannot be used to control puppets. Either way, the technique ends if the targeted puppet moves out of range.

For the duration of the technique, any attack rolls and skill checks made with the targeted puppet suffers either a -4 penalty, and a -4 penalty to defense, or a -6 penalty to attack rolls and a -2 penalty to skill checks and defense. More than one character can apply this technique to one puppet, but no more than two on a Small puppet, 4 on a Medium puppet, or 8 on a Large puppet. If the user himself is controlling a puppet, he suffers a -4 penalty to any attack rolls and skill checks, as well as to the defense of all puppets he is controlling.

This technique can be applied to the targeted puppet beforehand and left dormant without needing to concentrate on it. The duration the technique can be left dormant is equal to the duration the user could concentrate on the technique; any round spent dormant reduces the maximum duration of the concentration period by 1 round. This technique, once dormant, can be activated as a swift action. Even while dormant, the user still suffers a penalty to attack rolls, skill checks and defense. The technique is dispelled if the targeted puppet moves out of range.

Mastery

The second and fourth step of mastery decrease the penalty encountered when concentrating on this technique while controlling puppets by -1, for -2 at the fourth step of mastery.

The fifth step of mastery in this technique increases the penalty suffered by the targeted puppet to -5.

Kumochuu no Jutsu (Spider String Technique)

Ninjutsu (Requires Gumokeitou (a)) [Gumoshin Hijutsu]

Rank: 1 (E-Class); **Learn DC:** 12, 2 success; **Perform DC:** 11; **Time:** 1 full-round action; **Components:** S, X; **Range:** 30 feet; **Target:** One Medium-size or larger anchor point; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

Using this technique the user is able to create a length of sturdy spider silk threads to use as a rope. Once attached to the anchor point, it will support the user's weight plus the equivalent of a creature of the same size category as himself until it breaks. This technique is often used to allow the user to wait in the trees or near the ceiling, then lower himself silently onto the victims passing beneath. The string has a damage reduction 5/fire and 6 hit points.

Expendable Components: 1 kumonosu.

Kumokaramu no Jutsu (Spider Entanglement Technique)

Ninjutsu (Requires Gumokeitou (a)) [Gumoshin Hijutsu]

Rank: 5 (C-Class); **Learn DC:** 18, 3 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** C, X; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature per web; **Duration:** Instantaneous (see text); **Saving Throws:** Reflex negate (see text); **Chakra Cost:** 2 per web (maximum 1 per 3 level).

Using this technique, the user shoots a number of small spider web from his mouth in order to entangle or immobilize his foes. The user shoots a number of webs as per his wishes and capacity, and may target more a creature more than once with this technique. To avoid each web, the targets must make a Reflex save (as per technique standard). Depending on its size, a number of things can happen. A Small creature is immobilized if it is hit with one web. A Medium-sized creature is entangled with one web, and immobilized with two. A Large creature is entangled with two webs, and immobilized with four. Huge creatures or larger are unaffected. An entangled creature is entangled for 2d4+1 rounds or until it succeeds two consecutive Break or Escape Artist checks (DC 15) at the rate of one per round; an immobilized creature is immobilized for 2d6+1 rounds or until it succeeds three consecutive Break or Escape Artist checks (DC 18) at the rate of one per round.

Expendable Components: 1 kumonosu per web.

Kumokindan (Spider Golden Projectile)

Ninjutsu (Requires Gumokeitou (a)) [Gumoshin Hijutsu]

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 attack action; **Components:** S, X; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature per projectile; **Duration:** Instantaneous; **Saving Throws:** (See text); **Chakra Cost:** 2 per projectile (maximum 1 per 2 level).

Using this technique, the user shoots several projectile made of hardened golden spider

silk threads. With each projectile, he must hit the target's defense with a ranged attack roll. Each projectile deals 1d4+1 points of piercing damage and threatens a critical for doubled damage on a roll of 19 or 20.

Expendable Components: 1 kumonosu per projectile.

Kumonendou no Jutsu (Spider Viscous Projection Technique)

Ninjutsu (Requires Gumokeitou (a)) [Gumoshin Hijutsu]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, X; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature or object; **Duration:** Instantaneous; **Saving Throws:** (See text); **Chakra Cost:** 4.

Using this technique, the user spits a long ray of spider threads to attach upon the target and fling it in a certain direction. The attack counts as a ray and, as such, requires the user to make a successful ranged touch attack on the target. If the attack succeeds, the target is flung in any direction of the user's choice except backward (or forward from the user's perspective), for 1d6x5 feet. If flung upward, the target will suffer falling damage if the height is sufficient to call for it. This technique can only be used on a target of the same size as the user or smaller. If the target hits a hard object or wall, it suffers 1d4 point of damage per 10 feet traveled.

Expendable Component: 1 kumonosu.

Kumonenkin no Jutsu (Spider Golden Scythe Technique)

Ninjutsu (Requires Gumokeitou (a)) [Gumoshin Hijutsu]

Rank: 5 (B-Class); **Learn DC:** 19, 4 success; **Perform DC:** 20; **Time:** 1 full-round action; **Components:** C, H, X; **Range:** Personal; **Effect:** One or more kama or kusari-gama; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 2 per kama or 3 per kusari-gama.

With this technique, the user creates one or more Kama or Kusari-gama using solidified *kumonosu*. Upon using this technique, he must chose to create either kamas or kusari-gamas, but may not create both.

Kama: The user creates up to 1 kama per two level. It retains its original characteristics, but deals an additional point of piercing damage on a successful attack.

Kusari-gama: The user may create up to 1 kama per five level. The kusari-gama retains its original characteristics, but the wielder gains a +1 bonus to attack rolls made with the weapon.

Both Kama and Kusari-gama have a hardness of 5 and 7 hit points, and will turn back into spider threads once the duration expires. The weapons created by means of this technique will be the perfect size for the user, and he may not chose their size category. In addition, the user is always proficient with his Kumonenkin weapons.

Expendable Component: 1 kumonosu per Kama or two kumonosu per Kusari-gama.

Kumonenkin no Tsurugi (Spider Golden Sword)

Ninjutsu (Requires Gumokeitou (a) and Kumonenkin no Jutsu (t)) [Gumoshin Hijutsu]

Rank: 7 (B-Class); **Learn DC:** 21, 4 success; **Perform DC:** 22; **Time:** 1 full-round action; **Components:** H, X, E; **Range:** 25 feet per kumonosu (maximum 100 feet); **Area:**

5-ft.-wide Line; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 5 per kumonosu.

With this technique, the user shoots out a long thread of hardened golden spider silk, with which he pierces through his enemies. Any creature caught in the area of effect suffers 7d6 point of piercing damage unless they make a successful Reflex save to take only half.

Empower

The user expends 1 kumonosu per 25 feet of the technique's range, maximum 100 feet.

The user must spend at least 1 kumonosu when using this technique.

Expendable Components: 1 kumonosu per 25 feet of threads.

Kumonosu Roken no Jutsu (Spider Web Detection Technique)

Ninjutsu (Requires Gumokeitou (a)) [Gumoshin Hijutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 5 success; **Perform DC:** 25; **Time:** 1 full-round action; **Components:** H, X; **Range:** Personal; **Area:** 50 feet radius emanation (S); **Duration:** Concentration (see text); **Saving Throws:** None (see text); **Chakra Cost:** 6.

With this technique, the user is able to create a fine web covering the ground around him, allowing him to detect approaching enemies. Any creatures moving in direct contact with the ground or the surface surrounding the user is instantly detected and located by the user, no regardless of its size or stealth abilities. As long as the user maintains the technique active, he will always be aware of the location of any creature touching the ground around him. This technique ceases as soon as the user stops concentrating or moves from the point where he used the technique.

Expendable Components: 2 kumonosu.

Kumoshibari no Jutsu (Spider Binding Technique)

Ninjutsu (Requires Gumokeitou (a)) [Gumoshin Hijutsu]

Rank: 7 (B-Class); **Learn DC:** 21, 4 success; **Perform DC:** 22; **Time:** 1 full-round action; **Components:** H, X, E; **Range:** 50 feet; **Area:** 10-ft-square space per kumonosu (maximum 50-ft.-square; see text); **Duration:** Instantaneous (see text); **Saving Throws:** Reflex negate (see text); **Chakra Cost:** 7 per kumonosu used.

Using this technique, the user flings a huge amount of webbing from his mouth towards an anchor points to creates a large spider web to trap his enemies. Any creature that finds itself in the area between the user and the anchor point (treat as a cone with a length equal to the distance between the user and the anchor point and a width equal to 10 feet times the number of kumonosu used) will need to make a Reflex save or be pushed back to the anchor point and be caught in the user's web (treat as a web spun by a monstrous spider one size category larger than the user). The web lasts 1d4 hours or until completely destroyed.

Empower

The user may spend 1 kumonosu to increase the area of effect by 1 10-ft. square, minimum 1. Each kumonosu spent increases the chakra cost of the technique by 7.

Expendable Components: 1 kumonosu per 10-ft. of webbing.

Kuroi Rasengan (Dark Spiral Blast)

Ninjutsu (Katon; Requires Rasengan (t) and Overwhelming Chakra (a)) [Uzumaki Naruto Hijutsu]

Rank: 9 (A-Class); **Learn DC:** 24, 5 success; **Perform DC:** 26; **Time:** 1 attack action; **Components:** C, E; **Range:** Personal; **Target:** One creature; **Duration:** 1 round/level (or until discharged); **Saving Throws:** None; **Chakra Cost:** 12 (base; see text).

This improved version of the *Rasengan* was designed by *Uzumaki Naruto* and can be used only by a *kyuubi vessel*. During a round which he uses the *Overwhelming Chakra* ability, the user can use the *Kuroi Rasengan* using up most, if not all, of the *Kyuubi's* Chakra forming this swirling ball of flames. This *rasengan* is several times larger and is colored dark red; any creature within 30 feet that can *See Chakra* and are directly looking at the user must succeed a Fortitude save (DC 15) or be blinded for 1 round.

A creature hit by the *Kuroi Rasengan* suffer 9d8+9 points of fire damage and is pushed backwards 1d4x5 feet. In addition, it will *catch on fire* for 1d4+1 rounds afterward, or until the fire is put out.

Using this technique will form the *Kuroi Rasengan* only. Attacking with it is an attack action, but can also be part of a full-attack action. The *rasengan* will be discharged when used, regardless whether it hit or not.

Empower

The user may increase the damage by 1d8+1 at the cost of 1 point of Chakra, though it also increases the perform DC by 1. The damage cannot exceed 16d8+16.

Kusa Kasui no Jutsu (Grass Spikes Technique)

Ninjutsu [Kusagakure Hijutsu]

Rank: 4 (C-Class); **Learn DC:** 17, 3 success; **Perform DC:** 17; **Time:** 1 full-round action; **Components:** H, E; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** Two 5-ft.-squares; **Duration:** 1 minute/level (D); **Saving Throws:** None (see text); **Chakra Cost:** 3 + 1 per additional square.

Upon completion of this technique, the user may choose two five-foot square. The chosen squares must have either short grass, moss or a similar type of short plant growth. Each of the chosen squares will count as though *makibishi* had been spread on them for the duration of the technique. The more squares affected, the higher the Chakra cost.

Empower

The user may spend an additional point of chakra to affect an additional square, up to a maximum of 1 per level.

Kuuden Myaku no Jutsu (Static Pulse Technique)

Ninjutsu (Raiton)

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 attack action

(see text); **Components:** H (see text); **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature (see text); **Duration:** 1 round (see text); **Saving Throws:** Fortitude negate; **Chakra Cost:** (see text).

Using this versatile technique, the user is able to create a strong magnetic wave on a certain location, which can produce the following effects:

Immobilization: By using this technique on a single creature, the user is able to hold any metal-based weapon and armor in their place. In other words, the creature will not be able to use any handheld or thrown metal-based weapon, or will be unable to make any movement, no matter the direction, for the duration of the pulse. A fortitude save negates this effect. Using this effect of the technique costs 7 points of Chakra and targets a single creature; the effect lasts for one round.

Defensive Pulse: With this version of the technique, the user is able to create a static aura around him that stops any type of metal-based object from penetrating it. For the duration of the pulse, the user will be untouchable by any metal-based melee or ranged attack, unless the used weapon or object is of *Huge* size or larger. The downside of this effect is that the user will also be unable to use any metal-based weapon or projectile while the pulse lasts, no matter the size. Once attacked, the weapon is either held back in the case of melee attacks, or the projectile falls to the ground if the attack was a thrown or ranged weapon. Using this effect requires the use of Hand Seals, affects only the user and costs 12 points of Chakra. The pulse lasts 1 round.

Instant Defensive Pulse: The user may also, once per round, use this technique to with the "Defensive Pulse" effect to defend against a single metal-based attack even during another creature's turn. In doing so, the perform DC becomes the creature's attack roll (minimum 20) and the user must be aware of the attack and not flatfooted. If the technique was successfully performed, the attack is ineffective and the user comes out unscathed. Using this effects requires the use of Half Seals and costs 3 points of Chakra to activate. It lasts for the duration of the attack only.

Kuudenkouu no Jutsu (Static Rain Technique)

Ninjutsu (Suiton) [Amegakure Hijutsu]

Rank: 3 (B-Class); **Learn DC:** 17, 4 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 round; **Saving Throws:** Fortitude negate; **Chakra Cost:** 4.

This technique can only be used on a creature directly exposed to rain or that is significantly wet or immersed in water. For the duration of this technique, the subject will take a -2 penalty to saving throws against *Raiton* techniques and suffer an additional point of electricity damage per two ranks of the *Raiton* technique, should one be used on him (minimum +1).

Kuuha Bukigakure no Jutsu (Air Current Weapon Concealment Technique)

Ninjutsu (Fuuton; requires Chakra Control 9 ranks and Genjutsu 6 ranks or Hide 6 ranks)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** S, F; **Range:** 0 feet; **Effect:** Conceals held melee weapon for up to 1

attack/4 levels (maximum 5); **Duration:** 1 round/level or until discharged (D); **Saving Throws:** None; **Chakra Cost:** 8.

The user is able to create a distortion in the air around his weapon, concealing it from sight. The concealment lasts for up to 1 attack per 4 levels, maximum 5, whether the attack hits or misses. The target must succeed a Spot check (DC 20 or attack roll, whichever is lower) or lose its Dexterity bonus to defense, even if the target can See Chakra or See Through Chakra.

The charges can also be released as free action upon impact. If the user makes an attack with the weapon and discharges the technique, the attack does not benefit from the concealment effect but deals 1d6 points of wind damage per concealment "charges" (assuming one attack consumes one charge) left to the technique if it hits, not multiplied on a critical hit.

Material Focus: Held melee weapon.

Kuuha Touran no Jutsu (Air Wave Blade Storm Technique)

Ninjutsu (Fuuton; Requires Kazegama no Jutsu (t) and Ninjutsu 12 ranks)

Rank: 6 (A-Class); **Learn DC:** 21, 4 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** E, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 5-ft wide to medium range line; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 8.

This advanced technique creates a blade of wind that goes through the enemy's defense and cut them up, leaving but a ravaged corpse behind. Any creature caught in the line suffers 7d8 points of wind damage. The line begins at the user, and cannot be longer than 100 feet.

Empower

The user may spend 1 additional point of Chakra to increase the damage by +4 (maximum 7d8+20).

Kuuhazan (Air Wave Slash)

Ninjutsu (Fuuton)

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** C, F; **Area:** 5-ft. wide by 30-ft. long line (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

By concentrating Chakra to the blade of his weapon, the user is able to send forth a wave of Chakra taking the form of a powerful gust of wind. The user makes a single attack roll that will target every creature caught in the line for the same damage, providing it hits. A *Kuuhazan* can be a critical hit, and totally ignores concealment. In addition, the user adds the reach of his weapon (if any) to the length of the line.

Material Focus: The user's Medium (or properly sized depending on the user's size category) or larger slashing weapon.

Kuukiheki no Jutsu (Air Wall Technique)

Ninjutsu (Fuuton)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 full-round action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** Wall up to 5 ft./level long and 1 ft./level high (maximum 50 ft. long and 10 ft. tall; S); **Duration:** 1 round/level (D); **Saving Throws:** None (see text); **Chakra Cost:** 6.

The user uses this technique to create a wind curtain in the surrounding area. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance, though ballistic weapons, siege weapons or unnaturally large projectiles are unaffected. Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures). While the wall must be vertical, it can be shaped it in any continuous path along the ground as desired. It is impossible to create cylindrical or square wind walls to enclose specific points.

Kuu Bunshin no Haetori (Void Clone Death Trap)

Ninjutsu [Lost Kinjutsu]

Rank: 13 (S-Class); **Learn DC:** 29, 7 success; **Perform DC:** 33; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal (see text); **Target:** You (see text); **Duration:** 5 round/level; **Saving Throws:** Fortitude negate (see text); **Chakra Cost:** 14

This *forbidden technique* was created for multiple purposes, such as kidnapping and assassinations. It creates a clone which is filled with *void*; in other words, inside the clone is an empty space where nothing can normally exist. The clone has the characteristics of a standard *Kage Bunshin*, but can walk on water freely and may *fly* at his base speed with *poor* maneuverability. The clone may go about freely, as long as he stays within a hundred feet of the user. By spending an attack action, the clone may suck in a creature of the same size category or smaller within the technique's range (based on the Clone's current location) inside his body, thus trapping it inside the void unless it succeeds a Fortitude save (as per technique).

While the *Kuu Bunshin* holds a creature, he may no longer walk on water or fly, but he gains a number of hit points equal to the total character level or hit dice of the creature he absorbed. While in the *Kuu Bunshin*, the absorbed creature is fully conscious of what happens outside, but may not speak outside the clone, or harm the clone from the inside. If the clone is damaged while he holds a creature inside him, the absorbed creature takes double the damage (which bypasses any hardness or damage reduction). Force effects do not damage the creature trapped inside the clone.

As a free action, when he is holding a creature inside him, the clone may blow himself up and deal 3d6 points of force damage to any creature in a 30-feet-radius, which can be halved by a successful Reflex save (as per technique); the held creature is then freed, but not before suffering double damage from the explosion with no saves allowed. If a clone

is destroyed or the duration is up, even if it holds a creature inside him, it simply disappears in a puff of smoke and any held creature is thus freed.

Kuuryuiken no Jutsu (Air Current Detection Technique)

Ninjutsu (Fuuton)

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform DC:** 12; **Time:** 1 attack action; **Components:** C, S; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

As long as there is a low wind of 3 miles or higher in the area that the user is occupying, he is able to determine which direction is north by means of this technique. The user's newfound knowledge of north is correct when using this technique with normal winds, but can easily be fooled by techniques such as *Ichijin no Jutsu* or *Kuuryuusan no Jutsu*, and may be lost again within moments if he does not keep track of his movements. This technique can help the user identify an environment-affecting Genjutsu if there is one, at the GM's discretion, and cannot be used if no winds are present.

Kuuryuusan no Jutsu (Air Flow Manipulation Technique)

Ninjutsu (Fuuton; Requires Ichijin no Jutsu (t)) [Lost Hijutsu]

Rank: 9 (B-Class); **Learn DC:** 23, 4 success; **Perform DC:** 24; **Time:** 1 full-round action; **Components:** C, H, Mas; **Range:** Long (30 ft. + 15 ft./2 levels); **Area:** 10-ft./level radius, 40-ft. high cylinder (S); **Duration:** Concentration (up to 1 round/level); **Saving Throws:** Fortitude negate; **Chakra Cost:** 14 (see text).

Using this rare technique, the user is able to send his Chakra to manipulate the flow of wind in a certain area. He can make the wind blow in a certain direction or manner, increase or decrease its strength freely, as long as it is within the area. The new wind direction and strength persist until the user stops concentrating on the technique or chooses to alter his handiwork, which requires an additional move-equivalent action spent in concentration. He may create an "eye" of calm air up to 80 feet in diameter at the center of the area if he so desires, and may choose to limit the area to any cylindrical area less than his full limit.

Wind Direction

The user may choose one of four basic pattern for the wind to follow over the entire area.

- A downdraft blows from the center outward in equal strength in all directions.
- An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.
- A rotation causes the winds to circle the center in clockwise or counterclockwise fashion.
- A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

Wind Strength

The user can chose to increase or decrease the strength of the wind by one category every 10 level, minimum 1. Each round on his turn, a creature in the wind must make a Fortitude save or suffer the effect of being in the windy area.

- Light winds (less than 11 mph) are little more than a gentle breeze, having little or no game effect.
- Moderate winds (11+ mph) have a 50% chance of extinguishing small, unprotected flames, such as candles.
- Strong winds (21+ mph) make sailing difficult, gusts that automatically extinguish unprotected flames (candles, torches, and the like). Imposes a -2 penalty on ranged attack rolls and on Listen checks.
- A severe wind (31+ mph) causes minor ship and building damage. In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Listen checks are at a -4 penalty. This is the velocity of wind produced by the *Ichijin no Jutsu* technique.
- A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships. Windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege and ballistic weapons have a -4 penalty on attack rolls. Listen checks are at a -8 penalty due to the howling of the wind.
- Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder. All flames are extinguished. Ranged attacks are impossible (except with ballistic and siege weapons, which have a -8 penalty on attack rolls). Listen checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees. This technique must be Mastered in order for the user to affect winds of this strength.
- A tornado (175+ mph) destroys all nonfortified buildings and often uproots large trees. See *Tatsumaki no Jutsu* for details. To affect winds of this strength, the user must have both Mastered this technique and be spending 3 points of Chakra per rounds which he can't convert to hit points per wind strength category he wishes to decrease the strength of the tornado by. Once the technique expires or the user runs out of Chakra, the tornado returns full force. The user cannot use this technique to create winds of this strength, only decrease their strengths temporarily.

Mastery

Mastery in this technique allows the user to control Hurricane and Tornado-force winds.

Kyougaku no Jutsu (Fright Technique)

Genjutsu (Doujutsu) [Fear, Mind-Affecting]

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform DC:** 12; **Time:** 1 attack action;
Components: C, S; **Range:** Melee Touch; **Duration:** 1 round/level (D); **Saving Throws:** Will disbelief; **Chakra Cost:** 3.

Using this technique, the user is able to lead the subject into believing something is wrong, and shake their beliefs a little. The target makes a Will save to avoid suffering a -1 penalty to attack rolls and skill checks for the duration of the technique due to a minor Genjutsu-induced fright. This technique can be dispelled.

Kyohaku Warai no Jutsu (Compelling Laughter Technique)

Genjutsu (Doujutsu) [Fear, Mind-Affecting]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** C, S; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1d4+2 rounds; **Saving Throws:** Will negate; **Chakra Cost:** 6.

By simply looking into the subject's eyes, the user is able to show it such horrors that it will experience a brief mental breakdown and fall down laughing. The subject's mind is in complete disarray as it falls prone, laughing uncontrollably a manic, humorless chilling laugh. The subject can take no action while laughing, but is still not considered helpless. After the technique ends, the subject can act normally, but will be Shaken for an additional 2 rounds.

A creature that cannot laugh will collapse and babble senseless gibberish for the duration of this technique.

Kyougetsu no Jutsu (Wailing Moon Technique)

Ninjutsu (Hyouton)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, S; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One 5-ft.-square per level (maximum 10); **Duration:** Instantaneous; **Saving Throws:** Fortitude half; **Chakra Cost:** 8.

Using this technique, the user can only target squares directly exposed to natural moonlight. Any creature that find itself in one of the targeted square must make a Fortitude save to take only half of 2d6 point of cold damage, a failed save resulting in taking full damage. If a creature occupies more than one square, it can be targeted more than once.

Kyouka Kage Bunshin no Jutsu (Shadow Replication Reinforcement Technique)

Chakra Control (Spirit; Requires Kage Bunshin no Jutsu (t)) [Konoha Kinjutsu]

Rank: 8 (S-Class); **Learn DC:** 24, 7 success; **Perform DC:** 28; **Time:** 1 full-round action; **Components:** C; **Range:** Melee Touch; **Target:** One of the user's Kage Bunshin; **Duration:** 30 minutes/level (D); **Saving Throws:** None; **Chakra Cost:** (see text).

Using this technique, the user is able to make a *Kage Bunshin* much more dangerous and versatile. Upon receiving this technique, the clone's hit points double, it gains a +1 bonus to attack rolls and defense as well as the ability to use any of the user's technique up to Rank 6 on its own, with a Chakra Pool equal to technique's Chakra Cost, plus any point the user may decide to spend, adding to the chakra cost of the technique. The clone will also gain 1 hit points per level of the user (maximum 15)

The clone is no longer limited to the standard range of the user, and can move freely according to its creator's wishes. The chakra cost of this technique is equal to one third of the user's total Chakra Pool, rounded up. If this technique is used on a *tajuu kage bunshin*, it instantly becomes a normal *kage bunshin*. In addition, when performing this technique, the user can't convert the Chakra Cost to hit points.

The user can create up to two *Kyouka Kage Bunshin* at once. The targeted clone will last for the duration of *this* technique instead of the standard *Kage Bunshin no Jutsu* duration.

Kyoumeisen (Vibrating Sound Drill)

Ninjutsu [Otogakure Hijutsu]

Rank: 5 (C-Class); **Learn DC:** 18, 3 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** C, S; **Range:** Melee Touch; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 4.

Using this complex sound-based technique, the user is able to render the opponent's hearing useless for a certain period of time. With a successful touch attack, the target suffers 2d4+2 points of sonic damage and must succeed a Fortitude save or become *Deafened* for 1d4+1 rounds and *Nauseated* for 1d3 rounds.

Material Focus: The user's *worn* Sound Amplifier.

Kyouran Suji! (Muscles Fury!)

Taijutsu (Body Art; Requires Namidatsu Kukkin! (t))

Rank: 4 (B-Class); **Learn DC:** 18, 3 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 4.

Even beyond the potency of *Namidatsu Kukkin!*, this technique greatly increases the user's strength while it lasts. For the duration of this technique, the user's Strength Ranks increase by 2 for 1 round per level.

Kyoushitsu no Jutsu (Dreadful Reality Technique)

Genjutsu (Mind-Affecting, Fear; Requires Genjutsu 15 ranks) [Lost Kinjutsu]

Rank: 9 (S-Class); **Learn DC:** 25, 7 success; **Perform DC:** 29; **Time:** 1 full-round action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 round/level; **Saving Throws:** Will negate (see text); **Chakra Cost:** 12.

This technique has been sealed away upon its creation because of the inhumane death it can bring to its victim. The main goal of the technique is to completely shut down all of the target's senses: sight, smell, hearing, touch, taste and chakra senses. If the target fails its save, it becomes *blind* and *deaf*. The subject will also be unable to make any differences between tastes, rendering it unable to detect an anomaly in their food or drinks, unable to use the sense of smell at all and will not be able to determine whether it is standing, sitting, if it has hit an enemy on an attack or if it was hit at all.

The subject will be unable to sense chakra, and will have to make a Will save each passing round to avoid being dazed and unable to act. Even though the subject is blinded, because the condition is only a mere illusion, it will still be subject to gaze attacks. The subject, while under the effects of this technique, will suffer a -4 penalty to Fortitude saves against massive damage in addition to all the penalties blindness and deafness incur. This technique can be dispelled, but counts as though it as a Rank 12 technique for that very purpose.

Kyuuden no Jutsu (Lightning Ball Technique)

Ninjutsu (Raiton; Requires Raishuriken no Jutsu (t))

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** E, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 20-ft. radius emanation; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 5.

Following the principle of *Raishuriken no Jutsu*, this mid-level *Raiton* has the user throw a sphere-shaped lightning bomb which, obviously, explodes upon contact, sending electrical discharge to creatures around. Every creature caught in the area of effect suffers 3d10 point of electricity damage, which can be halved with a successful Reflex save. If the user attempts to throw the sphere through a narrow passage, he must hit the opening with a ranged touch attack or see the bomb detonate prematurely.

Empower

The user may spend an additional two point of Chakra to increase the damage by 1 die, up to a maximum of 6d10.

Kyuushin no Jutsu (Message Carrier Technique)

Ninjutsu (Summoning)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 full-round action; **Components:** C, H, M; **Effect:** Summons 1 messenger bird; **Duration:** 1 hour/level (D); **Saving Throws:** None; **Chakra Cost:** 4.

This technique summons a bird not bound to any specific blood pact to carry a Small or smaller object of 15 pounds or lighter to a specified location. The user must have visited the location at least once physically. The carrier travels up to 9 miles per hour (80 feet per round), has a Defense of 13 and 8 hit points. Once the carrier reaches its destination, it dissipates and leaves whatever it had carried to rest on the ground--likewise, if the technique was cancelled, whatever the bird was carried is dropped to the ground.

The summoned bird is not of a specific type and isn't immediately recognizable as a carrier bird except by what it carries.

Material Focus: A summoning scroll not bound to a specific contract. The scroll will become blank after use of the technique.

Kyuuten no Raikiri (Heavenly Lightning Cutter)

Ninjutsu (Raiton)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Effect:** One *kyuuten no raikiri*; **Duration:** 1 round/level (D); **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 8.

Upon completion of this technique, the user condenses his chakra into his hand and turns it into a long blade of lightning. Thus formed, the *kyuuten no raikiri* has the same characteristics as a katana, in which the user is automatically proficient, that deals an additional 1d4 point of electricity damage on a successful attack. *Kyuuten no Raikiri*

attacks are chakra-enhanced.

If the user scores a critical hit with a *kyuuten no raikiri*, the target creature must succeed a Fortitude save (as per technique standard) or become *paralyzed* for 1 round afterwards. Once sundered, or if it leaves the user's hand or the duration expires, *kyuuten no raikiri* fades into nothingness.

Kyuukyoku Enkoudate (Ultimate Flame Shield)

Ninjutsu (Katon; Requires Enkoudate no Jutsu (t)) [Konoha Kinjutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 6 success; **Perform DC:** 25; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (see text); **Saving Throws:** None; **Chakra Cost:** 8.

The *Kyuukyoku Enkoudate* another form of "ultimate defense". By focusing offensive Chakra through his body, the user is able to form an invisible shield around his body that automatically reacts to attacks of any kind. Even if the user is unaware of the attack, a burst of flame will appear where it should hit and deflect it. For the duration of the technique, the user gains a +4 deflection bonus to defense, a Damage Reduction of 15/- and a Fire and Cold Resistance of 30. Once the shield is breached, however (by overcoming either his damage reduction or energy resistance), the technique abruptly ends. A creature dealing damage with an unarmed or natural weapon attack suffers 1d4 point of fire damage each time it does not successfully bypass the user's damage reduction.

Ma'en Jutsu - En'mi (Fiendfire Technique - Seed of Flame)

Ninjutsu (Requires Blood Mage (f), Path of the Fiendfire (f) and Ignis Vitae subtype) [Lost Kinjutsu]

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 attack action; **Components:** S, F, Mas; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level or until discharged (D); **Saving Throws:** None; **Chakra Cost:** 2.

The user carves sizzling, fiery seals into his flesh that release a subtle smell of sulfur as the flesh is being carved open. While active, this seal grants the user a +1 circumstance bonus to Ninjutsu checks made to perform *Katon* techniques. In addition, *Katon* techniques deal an additional 1 point of fire damage. This seal is one of the main components in the offensive techniques of the Fiendfire style. Though its effects do not stack, it can be applied more than once on the user.

This technique requires 1 seal slot to be empty on the user's body, and the user deals himself 1 point of damage while performing this technique, dealt even on a failed attempt.

Mastery

At the third step of mastery, which requires ECL 8 or higher, the user may spend 2 more points of Chakra and deal himself 2 more points of damage to increase the circumstance bonus to +2 and extra damage dealt to 2.

Material Focus: A dagger of power used to carve the seals.

Ma'en Jutsu - Happa (Fiendfire Technique - Blast)

*Ninjutsu (Requires Blood Mage (f), Path of the Fiendfire (f) and Ignis Vitae subtype)
[Lost Kinjutsu]*

Rank: 3 (C-Class); **Learn DC:** 16, 4 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, F; **Range:** Personal; **Target:** You; **Duration:** 1 hour or until discharged (D); **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 3.

The user carves sizzling, fiery seals into his flesh that release a subtle smell of sulfur as the flesh is being carved open. The seal remains dormant until activated, when it turns the user's potent fiery chakra into a powerful kinetic blast. It can be activated as an attack action by either making an unarmed attack against an adjacent foe or as an invisible ray attack with a range of 20 feet.

If released as a melee attack, add the following to the normal results of the attack roll. If the ray or unarmed attack hit, the target suffers 2d6 points of force damage, and if Medium-size or smaller, will be knocked back 1d4x5 feet. The target must make a Fortitude save to avoid falling prone.

This technique requires 1 seal slot to be empty on the user's body, and the user deals himself 2 point of damage while performing this technique, dealt even on a failed attempt.

Empower

The user can increase the chakra cost by 3 and the damage dealt to himself by 2 to increase the damage dealt to 3d6 and the distance of the knockback to 2d4x5 feet.

Material Focus: A dagger of power used to carve the seals.

Ma'en Jutsu - Kaenfubatsu (Fiendfire Technique - Indomitable Fire)

*Ninjutsu (Requires Blood Mage (f), Path of the Fiendfire (f) and Ignis Vitae subtype)
[Lost Kinjutsu]*

Rank: 4 (C-Class); **Learn DC:** 17, 4 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** S, F; **Range:** Personal; **Target:** You; **Duration:** 1 day or until discharged (D); **Saving Throws:** None; **Chakra Cost:** 4.

The user carves sizzling runes in his flesh, which release a pungent smell of sulfur. This seal is dormant until activated as an instant action. When activated, the user gains a +8 bonus to defend against a bull-rush, overrun or grapple attempt. This seal cannot be used when the user himself initiates the attempt.

This technique requires 1 seal slot to be empty on the user's body, and the user deals himself 1 point of damage while performing this technique, dealt even on a failed attempt.

Material Focus: A dagger of power used to carve the seals.

Ma'en Jutsu - Kaengui (Fiendfire Technique - Flame Eater)

Ninjutsu (Requires Blood Mage (f), Path of the Fiendfire (f) and Ignis Vitae subtype)
[Lost Kinjutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 5 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** S, F, E; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level or until discharged (D); **Saving Throws:** None; **Chakra Cost:** 4.

The user carves sizzling runes in his flesh, which release a pungent smell of sulfur. While this seal lasts, it will absorb the first 10 points of damage dealt to the user. The absorbed damage does not affect the user in any way. After absorbing 10 points of fire damage, the seal blackens and becomes inactive.

At any time while the seal is active, the user can spend a full-round action concentrating to absorb the energy contained by the seal. When doing so, the user must choose to gain wither 1 point of temporary Chakra, or 2 temporary hit points, per 5 points of fire damage absorbed by the seal. The temporary Chakra or hit points fade after 5 minutes if unused. Otherwise, the seal fades after the duration expires and the slot it used is freed.

This technique requires 1 seal slot to be empty on the user's body, and the user deals himself 2 point of damage while performing this technique, dealt even on a failed attempt. The user can only have 1 flame eater seal on at a time.

Empower

The user can increase the chakra cost by 2 and the damage dealt to himself by 1 to add 3 points of fire damage to the amount the seal can absorb before fading, up to an additional 15 (25 fire damage absorbed).

Material Focus: A dagger of power used to carve the seals.

Ma'en Jutsu - Kaenrakuin (Fiendfire Technique - Blazing Brand)

Ninjutsu (Requires Blood Mage (f), Path of the Fiendfire (f) and Ignis Vitae subtype)
[Lost Kinjutsu]

Rank: 5 (C-Class); **Learn DC:** 18, 4 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** C, S, F, E; **Range:** Personal; **Target:** You; **Duration:** Until discharged (D); **Saving Throws:** None; **Chakra Cost:** 2.

The user carves a sizzling rune on the palm of his hand, which quickly settles from glowing crimson into the dark red color of dried blood. The seal is dormant until activated, which requires the user to make a melee touch attack as an attack action that does not provoke an attack of opportunity. The seal is not discharged if the attack misses.

When a touch attack is made and the seal is activated, it consumes a *seed of flame* seal on the user's body and deals 2d6 points of fire damage. The attack will leave a brand matching the user's seal for 1 day afterwards. The seal is discharged after consuming one *seed of flame*.

This technique requires 1 seal slot to be empty on the user's body, and the user deals himself 2 points of damage while performing this technique, dealt even on a failed attempt.

Empower

The user can increase the chakra cost by 1 and the damage dealt to himself by 1 to increase the number of *seed of flame* seals the technique can consume before being discharged by 1, up to a total maximum of 10 (even though the user's body can only hold 6 seals at once).

The user can increase the chakra cost by 4 to increase the damage dealt when a seed of flame is consumed by 1d6, up to a total maximum of 4d6.

Material Focus: A dagger of power used to carve the seals.

Ma'en Jutsu - Shouken Ryuu (Fiendfire Technique - Burning Fist Style)

Taijutsu (Requires Blood Mage (f), Path of the Fiendfire (f) and Ignis Vitae subtype) [Lost Kinjutsu]

Rank: 3 (C-Class); **Learn DC:** 16, 4 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 2.

The user shifts into a battle stance that requires him to have an active seed of flame fiendfire seal. The user gains the ability to make ranged touch attacks instead of unarmed attacks, with a range of 10 feet. The attacks are ranged touch attacks using the user's Intelligence modifier to attack rolls instead of Dexterity modifier, and deal 1d6 points of fire damage.

The user cannot make attacks of opportunity in this stance, and provokes an attack of opportunity if he attacks in this stance while in a creature's threatened area.

Empower

At 8th level, the user can increase the chakra cost by 2 to increase the damage dealt to 1d8. Mastery does not count towards achieving this level.

At 16th level, the user can increase the chakra cost by 4 to increase the damage dealt to 2d6.

Mastery

With the third step of mastery, when empowering this technique to deal 1d8 points of damage, the attack's range increase to 15 feet.

With the fifth step of mastery, when empowering this technique to deal 2d6 points of damage, the attack's range increase to 20 feet.

Ma'en Jutsu - Youni Kaisoku (Fiendfire Technique - Fiendish Celerity)

Ninjutsu (Requires Blood Mage (f), Path of the Fiendfire (f), Ketsuyoujutsu - Kaisoku (t) and Ignis Vitae subtype) [Lost Kinjutsu]

Rank: 7 (B-Class); **Learn DC:** 21, 5 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** C, S, F, E; **Range:** Personal; **Target:** You; **Duration:** 1 day or until discharged (D); **Saving Throws:** None; **Chakra Cost:** 4.

The user carves sizzling, fiery seals into his flesh that release a strong smell of sulfur as the flesh is being carved open. The seal becomes dormant until activated, and is the

exact same as the Celerity blood magic seal except as mentioned above and as follow: until activated, the seal grants a 5 feet increase to the user's land speed until discharged as an instant action. Using this seal must be declared before the attack roll or save is rolled, or before the result of the attack against the user is announced.

This technique requires 1 seal slot to be empty on the user's body, and the user deals himself 3 points of damage while performing this technique, dealt even on a failed attempt. Only one Fiendish Potence or Fiendish Celerity seal can be applied to the user's body at any time. This seal can only be used once every 24 hours.

Empower

The user may increase the Chakra Cost of the seal and the damage done to himself by 1 to increase the bonus to attack roll, Reflex save or Defense by +1, up to a maximum of +12 (for a Chakra Cost of 14 and damage inflicted of 14).

Material Focus: A dagger of power used to carve the seals.

Ma'en Jutsu - Youni Seiryoku (Fiendfire Technique - Fiendish Potence)

Ninjutsu (Requires Blood Mage (f), Path of the Fiendfire (f), Ketsuyoujutsu - Seiryoku (t) and Ignis Vitae subtype) [Lost Kinjutsu]

Rank: 7 (B-Class); **Learn DC:** 21, 5 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** C, S, F, E; **Range:** Personal; **Target:** You; **Duration:** 1 day or until discharged (D); **Saving Throws:** None; **Chakra Cost:** 4.

The user carves sizzling, fiery seals into his flesh that release a strong smell of sulfur as the flesh is being carved open. The seal becomes dormant until activated, and is the exact same as the Potence blood magic seal except as mentioned above and as follow: until activated, the seal grants a +1 enhancement bonus to weapon damage rolls, Strength-based and Break checks until discharged as an instant action. Using this seal must be declared before the damage or check is rolled.

This technique requires 1 seal slot to be empty on the user's body, and the user deals himself 3 points of damage while performing this technique, dealt even on a failed attempt. Only one Fiendish Potence or Fiendish Celerity seal can be applied to the user's body at any time. This seal can only be used once every 24 hours.

Empower

The user may increase the Chakra Cost of the seal and the damage done to himself by 1 to increase the bonus to weapon damage roll by +1 and to Strength-based and Break checks by +2, up to a total maximum +12 damage and +28 to Strength-based and Break checks (for a Chakra Cost of 14 and damage inflicted of 14).

Material Focus: A dagger of power used to carve the seals.

Magen - Anrakushi (Demonic Mirage - Endgame Relief)

Genjutsu (Phantasm) [Mind-Affecting]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 round; **Saving Throws:** Will negate; **Chakra Cost:** 4.

Should the subject fail its Will save, the technique gives off an illusion that lets it see what it desires most to see, be it reinforcement, the death of an enemy or other such occurrences. On a failed save, the subject either loses its Dexterity bonus to defense until its next turn, or loses its next turn but remain able to defend itself normally, at the user's choice. Once the technique expires, if the subject still lives, it suffers 2d6 points of Stamina damage as the illusion crumbles and its hope comes crashing down. The damage cannot reduce the target's hit points lower than 0. The user cannot know what the illusion showed the target unless he is told about it.

Magen - Chitaibakushi (Demonic Mirage - Earthbinding Death)

Genjutsu (Compulsion) [Mind-Affecting]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 3 rounds, plus 1 round/level (D); **Saving Throws:** Will negate; **Chakra Cost:** 4.

This technique is used to slowly petrify a weak-willed opponent. It is split in three stages, one per round, and the illusion is easily broken by strong emotions or instincts, like the *need* to flee.

1st round: The target is unable to run or charge.

2nd round: The target is unable to run or charge, and moves at half its speed.

3rd round: The target is unable to move or take any actions that require movement from the subject, such as performing a technique, chewing, opening one's mouth or attacking. The subject may still breath normally, but cannot fly or swim, and will drown or fall--thus possibly breaking the technique. This state will persist for 1 round per level.

The illusion is broken if the target becomes *panicked* or is *cowering*, and breaks upon being attacked. The subject will be able to defend normally, but if the illusion had reached the third stage, will lose its Dexterity bonus to Defense against the first attack.

The outward appearance of the subject will be altered so that a thin sheet of rock forms over its skin and covers it more and then completely in the third stage, making it look as though it had been petrified. This technique can be dispelled. Creatures of level 8 or higher gain a +4 bonus to resist the illusion.

Magen - Goukyou Genmu no Jutsu (Demonic Mirage - Phantasmal Torture Technique)

Genjutsu (Requires Genjutsu 13 ranks) [Fear, Mind-Affecting, Lost Kinjutsu]

Rank: 7 (A-Class); **Learn DC:** 22, 6 success; **Perform DC:** 24; **Time:** 1 attack action; **Components:** C, H; **Range:** Touch; **Target:** One creature; **Duration:** 1 round/2 levels (D); **Saving Throws:** Will negate; **Chakra Cost:** 8.

Upon falling victim to this technique, the subject will writhe in pain as flesh is ripped from its body and raw flesh is burned and torn away from the bones, all inside its mind. This horrible technique deals 1d4+1 points of Stamina damage per round to the subject

and imposes a cumulative -1 penalty to skill checks, ability checks and attack rolls that increases by 1 each round (maximum -8) and goes away at the rate of 1 point per round once the technique expires. If the target is reduced to 0 hit points, the technique will not damage it further, but instead it will become disabled, but unable to act for as long as the technique is in effect. This extremely painful technique is understandably forbidden, but very popular during torture, which it tends to render excessively easy. It can be dispelled.

Magen - Gousenjin (Demonic Mirage - Torture of Thousand Swords)

Genjutsu (Compulsion) [Mind-Affecting]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, H; **Range:** Touch; **Target:** One creature; **Duration:** 1 round/2 levels (D); **Saving Throws:** Will negate; **Chakra Cost:** 6.

Using this technique, the user is able to make the subject feel as though its body is being ripped apart by a thousand swords. It will see its skin being torn open and feel nerve wrecking pain for as long as the technique lasts. For the duration of the technique, the subject will suffer a -4 penalty to attack rolls, skill checks, ability checks, and weapon damage rolls. This technique's effect can be avoided by a successful Will save, and has a 50% chance to resist being dispelled.

Magen - Jagan (Demonic Mirage - Evil Eye)

Genjutsu (Doujutsu) [Mind-Affecting]

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 26; **Time:** 1 attack action; **Components:** C; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One living creature; **Duration:** One minute; **Saving Throws:** Will negate; **Chakra Cost:** 12.

The user creates a one-minute long illusion for the target to endure, if it fails its saving throw. The subject is completely non-responsive while under the illusion and unaware of its surrounding, but any offensive action (such as a technique or damage from any source) will immediately awaken the subject. The target cannot be the target of this technique more than once every 24 hours, regardless whether it failed or succeeded the saving throw. This technique can be dispelled.

Magen - Jibaku Satsu (Demonic Mirage - Tree Binding Death)

Genjutsu (Compulsion) [Mind-Affecting]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Will negate; **Chakra Cost:** 6.

With this technique, the user is able to create the illusion that the subject is completely bound by a growing tree as the user vanishes from sight. The user will vanish from all of the target's senses as it lies immobilized by the tree. The illusion will remain until the target is attacked or physically damaged. Until then, it will be immobilized, and unable to smell, see, taste, hear or feel the user. If he chose to attack the subject, the user benefits from the *attacker invisible* condition as the target loses its dexterity bonus to defense. A blind creature is unaffected by this technique.

Magen - Jigoku Kouka no Jutsu (Demonic Mirage - Hell's Descent Technique)

Genjutsu (Phantasm) [Mind-Affecting]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** H, F; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 40-ft. radius, 50-ft. high cylinder (S); **Duration:** 1 round/level (D; see text); **Saving Throws:** Will negate (see text); **Chakra Cost:** 8.

Using this technique, the user creates the illusion that a gigantic ball of fire is falling from the sky to engulf anyone in the area of effect with its flame. Any creature caught in the area of effect will suffer 3d8 points of damage from the technique, which can be negated by a successful Will save. The ground in the area of effect will then be "set ablaze," and all creatures that stand in the area of effect and that failed their initial Will save will suffer 1d6 points of damage each round until they leave the area (creature entering the area after the technique was first cast upon it are unaffected). Creatures that are immune to fire are not affected by this technique, as are creature devoid of all the following sense: sight, smell, touch and hearing. Creatures that were pre-warned of the effects of the technique also gain a +8 bonus to their Will save to resist it (this does not apply to identifying the technique). The illusion itself cannot kill; creatures brought to 0 hit points or below will become unconscious for 1d4+2 hours or until healed. This technique can be dispelled.

Magen - Jigoku Tenshi no Jutsu (Demonic Mirage - Hell's Element Technique)

Genjutsu (Requires Genjutsu 7 ranks) [Mind-Affecting]

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 attack action; **Components:** H, F; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 20-ft. radius spread; **Duration:** Instantaneous; **Saving Throws:** Will negate; **Chakra Cost:** 4.

By means of this technique, the user creates the illusion that he throws a ball of elementally-charged chakra that explodes and kills the target. Any creature caught in the area of effect must make a successful Will save or suffer 1d4 points of damage per two levels of the user, up to 5d4. The damage, although not affected by energy resistance, must be of any one type (cold, earth, electricity, fire, water or wind). If the creature is immune to said damage type, the technique has no effect on it. Creatures devoid of all the following senses: sight, smell, touch and hearing, are also immune to this technique. Creatures that were pre-warned of the effects of the technique also gain a +8 bonus to their Will save to resist it. The illusion itself cannot kill; creatures brought to 0 hit points or below will become unconscious for 1d4+2 minutes or until healed. This technique can be dispelled.

Magen - Karasugun no Kyouden (Demonic Mirage - Feast for a Murder of Crows)

Genjutsu (Phantasm) [Mind-Affecting]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action;

Components: C, S; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** Up to 2 targets within 30 feet of each other, not exceeding the technique's range; **Duration:** 1 round or until discharged (see text); **Saving Throws:** Will negate; **Chakra Cost:** 8 per targets.

The subjects will be assaulted by a murder of crows if they fail to resist the technique. For one round, they will suffer a -10 penalty to Listen and Spot checks, lose their dexterity bonus to Defense against the next attack and will need to make a Concentration check (DC 15) to use any skill that requires concentration or techniques. If the subject is attacked, the effects of the technique will fade immediately. The subject cannot be affected twice by this technique in an hour.

Magen - Kuchiraku no Jutsu (Demonic Mirage - Hell's Mouth Technique)

Genjutsu [Fear, Mind-Affecting]

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** C, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature; **Duration:** Up to 3 rounds (D) (see text); **Saving Throws:** Will negate (see text); **Chakra Cost:** 12.

The subject, if it fails its save, is given the illusion that the ground crumbles beneath his feet and begins to fall into the dark, fiery pits below. The first round, the subject suffers 3d6 points of nonlethal damage and is unable to act as it begins to "fall."

The second round, the target becomes unaware of its surrounding and can take no actions as it "falls" deeper towards the pits below at staggering speeds, and suffers 6d6 points of nonlethal damage.

The third and last round, the target is swallowed in the dark fire and torn apart by countless, bloodthirsty vines. It is unable to act still and suffers 12d6 points of nonlethal damage. If the target is still conscious, it must make a second Will save to avoid being taken by irrational fear and *cowering* for 1d4 rounds.

The target is very unlikely to be still and silent unless paralyzed and mute, while under the effects of the technique. Any outside source of damage breaks the illusion immediately. A blind creature is immune to this technique. This technique can be dispelled by an outside source.

Note: Following the optional rules for stacking nonlethal damage, the technique deals 2d6, 4d6 and 6d6 nonlethal damage on rounds 1, 2 and 3 respectively.

Magen - Kyouonomen (Demonic Mirage - Visage of Death)

Genjutsu (Doujutsu; Requires Genjutsu 16 ranks) [Fear, Death, Mind-Affecting, Kinjutsu of All Ninja Villages]

Rank: 8 (Super S-Class); **Learn DC:** 25, 8 success; **Perform DC:** 33; **Time:** 1 attack action; **Components:** C, M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Will partial; **Chakra Cost:** 12.

This forbidden technique uses the killer intent the user is pouring into an attack and

increases it to a much greater effect. Upon completion of this technique, the target must make a Will save against fear or be instantly reduced to -1 hit points and dying from the shock induced by the visage of death or be *cowering* for 1 round if the save was successful. Regardless whether or not the technique was a success, the user will get to make a melee attack at his highest attack bonus with his held weapon against the creature.

Magen - Kyouten Chiten (Demonic Mirage - Mirror of Heaven and Earth)

Genjutsu (Doujutsu; Requires Mangekyou Sharingan (f)) [Mind-Affecting]

Rank: 12 (A-Class); **Learn DC:** 27, 4 success; **Perform DC:** 29; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round (or until discharged); **Saving Throws:** None (see text); **Chakra Cost:** 6.

To properly use this technique, the user must have his Sharingan active and he must be aware of his opponent. With this technique, he is able to bounce any genjutsu back to its source. For the duration of this technique, the user will reflect the first harmful genjutsu back towards any creature within 30 feet, providing the user succeeded the save against it. He will shrug off all its effects, while the new target of the rebound will take the full effects of the technique; he must make a save if the technique allows one, or suffer its effect as the user would have had he not used this technique). If the Genjutsu allows no save, *Kyouten Chiten* cannot work.

Magen - Kyuuten Jikaichou (Demonic Mirage - Palace of True Enlightenment)

Genjutsu (Doujutsu) [Mind-Affecting, Kinjutsu of All Ninja Villages]

Rank: 8 (Super S-Class); **Learn DC:** 25, 8 success; **Perform DC:** 33; **Time:** 1 attack action; **Components:** C, H, F; **Range:** 10 feet; **Target:** One creature; **Duration:** 1 round/level (D); **Saving Throws:** Will negate (see text); **Chakra Cost:** 8.

This forbidden technique can only be used on a target whose attitude is *indifferent* or better towards the user. Once the target, if it fails its original save, is put under the effects of this technique, it will not be able to perform any action simply because it does not believe to be in any danger. The subject can be asked 1 question per round to which it cannot deliberately lie and will answer truthfully, but is allowed a Will save every round to simply not answer the question. A creature can be asked the same question twice, but the answer will always be the same: the simple, unclouded truth. This technique can be dispelled. Once the duration expires or the attitude of the subject towards the user changes, the subject returns to normal and can act normally. If the initial save was successful, the technique fails.

Magen - Mugen Doutei (Demonic Mirage - Endless Journey)

Genjutsu (Phantasm) [Mind-Affecting]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** H, C; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature per 4 levels; **Duration:** 1 minute/level (D); **Saving Throws:** Will disbelief; **Chakra Cost:** 7 per target.

The technique causes the target to wander aimlessly without cause for a set period of time. The effect builds up over time, and the subject may attempt to identify the genjutsu to (or save against it, if already identified) disbelieve it every minute. The technique can be dispelled. If the context does not allow for the subject to wander, the technique has no effect.

1st round: The subject is unable to locate north without the aid of a compass.

2nd round: The subject will make no progress and wander about without realizing it.

3rd round: The subject will take turns and twists and will be unable to wander outside a 200-ft. radius area centered on the location it was during the third round for the duration of the technique, failing to realize so unless the technique is recognized and disbelieved, or dispelled.

Magen - Mugen Onsa (Demonic Mirage - Thrall of an Infinite Melody)

Genjutsu [Death, Mind-Affecting, Lost Kinjutsu]

Rank: 11 (S-Class); **Learn DC:** 27, 7 success; **Perform DC:** 31; **Time:** 1 full-round action; **Components:** C, M; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** Concentration (up to 1 round/level), plus 1 round; **Saving Throws:** Will negate; **Chakra Cost:** 20.

This technique requires no hand seals but during the entire duration which the user concentrates, he must keep playing the musical instrument used for this technique. The subject will be bound in a kneeling position by the illusion, chains in its mind's eyes, and subject to horrible torture as the illusion is maintained. The subject will be unable to take any actions until the technique ends and will suffer 1d10 points of Stamina damage per round. Any damage from an outside source will immediately end the technique. This technique can be dispelled. The subject will remain aware of its surrounding during the illusion. This technique is a sound-based illusion, and deaf creatures are immediately immune to it.

Material Focus: A musical instrument of any type.

Magen - Narakumi no Jutsu (Demonic Mirage - Living Hell Technique)

Genjutsu (Compulsion) [Fear, Mind-Affecting]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One living creature; **Duration:** Instantaneous (see text); **Saving Throws:** Will negate (see text); **Chakra Cost:** 4.

With this technique, the user must describe the illusion shown by this technique, which may have many effects, depending on the skill of the user and the relation of the subject with the illusion. The illusion can be anything, from a close person being ripped apart before the subject's eyes, or lightning striking down on the subject. If the subject is:

- Indifferent: If the subject cares little or does not care at all about the source of the illusion, it will remain unaffected even if it fails its saving throw.
- Repulsion: If the subject is repulsed or a little frightened by the illusion, it will become Shaken for 1d3 rounds on a failed save.
- Source of Fear (Weak): If the user is afraid, even a little, of the illusion, it will become Dazed for 1d4 rounds on a failed save. The source of fear can be anything from a phobia

to spider to a bully from his youth.

– Source of Fear (Strong): If the subject is deathly afraid of the illusion, it will become *Panicked* on a failed save for 1d3 rounds. The source of fear can be a tormentor or a serial murderer, for example.

– Source of Fear (Overpowering): If the subject finds the illusion utterly terrifying, it suffers a strong sensory overload and will fall *unconscious* for 1d3 rounds on a failed save. The illusion, in this case, must be something the subject holds dear, such as a spouse or a sibling.

Magen - Shinkei Nigai (Demonic Mirage - Nervous Convulsions)

Genjutsu (Compulsion; Requires Genjutsu 12 ranks) [Mind-Affecting]

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous, plus 10 minutes/level (see text); **Saving Throws:** Will partial; **Chakra Cost:** 6.

This technique sends conflicting signals to the target's brain and turns them against each other, sending the nervous system in overload and creating an excruciating amount of pain. The more it is resisted, the harsher the pain will be. The subject will fall into a coma for 10 minutes per level of the user unless it succeeds a Will save, in which case it suffers 2d6 points of stamina damage, which cannot reduce the target below 0 (and thus not kill it).

Magen - Shinsenjou no Jutsu (Demonic Mirage - Metaphysical Battleground Technique)

Genjutsu (Doujutsu) [Fear, Mind-Affecting, Kinjutsu of All Ninja Villages]

Rank: 6 (B-Class); **Learn DC:** 20, 5 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, H; **Range:** 30 feet; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Will negate; **Chakra Cost:** 8.

Using this technique, the user is able to trap the target's mind in a fearful illusion that will pit it against itself in an imaginary battlefield, forcing it to fight an enemy of equal strength, and equal weakness. The battle all happens in an instant, but has the potential to be lethal if the subject's concentration wavers.

The subject gains a Will save, which will in turn determine the winner of the coming battle. Should the save succeed, the subject emerges from its mind a winner, suffering a measly -4 penalty to Listen and Spot checks until its next turn.

Should the subject fail its save, however, it is painfully defeated and ejected from the battlefield. It suffers a 3d6 points of damage, +1 per level of the user (maximum 3d6+10), a -4 penalty to Listen and Spot checks for 2 rounds, and loses its next turn. This technique can't be dispelled, and cannot be used again on the same target for 1 minute.

Magen - Shiromane no Jutsu (Demonic Mirage - Castle Imitation Technique)

Genjutsu (Phantasm; requires Jougenzou no Jutsu (1)) [Mind-Affecting]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 full-round action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 10-ft. cube/level (S); **Duration:** 1 minute/level (D) (see text); **Saving Throws:** Will disbelief (if interacted with); **Chakra Cost:** 6, plus 1 per minute the technique is maintained.

This technique allows the user to create an illusory setting that can look, sound and smell like another environment. This technique cannot hide creatures, structures and equipment in the area, and the illusion is purely aesthetic, and provides no protection or cover against attacks or weather. The user cannot move further than 1000 feet from the illusion or it will be dispelled.

Magen - Shitsuenjou no Jutsu (Demonic Mirage - Reality Revision Technique)

Genjutsu (Phantasm) [Mind-Affecting]

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 attack action; **Components:** C, H; **Range:** 10 feet; **Target, Effect or Area:** See text; **Duration:** 1 hour (D); **Saving Throws:** Will disbelief; **Chakra Cost:** 3.

The technique alters the perception of all creatures within 30 feet of the user when the technique was used. The effects last an hour and nothing immediately happens. But for one round per level afterwards, the user may, by concentrating for a move-equivalent action: color items in a 1-foot cube each round, chill, warm, or flavor 1 pound of nonliving material, and create small objects. The illusions created cannot hinder the concentration or deal damage in any way, and objects created with this technique look crude and artificial. The illusory objects are only that, illusion, and will dispell upon contact if disturbed, and therefore cannot be used as tools or weapon. Creatures moving inside the area of the technique afterwards are not affected and cannot see or feel the illusions. The illusions cannot create a radical change, such as making a black surface white, creating lighting or making water tasting like wine, but are not otherwise limited.

The effects can be dispelled normally, but only for a single creature. It is often used as a do-all for shinobi to aid in everyday tasks and spice up life (or food) on the field. Creature sensing chakra will sense a spike of activity equal to the technique's cost every time an illusion is created, but will be unable to determine what it was. After the period where the user may create or edit illusions, they cannot be altered unless the illusion itself is altogether dispelled.

Mahou Keshin no Jutsu (Mystical Avatar Technique)

Ninjutsu (Shadow Art; Requires Epic Technique - Mahou Keshin, Henge no Jutsu (5) and Gugenjuu no Jutsu (5)) [Lost Kinjutsu]

Rank: 15 (Epic); **Learn DC:** 40, 10 success; **Perform DC:** 45; **Time:** 1 full-round action; **Components:** C, H, P, XP; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 25.

By means of this technique, the user is able to take on a single creature's essence, abilities and techniques for a short while. To do so, he must be either currently sensing the

creature's Chakra Signature or be intimately familiar with it, must know at least 5 of the creature's ability, the chosen creature must have an Intelligence, Wisdom and Charisma score of at least 3, and the user must be within 2 size category of the chosen creature.

Upon completion of the technique, the user loses all of his techniques, extraordinary, supernatural and spell-like attacks and qualities, and gains the following:

The chosen creature's:

- Type and size category
- Total hit points
- Maximum chakra pool, though his current remains unchanged (but is lowered to its maximum, if higher than the maximum)
- Chakra Signature and ability scores
- Skills and feats
- Extraordinary, supernatural and spell-like attacks and qualities, as well as all templates (except Moujuu Aishou)
- Techniques of rank 14 or lower

The user takes on the chosen creature's personality and behavior while the technique lasts, but is still conscious and will remember everything that has happened. If the user has not kept in touch with the chosen creature and is not within the range of its Chakra Signature, he will take on the chosen creature's abilities from his memories, at the level and condition it was at (even if the user was not fully aware of the creature's abilities).

Once the technique expires, the user's hit points return to normal, at 50% of its maximum (or below if his previous total was at that level) and recovers all of his normal abilities and techniques. He must also succeed a Fortitude save (DC 25) to avoid suffering 1d6 points of Chakra Coil damage.

The user cannot personify the same creature more than once a week.

XP Cost: 25 XP per hit dice of the personified creature.

Majin Kousei no Jutsu (Devilish Regeneration Technique)

Chakra Control (Spirit; Requires Ghastly Inheritance (a) and Overwhelming Chakra (a))

Rank: 5 (Very Easy); **Learn DC:** 16, 1 success; **Perform DC:** 10; **Time:** 1 attack action;

Components: C; **Range:** Personal; **Target:** You; **Duration:** Instantaneous (see text);

Saving Throws: None; **Chakra Cost:** (see text).

Using this technique, the user is able to call forth the Kyuubi's healing power without letting its Chakra overpower his senses. When calling up the Kyuubi's Chakra using the Overwhelming Chakra ability, he may chose to spend it all on this technique and immediately gain 2d10 temporary hit points and a Fast Healing 2 as well as a +4 bonus on Fortitude save against massive damage for 1d4 rounds afterwards. The user will still feel the after effects of the Overwhelming Chakra after using this technique. To use this technique, the user must not have spent any of the Chakra gained from the Overwhelming Chakra ability beforehand.

Majutsu - Bakuhatsu (Mystical Arts - Explosion)

Ninjutsu (Katon; requires Concentration 12 ranks) [Lost Hijutsu]

Rank: 12 (S-Class); **Learn DC:** 28, 6 success; **Perform DC:** 32; **Time:** 1 full-round action; **Components:** C, M, Mas; **Range:** Long (30 ft. + 15 ft./2 levels); **Area:** 30-ft. radius burst centered on one creature or object (see text); **Duration:** Instantaneous (see text); **Saving Throws:** Reflex half; **Chakra Cost:** 20.

This technique is an ancient form of Ninjutsu created by the first generation of shinobi. It uses a long-lost chakra-weaving method called *kuji-kiri* that puts a sort of *lock* on the chakra used. The user weaves nine intricate symbols in the air with the index and middle finger of one hand, which must first be imbued with chakra. When the pattern is completed, the user gently focuses chakra through the "seal" and attaches it to a target.

The subject is infused with a bomb that will detonate in 6 rounds. When the explosion goes off, the blast deals 10d8 points of fire damage to all creatures in range, which can be halved with a successful Reflex save. The damage also sets fire to combustibles and affects unattended objects. The target may also make a Reflex save to avoid suffering full damage, at a -4 penalty, but may not take no damage on a successful save with abilities such as Evasion or Improved Evasion.

The bomb may be defused through the obscure method of channeling chakra into the subject by simply touching it and making a Chakra Control check (DC 30), and spending 20 points of Chakra that can't be converted to hit points; the subject may also perform this feat itself without requiring to touch itself. If the target was an object, it does not receive a save. The user can only target unattended objects. The user may also choose to defuse his bomb at any time, by spending a move-equivalent action concentrating and no chakra.

The user suffers a 20% chance of failure when trying to perform this technique blinded. Likewise, using the user's off-hand to perform the technique implies a -4 penalty.

Mastery

Every step of mastery in this technique reduces the time it takes for the bomb to detonate by 1 round. The user can choose to not use his full level of mastery and is not forced to reduce the detonation time by any amount.

Majutsu - Kaibaku (Mystical Arts - Mystical Bind)

Genjutsu (Compulsion; requires Concentration 10 ranks) [Mind-Affecting, Lost Hijutsu]

Rank: 10 (S-Class); **Learn DC:** 26, 7 success; **Perform DC:** 30; **Time:** 1 full-round action; **Components:** C, M; **Range:** 50 feet; **Target:** Up to 4; **Duration:** 1 round/level (D); **Saving Throws:** Will negate; **Chakra Cost:** 5 per target.

This technique is an ancient form of Genjutsu created by the first generation of shinobi. It uses a long-lost chakra-weaving method called *kuji-kiri* that puts a sort of *lock* on the chakra used. The user weaves nine intricate symbols in the air with the index and middle finger of one hand, which must first be imbued with chakra. When the pattern is completed, the user releases a shockwave of energy through the invisible "seal" and simply directs it towards the target(s).

The subjects of the technique, for its duration, have an effective (but not actual) Strength and Dexterity score of 3, suffer a -10 penalty to use technique requires hand-seals or half-seals (negated by the Hand Seals Mastery feat to use none), move at half their speeds and cannot run or charge. Subjects may also not take more than one attacks of opportunity per rounds, regardless whether it has feats or abilities to allow otherwise. This technique cannot be dispelled unless the creature attempting to do so has at least 10 ranks in the Concentration skill.

The user suffers a 20% chance of failure when trying to perform this technique blinded. Likewise, using the user's off-hand to perform the technique implies a -4 penalty.

Makai Kyuudou - Hakkyou Gyoushi (Hell's Enlightenment - Insanity Glare) *Genjutsu (Doujutsu)*

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform DC:** 24; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You (see text); **Duration:** 1 round (see text); **Saving Throws:** Will partial; **Chakra Cost:** 6.

This forbidden and extremely dangerous technique was designed to force one's opponent into a trap by pouring terrifying images from "hell" with a simple glare. Repeated use of this technique can even drive a creature to insanity. Any creature that meets the user's gaze for the duration of this technique must suffer a Will save or be *panicked* for 2d6+1 rounds and suffer 1d4 point of temporary Wisdom damage. If the save was instead a success, the creature will be *shaken* for 1d4 rounds instead. Blind creatures or creature immune to fear are not affected by this technique.

Mashouheki (Devil's Barrier) *Ninjutsu (Katon)*

Rank: 10 (A-Class); **Learn DC:** 25, 4 success; **Perform DC:** 27; **Time:** 1 full-round action; **Components:** C, H; **Effect:** 10-ft. wide by 10-ft. tall wall; **Duration:** 1 round/level (D); **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 12.

This technique creates a powerful barrier in front of the user that instantly repels any creature making direct contact with it. The barrier is completely transparent and requires one to be able to *See Chakra*, *See Through Chakra* or make a Spot check (DC 20) to detect it. Any creature making contact with the barrier suffers 1d6 point of Chakra and Fire damage per round as long as it maintains contact, and will be unable to go through, as though it was facing an indestructible wall. This technique does not, however, block inanimate objects and will provide no protection against melee or ranged armed attacks, and neither will it block any technique. While this technique is very useful to stop a pursuing foe, the user is still affected by his own barrier.

Meisaigakure no Jutsu (Concealing Camouflage Technique) *Ninjutsu*

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 5.

Using this technique, the user is able to conceal his presence to others as long as he remains in the same environment. For the duration of this technique, the user gains a +15 bonus to hide checks and may hide freely while observed, even in broad daylight with no cover or shadow nearby.

In addition, he receives no penalty to hide while moving at his normal speed, and only a -10 penalty to hide while charging or running. If he leaves his current scenery (ie, goes from open plain and enters a house), the camouflage is rendered useless and all benefits from this technique are canceled.

This technique is immediately dispelled when the user attacks a creature, or performs a technique. He must make a Concentration check (DC 15+damage taken) every time he takes damage to avoid releasing the technique. A creature that can *See Chakra* gains a +4 bonus to Spot checks to locate the user, or +6 if it can *See Through Chakra*.

Memai no Jutsu (Vertigo Technique)

Genjutsu (Doujutsu) [Fear, Mind-Affecting]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** C, S; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 2 rounds (see text); **Saving Throws:** Will negate (See text); **Chakra Cost:** 5.

The subject is given the illusion that the ground vanishes under its feet and suddenly finds itself high in the air. The unsettling feeling that the subject is falling forces it to make a Will save to resist the illusion. On a failed save, the target will be frozen by fear for 1 round, unable to act but able to defend normally. The target must make a second Will save next round to avoid falling prone and being nauseated for 1 round. This technique cannot be dispelled, and cannot be used twice on the subject within a 24 hours period.

Mikan Seiha no Jutsu (Lesser Domination Technique)

Ninjutsu

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, S, Mas; **Range:** 10 feet; **Target:** One Medium-sized or smaller animal or vermin; **Duration:** Concentration (up to 1 round/level); **Saving Throws:** Will negate; **Chakra Cost:** 4.

For this technique to be effective, the user must target an Animal of Medium-size or smaller with no more than 4 hit dice whose intelligence score is no greater than 2. The user takes control of its mind as long as he concentrates and remains within 100 feet of the animal, as it responds to the user's mental command (up to 1 per round) without fail. The command must be simple, such as "Attack," "Run" or "Fetch." Suicidal or self-destructive commands are ignored.

Mastery

The first step of mastery in this technique increases the hit dice cap to 5.

The fifth step of mastery in this technique increases the hit dice cap to 6.

Mikazuki no Mai (Dance of the Crescent Moon)

Taijutsu (Martial Arts)

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 26; **Time:** 1 full-attack action; **Components:** C, M; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 6.

Combining fluidity and power, mobility and clear thoughts enable the user to see through the opponent's movement and counter them, moving with definite grace and yet attacking with brutality unprecedented. Using this technique, the user gains an additional attack at his highest attack bonus, a +1 dodge bonus to defense and all the benefits of the *Great Cleave* feat. In addition, when the user would gain an attack of opportunity after taking down a foe, he is allowed to take a 5-foot step in between to reach his target. The maximum number of attack of opportunity the user can take in a round also increases by 1.

Mimisen no Jutsu (Ear Plug Technique)

Ninjutsu

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** C, S, Mas; **Range:** Personal; **Target:** You; **Duration:** 1 round/2 levels (D); **Saving Throws:** None; **Chakra Cost:** 4.

By focusing his chakra in his body, more specifically the ears, the user is able to shield himself against various sonic effects. The user gains a Sonic Resistance of 5 + his level (maximum 20) but suffers a -10 penalty to his listen checks while the technique is active.

Mastery

With the second step of mastery in this technique, the user can reduce his resistance by 5 points but halve the penalty to Listen checks.

Misshi (Message Carrier)

Ninjutsu (Sealing; Advanced Seal)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 minute; **Components:** S, C, F; **Range:** Melee Touch; **Duration:** 1 day/level (or until discharged); **Saving Throws:** None; **Chakra Cost:** 4.

Using this technique, the user speaks a message to the advanced seal, which it records. The message can contain up to 20 words and will be spoken in the language and tone used by the user when performing this seal. The user designate a specific chakra signature to activate the seal, and it will recite the message to whichever creature with the specified signature when it touches it. Once the message is complete, the user will be warned regardless of his present location, as the link is broken, and the seal will fade out of existence.

Expendable Components: One advanced seal.

Mizu Bunshin no Jutsu (Water Replication Technique)

Ninjutsu (Suiton) [Kirigakure Kinjutsu]

Rank: 4 (B-Class); **Learn DC:** 18, 5 success; **Perform DC:** 19; **Time:** 1 full-round action; **Components:** S, F, Mas; **Range:** Personal (see text); **Effect:** Duplicates of the user; **Duration:** 5 round/level; **Saving Throws:** None; **Chakra Cost:** 5 + 3 per additional clone (maximum 1 plus 1 per 3 level).

Like *Kage Bunshin*, this technique creates live clones of the user. As its name suggest, the clone is made of water, and weighs half the user's total weight (equipment included). Using this technique, the user is able to divide his energy to create several copies of himself.

While the replicas are not capable of sentient thoughts, they share a one-way bond with the user that allows him to communicate thoughts and order with them, but not the other way around. The clones follow the user's orders to the letter, and are their own person. If caught in a genjutsu, only the clone will be affected and not the user and/or entire group of clones.

The clones have one hit point per level of the user, share the user's saving throws and attack bonus with a -4 penalty, and is unable to make more than two attacks in a full-round action. It also shares the user's defense with a -5 penalty, as well as all feats, talents and special abilities (bloodlines and templates excluded). It does not benefit from any temporary bonus the user may have (such as Shodan Kousoku), and cannot stray further than 40 feet from another *mizu bunshin*, the user or the source of water it was created from, though this distance doubles once the fifth step of mastery is obtained. The clones cannot use any technique, but never needs to make a swim check, can move at twice its speed in water and stand upon watery substances without needing Chakra or the *Tadayou* technique. The clone also gains a water resistance 10.

The clone is genuine and carry the very same equipment as the user except chakra-dependent items such as exploding tags or sunburst tags. Any items carried by the *mizu bunshin* has no hardness and only half the original's hit points. Poison and mastercraft bonuses are not carried over to the clone's equipment.

Lastly, the clone cannot normally perform any activities requiring particular attention, such as sensing chakra, setting off an exploding tag or carrying a serious conversation. Once the clone reaches 0 hit points, strays too far from another clone, its source or the user or the duration expires, it returns to its previous form: a puddle of water.

While the user may replace any lost clones. he cannot control more than his maximum number of *Mizu Bunshin* at time. A *Mizu Bunshin* will appear 10 feet from the source of water, at the user's choice. He also cannot control any other sort of clone while using this technique (including simple *Bunshins* or *Tajuu Kage Bunshins*). A simple usage of this technique without adding to the cost (5) creates one *mizu bunshin*. In addition, if a *Mizu Bunshin* survives a *Raiton* technique, he will deal an additional point of electricity damage per rank of the technique on all melee attacks for 1d4+1 rounds afterwards.

A creature that can *see through chakra* will be able to take note that the body is in fact water and will be able to tell the clone from the original.

Mastery

With the third step of mastery in this technique, the user is able to create clones of one size category smaller than himself using only half the required water. Size bonuses and penalties apply normally.

With the fifth step of mastery in this technique, the user can change the appearance of his clone at will, including the equipment it carries (this technique may replicate any simple gear such as a leather jacket or a katana, but not weapons such as firearms or platemail armor).

Material Focus: A body of water nearby weighing the same as the user's weight, not counting what equipment the user may carry. A litre of water weighs 2 pounds (therefore, if the average human weighs 150 pounds, the clone requires 75 litres of water).

Mizu no Muchi (Water Whip)

Ninjutsu (Suiton)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, H, F; **Range:** Melee Touch; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 4.

Using this basic *Suiton* ninjutsu, the user is able to construct a whip of water holding together with Chakra. It functions as a normal whip would, and the user is instantly proficient in this weapon. In addition, should the user use *Raite no Jutsu* while holding a *Mizu no Muchi*, he is able to deliver the attack using the whip and dealing an additional 1d4 point of electrical damage with it as well as treating the attack as though the target was wearing a sufficient amount of metal or a metal armor. Once the whip leaves the user's hand or the duration expires, it returns to its original form, water.

Material Focus: A small (at least 5 litres) source of water nearby.

Mizuame Nabara (Syrup Capture Field)

Ninjutsu (Suiton; Requires Yutsuba no Jutsu (t))

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** S, Mas; **Range:** 10 feet; **Area:** 10-ft. square (S); **Duration:** 3 rounds; **Saving Throws:** Reflex negate (see text); **Chakra Cost:** 4.

The user spits out a sticky substance upon a surface. The amount covered is no larger than a 10-ft. square. Creatures moving in the capture field cannot run or charge, and move at half their speed for the rest of their turn. Creatures fighting in the capture field suffer a -2 circumstance penalty to Defense until they move out of it. Creatures running through it also suffer a penalty to defense.

A creature who used the Tadayou technique prior to moving into the capture field is unaffected.

Mastery

The third step of mastery in this technique allows the user to increase the area to a 15-ft. square by increasing the chakra cost to 6.

The fifth step allows the technique to cover a 20-ft. square for a cost of 8.

Mizudama no Jutsu (Water Sphere Technique)

Ninjutsu (Suiton)

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform DC:** 12; **Time:** 1 attack action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One living creature (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1 + 2 per additional sphere (maximum 1 per 2 level).

By focusing his Chakra into his salivary gland, the user is able to produce a great amount of saliva very quickly, and even thicken it to harden the impact. The user then spit those ball of saliva, who are now very much like mud, onto his targets and makes a ranged attack roll at his maximum attack bonus for each sphere. Said spheres deal 1d4 points of water damage to the target; the user may target different creature for each ball, as long as they are within range.

A *Mizudama* may also put out small fire, such as a torch or a candle. *Mizudama no Jutsu* is one of the few *Suiton* technique that does not require a source of water nearby. In addition, if the user is able to perform *Toushou*, he may do so right before using *Mizudama no Jutsu* by increasing the perform time of *Mizudama no Jutsu* to a full-attack action. Doing so counts as though the user had performed only one technique, and he cannot convert the Chakra Cost to hit points from *Toushou* (though this does not apply to *Mizudama no Jutsu*).

Using both technique in such quick succession allows the user to freeze his water spheres in addition to having the standard effects of *Toushou*, allowing him to deal 1d4+2 points of damage, half being cold and half being water. Using the technique in this manner no longer allows the user to put out small fires, though he may use the projectiles to break lanterns and such.

Mizukiri no Yaiba (Water Edge Blade)

Ninjutsu (Suiton) [Takigakure Hijutsu]

Rank: 6 (C-Class); **Learn DC:** 19, 3 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** S, F; **Range:** Personal; **Effect:** One *mizukiri*; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 6.

Using this advanced *Suiton* hidden waterfall ninjutsu, the user creates a solid water blade with his own Chakra. The *mizukiri* appears in the user's hand and bears the same characteristics as a *ninja-to*, in which the user is automatically proficient. The blade also deals an additional 2 points of water damage upon a successful attack. Once the blade leaves the user's hand, is destroyed or the duration expires, it turns back into water. Attacks with the *mizukiri* count as chakra-enhanced to bypass damage reduction. *Material Focus:* A small (at least 10 litres) source of water nearby.

Mokuton - Futorisugi no Jutsu (Wood Release - Plant Overgrowth Technique)

Ninjutsu (Mokuton) [Kusagakure Hijutsu]

Rank: 10 (A-Class); **Learn DC:** 25, 5 success; **Perform DC:** 27; **Time:** 1 full-round action; **Components:** C, H; **Range:** Long (30 ft. + 15 ft./2 levels); **Area:** Plants in a 150-ft.-radius spread (S); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 10.

This high level technique sends the user's Chakra through the living plants in the area of effect, successfully making them extremely thick and overgrown. The plants entwine to form a thicket or jungle so that creatures must hack or force a way through. Movement speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have bushes and trees in it for the technique to be effective.

Mokuton - Kiugoku no Jutsu (Wood Release - Tree Displacement Technique)

Ninjutsu (Mokuton) [Kusagakure Hijutsu]

Rank: 7 (B-Class); **Learn DC:** 21, 4 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** Concentration, plus 1 round/level (D; see text); **Saving Throws:** None; **Chakra Cost:** 8.

Using this technique, the user is able to merge with nature itself and travel through trees. This technique lasts as long as the user concentrates and even longer, but will instantly be dismissed if he enters a square with no tree. As a full-round action, the user can enter a tree and move through its roots towards other three. As long as he is within the tree, the user himself cannot be damaged, but suffers any point of damage the tree he is currently occupying would. He may travel through *soft* or *firm ground* at his standard movement rate as a full-round action, but cannot resurface until he reaches another tree. He may freely occupy the same square as a tree and attack feature with his standard range. He may also hide within a tree of his size or larger, making it absolutely impossible to spot him (creatures take a -20 penalty to spot checks.)

Mokuton - Shichuuka no Jutsu (Wood Release - Four Pillar Home Technique)

Ninjutsu (Mokuton; Requires Craft (structural) 6 ranks) [Konoha Hijutsu]

Rank: 10 (A-Class); **Learn DC:** 25, 5 success; **Perform DC:** 27; **Time:** 1 attack action; **Components:** C, H, Mas; **Range:** 5 feet; **Effect:** Large mansion; **Duration:** 1 day/level (D); **Saving Throws:** None; **Chakra Cost:** 30.

This technique can only be used on very soft, soft or firm grounds. It creates a large, 50-ft. by 30-ft., two-story ancestral-type home. It is generally very archaic in appearance, though that may change at the user's will, and made entirely out of wood. The house can have upwards to 10 rooms and can host 30 Medium-sized creatures comfortably, though it is completely bare of furniture.

On the day the mansion would be dispelled, the user may perform the technique again to renew the duration, without requiring a perform check. That way, the house can be maintained indefinitely.

When the technique is dispelled, creatures stuck inside suffer 3d8 points of crushing damage and must make a Reflex save (DC 16) to avoid being pinned underground. A creature pinned underground takes 1d6 points of nonlethal damage per round and can

make a Strength check (DC 14) each round to break free, as a full-round action.

Mastery

With the third step of mastery in this technique, the user may add simple furniture to the house, such as a bookcase, a table and chairs, at the cost of 1 point of Chakra per 2 piece of furniture. Everything that can be created is entirely made out of wood.

Mokuton - Tsutakado no Jutsu (Wood Release - Vine Capture Technique)

Ninjutsu (Mokuton) [Kusagakure Hijutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform DC:** 21; **Time:** 1 full-round action; **Components:** H, F, Mas; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 8.

To properly use this technique, the Small or larger target must be within 10 feet of a tree at least one size category larger than it is. From the ground will shoot 1 vine per two level of the user that will make one melee touch attack at a +7 bonus. If more than two per size category above Tiny hit, the subject is held immobile until the technique either ends or it is freed by having all the vines that hit destroyed. Each vine has no hardness and 4 hit points.

The subject, while immobilized, will not be able to use any technique that require mobility or hand seals, and loses its dexterity bonus to defense. If the subject attempts to use any sort of technique, he must succeed a Concentration check as though he was entangled. The subject also cannot be more than 5 feet from the ground when attempting to use this technique against him.

If the user so wish, he can command the vines to constrict the target as a move-equivalent action once per round, as long as he is within range. Depending on how many vines hit, the damage is adjusted accordingly.

Number of Vines	Damage Dealt
3 or less	1d4
4-6	1d6
7-9	2d6
10 or more	2d8

Mastery

In addition, the second, fourth and fifth step of Mastery grant the user a +1 bonus to hit with the vines each.

Material Focus: A tree one or more size category larger than the target.

Mokuton - Tsutakazura Zoudai no Jutsu (Wood Release - Vines Growth Technique)

Ninjutsu (Mokuton) [Kusagakure Hijutsu]

Rank: 5 (B-Class); **Learn DC:** 19, 4 success; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C, H; **Range:** Long (30 ft. + 15 ft./2 levels); **Area:** Plants in a 30-ft.-radius spread (S); **Duration:** Concentration, plus 1 round; **Saving Throws:** Reflex partial (see text); **Chakra Cost:** 6.

This technique can only be used on soft or firm ground. As a result of this technique, the user will cause a quick growth of vines designed to hold and entangle any creature caught in the area of the technique. Any creature caught in the area becomes *entangled* for the duration of the technique or until it breaks free. The creature can move at half its normal speed using a full-round action and making Strength or Escape Artist check (DC 20). A creature that succeeds the Reflex save is not entangled but can still move at half its speed only through the area of effect, and can't run. Each round on the user's turn, any creature that avoided or escaped the entanglement must make another save or fall victim to it once again.

Morishouheki no Jutsu (Forest Barrier Technique)

Genjutsu (Compulsion) [Mind-Affecting]

Rank: 12 (S-Class); **Learn DC:** 28, 5 success; **Perform DC:** 32; **Time:** 1 full-attack action; **Components:** C, H; **Range:** Long (30 ft. + 15 ft./2 levels); **Effect:** 80-ft. tall by 100-ft. wide wall; **Duration:** 1 round/level (D); **Saving Throws:** Will negate (see text); **Chakra Cost:** 13.

This strange Genjutsu creates a very tall and wide barrier designed to stop one's opponent. No matter how unreal or ridiculous it may seem, it is an authentic barrier made of tree for all intent and purpose to creatures failing the will save. It has a scent, can be touched and completely obscure what lies beyond the wall. Furthermore, the wall cannot be destroyed and a strange force prevents the affected creature from passing through or intentionally attacking a creature beyond the wall (though it might happen unintentionally, such as when a creature is caught in the area of effect of a technique aimed to destroy the wall). Creatures that succeed the Will save still cannot see beyond the wall but can go through without problem. The effects if this Genjutsu can be dispelled.

Mugen Ibuki no Jutsu (Air Supply Technique)

Chakra Control (Body)

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 3.

By using this technique, the user creates a constant supply of air in his lungs with chakra that allows him to survive without drawing air for the duration of the technique. This renders the user immune to strangulation, drowning and suffocation. The user may also run at maximum speed without getting short on breath for the duration of the technique. The user may renew the effects of this technique on its last round as a move-equivalent action instead of a full-round action, at the same Chakra cost.

Mugen Kuuhazan (Infinite Air Wave Slash)

Ninjutsu (Fuuton; Requires Kuuhazan (t))

Rank: 12 (A-Class); **Learn DC:** 27, 4 success; **Perform DC:** 29; **Time:** 1 full-attack action; **Components:** C, F; **Effect:** 5-ft. wide by 30-ft. long line (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 12.

As per *Kuuhazan*, except that Mugen Kuuhazan allows the user to make a full-attack action instead of a single attack. The user send his attacks as a 30 foot long and 5-foot wide line that completely ignores concealment, but no longer adds the reach of his weapon to the length of the line.

Material Focus: The user's Medium (or properly sized depending on the user's size category) or larger slashing weapon.

Mugen Sajin Daitoppa (Infinite Sandstorm)

Ninjutsu (Fuuton)

Rank: 7 (C-Class); **Learn DC:** 20, 2 success; **Perform DC:** 20; **Time:** 1 attack action;

Components: H, F; **Range:** 30 feet; **Effect:** Cone-shaped burst; **Duration:**

Instantaneous; **Saving Throws:** Fortitude half; **Chakra Cost:** 6.

Focusing a large chunk of Chakra to his mouth, the user exhales a powerful wind blast that mixes with ambient sand and severely damage one's foes. Any creature caught in the area of effect suffer 5d8 point of wind damage, which can be halved with a successful reflex save. Creatures failing to save against the technique are knocked back 1d4x5 feet.

Material Focus: A small (at least 9³ feet) source of sand nearby.

Mugen Shunpo (Boundless Shunpo)

Taijutsu (Mobility; Requires Shunpo (t))

Rank: 11 (B-Class); **Learn DC:** 25, 3 success; **Perform DC:** 26; **Time:** 1 move-

equivalent action; **Components:** M, Mas; **Range:** 45 ft. / level; **Duration:** Instantaneous;

Saving Throws: None; **Chakra Cost:** 4.

With more control over his *Shunpo*, it has been shown that it may be used as an effective technique in combat situations. Traveling such a great distance in such a short amount of time is a remarkable feat indeed, but matching the same speed with less room for acceleration is even more impressive, as the time required to execute the *Shunpo* is greatly reduced. *Mugen Shunpo* is the very same as *Shunpo* and follows the same limitations, but the distance per leap is reduced to 45 feet (15 feet upward, 90 feet downward).

Mastery

With the third step of mastery in this technique, the user is able to decide the distance of his leaps and may make 30 or 45 feet leaps instead of only 45 feet each time (10 feet upward, 60 feet downward).

With the fifth step of mastery in this technique, the user may make 15, 30 or 45 feet leap with this technique (10 feet upward, 20 feet downward).

Mugen Ugoku no Jutsu (Infinite Shift Technique)

Ninjutsu (Shunjutsu; Jigen Ugoku no Jutsu)

Rank: 12 (S-Class); **Learn DC:** 28, 5 success; **Perform DC:** 32; **Components:** C, H, P;

Range: 120 feet/level; **Chakra Cost:** 10.

The ultimate long-range teleportation technique that allows the user to travel immense

distances in a short time. This technique is the same as *Shunshin no Jutsu*, except as mentioned above and as follow.

When the user executes this technique, he cannot *shift* beyond more than 15 feet of concrete per level. Unlike the other, weaker, versions of this technique, good physical condition is required to perform this technique.

Muhyougeten (Mirage of a Frozen Moon in the Heavens)

Ninjutsu (Hyouton) [Shiseiten no Akira Hijutsu]

Rank: 12 (S-Class); **Learn DC:** 28, 6 success; **Perform DC:** 32 (see text); **Time:** 1 full-attack action; **Components:** C, H (see text); **Range:** Medium (20 ft. + 10 ft./2 levels) or Melee Attack; **Area:** 20-ft. cube; **Duration:** 1 round/level (or until destroyed); **Saving Throws:** Reflex negate; **Chakra Cost:** 12.

This technique can be performed in two ways: the standard way using range and hand seals, or provoking an attack of opportunity in melee, or using a melee weapon of Medium-size (or properly sized weapon depending on the user's size category) or larger at melee range without hand seals and increasing the Perform DC by 6, without provoking an attack of opportunity. Regardless of the fashion in which it was used, all creatures in the area of effect must make a Reflex save to avoid being trapped in the ice (as with *Hyourou no Jutsu*, though the Break DC is 40, and will only free one square worth of creature) and suffer 5d8 points of cold damage.

At any time as an instant action, he may decide to "liberate" the creatures caught in the ice of his prison and shatter it. Doing so deals an additional 6d8 points of cold damage to the targets, without allowing for a save. This will happen no matter what once the technique expires, doing earlier so can only speed up the process. The ice cannot be damaged by physical attacks, and has 200 hit points.

Mukidou Sanpo no Jutsu (Trackless Step Technique)

Ninjutsu

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 4.

Upon completion of this technique, the user is able to travel safely leaving little trace of his passage. When attempting to track him down using the Track feat or Survival skill, the DC is increase by 1 per level of the user (maximum +10).

Though the duration of the technique is timed in minutes, the effects on the tracks left while it is active is permanent.

Muon Junan no Jutsu (Soundless Agony Technique)

Genjutsu (Compulsion) [Mind-Affecting]

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 attack action; **Components:** C, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature per

3 levels; **Duration:** 1 round/level; **Saving Throws:** Will negate; **Chakra Cost:** 8.

Using this technique, the user makes 1 creature per three level within range believe that it cannot, or must not, utter a sound. As a result of this technique, the creatures affected by the technique will not speak or scream, no matter the situation, but they may still feign speech to allow others to read on their lips. This technique can be dispelled.

Muryou Saikyou Ryu - Rekka Koha (Ultimate Destruction Style - Blazing Dark Wings)

Ninjutsu (Katon) [Mibu Clan Kinjutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 5 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** H (see text); **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 8.

The basic technique of the most dangerous branch of the *Muryou Saikyou Ryu*, the fire element, forces the user to extract his life force everytime, unlike its natural opposite, water. The technique creates a blazing dark red bird that will attack a single creature within the technique's range at the user's highest attack bonus. The attack, if it hits, deals 2d6+4 points of slashing damage as well as 3d6+6 points of fire damage from the bird's powerful talon.

The user may chose to discard the *Hand Seals* component by wielding a Small (or properly sized depending on the user's size category) or larger bladed weapon in battle and increasing the Perform DC by 5. Upon successful usage of this technique, the user suffers 2d6 points of Stamina damage. Stamina damage from this source can kill the user.

Muryou Saikyou Ryu - Rekka Shirohane (Ultimate Destruction Style - White Feathery Blast)

Ninjutsu (Katon) [Mibu Clan Kinjutsu]

Rank: 9 (A-Class); **Learn DC:** 24, 6 success; **Perform DC:** 26; **Time:** 1 attack action; **Components:** H (see text); **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 30-ft.-radius burst; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 15.

A dangerous fire element technique of the fire branch of the *Muryou Saikyou Ryu*, this technique trades the user's life energy in exchange for an explosion of pure white blaze. Using this technique, the user creates a pure-white bird of flame that will divebomb from the sky and create a devastating explosion. Any creature caught in the area of effect suffer 9d6 points of fire damage, which can be halved with a successful Reflex save. Upon completion of this technique, the user suffers 5d6 points of Stamina damage that can kill the user.

He may also discard the *Hand Seals* component by wielding a Small (or properly sized depending on the user's size category) or larger bladed weapon in battle and increasing the technique's Perform DC by 7. The user may increase the damage by one die by suffering an additional 1d6 points of Stamina damage per added die (maximum 15d6 points of fire damage).

Muryou Saikyou Ryu - Seifuu Hoeko (Ultimate Destruction Style - Roar of the Wind Tiger)

Ninjutsu (Fuuton) [Mibu Clan Kinjutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 6 success; **Perform DC:** 25; **Time:** 1 attack action; **Components:** H (see text); **Range:** 30 feet; **Area:** Cone-shaped burst; **Target:** Up to five creatures; **Duration:** Instantaneous; **Saving Throws:** Fortitude half, Fortitude partial (see text); **Chakra Cost:** 16 (see text).

Using this powerful wind branch technique of the *Muryou Saikyou* style, the user forms his chakra in a ghostly white tiger that will crush his foes. The tiger appears before the user and lets out a powerful roar to deaf his opponents. Any creature caught in the area of effect must make a Fortitude save or be deafened for 1d4 rounds; regardless of the result of the previous save, any creature caught in the area of effect suffer 5d6+5 points of wind damage, which can be halved with an additional Fortitude save. The tiger will then leap forward and attack up to 6 different creature in the area of effect at the user's highest melee attack bonus. The attacks, if they hit, deal 2d6+2 points of slashing damage.

The user may ignore the *Hand Seals* component in favor of using a Small (or properly sized depending on the user's size category) or larger bladed weapon in battle and increasing the Perform DC by 8. He may also expend his life energy to power the technique up, suffering 5d8+5 points of Stamina damage in the process but adding 2d6+2 points of wind damage to both the cone attack and the tiger's melee attacks and increasing the technique's Chakra Cost to 20. A tiger powered up with the user's energy is surrounded by a vicious-looking purple blaze. Stamina damage from this source can kill the user.

Muryou Saikyou Ryu - Seifuu Mouko (Ultimate Destruction Style - Wild Tiger Wind Incarnation)

Ninjutsu (Fuuton) [Mibu Clan Kinjutsu]

Rank: 5 (B-Class); **Learn DC:** 19, 5 success; **Perform DC:** 20; **Time:** 1 attack action; **Components:** H (see text); **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 8 (see text).

The basic technique of the wind branch of *Muryou Saikyou Ryu* creates a powerful tiger to tear one's enemies apart with his powerful claws and jaw. The tiger is created from thin air and will bound on any creature of the user's choice, attacking once in melee at the user's highest attack bonus. If the attack hits, the tiger deals 2d6+2 points of slashing damage and 2d6+4 points of piercing damage to the target.

The user may chose to expend his life energy to add more power to the technique, taking 5d6+5 points of Stamina damage to add 2d6+4 points of wind damage to the tiger's attack and increasing the Chakra Cost to 10. He may also discard the *Hand Seals* component by wielding a Small (or properly sized depending on the user's size category) or larger bladed weapon and increasing the Perform DC by 5. Stamina damage from this source can kill the user.

Muryou Saikyou Ryu - Suiha Ryuugokutou (Ultimate Destruction Style - Raging Water Dragon)

Ninjutsu (Suiton) [Mibu Clan Kinjutsu]

Rank: 5 (B-Class); **Learn DC:** 19, 5 success; **Perform DC:** 20; **Time:** 1 attack action; **Components:** H, F (see text); **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 8 (see text).

This technique originates from a forbidden style, the *Muryou Saikyou Ryu*, that mines the user's body of its resource in exchange for more power. It is one of the basic technique of the water branch of the style. Using this technique, the user focuses his Chakra into water and makes it shoot out in the form of a powerful water dragon. He makes a melee attack roll against any creature within range that, if it hits, deals 4d6+4 points of water damage and forces the target to make a Fortitude save or fall prone and be stunned for 1d3 rounds afterwards.

The user may discard the *Hand Seals* component by using a Small (or properly sized depending on the user's size category) or larger bladed weapon, though this process also increases the Perform DC by 5. He may also discard the *Material Focus* component and use his own blood instead, thus taking 5d6 points of Stamina damage but adding 3d6+6 points of acid damage to the technique, though this process increases the technique's Chakra Cost to 10. Stamina damage from this source can kill the user. The dragon created out of the user's own blood are black or deep crimson and much more vicious looking. *Material Focus:* A small (at least 20 litres) source of water nearby.

Muryou Saikyou Ryu - Suiha Shichi Houryuu (Ultimate Destruction Style - Seven Flowing Water Dragons)

Ninjutsu (Suiton) [Mibu Clan Kinjutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 6 success; **Perform DC:** 25; **Time:** 1 full-attack action; **Components:** H, F (see text); **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One or more creatures; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 16.

Another, more advanced water technique of the forbidden style allows the user to create more dragons than "*Suiha Ryuugokutou*" but is in a sense less powerful. The technique creates 7 vicious water dragon to tear through his foes. He makes one melee attack against any creature within range per dragon (more than one dragon can attack a single creature) that, if it hits, deals 2d4+2 points of water damage. For each dragon that hits, the target must make a Fortitude save or suffer an additional 1d4+2 points of damage as it tears out of the target's body.

The user may discard the Hand Seals component in favor of using a Small (or properly sized depending on the user's size category) or larger bladed weapon by increasing the Perform DC of the technique by 8. He may also sacrifice his own blood to form the dragon, thus suffering 5d8 points of Stamina damage, allowing him to discard the

Material Focus component and adding 1d4+2 points of acid damage to the damage dealt by each dragon. Stamina damage from this source can kill the user. This process increases the Chakra Cost of the technique to 20, and creates black or deep crimson dragons.

Material Focus: A large (at least 100 litres) source of water nearby.

Muryou Saikyou Ryu Tsui no Hiken - Byakko (Ultimate Destruction Style Succession Technique - Byakko)

Ninjutsu (Fuuton) [Mibu Clan Kinjutsu]

Rank: 12 (S-Class); **Learn DC:** 28, 7 success; **Perform DC:** 32; **Time:** 1 full-attack action; **Components:** H (see text); **Area:** 50-ft.-radius burst centered on the user;

Duration: Instantaneous (see text); **Saving Throws:** Reflex half (see text); **Chakra Cost:** 34.

The succession technique of the wind branch of *Muryou Saikyou* style calls upon the power of the guardian of the West, the white tiger Byakko. Any creature caught in the area of effect suffer 6d12+12 points of slashing damage, which can be halved with a successful Reflex save. In addition, any creature that found itself in the area of effect, regardless of their current position, are affected by Byakko's gaze attack (DC as per technique standard). Any creature that fell prey to Byakko's gaze find themselves paralyzed for 1d6+1 rounds and find their Hardness and/or Damage Reduction reduced by 3d6 points.

The user may ignore the *Hand Seals* component in favor of using a Small (or properly sized depending on the user's size category) or larger bladed weapon in battle and increasing the Perform DC by 10. He may also increase the power of the technique by suffering 5d10+5 points of Stamina damage that can kill the user, and increasing the damage dealt by Byakko's claws and bite to 8d12+16, the duration of its gaze's paralysis to 1d8+2 rounds and the Damage Reduction and Hardness reduction to 3d6+3. Doing so also increase the technique's Chakra Cost to 38.

Muryou Saikyou Ryu Tsui no Hiken - Seiryuu (Ultimate Destruction Style Succession Technique - Seiryuu)

Ninjutsu (Suiton) [Mibu Clan Kinjutsu]

Rank: 12 (S-Class); **Learn DC:** 28, 7 success; **Perform DC:** 32; **Time:** 1 full-attack action; **Components:** H, F (see text); **Range:** Long (30 ft. + 15 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude half (see text); **Chakra Cost:** 30.

The most advanced technique of the water branch of *Muryou Saikyou Ryu* and one of its four succession technique calls upon the power of a great and powerful water dragon and guardian of the East, Seiryuu. The user makes a single melee attack against a creature within range that, if it hits, deals 7d8+7 points of water damage. In addition, regardless of whether the dragon's attack hit or not, and regardless of the target's current location, he will make a second passage that will deal 5d10+10 points of water damage that can be halved with a successful Fortitude save.

The user may discard the *Hand Seals* component in favor of using a Small (or properly sized depending on the user's size category) or larger bladed weapon and adding 10 to the technique's Perform DC. He may also sacrifice his own blood to discard the *Material Focus* component and add 2d10+4 points of acid damage to both of the dragon's attacks; this process increases the technique's Chakra Cost to 35 and deals 5d10 points of Stamina damage to the user as the dragon will be tainted black and dark crimson. Stamina damage from this source can kill the user.

Material Focus: A large (at least 200 litres) source of water nearby.

Muryou Saikyou Ryu Tsui no Hiken - Suzaku (Ultimate Destruction Style Succession Technique - Suzaku)

Ninjutsu (Katon) [Mibu Clan Kinjutsu]

Rank: 13 (S-Class); **Learn DC:** 29, 7 success; **Perform DC:** 33; **Time:** 1 full-attack action; **Components:** H (see text); **Range:** 60 feet; **Area:** 15-ft.-wide line; **Duration:** Instantaneous (see text); **Saving Throws:** Reflex half, Fortitude partial (see text); **Chakra Cost:** 32.

The succession technique of *Muryou Saikyou Ryu's* fire element branch calls upon the power of the guardian of the South, the immortal phoenix Suzaku. It is extremely dangerous not only to the targets, but also to the user, as the phoenix requires a large amount of energy as fuel. Any creature caught in the area of effect suffer 3d8 points of sonic damage, 2d8 points of slashing damage and 5d8 points of fire damage, the latter which can be halved with a successful Reflex save. Regardless of the damage dealt by the technique, any creature that finds itself in the area of effect (even those who avoided all damage whatsoever) must make a Fortitude save or become *Paralyzed* for 1d6+1 rounds.

The user may discard the *Hand Seals* component by wielding a Small (or properly sized depending on the user's size category) or larger bladed weapon in battle and increasing the Perform DC of the technique by 10. Upon completion of this technique, the user suffers 10d6 points of Stamina damage as backlash that can kill him.

Mushi Rouka no Jutsu (Insect Beacon Technique)

Ninjutsu (Requires Kikai Host (a) and Hivemind (f)) [Aburame Hijutsu]

Rank: 3 (C-Class); **Learn DC:** 16, 3 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 2.

The kikai host is able to force chakra to amplify his link to his hive. For the duration of the technique, the user will know exactly in what direction each hive mother outside his body are as long as he has 1 or more kikaichuu inside his body.

A hive mother has a +20 bonus to Hide checks and is a fine creature, it can easily follow a creature or hide itself on it.

This technique can only be used twice every 24 hours.

Mutsutenshi no Shuriken (Elemental Prism Technique)

Ninjutsu

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 move-equivalent action; **Components:** S; **Range:** Touch; **Target:** One shuriken; **Duration:** 1 round/level (or until discharged); **Saving Throws:** None; **Chakra Cost:** 3.

Using this technique, the user imbues entropic elemental energy in a single shuriken, which will deal an additional 1d4 points of energy damage on its next attack, assuming it hits. The damage type varies, as per the table below. Should the attack be a critical hit, the additional damage is not multiplied.

D6 Damage Type

- 1 Cold damage
- 2 Earth damage
- 3 Electricity damage
- 4 Fire damage
- 5 Water damage
- 6 Wind damage

Nagarei no Jutsu (Cold Spell Technique)

Ninjutsu (Hyouton)

Rank: 1 (E-Class); **Learn DC:** 12, 1 success; **Perform DC:** 11; **Time:** 1 attack action; **Components:** C, H; **Range:** Touch; **Target:** One living creature; **Duration:** 1 minute; **Saving Throws:** Fortitude negate; **Chakra Cost:** 1.

The user touches the subject; it must make a Fortitude save to avoid suffering 1 point of cold damage and a -1 penalty to Strength and Dexterity based skill checks for 1 minute. This penalty is removed as soon as the user recovers temporary hit points from any Medical ninjutsu technique.

Naijin Ouka no Jutsu (Inner Self Absorption Technique)

Ninjutsu [Lost Kinjutsu]

Rank: 10 (S-Class); **Learn DC:** 26, 7 success; **Perform DC:** 30; **Time:** 1 attack action; **Components:** C, S; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 6.

This lost technique is incredibly dangerous for both the user and his opponent. True to the name "kinjutsu," this double edged sword makes the user both extremely strong and extremely vulnerable at once, both a danger to others and himself. For the duration of the technique, the user shuts himself in his mind, letting his subconscious self take over and do the fighting. This enables the user to fight until death (he reaches -10 hit points) without penalty and he gains two Strength and Speed Ranks, as well as a +8 bonus to will saves against mind-affecting effects, and fear effects.

The downside is that he cannot use any techniques, use any tactics or skills requiring any form of concentration and is completely oblivious to any creature other than his current opponents. Even when attacked, he will still remain oblivious to his surrounding. He

loses his dexterity bonus to defense towards any creature he does not recognize as an enemy, and cannot make Listen or Spot checks to detect approaching foes.

He fights to the best of his ability any creatures he recognizes as an enemy and, once that group or individual are dealt with or untouchable, he stays still in the same place until the technique ends or he dies. Though while completely oblivious to any outside threat, the user still isn't considered helpless. The user cannot be reasoned with, and any attempt at using diplomacy to calm his anger is inefficient.

Nakimane no Jutsu (Animal Cry Imitation Technique)

Genjutsu

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform DC:** 12; **Time:** 1 move-equivalent action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 1.

This technique is one of the most basic technique a Ninja is taught. This technique allows the user to imitate the sound of an animal (for example, a dog's barking) for one round.

Namidatsu Kukkin! (Rippling Muscles!)

Taijutsu (Body Art)

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 move-equivalent action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 2.

The user gains 1 strength rank for the duration of the technique.

Nan Kaizou no Jutsu (Body Alteration Technique)

Ninjutsu [Kinjutsu of All Ninja Villages]

Rank: 7 (A-Class); **Learn DC:** 22, 6 success; **Perform DC:** 24; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 4.

Upon completion of this technique, the user gains a +4 bonus to escape artist and grapple checks due to the softened bones and more supple skin. He may also use this technique to deliver melee touch attack with an increased range of up to 30 feet as a full-round action, though his threatened area is not increased.

Nawanuke no Jutsu (Escaping Technique)

Ninjutsu

Rank: 1 (E-Class); **Learn DC:** 12, 1 success; **Perform DC:** 11; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 1.

This basic ninjutsu grants the user more freedom of movements. For the duration of this technique, the user will gain a +4 bonus to Escape Artist or Dexterity checks to free himself from bounds or confinement (such as ropes or manacles).

Nehan Shouja no Jutsu (Temple of Nirvana Technique)

Genjutsu (Requires Jukusui no Jutsu (t))

Rank: 6 (A-Class); **Learn DC:** 21, 4 success; **Perform DC:** 23; **Time:** 1 full-round action; **Components:** C, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 40-foot-radius emanation (S); **Duration:** Instantaneous plus 1 minute/level (see text); **Saving Throws:** Will negate (see text); **Chakra Cost:** 9.

This technique is exactly the same as *Jukusui no Jutsu*, except that it targets a whole area and the target falls asleep after its next turn unless the technique was dispelled. The victims have the impression that pure white feathers are falling from the sky for the duration of the technique. Subjects with hit dice over 10 gain a +1 bonus to Will saves made to resist this technique, +2 at level 15 and +3 at level 20. This technique can be dispelled.

Nekonome (Cat's Eyes)

Ninjutsu

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level; **Saving Throws:** None; **Chakra Cost:** 2.

By focusing even more Chakra to his eyes, the user may gain a clear vision of his surroundings, even at night, for the duration of this technique. For the duration of this technique, the user gains a *Darkvision* that extends to 60 feet, and a +4 bonus to spot checks during daytime.

Nen (Desire)

Chakra Control (Spirit; Requires Satori (10 feet) (a); [Muramasa Hijutsu]

Rank: 3 (C-Class); **Learn DC:** 16, 3 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature with a Charisma score of at least 3; **Duration:** Concentration (up to 1 round/2 level) plus 1 round; **Saving Throws:** Will negate; **Chakra Cost:** 6.

Using this technique, the user forces any one of the following commands per fifteen level (minimum 1) into the subject, which it must follow unless it succeed the Will save, for as long as the technique is maintained. It can also make an additional Will save at a -4 penalty every round in order to break free from the technique.

Approach: On the subject's turn, the subject moves toward the caster as quickly and directly as possible. The subject may do nothing but move during his turn, and he incurs attacks of opportunity for this movement as normal.

Drop: On the subject's turn, he drops whatever he is holding. The subject can't pick up any dropped item until his next turn.

Fall: The subject immediately falls to the ground and remains prone. He may act normally while prone, but takes any appropriate penalties.

Flee: On the subject's turn, he moves away from the caster as quickly as possible. The subject may do nothing but move during his turn.

Halt: The subject stands in place. The subject may not take any actions, but may defend himself normally.

Nidan Kousoku (Rank Two Speed)

Taijutsu (Body Art; Requires Shodan Kousoku (t))

Rank: 4 (B-Class); **Learn DC:** 18, 3 success; **Perform DC:** 19; **Time:** 1 swift action; **Components:** C, M, Mas; **Range:** Personal; **Target:** You; **Duration:** 3 rounds (see text); **Saving Throws:** None; **Chakra Cost:** 4.

The Rank Two Speed follow the same basics as *Shodan Kousoku*, except that its effect are much greater. For the duration of this technique, the user's Speed Ranks increase by 2. Each round after the first three, the user can pay an additional 2 points of chakra that cannot be converted to hit points to maintain the technique for another round without having to use it again.

Mastery

Should this technique be mastered up to the fifth step, the duration increases by 1 round.

Nikudan Sensha (Meat Tank)

Taijutsu (Martial Art; Requires Baika no Jutsu (t)) [Akimichi Hijutsu]

Rank: 4 (C-Class); **Learn DC:** 17, 4 success; **Perform DC:** 17; **Time:** 1 full-attack action; **Components:** C, Mas; **Range:** 30 feet; **Effect:** 10-foot-wide line attack; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 4.

While *Baika no Jutsu* is still in effect, it is not a hard task for the user to retract his limb into his body and form a ball, using his Chakra to create a swirl and increase the rotation. Using this technique, the user is able to make a devastating line attack that deals 2d6 points of damage plus two times the user's strength modifier to any creature caught in the line of effect of *Nikudan Sensha*. At the end of the technique, the user will be moved to the finishing point of his line attack, and must succeed a Fortitude save (DC 15) or be nauseated for 1 round afterward.

Mastery

Should this technique be mastered, the length of the line increases to 50 feet, and it can be shaped.

Ninjouryoku no Jutsu (Empathy Power Technique)

Ninjutsu

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One bonded creature; **Duration:** (see text); **Saving Throws:** None; **Chakra Cost:** (see text).

Using this technique, the user is able to strengthen a creature he has been bonded with by *Fuuin Jutsu - Ninjou Kan*. At the cost of 1 point of Chakra that can't be converted to hit points, the user is able to increase the creature's Strength or Speed Ranks by 1 for 1 round, maximum 3 ranks. In other words, increasing the bonded creature's Speed Rank by

3 for 2 rounds would cost 6 points of Chakra, and increasing the creature's Strength and Speed Ranks by 3 for 1 round would cost 6. The increments stack with other non-permanent increases, and no more than 6 points of Chakra can be spent per round with this technique. As mentioned above, the technique's Chakra Cost can't be converted to hit points, and a creature cannot be powered up twice by means of this technique, as the bonuses don't stack, but overlap each other.

Ninjutsu no Wana (Ninja Art Trap)

Ninjutsu (Sealing; Advanced Seal) [Lost Kinjutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 6 success; **Perform DC:** 25; **Time:** 1 minute (or the time required to perform the trap's technique if higher); **Components:** C, H, X (see text); **Range:** 10 feet; **Area:** 5-ft.-radius emanation; **Duration:** 1 minute/level (D); **Saving Throws:** (see text); **Chakra Cost:** 10 plus cost of the trap (see text).

With this Advanced Seal, the user is able to set a trap with any ninjutsu in his arsenal. The cost of this technique is 10 + the cost of the technique used in the trap. The technique must be a of Rank 7 or lower and a technique that applies to other creatures (but not exclusively). The first creature that moves through the area of effect suffers the effect of the technique as though the user had performed it, and must make saving throws according to the technique (the DC remains the same, but suffers a -2 penalty). Techniques with an area of effect must be aimed (such as a cone) and are positioned at the location of the advanced seal. A *Ninjutsu no Wana* has a Search DC of 10 + the user's Sleight of Hand (or Dexterity) modifier and cannot be disarmed unless the user dispels the technique or the duration expires. Whatever material focus or expendable component the technique uses must be present for the trap to set off.

Expendable Components: One advanced seal.

Ninpou - Kagemusha (Ninja Art - Phantom Warrior)

Ninjutsu (Shadow Art) [Konoha Kinjutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 6 success; **Perform DC:** 25; **Time:** 1 full-round action; **Components:** H, C; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** One or more kagemusha; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 6 + 4 per additional kagemusha (maximum 1 + 1 per 4 level).

This technique was used by shinobi to create mythical replication of the iconic ninja to fool mundane into believing them gods. The user manipulates his Chakra cunningly in such a way that he is able to materialize shadows into deadly warriors. To create a kagemusha, the user requires 1 Medium-sized or larger shadow to be within the technique's range. The kagemusha appears right next to the creature whom the shadow is attached to and will be ready to act on the user's next turn. For every size category above Medium-sized, the shadow can be used to create an additional kagemusha (a colossal shadow, for example, could "give birth" to 5 kagemusha). If the kagemusha isn't within 30 feet of a shadow at any given time, it will fade away and be destroyed immediately. For each kagemusha created, the user suffers 1 point of Stamina damage. See Creatures and NPCs for details on kagemusha statblock entry.

Ninpou - Kage Nui (Ninja Arts - Shadow Needles)

Ninjutsu (Shadow Arts; Requires 2 or more Shadow Arts techniques)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** M, H; **Range:** Long (30 ft. + 15 ft./2 levels); **Target:** One or more creatures; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2 per needles (maximum 1 per level).

Using this technique, the user makes use of the shadow to form needles that will lash out against his opponents and tear them apart. To do so, the user is limited to a number of shadow needles depending on the size of the shadow, that is one per size category (Medium-sized is 5, Fine creatures do not cast a shadow). Each needle has a range of 10 feet from the shadow and can attack once with an attack bonus of +10. If the needle hits, it deals 1d6+1 points of piercing and slashing damage that will not affect the user or another creature if the target is bound by *Kage Mane no Jutsu*. The user can use any shadow within range to form the needles.

Mastery

Mastery in this technique increases the attack bonus to +15.

Ninpou - Kagemuku Genjutsu no Waza (Ninja Arts: Double-Layered Method of Genjutsu)

Genjutsu (Phantasm) [Mind-Affecting]

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform DC:** 23; **Time:** 1 attack action or instant action; **Components:** C, S; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature; **Duration:** 1 round/level (D); **Saving Throws:** Will negate; **Chakra Cost:** 4.

This technique places an illusion upon a target who has already detected or who is under the influence of an illusion. This technique must be tied to an existing genjutsu effect (when the technique is performed). On a failed save, the subject will have the targeted genjutsu effect locked with *kagemuku*.

The *kagemuku* is a locking mechanism placed on the illusion, a second layer of sorts. When a creature checks to dispel the targeted genjutsu effect, it checks to dispel *kagemuku* instead. Up to 5 *kagemuku* can be applied to a single illusion, but each *kagemuku* after the first increases the cost of the technique by 2 and decreases the dispel check DC of all *kagemuku* by 1 (the second application costs 6, the third 8, the fourth 10, and so on).

If the subject is not under the effect of the targeted genjutsu effect, the technique has no effect and the chakra is wasted.

Once per day, this technique can be used as an instant action immediately after performing a Genjutsu technique.

Mastery

The second and fourth step of mastery allow this technique to be used an additional time per day as an instant action.

Ninpou - Nousei Kouyou (Ninja Arts: Memory Enhancer)

Ninjutsu

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform DC:** 19; **Time:** 1 full-round action; **Components:** C, S; **Range:** Personal; **Target:** You; **Duration:** 10 minutes (see text); **Saving Throws:** None (see text); **Chakra Cost:** 4.

This technique sends the user's brain in overdrive for a short period of time, increasing brain activity and stimulating his memory, allowing to delve deeper and remember more precisely.

The user gains a +4 insight bonus to all saves and checks pertaining to a situation he has experienced in the past (for instance, remembering the scene of a crime can help gather clues or come to a clearer conclusion, at the GM's discretion). The effect lasts for 10 minutes afterwards, and can only be used once per day.

Once the effect fades, the user will be fatigued, and must make a Fortitude save (DC 18) to avoid suffering 1d6 points of temporary Intelligence damage.

Ninpou - Sendachi (Ninja Art - Mystical Sword)

Ninjutsu

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform DC:** 14; **Time:** 1 attack action; **Components:** C, S, F; **Range:** 0 feet; **Target:** Held weapon; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 3.

For the duration of the technique, the weapon counts as though it was chakra-enhanced for the purpose of bypassing damage reduction.

Material Focus: One held melee weapon with a containment seal.

Ninpou - Shigai Kaijin (Ninja Arts - Body Destruction)

Ninjutsu [ANBU Hijutsu]

Rank: 5 (B-Class); **Learn DC:** 19, 4 success; **Perform DC:** 20; **Time:** 1 full-round action or 1 minute; **Components:** M, F, Mas; **Range:** 0 feet; **Target:** One inanimate humanoid or animal corpse; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

This technique is used to mangle a corpse beyond recognition after a kill when bringing back the body is impossible. It is generally used by ANBU and Hunter-nins when their targets have been killed.

The technique's basic purpose is to increase the check DC for forensics and make it harder to discern anything on the body at all. If the technique was performed as a full-round action, the check DC increases by 5. If the technique was performed in 1 minute, the DC increases by 10.

If used twice on the same target, its effect overlap—rather than stacking, use the user whose technique was mastered the highest.

Mastery

Every step of mastery increases the DC by 1 when performing the technique as a full-round action, and by 2 when performing the technique in 1 minute (maximum +5 or +10).

Material Focus: Disposal/Forensics Kit.

Ninpou Wana - Kunai Jouwana (Ninja Arts Trap - Greater Kunai Trap)

Ninjutsu (Requires Ninpou Wana - Kunai no Waza (t) and Knowledge (ninja lore) or Craft (mechanical) 9 ranks)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 5 minutes (see text); **Components:** M, X; **Range:** 5 feet; **Area:** One 5-ft. square; **Duration:** Permanent (or until discharged); **Saving Throws:** None; **Chakra Cost:** 0.

As a result of this technique, the user is able to set a Greater Kunai Shower trap (CR 3) with the targeted square as location. The time is reduced by 1 minute (minimum 1 minute) for every 3 points the user beats the Perform DC by. This technique can only be used if there is something to anchor the trap to nearby. If the technique fails to be performed correctly, the user will not notice, but the trap simply will not activate properly.

Expendable Components: 6 kunai and a trap kit (1 use).

Ninpou Wana - Kunai Kanwana (Ninja Arts Trap - Perfect Kunai Trap)

Ninjutsu (Requires Ninpou Wana - Jou Kunai no Waza (t) and Knowledge (ninja lore) or Craft (mechanical) 12 ranks)

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 26; **Time:** 10 minutes (see text); **Components:** M, X; **Range:** 5 feet; **Area:** One 5-ft. square; **Duration:** Permanent (or until discharged); **Saving Throws:** None; **Chakra Cost:** 0.

As a result of this technique, the user is able to set a Perfect Kunai Shower trap (CR 5) with the targeted square as location. The time is reduced by 1 minute (minimum 1 minute) for every 3 points the user beats the Perform DC by. This technique can only be used if there is something to anchor the trap to nearby. If the technique fails to be performed correctly, the user will not notice, but the trap simply will not activate properly.

Expendable Components: 8 kunai and a trap kit (1 use).

Ninpou Wana - Kunai Wana (Ninja Arts Trap - Kunai Trap)

Ninjutsu (Requires Ninpou Wana - Shou Kunai no Waza (t) and Knowledge (ninja lore) or Craft (mechanical) 6 ranks)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 4 minutes (see text); **Components:** M, X; **Range:** 5 feet; **Area:** One 5-ft. square; **Duration:** Permanent (or until discharged); **Saving Throws:** None; **Chakra Cost:** 0.

The fine art of setting trap and lay an ambush is often looked down upon by ninjas with quick reflexes, but it is in fact essential during a war. As a result of this technique, the user is able to set a Kunai Shower trap (CR 2) with the targeted square as location. The time is reduced by 1 minute (minimum 1 minute) for every 3 points the user beats the Perform DC by. This technique can only be used if there is something to anchor the trap to nearby. If the technique fails to be performed correctly, the user will not notice, but the trap simply will not activate properly.

Expendable Components: 5 kunai and a trap kit (1 use).

Ninpou Wana - Kunai Shouwana (Ninja Arts Trap - Minor Kunai Trap)

Ninjutsu (Requires Knowledge (ninja lore) or Craft (mechanical) 4 ranks)

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform DC:** 12; **Time:** 3 minutes (see text); **Components:** M, X; **Range:** 5 feet; **Area:** One 5-ft. square; **Duration:** Permanent (or until discharged); **Saving Throws:** None; **Chakra Cost:** 0.

These techniques are usually taught to students that show potential in the academy as supplementary courses. As a result of this technique, the user is able to set a Minor Kunai Shower trap (CR 1) with the targeted square as location. The time is reduced by 1 minute (minimum 1 minute) for every 3 points the user beats the Perform DC by. This technique can only be used if there is something to anchor the trap to nearby. If the technique fails to be performed correctly, the user will not notice, but the trap simply will not activate properly.

Expendable Components: 4 kunai and a trap kit (1 use).

Ninsei (Semblance of Personality)

Genjutsu

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 day (D); **Saving Throws:** Will disbelief (if interacted with); **Chakra Cost:** 5.

Using this technique, the user is able to either fake exhaustion, sickness or any ill condition, or appear as though he was not ailing to those around him. For the duration of this technique, the user will give off the illusion that he is either ill, fatigued or well; said illusion affects the sense of sight and hearing. Creatures interacting with the user will be able to identify and disbelieve the illusion, but it cannot be dispelled or seen through.

Ninshoukan no Jutsu (Empathy Bond Summon Technique)

Ninjutsu (Summoning; Requires Kuchiyose no Jutsu (t) and Chakra Control 12 ranks)

Rank: 6 (S-Class); **Learn DC:** 22, 5 success; **Perform DC:** 26; **Time:** 1 full-round action; **Components:** C, H, X; **Range:** Long (30 ft. + 15 ft./2 levels); **Target:** One bonded creature; **Duration:** Instantaneous; **Saving Throws:** Will negate (unwilling); **Chakra Cost:** 18.

Using this technique, the user is able to summon a creature he is bonded to by *Fuuin Jutsu - Ninjou Kan* within 5 feet of him as long as it is not grappled, pinned or otherwise restrained and unable to move normally (dazed, stunned and paralyzed do not count) and

is within the technique's range. The creature can make a Will save to resist the summon. If the teleportation succeeds, the creature disappears in a puff of smoke and reappears by the user, when it must make a Fortitude save (DC 13) or be dazed for 1 round.

Expendable Components: A bit of the user's blood to smear over the seal as summoning contract.

Nouya Shouretsu no Jutsu (Mind Disruption Technique)

Genjutsu (Doujutsu)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 round/level (D); **Saving Throws:** Will disbelief; **Chakra Cost:** 8.

The technique affects creatures controlled by the subject's will, such as *kage bunshin* or other similar techniques, but not puppets. When the subject gives mental orders to the creatures, they have a 50% chance to be ignored. If the creatures were created before the illusion was cast upon the subject, they continue to do as they did (a creature told to attack has a 50% chance to ignore the command when told to stop), and if the creatures were created after, have a 50% chance to take no actions. This technique can be dispelled.

Nyūkai no Kuchitsuke (Kiss of the Succubi)

Ninjutsu (Requires Chakra Vampire (a)) [Kagetsuki Hijutsu]

Rank: 7 (B-Class); **Learn DC:** 21, 4 success; **Perform DC:** 22; **Time:** 1 full-round action; **Components:** C, Mas; **Range:** Grapple; **Target:** One living creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude or Reflex partial (see text); **Chakra Cost:** -.

To properly use this technique, the user must have previously grappled and pinned the targeted creature. By making a Grapple check and successfully performing this technique, the user kisses the target and is able to use his Chakra Vampire ability to drain 1d6 points of Chakra instead of 1 points. The target can make a Reflex save (DC 20) to avoid the kiss, or a Fortitude save (DC 15) to resist it, and force the user to drain a single point instead. This technique cannot be used two rounds in a row.

Mastery

Mastery in this technique increases the amount drained to 1d8.

Ochiba Ame no Jutsu (Rain of Falling Leaves Technique)

Ninjutsu [Kusagakure Hijutsu]

Rank: 4 (B-Class); **Learn DC:** 18, 4 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 30-ft.-radius emanation centered on a live tree (S); **Duration:** Concentration, plus 1 round; **Saving Throws:** Reflex half; **Chakra Cost:** 7.

To properly use this technique, the user must center it on a live tree that still has its leaves. For the duration of this technique, every creatures that finds itself in the area of effect suffers 3d4+1 point of slashing damage per round until it dies or leaves the area. It may make a Reflex save to take only half damage. Once the technique's duration expires,

the tree will be stripped of its leaves and won't be the center of this technique again until it grows new ones.

Omote Renge (Initial Lotus)

Taijutsu (Martial Art; Requires Kage Buyou (t)) [Konoha Kinjutsu]

Rank: 6 (A-Class); **Learn DC:** 21, 6 success; **Perform DC:** 23; **Time:** 1 full-attack action; **Components:** M; **Range:** Melee attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 8.

With this combo follow-up to *Kage Buyou*, the user is able to fling himself and his opponent towards the ground in a devastating spin that deals monstrous amount of damage. This technique counts as a single attack at the user's highest attack bonus that, if it hits, deal triple damage with an increase of its threat range by 1 points. In addition, once the technique is over, the opponent will be stunned for 1d6+1 rounds, time which can be halved with a successful Fortitude save. If the user knocked the opponent high enough with *Kage Buyou* so that it should normally suffer *falling damage*, the opponent does not get to make a Tumble check to avoid it, and the user lands safely on his feet. At the end of this technique, the user will be *Exhausted* until he rests for 2 hours unless he succeeds a Fortitude save (DC 25) to become *Fatigued* instead.

Onbyou no Jutsu (Sound Wave Nausea Technique)

Ninjutsu [Otogakure Hijutsu]

Rank: 3 (C-Class); **Learn DC:** 16, 3 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** H; **Range:** Melee Touch; **Target:** One creature; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude negate; **Chakra Cost:** 4.

To execute this technique, the user concentrates some Chakra in his *Sound Amplifier* and touches the enemy with it, sending powerful sound waves through its body. If the target fails its fortitude save, it will be *Nauseated* for 1d4 rounds. Constructs and undead are not affected by this technique.

Material Focus: The user's *worn* Sound Amplifier.

Onibuyou (Demon's Dance)

Ninjutsu (Shadow Art)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** C, H; **Range:** 10 feet; **Target:** One unanimated object; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 4.

The unanimated object selected by the user can be no larger than one size category larger than him. Upon usage of this technique, his shadow will take over and he may let go of the object, and use it as a weapon. The user may let go of the weapon, and his shadow will attack on his own using the base attack bonus of the user, but does not add any Strength bonus to damage or other, non-weapon specific bonus to damage and attack rolls, such as the Melee Smash talent tree.

It never leaves the user's side (never straying more than 5 feet) but will become

unanimated once again if the user falls unconscious or dies. The user can grasp it while it is attacking on its own as a free action, but when so retrieved it can't attack on its own again unless the user performs the technique again. The user can only control one such weapon at time.

Onmyou Hyouka Tenchi (Principles of Duality)

Ninjutsu (Requires Amatsu no Karada (5))

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** C, F; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** Ray; **Duration:** Instantaneous; **Saving Throws:** See text; **Chakra Cost:** 6.

Using this technique, the user is able to form opposite energy of ice and fire in each of his hand and fire it off towards the target in a deadly ray. The user makes a touch attack against the target that, if it hits, deals 2d6 points of cold damage and 2d6 points of fire damage, as well as an additional effect rolled randomly from the table below.

D6 Effect

- 1 Electric Release: Target must succeed a Fortitude save or be paralyzed for 1 round.
- 2 Violent Explosion: Ray attack deals damage in a 5-ft. radius from the target instead of targeting a single creature, allowing a Reflex save for half (even the original target, which suffered no damage from the initial ray).
- 3 Cold Snap: Target becomes entangled in ice for 1d4 rounds.
- 4 Wind Shock: Target must succeed a Reflex save or fall prone.
- 5 Burst of Brightness: Target must succeed a Fortitude save or be blinded for 1d3 rounds.
- 6 Dark Matter: Target suffers an additional 1d8 points of force damage from the ray.

Mastery

With the fifth step of mastery in this technique, the user is able to reroll the effects if the results were not satisfactory. He may only do so once and must use the second roll whatever the result was.

Onwaku no Jutsu (Aural Delusions Technique)

Genjutsu (Compulsion) [Mind-Affecting]

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 attack action; **Components:** C, F; **Range:** 5 feet; **Target:** One humanoid or animal creature; **Duration:** 1 round; **Saving Throws:** Fortitude negate; **Chakra Cost:** 2.

Using this technique, the user uses sound waves and chakra to cast a Genjutsu on the target that triggers a mechanism in the subject's body that can't be suppressed with the power of the mind alone. If the subject fails its save, it is stunned for 1 round.

Material Focus: The user's worn Sound Amplifier.

Oodama Rasengan (Great Sphere Spiral Blast)

Ninjutsu (Requires Rasengan (3)) [Uzumaki Naruto Hijutsu]

Rank: 10 (S-Class); **Learn DC:** 26, 6 success; **Perform DC:** 30; **Time:** 1 attack action; **Components:** C, E; **Saving Throws:** Fortitude partial; **Chakra Cost:** 14.

Same as *Rasengan*, except as noted above. Oodama Rasengan is a force effect; if the subject doesn't succeed a Fortitude save when hit, it becomes *stunned* for 1d4+1 rounds instead of being knocked back.

Empower

The perform DC doesn't increase with added damage die, and the cap is increased to 20d8.

Oouzumatoi (Great Whirlpool Blade)

Ninjutsu (Suiton) [Hoshigaki Kisame Hijutsu]

Rank: 7 (B-Class); **Learn DC:** 21, 4 success; **Perform DC:** 22; **Time:** 1 full-attack action; **Components:** C, S, F, Mas; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature; or **Area:** 5-ft.-wide line; **Duration:** Instantaneous; **Saving Throws:** None (one creature) or Reflex half (line); **Chakra Cost:** 6.

Using this technique, the user focuses a large amount of Chakra around *Samehada* that draws nearby water to it. He can either send it as a line attack or target a single creature. If the attack is a line attack, it deals 3d8 points of slashing damage plus the user's strength modifier. If the attack targets a single creature, the attack deals 4d8 points of piercing damage plus the user's a melee attack to hit. Furthermore, the one-target attack is very nimble and can ignore all sorts of cover except for nine-tenth and total cover. The line cannot extend further than 50 feet, unless the technique is *Mastered*, in which case the range increases to 80 feet and the one-target mode can bypass even nine-tenth cover.

Mastery

Fifth step of mastery in this technique increases the maximum length of the line by 30 feet.

Material Focus: A small (at least 30 litres) source of water nearby and *Samehada*.

Otobakuha no Jutsu (Sound Blast Technique)

Ninjutsu [Otogakure Hijutsu]

Rank: 7 (B-Class); **Learn DC:** 21, 4 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** H, F, E; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 10-ft. radius burst; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude half, Fortitude partial; **Chakra Cost:** 8.

By focusing chakra to his *sound amplifier*, the character is able to fire a deafening sound blast at his foes. Any creature caught in the area of effect suffer 4d6 points of sonic damage and must make a Fortitude save to avoid being *deafened* for 1d4 rounds. Sonic damage taken can be halved with a successful fortitude save.

Empower

The user can increase the damage dealt by this technique at the cost of 2 points of Chakra per damage die, but the damage cannot exceed 1d6 per 2 levels, or 10d6.

Material Focus: The user's *worn* Sound Amplifier.

Raidate no Jutsu (Lightning Shield Technique)

Ninjutsu (Raiton)

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 7.

The user, upon using this technique, lets himself be embraced by thunder and lets it run over his body, forming a protective shield against most forms of attack. Any creature striking the user with an attack, melee or ranged, will likely be deflected by the lightning shield. The user gains a +2 deflection bonus to defense, as well as an electricity resistance 5. Any unarmed or natural weapon attacks directed at the user benefit the aforementioned bonuses, as well as reflecting the equivalent of 1d4 point of electricity damage back to the source. While the shield is active, the user will also gain +4 bonus to saving throws against electrical attacks and techniques. If the attack allows for a saving throw to take only half damage, the user suffers no damage on a successful save. This technique cannot be used in conjunction with *Enkoudate no Jutsu*, *Tsuchi no Yoroi*, *Junkaze no Jutsu*, *Kyukyoku Enkoudate no Jutsu*, *Soukou no Jutsu* or other similar techniques.

Raidou no Jutsu (Lightning Displacement Technique)

Ninjutsu (Raiton)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 move-equivalent action; **Components:** S; **Range:** Close (10 ft. + 5 ft./2 levels); **Duration:** Instantaneous; **Saving Throws:** Reflex half (see text); **Chakra Cost:** 6.

This technique is the very same as *Shunshin no Jutsu*, except that the user cannot pass through concrete, carry other creatures and disappears in a flash of lightning. Creatures adjacent to the square he appears in must make a Reflex save to take only half of 4d6 points of electricity damage. The technique is very flashy and loud, and therefore cannot be used to move silently. The damage dealt by the technique does not affect unattended objects.

Raijin Riki - Jigen Jutsu (Might of the Thunder God - Avatar Technique)

Ninjutsu (Raiton; Requires Epic Technique - Raijin Riki - Jigen Jutsu (f))

Rank: 15 (Epic); **Learn DC:** 40, 8 success; **Perform DC:** 45; **Time:** 1 full-round action; **Components:** C, H, F; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** Thunder God Armor; **Duration:** 1 round / level (D); **Saving Throws:** None; **Chakra Cost:** 23.

This ultimate technique of the *Hidden Cloud* is literally the physical embodiment of the Thunder God. Using the *Thunder God Armor*, which is little more than legendary scrap metal, the user fills it with Chakra which will quickly turn into electricity and form the avatar. For the duration of this technique, the *Thunder God Armor* will become animated and turn into the *Thunder God Avatar* (see Creature section for details). The Avatar cannot disobey the user and will only be destroyed once it reaches 0 hit points or the technique ends.

Material Focus: The unique artifact, *Raijin no Yoroi*.

Raijin Riki - Raijuu no Sou (Might of the Thunder God - Claw of Raijuu)

Ninjutsu (Raiton) [Kumogakure Hijutsu]

Rank: 8 (B-Class); **Learn DC:** 22, 4 success; **Perform DC:** 23; **Time:** 1 attack action;

Components: H, Mas; **Range:** Medium (20 ft. + 10 ft./2 levels) **Target:** One living creature; **Duration:** Instantaneous; **Saving Throw:** Fortitude partial; **Chakra Cost:** 8.

When using this technique, the user fires a bolt of golden lightning, visible only to the user or creatures that can see chakra or see through chakra, from his pointed index and middle finger to strike the target on its stomach; the lightning will proceed to gather in a ball and bury itself deep within its navel. If the user succeeds on a ray attack, the target will fall victim to the technique.

After three rounds, or when the subject next suffer damage from any source except from converting chakra to hit points, the chakra will erupt in a bright flash of light and the golden lightning will forcefully exit the subject's body to vanish into thin air. At this point, the subject will suffer 8d6 points of electricity damage and must make a Fortitude save to avoid being paralyzed for 1 round.

Every time chakra is drained from the target, while it does not trigger the release of the technique, the user and the person to drain chakra must make an opposed level check (modified by the user's level of mastery in this technique, for +1 per rank). If the user is beaten, the technique is negated and will not be released. Using this technique twice on the same creature also nullifies it.

This technique cannot be used twice on one target during the same minute; the target will not be affected again, but any active "charge" will be nullified. And though the technique is not physically visible, it does not grant any bonuses as though striking with an invisible weapon.

Mastery

Every step of mastery in this technique grants the user a +2 bonus to attack rolls when making the ray attack.

Raikiri (Lightning Edge)

Ninjutsu (Raiton; Requires Chidori (t)) [Hatake Kakashi Hijutsu]

Rank: 8 (S-Class); **Learn DC:** 22, 6 success; **Perform DC:** 28; **Time:** 1 attack action;

Components: H; **Range:** Personal (see text); **Target:** You (see text); **Duration:** 1 round/3 level (see text; D); **Saving Throws:** None; **Chakra Cost:** 6.

This technique is a weaker but more practical version of the Chidori. It lasts longer, takes less Chakra and can be performed faster. As with the Chidori, the user chooses which hand will bear the *Raikiri*. Said hand will not be able to hold any item or weapon for the duration of the technique; should the hand be the user's off-hand, he suffers a -4 penalty to attack rolls (the two-weapon fighting feats halves this penalty). Unlike *Chidori*, this technique deals 1d8+1 point of piercing damage, 1d6+1 point of sonic damage and 1d4+1 point of electricity damage on a successful touch attack, and scores a critical hit on a natural roll of 18, 19 or 20, to deal double damage. Only the piercing damage is doubled.

As with the chidori, the user may use the *Ryuutsuki* technique to increase the technique's efficiency. On a successful hit with the *Ryuutsuki*, the user may instantly discharge the Raikiri but deal triple the normal damage instead (though if he has two or more raikiri active, only one is expended). On a critical hit, the multiplier increases by 1 instead, and all damage is quadrupled.

He still suffers the standard Chidori's -4 penalty to Defense and the loss of his dexterity bonus to defense until his next turn. The Raikiri, like the Chidori, counts as a *small* weapon and can be used with the weapon focus feat (uses the same feat for both) and for two-weapon fighting.

Because of the noise and light made by the technique, a creature may make a Spot or Listen check (DC 5) to notice the user, even if he was hiding. If the conditions are met (creature is flanked, denied its dexterity bonus to defense, etc) the user can deal sneak attack damage in addition to standard damage with the *Raikiri*. Attacks made in this manner count as chakra-enhanced for the purpose of bypassing damage reduction.

Raikuisha no Jutsu (Lightning Devourer Technique)

Ninjutsu (Raiton; Requires Seidenki Reiki no Jutsu (t))

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Area:** 5 ft. radius spherical emanation based on the user; **Duration:** 1 round/5 level (D); **Saving Throws:** Reflex half (see text); **Chakra Cost:** 16.

Using his chakra to constantly manipulate the electrons in the air around him, the user is able to form a devastating offensive aura around him to fend off any creatures hoping to get to him. As the electricity cackles in the air around him, every creature caught in the area of effect each round on the user's turn suffer 3d10 point of electricity damage, which can be halved with a successful Reflex save. In addition, while the technique lasts, the user gains a +2 bonus to Reflex saves against electricity-based effects, but suffers a -8 penalty to Hide and Move Silently checks and a -4 penalty to saving throws against *Suiton* techniques.

Raikodan (Lightning Tiger Missile)

Ninjutsu (Raiton; Requires Ninjutsu 15 ranks)

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 26; **Time:** 1 full-attack action; **Components:** C, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Targets:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude half, Fortitude partial; **Chakra Cost:** 15.

This technique is also known as *delayed tiger missile* by its old name. It creates a tiger made out of glimmering yellow lightning that will rush and bound across the distance to its target and pass right through it, no matter how fast it is. The target initially suffers 4d8 points of electricity damage, which can be halved with a successful Fortitude save. Up to 5 rounds later (minimum 1 round) on the target's turn, it will suffer an additional 3d8 points of electricity damage and must make a Fortitude save to avoid suffering 1d4 points

of chakra coils damage.

Raikou no Tsurugi (Thunder Sword)

Ninjutsu (Raiton)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** S; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None (see text); **Chakra Cost:** 8.

The user focuses his chakra in his hand, turning it into electricity and molding it into a blade. The thunder sword is wielded like a ninja-to. Attacks made with it are melee touch attacks that deal 1d6 points of electricity damage +1 point per three levels of the user (maximum 1d6+5). The blade is immaterial, and the user cannot apply his Strength modifier to damage with it. On a successful hit, if the target carries a large amount of metal or is soaking wet, it must succeed a Fortitude save (DC 13) or be Stunned for 1 round.

Raikoudan no Jutsu (Lightning Projectile Technique)

Ninjutsu (Raiton)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal and Close (10 ft. + 5 ft./2 levels); **Target:** You and One or more creature; **Duration:** 1 round/level (D; see text); **Saving Throws:** None; **Chakra Cost:** 3 + 2 per additional orbs of lightning (maximum 1 per 2 level).

Using this technique, the user surrounds himself in small orbs of lightning which are used to intercept attacks and kill enemies at a distance. When using this technique, the user has the option to either fire one, several or all orbs of lightning, and to keep some with him. Each orb fired requires a ranged attack roll to hit and deal 1d4 points of electricity damage.

Each time he is struck by a natural weapon attack, unarmed attack or metal weapon, he may have one of the orbs intercept the attack and, while it does not stop it or help protect in any way, reflect back 1d4 points of damage to the attacker. In both cases, the orbs are consumed. The orbs last for 1 round per level afterwards, and the user can fire any number he wishes afterward as an attack action that does not provoke an attack of opportunity.

The damage reflected by this technique does not stack with *Raidate no Jutsu*.

Raikousen no Jutsu (Ray of Lightning Technique)

Ninjutsu (Raiton)

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 attack action; **Components:** S; **Range:** Medium (20 ft. + 10 ft./2 levels); **Effect:** Ray; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 3.

By using this technique, the user concentrates a decent amount of Chakra, turning it into electricity and ready to shoot out. The user must succeed a ranged touch attack to deal

damage to the target. The ray deals 2d6 points of electricity damage and the target must make a Fortitude save to avoid being Stunned for 1 round.

Raikouono (Thunder Strike Axe)

Ninjutsu (Raiton; Requires Chakra Control and Taijutsu 12 ranks)

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform DC:** 24; **Time:** 1 attack action; **Components:** C, M; **Range:** 10 feet; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Reflex half, Fortitude partial; **Chakra Cost:** 10.

Using this technique, the user calls a large amount of lightning into his hands, which he use to slam into his enemies no farther than 10 feet away in the form of a large lightning axe. The target must make a Reflex save to take half of 6d8 points of lightning damage. Should it suffer damage from the technique, the subject must also make a Fortitude save to avoid being paralyzed for 2 rounds afterwards. This technique can be used in melee without provoking an attack of opportunity.

Rairyuudan no Jutsu (Lightning Dragon Blast Technique)

Ninjutsu (Raiton)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** One 10-ft.-square; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 12.

Using this technique, the user creates a large dragon of yellow lightning energy, which he will use to cleave his enemies in half and burn them to a crisp. Any creature caught in the area of effect suffer 7d6+5 points of electricity damage from the dragon's bite, damage which can be halved with a successful reflex save.

Rairyuuretsu no Jutsu (Violent Lightning Dragon Technique)

Ninjutsu (Raiton; Requires Ninjutsu and Chakra Control 14 ranks)

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 full-attack action; **Components:** C, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Targets:** One primary target, plus one secondary target every 2 levels (each of which must be within 30 feet of each other); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 15.

This technique, while similar to *Rairyuudan no Jutsu*, creates a smaller dragon that is much more difficult to control, albeit more efficient. Once it hits the first creature, it rounds around already on its way towards the second target. The dragon initially deals 8d6 points of electricity damage to the primary target. Afterwards, the dragon heads towards a number of secondary target equal to half the user's level, rounded down (maximum 10). The secondary targets suffer half the damage the primary target did, rounded down. All damage dealt by the dragon can be halved with a successful Reflex save. Who the dragon targets is entirely up to the user, who can freely chose to affect fewer secondary targerts than his maximum.

Raishuriken no Jutsu (Lightning Shuriken Technique)

Ninjutsu (Raiton)

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform DC:** 12; **Time:** 1 attack action; **Components:** E, S; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 2.

This basic *raiton* technique creates a small shuriken-shaped projectile which the user throws at his foes. The projectile deals 1d6 point of electricity damage, which can be halved with a successful Reflex save.

Empower

The user can spend an additional point of Chakra to deal an additional point of damage, up to a maximum of 1d6+5.

Raite no Jutsu (Hands of Thunder Technique)

Ninjutsu (Raiton)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 attack action; **Components:** S; **Range:** Melee Touch; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

Upon completion of this technique, cracking bolts of energy can be seen on the user's hands as he deliver a melee touch attack that deals 2d6 points of electricity damage, +1 per level of the user (maximum 2d6+5). The user gains a +2 bonus to his touch attack if the target wears a metal armor (or carries enough metal to provide said bonus, left to the GM's discretion).

Rakuinshou no Kizu (Wounds of the Branded)

Ninjutsu [Hyuuga Kinjutsu]

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** S; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature branded by *itami no rakuin*; **Duration:** Instantaneous (see text); **Saving Throws:** (see text); **Chakra Cost:** 4.

Created by the Hyuuga Main House to keep their underlings under check, this technique activate the Brand of Pain found on any of the branch house. It is usually taught to a member of the Main House once it reaches the rank of Chuunin, but sometimes earlier if the need is apparent. It can be used in the following fashion:

Headache: The target of the technique becomes dazed by the pain for 1 round, no save.

Intense Pain: The target must make a Fortitude save or be stunned by the pain for 1d4 rounds.

Severe Pain: The target suffers 5d6 point of damage from the severe pain coming from the brand, damage which can be halved with a successful Fortitude save.

Death Penalty: The target must make a Fortitude save against massive damage or be reduced to -1 hit points and dying.

Rakunuma no Jutsu (Decaying Swamp Technique)

Ninjutsu (Doton; Requires Yomi Numa (t) and Chakra Control 14 ranks)

Rank: 8 (S-Class); **Learn DC:** 24, 5 success; **Perform DC:** 28; **Time:** 1 attack action; **Components:** C, S, F; **Range:** Touch; **Target:** Hell Swamp; **Duration:** (see text); **Saving Throws:** None; **Chakra Cost:** 10.

To properly use this technique, the user must touch his hand to a swamp created by a *Yomi Numa* technique from his own Chakra Signature. The swamp's duration is reduced to 1 round/level, but it deals 1d6 points of acid damage to all creature trapped in it. Creatures standing on it or sharing the user's Chakra Signature are unaffected, and Tadayou can still be used to normally stand on the swamp without penalty, but suffer 1 point of acid damage each round nonetheless, unless proper, protective footwear is worn.

Rakurai no Jutsu (Lightning Bolt Technique)

Ninjutsu (Raiton)

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 attack action; **Components:** E, H; **Range:** Long (30 ft. + 15 ft./2 levels); **Area:** 5-ft. wide line to long range; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 5.

Upon completion of this technique, a surge of lightning rushes forward from the user's pointed hand. Any creature caught in the area of effect suffer 3d6 points of electricity damage, which can be halved with a successful Reflex save. The user can also control the length of the lightning bolt and can willingly reduce it.

Empower

The user may decided to empower the technique by one die of damage at the cost of 1.5 points of Chakra (maximum 1d6 per level, up to 12d6), rounded up.

Mastery

With the third step of mastery in this technique, the cost per additional die decreases to 1.

Ranshinshou (Chaotic Mental Collision)

Chakra Control (Body)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C; **Range:** Melee Touch; **Target:** One living creature; **Duration:** 1 round/level; **Saving Throws:** Fortitude negate (see text); **Chakra Cost:** 5.

By focusing some offensive Chakra in the palm of his hand, the user is able to send it through the target's nervous system and disrupt its movement. If it failed its save, the target will be *paralyzed* for the duration of the technique, unless it succeeds an Intelligence check each round to figure out how to move with the current pattern. To perform either a move or attack action, the target must succeed an Intelligence check (DC 15) each round. For a full-round action, it must succeed an Intelligence check (DC 20). This technique cannot be used on creatures immune to sneak attacks or critical hits, or devoid of discernable anatomy (such as oozes).

Ransoutengai no Jutsu (Heavenly Displacement Technique)

Ninjutsu (Requires Kugutsu no Jutsu (t)) [Kinjutsu of All Ninja Villages]

Rank: 9 (A-Class); **Learn DC:** 24, 6 success; **Perform DC:** 26; **Time:** 1 full-round action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 10.

Using this technique, the user manipulates himself using Chakra Strings which he controls with his will alone. Every round, he may make a Concentration check (DC 20) while using this technique and be able to perform normally even while paralyzed with his remaining actions. This technique can evidently be used when the user is paralyzed. Once its effects fade, this technique cannot be used again for 1d4 minutes.

Rasengan (Spiral Blast)

Ninjutsu (Requires Chakra Control 11 ranks) [Yondaime Hokage Hijutsu]

Rank: 7 (A-Class); **Learn DC:** 22, 5 success; **Perform DC:** 24; **Time:** 1 attack action; **Components:** C, E; **Range:** 0 feet; **Effect:** Creates 1 rasengan; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 11 (base; see text).

The Rasengan is one of the most powerful technique created by the Fourth Hokage of Konoha, one very few people are aware of, and even fewer are the one who mastered it. This technique requires the user to form a ball of whirling Chakra in his hand, and thrust it towards the enemy. The user makes a melee touch attack with the rasengan that, if it connects, deals 7d8 points of damage and will push the target backward a number of feet equal to half its damage, rounded to the nearest 5-foot unit.

Using this technique will form the *Rasengan* only. Attacking with it is an attack action, but can also be part of a full-attack action. The rasengan will be discharged when used, regardless whether it hit or not. The user can hold onto the rasengan for 1 round per level before it dissipated, if not used beforehand.

Empower

The user may also increase the damage by 1d8 for every additional point of Chakra he spends on Rasengan. Doing so, however, increases the Perform DC by 1 point per additional die of damage (maximum 1 die per level). The damage cannot exceed 18d8 points of damage.

Reikibutsu no Jutsu (Soul Receptacle Technique)

Ninjutsu [Kinjutsu of All Ninja Villages]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform DC:** 39; **Time:** 1 hour; **Components:** C, H, XP; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** Creates a double of a creature; **Duration:** Instantaneous (see text); **Saving Throws:** None; **Chakra Cost:** 30.

Using this immoral technique, the user creates a double of a creature, be it living or dead, using a blood sample and his own energy. The new body will act exactly as the chosen creature would, but cannot disobey the user's orders in any way. The *soul receptacle* will have the same ability scores as the chosen creature, but its Intelligence, Wisdom and Charisma scores cannot be higher than 14. It will keep the same feats, talents, templates

and special ability the chosen creature has, but will have only half its hit points and chakra pool.

It will suffer an additional -5 penalty to attack rolls, saving throws, defense and skill checks, and will count as though it was 5 level lower than the chosen creature to determine the power of certain abilities or the duration of others (such as techniques). The power of the *soul receptacle* depends on the power of the chosen creature at the time its blood was taken (if the blood sample was taken when the chosen creature was 6th level, and is now 10th level, the receptacle would have the powers of the 6th level creature). While the technique takes 1 hour to perform, the receptacle will take two whole month to form. The clone cannot gain experience.

Material Focus: An hair, skin and blood sample of the chosen creature.

XP Cost: 2,500 XP.

Reikiha (Aura Wave)

Chakra Control (Spirit; Requires Seishou Bakuha (3))

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** C, M; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 5-ft.-radius burst; **Duration:** Instantaneous; **Saving Throws:** Fortitude half; **Chakra Cost:** 4.

With this technique, the user is able to send forth a burst of Chakra from his extended palm. Any creature that finds itself in the area of effect suffer 3d6 point of force damage and 1d6 point of fire damage from the wave of Chakra. The explosion creates little to no pressure and will also damage unattended objects; the wind created by the aura wave will also blow out small fires 15 feet from the center of the burst, such as candles. While it deals fire damage, the *Reikiha* will not set fire to combustible in the area of effect.

Reikiru (Soul Breaker)

Taijutsu (Martial Arts)

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** C, P, M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 2.

Using this technique, the user hits a secret pressure points that forces the target to release Chakra uncontrollably from its Chakra Circulatory System. The user makes a single unarmed attack that, if it hits, deals normal damage and forces the target to make a Fortitude save or take 1d4 point of Chakra damage.

Reiretsu (Spiritual Fury)

Chakra Control (Body)

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** C, E; **Area:** 10-ft. radius bust centered on the user; **Duration:** Instantaneous; **Saving Throws:** Fortitude negate; **Chakra Cost:** 8.

Using this technique, the user pushes a large, seemingly untamed mass of chakra in all direction, causing anyone near him to go flying away. Any creature caught in the area of

effect must make a Fortitude save to avoid being knocked back 1d4+1x5 feet and falling prone. For the purpose of Sensing Chakra, the chakra activity caused by this technique is considered Strong rather than Medium.

Empower

The user may also increase the technique's chakra cost to 12 and deal an additional 2d6 points of force damage to creatures caught in the area of effect.

Rekka Arashi (Raging Fire Storm)

Taijutsu (Martial Arts; Gouken) [Maito Gai Hijutsu]

Rank: 10 (S-Class); **Learn DC:** 26, 6 success; **Perform DC:** 30; **Time:** 1 full-attack action; **Components:** C, E, M; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature per fireball; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3 + 2 per additional fireballs (see text).

One of the ultimate technique of the *Gouken* style was created by the master *Maito Gai* from the Fire Country. The *Raging Fire Storm* requires the user to concentrate Chakra to his arms and use even more Chakra to propel the fireballs created by this technique. A fireball can be thrown to any target within the technique's range, requires a Ranged Touch attack to hit and deals 1d6+1 points of fire damage. The user can throw more than one fireball at any creature. The user uses his unarmed attack bonus for attack rolls made with the fireballs.

Empower

The user can increase the number of fireball thrown by spending 2 points of chakra for every additional fireball, up to 1 per level or 15 (whichever is lower).

Reference: This technique was originally named Asa Kujaku, which translates to Morning Peacock. I could not bring myself to use such a stupid name, and Rekka Arashi was born.

Renku Dan (Compressed Air Blast)

Ninjutsu (Fuuton)

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform DC:** 24; **Time:** 1 attack action; **Components:** E, H; **Range:** Long (30 ft. + 15 ft./2 levels); **Area:** 20-foot-radius burst (see text); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 10 (base; see text).

To execute this technique, the user gathers as much air in his lungs as he can, and mixes it with Chakra, almost making it liquid. He then proceed to spit it out toward its target. Once it explodes, it deals 7d8 points of wind damage to any creature caught within.

Empower

The user may increase the damage by 1d8 by spending an additional 2 points of Chakra (maximum 1d8 per character level or hit dice of the user); doing so also increases the burst radius by 5 feet. The damage cannot exceed 14d8, with a burst radius of 50 feet.

Renzuki (Flurry of Blows)

Taijutsu (Martial Arts; Requires Proficiency in the Chosen Weapon)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 full-attack action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

Using this technique, the user gains an additional attack per round when making a full-attack action with the specified melee weapon or type of attack, though all attacks made during this round suffer a -3 penalty. This technique's effect do not stack with other non-permanent bonus attacks (ie, other techniques that grant additional attacks outside of speed ranks).

Notes: This technique can be learned multiple times, each time it applies to a new weapon or type of attack.

Reppuu Tsuki no Jutsu (Violent Wind Thrust Technique)

Ninjutsu (Fuuton)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** E, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature or object; **Duration:** Instantaneous; **Saving Throws:** None (object) or Special (creature; see text); **Chakra Cost:** 4 (see text).

This technique can be used in two different manner, both formed by concentrating Chakra in the surroundings and creating a powerful gust of wind.

Disarm: The user may send a strong gust of wind directed at a target's held weapon. Using this function of the technique allows the user to make a disarm attempt with a ranged attack, as if with a weapon the same size as the opponent's. The user does not provoke an attack of opportunity, and gains a +12 competence bonus on his attack roll.

Violent Thrust: The user can target a single creature or object and hurl it in any direction, even upward. The target will be thrown in a direction chosen by the user 1d6x5 feet and suffer 1d4 point of nonlethal damage per 5 feet traveled. The user must succeed a ranged touch attack to do so, to which he gains a +4 bonus. The distance given is for Medium-sized and smaller creatures (maximum 5d6x5). Large creatures are moved 1d4x5 feet, Huge and larger are unaffected.

Empower

The user may increase the strength of the wind and add an additional die to the distance traveled by spending another point of Chakra.

Retsudo Tenshou (Earth Splitting Force)

Ninjutsu (Doton)

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 26; **Time:** 1 attack action; **Components:** C, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 30-ft. radius spread (S); **Duration:** 1 round; **Saving Throws:** See text; **Chakra Cost:** 12.

Like *Iwayado Kuzushi*, this technique is a weaker variant of *Jishin no Jutsu*. This technique affects only open ground and structures. Any creature caught on open ground has a 25% chance of being caught in a fissure, in which case it must make a Reflex save or fall down. At the end of the technique, all fissures grind shut, killing any creatures trapped within. Creatures traveling underground at this moment that are still in range of the technique are affected, but the chance of falling in a fissure is 20%. In a similar fashion, any structures standing on open ground in the area of effect take 100 point of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of earth damage (Reflex save for half) and is pinned beneath the rubble. A pinned creature suffers 1d6 point of nonlethal damage per minute increasing by 1 die every minute. If it falls unconscious, it must make a Constitution check (DC 15) every round or take 1d4 point of damage until freed or dead.

Rouga Nadare no Jutsu (Wolf Fang Avalanche Technique)

Ninjutsu (Hyouton)

Rank: 10 (A-Class); **Learn DC:** 25, 4 success; **Perform DC:** 27; **Time:** 1 attack action; **Components:** X, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 25-ft. wide by 100-ft. long line; **Duration:** Instantaneous; **Saving Throws:** Reflex partial (see text); **Chakra Cost:** 13.

This technique is one of Rouga Nadare's original technique, and unlike what its name implies, this technique is more akin to a mass of snow taking the appearance of a pack of wolf tearing apart everything in its way. This technique takes the form of a 25 feet wide and 100 feet long line; any creature found in its path suffers 6d8 point of cold damage, which can be halved with a successful Reflex save, in addition to 4d8 point of slashing damage from the wolves' claws. In addition, any creature of Large size or small must succeed a Fortitude save or be pushed back 1d6x5 feet. The line may start anywhere within range and take a direction of the user's choice.

Expendable Components: A huge (at least 1250³ feet) source of snow or ice nearby.

Rousuru Onpa no Jutsu (Deafening Sound Wave)

Ninjutsu

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 10-ft. square spread; **Duration:** 1 round/level (D); **Saving Throws:** Fortitude partial; **Chakra Cost:** 6.

By manipulating the sound wave around the targeted area, the user is able to create a strong blast aimed to damage and deafen the opponent. Any creature caught in the area of effect must succeed a Fortitude save or be *deafened* for 1d6+1 rounds. Whether or not it succeeded its saving throw, any creature caught in the area of effect will suffer 2d6 points of sonic damage.

Ryokujun no Jutsu (Energy Shield)

Chakra Control (Body)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18 (see text); **Time:** 1 attack action or 1 instant action; **Components:** C, Mas; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 4.

The user gains an energy resistance to acid, cold, earth, electricity, fire, water and wind of 1 point per level

Defensive Maneuver: Once per day as an instant action, the user may perform this technique to defend against an incoming attack; doing so provokes an attack of opportunity.

To defend against the attack, the user must make a Perform check (as per Ryokujun no Jutsu, mastery counts) opposed to the technique or effect's Save DC +10 (or the opponent's level or hit dice plus 10 if the effect does not allow a save). Success grants the user an energy resistance against a single element (as opposed to all when used normally) for the duration of the effect, spell or technique only.

Defensive maneuver must be declared before knowing the result of the attack. Failure by more than 10 means that the chakra spent trying to avoid the attack is wasted, and the technique fails.

Defensive maneuver has a chakra cost of 4 and allows the user to defend against a technique, spell or effect from an opponent of his ECL or 1, whichever is lower.

Defensive Maneuver does not count as Avoiding an Attack and is usable a separate number of times a day. Using Ryokujun no Jutsu as a defensive maneuver counts towards the number of times per day Chibounushi can be used as such.

Mastery

Every step of mastery in this technique increases the number of times per day it can be used by 1.

The first step of mastery in this technique increases the ECL of attacks the user can defend against to his ECL or 5, whichever is lower.

Every step of mastery after the first increases the ECL of attack he can defend by 5 or up to his ECL, whichever is lower.

Ryoutou Suiryuudan no Jutsu (Double-headed Water Dragon Blast Technique)

Ninjutsu (Suiton; Requires Suiryuudan no Jutsu (2))

Rank: 13 (A-Class); **Learn DC:** 28, 4 success; **Perform DC:** 30; **Time:** 1 full-attack action; **Components:** F, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** Two 15-ft.-square; **Duration:** Instantaneous; **Saving Throws:** Reflex half (see text); **Chakra Cost:** 17.

Using this advanced *Suiton* technique, the user creates two large dragon made of water to quickly dispose of his foes. Not only does this technique have a greater range than its lower-rank counterpart, the dragons also bite through a greater area. All creature caught

in either area of effect suffer 7d6+3 point of water damage, which can be halved with a successful Reflex save. The dragons may both target the same squares, should the user chose to, though the creature must make one reflex save per dragon bite.

Material Focus: A medium-sized (at least 200 liters) source of water within the technique's range.

Ryuusui no Ugoki (Deceitful Water Movements)

Taijutsu (Mobility; Requires Shodan Kousoku (t)) [Lost Hijutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, M, Mas; **Range:** 0 feet; **Area:** 5-ft. radius centered on the target; **Duration:** 1 round; **Saving Throws:** None (see text); **Chakra Cost:** 5.

To properly use this technique, the user must ensure that he is the only creature occupying a square adjacent to the target and must be moving at Speed Rank 1 or faster. Upon completion of this technique, the user will start circling around the target at varyind speeds, appearing to be painfully slow, but is in fact very fast. The user, while maintaining the rotation, cannot take any actions involving moving to a different square, and may decide which square he is in around the creature.

The user gains total concealment while using this technique; creatures must guess the square he is in, and has a 50% miss chance on attacks. If it tries to move out of the square it is in, the user gains an attack of opportunity, no matter what the type of movement used unless it was instantaneous (such as Shunpo or Shunshin no Jutsu). If said attack of opportunity hits, the target is knocked back into its previous location and cannot move out for one round.

If the user moves to attack, he counts as invisible against the target creature, and gains the appropriate bonuses, while the target loses its dexterity bonus to Defense. The target will most likely be aware of the user's position after attacking, if it lives.

A Spot check opposed to the user's Hide check +10 may be made to determine which square the user is in, but that does not lessen the miss chance any.

Mastery

With the fifth step of mastery in this technique, the user is able to increase the Chakra Cost by 3 to increase the duration by 1 round.

Ryuutsuki (Dragon Thrust)

Taijutsu (Martial Art)

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 full-attack action; **Components:** M, P; **Range:** Personal; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

To execute this powerful charge technique, the user must meet the following requirements: He or she must be able to get to the opponent running a straight path, there must be at least 20 feet distance for the user to gain the appropriate speed and he must not carry anything heavier than a light load.

When those conditions are met, the user may charge his enemy with astounding speed! *Ryuutsuki* works exactly like a normal charge, except that the user see his base movement speed increased by 10 feet, and his charge bonus to hit increased from +2 to +3.

Ryuujin Bakuha (Dragon King Blast)

Ninjutsu (Katon; Requires Epic Technique - Katon Ryuujin Bakuha (f))

Rank: 16 (Epic); **Learn DC:** 41, 8 success; **Perform DC:** 46; **Time:** 1 attack action; **Components:** E, H; **Range:** 150 feet; **Area:** Cone-shaped burst centered on the user; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 20 (base; see text).

As with *Goukakuyu no Jutsu*, the user gathers an enormous amount Chakra in his lungs, and breath it out so that it ignites with slightest contact with air. If not for the sheer power of the blast alone, which is enough to instantly melt anything in its path, its enormous area of effect make it the ultimate fire element technique. Any creature caught in the 150-ft. long cone attack will suffer 12d6 point of fire damage, which can be halved with a successful Reflex save.

Empower

The user may spend an additional 2 points of Chakra to add 1 die of damage to the technique, damage which may not exceed the user's total level or hit dice.

Ryuuka no Jutsu (Dragon Fire Technique)

Ninjutsu (Katon)

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 attack action; **Components:** S; **Range:** 40-feet; **Target:** One creature bound with *Kousen Shibari no Jutsu* or other similar methods; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude partial; **Chakra Cost:** 8.

To properly use this technique, the user must target a creature caught within *Kousen Shibari no Jutsu*, or bound in such a way that the flames can follow a direct path to the target, and be right beside the origin of the technique (or have used the technique himself) or path. As some Katon techniques, *Ryuuka* has the user shoot a long stream of fire that follows the path set towards the bound creature. The target of this technique suffers 6d6 points of fire damage and must make a Fortitude save or catch on fire for 2d6+1 rounds. Once the technique is completed, the *kousen* or rope that binds the target will be destroyed and the target freed.

Ryuusa no Jutsu (Quicksand Technique)

Ninjutsu (Doton)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 20-ft-radius emanation (S); **Duration:** Concentration, plus 1 round; **Saving Throws:** (see text); **Chakra Cost:** 8.

This technique can only be used on *soft* ground. Using this technique, the user creates a

patch of quicksands (see below) that lasts for as long as he concentrated on the technique, plus one round. This particular quicksand is much harder to detect, raising the Survival check DC to 18.

Quicksand (standard rules): Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that may trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a Survival check (DC 8) to spot the danger before stepping in, but charging or running characters don't have a chance to detect a hidden bog before blundering in. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him or her 1d2×5 feet into the quicksand.

Effects of Quicksand: Characters in quicksand must make a Swim check (DC 10) every round to simply tread water in place, or a Swim check (DC 15) to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description).

Characters below the surface of a bog may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Rescue: Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a Strength check (DC 15) to successfully pull the victim, and the victim must make a Strength check (DC 10) to hold onto the branch, pole, or rope. If the victim fails to hold on, he must make a Swim check (DC 15) immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.

Ryuusei Masai (Meteor Demon Slash)

Taijutsu (Martial Art)

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform DC:** 23; **Time:** 1 full-attack action; **Components:** M; **Range:** 200 feet (see text); **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

In order to give as much as he gets, the user sometimes has to put his life at risk in extreme maneuver to gain the advantage over his opponent. With this technique, the user uses the momentum of his fall to his advantage and deals much greater damage to his foe with the force of gravity on his side. He makes a single attack against his target that, if it hits, deals an additional 1d4+1 point of damage of the type dealt by his weapon per 10 feet traveled to the target from the user's location when the technique was used.

Regardless of the results of the attack, the user will still continue to fall freely until he fell a total of 200 feet this round (the maximum range of this technique) or hit the ground, in which case he may suffer falling damage from his whole fall when he hits the ground, left to the GM's decision. The additional damage dealt by this technique cannot exceed 15d4+15. If the attack was a critical hit, the additional damage is not multiplied. In addition, unless the user can fly, the target must be within his reach as he falls in a straight path downward.

Saido Kaiin (Redemption Unsealer)

Ninjutsu (Sealing) [Kumogakure Hijutsu]

Rank: 11 (A-Class); **Learn DC:** 26, 5 success; **Perform DC:** 28; **Time:** 1 minute;

Components: C, H; **Range:** Melee touch; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 10.

This sealing technique acts as an *unsealer* for the *Seal of Heaven*. Using this technique on a creature *branded* creature will remove the *Ten no In* left by TENCHUU technique, thus stopping the constant damage and inability to be healed.

Saihou no Jutsu (Sewing Technique)

Chakra Control

Rank: 1 (E-Class); **Learn DC:** 12, 1 success; **Perform DC:** 11; **Time:** 1 full-round action; **Components:** C; **Range:** Touch; **Effect:** Mends fabric; **Duration:** Concentration (up to 2 round/level); **Saving Throws:** None; **Chakra Cost:** 4.

It is said that every good ninja should learn to repair his clothing, but very few take the time to learn to, or are ready to sink so low as to learn such an useless trick. Every standard fabric that the user touches will be repaired of 1 point of damage per round as long as the user maintains this technique. The user cannot, however, repair destroyed clothing; the technique will only work on torn or damaged fabric.

Saimin Jutsu - Kage Gugen no Jutsu (Hypnotism Technique - Shadow Incarnation Technique)

Genjutsu (Doujutsu) [Mind-Affecting, Lost Kinjutsu]

Rank: 9 (A-Class); **Learn DC:** 24, 6 success; **Perform DC:** 26; **Time:** 1 full-round action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 round/level (D); **Saving Throws:** Will disbelief; **Chakra Cost:** 12.

With this powerful, though sadly lost, kinjutsu, the user is able to create a residual image of himself constantly appearing to the right of the subject, no matter where he looks, making it appear as though he was using a strong teleportation technique or extremely fast movements. His own image being erased from the subject's mind grants the user total concealment for the duration of the technique. The subject will be unable to see or hear the user, but will still be able to use his Scent to good effect (assuming the user's scent is not concealed).

Saimin Jutsu - Kage Kiai (Hypnotism Technique - Otherworldly Scream)

Genjutsu (Doujutsu) [Mind-Affecting]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous (see text); **Saving Throws:** Will negate; **Chakra Cost:** 5.

Using this technique, the user is able to make the subject hear an extremely loud and high pitched scream in its mind that stuns it, should it fail to will it off. If the target fails its will save, it will become Stunned for 1d4 rounds.

The subject takes a -20 penalty to Listen checks while stunned.

Saimin Jutsu - Musou no Jutsu (Hypnotism Technique - Mind Blank Technique)

Genjutsu (Phantasm) [Mind-Affecting]

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 attack action;

Components: C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature;

Duration: 1 round/level (D); **Saving Throws:** Will negate; **Chakra Cost:** 5.

This harmful genjutsu ensnares the target's mind, and makes it completely oblivious to the user's presence. He cannot smell him, hear him or see him. If the target decides to fight the user, treat him as an Invisible opponent. The user benefits from total concealment towards the target, and does not provoke an attack of opportunity by moving in and out of its threatened area.

This technique can be dispelled, and is completely nullified by the *Kaigan*. If the user attacks or causes harm to the subject, the technique ends.

Saimin Jutsu - Shinteiryuu no Jutsu (Hypnotism Technique - Mind Block Technique)

Genjutsu (Doujutsu) [Mind-Affecting, Hijutsu of All Ninja Village]

Rank: 9 (B-Class); **Learn DC:** 23, 4 success; **Perform DC:** 24; **Time:** 1 attack action;

Components: C, S; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature;

Duration: 1 round/level (D); **Saving Throws:** Will negate; **Chakra Cost:** 6.

This technique has no apparent outside effect but forces the subject's brain into a state where it forces various blocks upon the technique's abilities. The subject will become unable to use two of the following, at the user's choice: Scent, See Chakra, See Through Chakra, Sense Chakra, and Detect Emotions. Whether the ability could be used in the first place or not is irrelevant. This technique can be dispelled. A blind creature is immune to this technique.

Saimin Jutsu - Yoken no Jutsu (Hypnotism Technique - Foresight Technique)

Genjutsu (Doujutsu) [Mind-Affecting]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action;

Components: S; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:**

1 round/level (D); **Saving Throws:** Will disbelief; **Chakra Cost:** 6.

With this technique, the user is able to force the subject's train of thought in a very distinct pattern easy to recognize for him. For the duration of the technique, if the target fails to realize the trick and resist it, the user gains a +2 insight bonus to attack rolls, skill checks and defense against that one creature. The weakness of this genjutsu is that it can only be used on one creature at once, and its effect must cease before the user uses it against another creature. This technique can be dispelled, once the Genjutsu is detected.

Saimin no Jutsu (Hypnotism Technique)

Genjutsu (Doujutsu)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action;

Components: C; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:**

Instantaneous (see text); **Saving Throws:** Will negate; **Chakra Cost:** 4.

By concentrating Chakra to his eyes, the user is able to create the illusion that he is not directly a threat to the target. The user may make a Diplomacy check to improve the target's attitude requiring no action or time longer than it took him to perform the technique. The user receives a +15 bonus to Diplomacy checks, but the trust is easily broken and the target will soon come to its senses if the user obviously wrong it, providing it has an Intelligence score of at least 3. Limitations of Gaze attacks still apply, however (see page 227 of your core rulebook for details on gaze attacks).

Sakura Kaihou no Jutsu (Blossom Escape Technique)

Genjutsu (Phantasm) [Mind-Affecting, Yuuhi Kurenai Hijutsu]

Rank: 6 (S-Class); **Learn DC:** 22, 6 success; **Perform DC:** 26; **Time:** 1 attack action; **Components:** S; **Area:** 15-ft. radius centered on the user; **Effect:** Conceals the user behind a swarm of cherry blossoms; **Duration:** 1 round/level (D); **Saving Throws:** Will disbelief; **Chakra Cost:** 5.

This "perfect" genjutsu was created by the master Kurenai. When used, it gives the impression that the user's body dissolved in a swarm of cherry blossoms. The swarm will occupy a 15 feet radius around the user's original position and will act as a smokescreen (following the same rules as dense smoke that will not spread). The user will be able to immediately make a Hide check, even while observed, using the blossoms as cover for any creature who did not succeed in disbelieving the illusion.

Although the illusion is restricted to a small radius, any creature setting eyes upon it is affected. Ordinary creatures cannot disbelieve the illusion. Creatures with the scent ability cannot locate or detect the user's presence within the radius unless they disbelieve the illusion. This illusion cannot be dispelled.

Sakura no Yume (Dreams of Cherry Blossoms)

Genjutsu (Phantasm) [Mind-Affecting]

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform DC:** 24; **Time:** 1 attack action; **Components:** H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 20-ft.-radius emanation (S); **Duration:** 1 round/level (D); **Saving Throws:** Will negate (see text); **Chakra Cost:** 7.

Using this technique, the user is able to create a powerful illusion that traps the mind of its victims into a dream-like field of cherry blossoms. If a creature fails its Will save, it becomes trapped in the dreamy scenery and acts as though *blinded* and *deafened*; it cannot use any sort of *blindsight* or *blindsense*, but it can still use the *scent* ability freely.

The subjects cannot move or perform any action unless they succeed a Will save each round. If the save succeed, they are still blinded and deafened, but can move normally within the confines of the area of effect. Even though the creatures act as though *deafened*, the user can speak to it freely if he so wishes.

A creature that failed the technique's initial save cannot move out of the area of the technique willingly, it must be dragged out. Once a creature leaves the area of effect or the technique is dispelled, its effect ends. This technique can, of course, be dispelled.

Sakuragenzou no Jutsu (Mirage of Cherry Blossoms)

Genjutsu (Doujutsu; Requires Genjutsu 12 ranks) [Mind-Affecting]

Rank: 6 (A-Class); **Learn DC:** 21, 4 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** C, H; **Range:** 30 feet; **Target:** One creature; **Duration:** 1 round/level (D); **Saving Throws:** Will disbelief; **Chakra Cost:** 8.

Using this technique, the user is able to give off the illusion that a creature is actually another. For a short moment, the target will believe that it is surrounded by a storm of swirling cherry blossom petals that will obscure its sight, before the illusion fades and the other is in place.

To the subject's perception, all creature's appearance will be different, how exactly is left to the user's discretion. The modifications may be anything, meaning that the user can turn an ally into an enemy to the subject's eyes, but cannot affect a creature's size category, meaning that a mouse cannot become a starving troll.

If the user wishes so, the subject also will not be able to make sense out of any speech in the area; it will simply reach his ears as senseless gibberish. This technique cannot be used on a blind creature or one with its eyes shut, and can be dispelled. *Sakuragenzou no Jutsu* counts as a Rank 9 technique for the purpose of being identified and dispelled.

Sandan Kousoku (Rank Three Speed)

Taijutsu (Body Art; Requires Nidan Kousoku (t))

Rank: 6 (A-Class); **Learn DC:** 21, 4 success; **Perform DC:** 23; **Time:** 1 swift action; **Components:** C, M, P, Mas; **Range:** Personal; **Target:** You; **Duration:** 3 rounds; **Saving Throws:** Fortitude negate (see text); **Chakra Cost:** 6.

The *Shodan Kousoku* is fast; once the speed reaches the point of *Nidan Kousoku*, the human eye is barely able to follow the movement. Beyond that, the silhouette of the user is nothing but a blurry figure in the background, moving too fast for the human eye to perceive. For the duration of this technique, the user's speed ranks increase by 3.

Each round after the first three, the user can pay an additional 3 points of Chakra that cannot be converted to hit points to maintain the technique for another round without having to use it again.

Because this technique puts the body through a lot of strain, once the technique's effects expire, the user must succeed a Fortitude save (DC 10) or suffer 1d6 points of lethal damage as his muscles were damaged badly due to the effort, and be *Fatigued* for the duration of the encounter; he and won't be able to use any *Xdan Kousoku* technique until he rids himself of the *Fatigued* condition.

Mastery

Should this technique be mastered up to the fifth step, the duration increases by 1 round.

Sandangamae Tenshi (Elemental Trinity)

Ninjutsu [Lost Hijutsu]

Rank: 10 (A-Class); **Learn DC:** 25, 5 success; **Perform DC:** 27; **Time:** 1 attack action; **Components:** H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 30-ft. radius, 30-ft. high pyramid (S); **Duration:** Instantaneous; **Saving Throws:** Reflex half (see text); **Chakra Cost:** 15.

This technique is often thought of as the ultimate elemental technique because of the fact that not only can it be specialized, but it is extremely versatile. Any creature caught in the area of effect will be hit by 5d6 points of damage three times, from any three of the following six energy types: cold, earth, electricity, fire, water and wind. The target may make a Reflex save to avoid the damage, once per energy type. Since the user has to chose three energy types, he cannot simply chose to deal 15d6 points of cold damage, for example.

If this technique is used by an Elementalist or character with similar abilities, only damage and saves from the specialized element is increased (doton for earth, fuuton for wind, and so on), and the range is not affected.

Sangeki Hissatsu Waza - Igeki (Three-Hit Kill Technique - First Strike)

Taijutsu (Martial Arts; Requires BAB +2)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 3.

First part of a three-part combo is often given as an exam to serious recruits of various swordsmanship or martial arts school. The user makes a single melee attack with his held weapon, or unarmed, at his highest attack bonus that, if it hits, deals an additional 1d4 points of damage of the appropriate type and forces the target to make a Fortitude save to avoid being Stunned for one round. Additional damage isn't multiplied on a critical hit.

Sangeki Hissatsu Waza - Nigeki (Three-Hit Kill Technique - Second Strike)

Taijutsu (Martial Arts; Requires BAB +6 and Sangeki Hissatsu Waza - Igeki (3))

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 full-attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 6.

Second of three part of a popular combo is usually as far as a large majority of the martial artist get before they either quit, are killed or simply cannot achieve the third level. This technique can only be used after using *Igeki* with the same weapon on the same target in the last 3 rounds. The user makes two attack with his held weapon, or unarmed, at his highest attack bonus, the second at a -5 penalty, that deal an additional 1d4 points of

damage of the appropriate type (additional damage which isn't multiplied on a critical hit). If either of the attack hit, the target must make a Fortitude save to avoid being Stunned for one round, and a second Fortitude save to avoid suffering 1d6+1 points of Stamina damage on its next turn per attack that hit (2d6+2 if both hit).

Sangeki Hissatsu Waza - Sangeki (Three-Hit Kill Technique - Third Strike)

Taijutsu (Martial Arts; Requires BAB +11 and Sangeki Hissatsu Waza - Igeki (5) and Nigeki (3))

Rank: 9 (S-Class); **Learn DC:** 25, 5 success; **Perform DC:** 29; **Time:** 1 full-attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 12.

To show the third technique is not only an honor for the user, but also an honor to the victim. Very few experts ever got far enough in any style to master the third and final part of the combo, and much less have the opportunity to fight a strong enough opponent to actually use it. This technique can only be used after using *Igeki* and *Nigeki* with the same weapon on the same target in the last 5 rounds. The user makes three attack with his held weapon, or unarmed, at his highest attack bonus, the second at a -5 penalty and the third at -10, that deal an additional 1d6 points of damage of the appropriate type (additional damage which isn't multiplied on a critical hit). If any of the attack hit, the target is forced to make a Massive Damage Save (a single save, not one per attack) and a Fortitude save to avoid being Stunned for one round. It must also make a third Fortitude save to avoid suffering 1d6+1 points of Stamina damage on its next turn per attacks that hit (3d6+3 if all attacks hit).

Sanmai no Jutsu (Absorption Technique)

Ninjutsu [Lost Kinjutsu]

Rank: 9 (S-Class); **Learn DC:** 25, 7 success; **Perform DC:** 29; **Time:** 1 attack action; **Components:** C, E, H; **Range:** Melee Touch; **Duration:** Instantaneous; **Saving Throws:** Fortitude negate; **Chakra Cost:** 6.

Using this long lost forbidden technique, the user surrounds his hand with offensive Chakra and touches a creature. The offensive Chakra will diminish its Chakra reserves while the user himself will increase his own resource. With a successful touch attack, the user deals 1d6 point of Chakra damage, while the user gains a number of temporary hit points equal to the Chakra damage dealt.

Empower

The user may spend an additional point of Chakra to deal an additional point of damage with the technique (maximum +1 per 3 levels, up to 1d6+5).

San Ibuki no Jutsu (Acidic Breath Technique)

Ninjutsu

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Area:** 10-feet spread (see text); **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude half; **Chakra Cost:** 6.

By gathering Chakra in his lungs, the user can transform the air they hold into highly concentrated acid, which he can breath in an odorless and colorless cloud. On the round which it is used, *San Ibuki* fills a 10-foot square with acidic cloud. On the following round, it spreads to a 15-foot radius and the round after 20-feet radius, after which it will disperse and become harmless in 4 rounds.

A moderate wind (11+ mph) can disperse it in 3 rounds, though and a strong wind (21+ mph) disperses it in 1 round. Any creature caught in the acidic cloud will suffer 3d8 points of acid damage every round, which can be halved with a successful Fortitude save, until it leaves the area covered by *San Ibuki*.

Sanseiu no Jutsu (Acidic Rain Technique)

Ninjutsu (Suiton) [Amegakure Hijutsu]

Rank: 5 (B-Class); **Learn DC:** 19, 4 success; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 40-ft. high, 20-ft.-radius cylinder; **Duration:** Instantaneous; **Saving Throws:** Fortitude half (creatures) or None (structures); **Chakra Cost:** 6.

Similar to Tetsukouu no Jutsu, this technique alters the composition of the rain but this time turns it to acid. Any creature caught in the area of effect suffer 4d6 point of acid damage, though creature may make a Fortitude save to take only half damage. Structures caught in the area of effect take double damage.

Sarubou no Mai (Dance of the Wild Monkey)

Ninjutsu (Fuuton; requires Wind Affinity (Primary), Sarutobi no Jutsu (5) and Torihane no Jutsu (2))

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, H, Mas; **Range:** Personal; **Target:** You; **Duration:** 1 hour/level or until discharged (D); **Saving Throws:** None; **Chakra Cost:** 6.

This technique imbues the user with the power of air. When performing this technique, the user is granted 5 air charges, which he may expend to perform one of the following trick.

- *Air Dance:* The user may spend one air charge as a free action to lift himself upwards during a jump. The user can stand up from prone as a free action that does not provoke an attack of opportunity, or grants himself a +10 circumstance bonus to Jump checks for a single jump used immediately, and jump height restrictions are temporarily ignored for the one jump.

- *Freestyle:* The user may spend one air charge as an instant action to form a cocoon of rapidly twisting wind around himself and slow his falling speed to 10 feet per round for 1 round. The user takes no falling damage if he lands while Freestyling.

- *Monkey Charge:* The user may spend one air charge to increase his land speed by 10 feet for 3 rounds as a swift action.

Mastery

At the third step of mastery, the user is able to spend 1 additional point of Chakra to gain 2 additional air charges, up to a maximum of 11 charges.

Every step of mastery allows the user to spend an additional air charge in *Air Dance* to increase the bonus to Jump checks by +10, up to +60.

Sarutobi no Jutsu (Flying Monkey Technique)

Ninjutsu (Fuuton)

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform DC:** 12; **Time:** 1 move-equivalent action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

As he uses this technique, the user is sent upward by a sudden updraft, as he seems to be riding the wind. The user makes a Jump check with a +10 competence bonus to determine how high or far he jumped. The user does not need to make a 10 foot move before jumping when using this technique. This technique can be used twice in a row, when the user is in mid-air, to allow him to jump further up.

Satetsu (Iron Sand)

Ninjutsu (Sealing) [Sandaime Kazekage Kinjutsu]

Rank: 14 (S-Class); **Learn DC:** 30, 7 success; **Perform DC:** 34; **Time:** 1 hour; **Components:** C, H, X (see text); **Range:** Personal; **Target:** You; **Duration:** Permanent; **Saving Throws:** None; **Chakra Cost:** 40.

This technique was inspired by a carrier of Shukaku and designed by the Third Kazekage when he wanted to harness that power. Using this technique, the user seals a large mass of sand and iron in his body as to create a pseudo-bloodline limit.

Upon completion of this technique, the user's body will have gained 40 pounds and he will gain the "Satetsu" template, as well as suffering 1d2 negative levels unless he succeeds a Fortitude save (DC 25), and a second save 24 hours later if the first one succeeds, lest he sees the negative levels become permanent.

This technique uses three seal slots on the subject's body.

Expendable Component: A mass of sand and dark iron equal to the user's body, and enough ink to scribe the seals. Scribing the seals requires a Craft (calligraphy) check (DC 40) to be made, not necessarily by the user, and takes 1 hour. If the check was failed, the sealing process will fail without the user noticing until the end.

Sawarabi no Mai (Dance of the Seedling Ferns)

Ninjutsu (Requires Bone Weapon (a)) [Kaguya Clan Hijutsu]

Rank: 11 (S-Class); **Learn DC:** 27, 6 success; **Perform DC:** 31; **Time:** 1 full-attack action; **Components:** C, M, P; **Area:** 20-ft-wide radius centered on the user or 30-ft. long by 10-ft. wide line (S); **Duration:** Instantaneous and 1 round/level (D); **Saving Throws:** Reflex half; **Chakra Cost:** 20.

The fifth and final dance of the Kaguya style is also one of the most deadly. By means of

this technique, the user focuses and empowers his bones and sends them through the ground, ripping through it as much like trees would in a forest, though extremely close to each other. On the round which it is used, all creatures caught in the area of effect must make a Reflex save to halve the 6d12 points of piercing damage caused by the eruption of the bones. In the target area, for 1 round per level, will remain a forest of ivory trees in which the user can move freely, fusing in and out of the bones like one would trees with *Mokuton - Kiugoku no Jutsu*, though it only applies to the bones created by this technique. The bones are 10 to 15 feet tall and count as though they were Large trees. This technique can be used if the user is underground, though he must be within 5 feet from the surface. After the duration expire, or if the user wills them to, the bones will fade and wither away.

Seidenki Reiki no Jutsu (Static Electricity Aura Technique)

Ninjutsu (Raiton)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** S; **Range:** Personal; **Area:** 10 ft. radius spherical emanation based on the user; **Duration:** 1 round/level (D); **Saving Throws:** Reflex half; **Chakra Cost:** 4.

This technique is in fact only the first step of a greater technique, *Raikuisha no Jutsu*. Using this technique, the user is able to manipulate the particles in the air around him and form an aura that delivers static electricity discharges to creatures around him. For the duration of this technique, any creature caught in the area of effect suffer 1d3 points of electricity damage every round on the user's turn, damage which can be halved with a successful Reflex save.

Seigae no Waza (Method of Life Exchange)

Ninjutsu (Medical) [Lost Kinjutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 6 success; **Perform DC:** 25; **Time:** 1 full-round action; **Components:** C, H, Mas; **Range:** Touch; **Target:** One living creature; **Duration:** Concentration (up to 1 round/2 levels); **Saving Throws:** None; **Chakra Cost:** 14.

This technique is a very convenient way of taking care of injuries on the battlefield, because of the way it acts quickly and accurately to close almost any sort of wounds. It falls in the category of "too good to be true," however, as it also burns the user's life as he uses it, almost as fast as he heals his charge, rendering it rather useless on one's self. Every round the user concentrates, he heals his target 1d6 points of damage it had previously taken, while the user suffers 1d6 points of Stamina damage.

This technique may not heal a target whose hit points are lower than 0. This technique heals Stamina damage at the rate of 1d4 points per round

As per any "*Iryou Ninjutsu: Chiyu*" techniques, once used on a creature for more than 3 rounds at once, the user cannot stop healing the creature lest, once he uses any "Chiyu" technique again, they will have the reversed effect on the creature due to the Chakra overload.

Instead of healing a said amount of hit points of damage, the effects will be reversed and

the target will suffer an amount of negative energy damage every minute or round equal to the amount of hit points the technique would normally heal, as long as it is maintained.

Mastery

With the first step of mastery, the amount of damage taken by the user every round decreases to 1d4.

With the third step of mastery, the amount healed by the technique every round increases to 1d6+1.

With the fifth and final step of mastery, the amount healed by the technique increases to 1d6+3.

Seiha Fuuin (Soul Domination Seal)

Ninjutsu (Sealing; Advanced Seal)

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform DC:** 24; **Time:** 1 attack action; **Components:** H, C, X; **Range:** Close (10 ft. + 5 ft./2 levels); **Duration:** 1 round/level (D); **Saving Throws:** Will negate; **Chakra Cost:** 10.

Using this technique, the user sends forth his chakra-filled advanced seal to attach upon a target. The user must make a ranged touch attack against the target. If the attack hits, the target must make a Will save to resist a single *suggestion* given by the user. If the subject failed its save, it will try to perform the given command to the best of its ability for the duration of the technique. The command cannot be directly harmful to the subject (for example, "commit suicide") or be strongly against its morale or belief. Once the technique expires, the seal will fall off and become a blank piece of paper. This technique uses a seal slot on the subject's body, which will be freed once the duration expires or is dispelled.

Expendable Component: One advanced seal.

Seihouken Fuuin (Life Preservation Seal)

Ninjutsu (Sealing)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** H, C, X; **Range:** Touch; **Target:** One creature; **Duration:** 1 day/level; **Saving Throws:** Will negate; **Chakra Cost:** 6.

Using this technique, the user is able to put a seal on the target to prevent it to use any technique to end its life. While the seal is in place, the target will be unable to use *Jisatsu no Jutsu* and *Bakuretsu Junjiru no Jutsu* to terminate its life; the downside is that the technique also improves the target's resistance to poison and diseases. The subject will also gain a +2 bonus to Fortitude save against poisons and diseases for the duration of the technique. Once put in place on the subject's body, the seal uses one seal slot.

Expendable Components: Enough of the user's blood to paint the seal over the target's body. Scribing the seals requires a Craft (calligraphy) check (DC 14) to be made, not necessarily by the user, and takes 1 round. If the check was failed, the sealing process will fail without the user noticing until the end.

Seihyourou no Jutsu (Eternal Ice Prison Technique)

Ninjutsu (Hyouton)

Rank: 13 (S-Class); **Learn DC:** 29, 5 success; **Perform DC:** 33; **Time:** 1 attack action; **Components:** X, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One medium-sized or smaller creature; **Duration:** 1 day/level (D); **Saving Throws:** Reflex negate; **Chakra Cost:** 18.

The very same as *Hyourou no Jutsu*, except that the prison's break DC increases to 35, and that instead of suffocating, the target will fall unconscious 1d4+1 rounds after being caught in the prison, and will remain so until it is freed. The target suffers no damage or penalty from being encased in ice, and all present condition, chakra levels, hit points will remain when it is freed, though timed effects such as a Soldier Pill's bonuses or a technique's, may have waned if the time spent in the ice was long enough.

Expendable Components: A large (at least 250³ feet) source of snow or ice nearby.

Seikitai no Jutsu (Astral Body Technique)

Ninjutsu [Lost Kinjutsu]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform DC:** 39; **Time:** 1 minute; **Components:** C, H; **Range:** 2000 feet/level; **Duration:** Concentration; **Saving Throws:** None; **Chakra Cost:** 10.

Using this forbidden technique, the user is able to manifest his spirit through unexplicable means in a certain location he has physically been in more than once before. The theory behind this technique is that each time a creature visits a certain area, part of its essence, and Chakra, is left there to linger until it is recovered—which it never is.

While he concentrates on this technique, the user can take no action and is completely unaware of the surrounding at his real body, leaving him open and defenseless. If harmed, the connection between his manifestation is immediately cut and his "spirit" will return to his body at a speed of 1000 feet per round while being completely invisible. Though the technique has a duration of Concentration, the user's "spirit" can act normally as though a separate entity.

While manifesting his spirit, the user can move normally as he normally would, and while he cannot fly, he is completely unaffected by gravity. Attacks of any form directed at him fail immediately unless they can hit an ethereal creature, in which case it simply cancels the technique. The user can pass through openings of any size as long as it is not completely sealed shut. He can speak and sense Chakra, though his voice sounds hollow and distorted, see and hear normally, even in low lighting, and radiates a Faint signature, which he cannot conceal. While in this form, the user cannot alter physical matter without using a technique.

He can also use techniques normally, but the Chakra moves toward his manifestation at the speed of 500 feet per round, meaning that it can take a long while for him to use a single technique (if the user is 5000 feet away from his body, it takes 1 minute to use the technique, spending each round concentrating as though the perform time was increased, minimum 1 round) and he cannot convert the Chakra Cost to hit points. Techniques performed in his "spirit" form are always minimized, meaning that all random variables

have minimal value.

If the technique is dispelled, forcefully by an attack that affects ethereal creatures, or naturally, the user's "spirit" moves back towards his body at the same speed as it normally would if his real body was harmed (see above). The user's manifestation is still affected by Genjutsu, as well as attacks that do not deal physical damage or affect the body, such as *Kanashibari no Jutsu*. The user cannot stray farther than 1000 feet from the point where he first manifested himself.

Seireiha (Soul Edge)

Chakra Control (Spirit; requires Wis 13 and Chakra Control 6 ranks)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C; **Range:** 0 feet; **Effect:** Creates 1 soul edge; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 4.

The user creates a shapeless, weightless blade of chakra. The blade counts as a shortsword properly sized to the user, but can only be sundered by chakra-enhanced attacks (for a Medium-sized character, the soul edge would deal 1d6 points of damage, crit 19-20/x2). The sword will appear in the user's hand and will instantly dissipate if he is disarmed or it ever leaves his grasp. The sword counts as chakra-enhanced when delivering attacks, and has a hardness of 6 and 4 hit points.

Sekireigan (Wagtail Eye)

Genjutsu (Doujutsu) [Mibu Clan Kinjutsu]

Rank: 9 (A-Class); **Learn DC:** 24, 6 success; **Perform DC:** 26; **Time:** 1 swift action; **Components:** C; **Range:** 5 feet; **Target:** One creature; **Duration:** 1 round or Instantaneous; **Saving Throws:** Will negate or Will partial(see text); **Chakra Cost:** 6 (still spirit) or 9 per soul forms (spirit lash; see text).

Another evolution of the Sharingan developed by the Mibu Clan after they acquired the bloodline a few centuries ago. Once the genjutsu is cast on the target, one of two things can happen:

Still Spirit: The user creates an afterimage of his own body and erases his presence for one round. The subject treats the user as invisible for 1 round, but once the duration expire, the afterimage moves in fast-forward to mimic the very movements executed by the user that round, whatever they were.

Spirit Lash: Instead of erasing his presence, the user can make it appear as though multiple duplicate, soul forms, detach themselves from the user's body to attack the target. For every soul forms created by this technique (maximum 1 per 7 levels), the user can make one melee attack at his highest attack bonus against the subject. If the subject passes its save, the attacks are still made, but suffer a -4 penalty to attack rolls. Everyone can see the soul forms, and the user appears to have stayed still for the duration of the technique.

This technique puts a great deal of strain on the user's eyes and should not be used repeatedly. After using this technique, the user will suffer a -1 penalty to attack rolls, defense, saving throws and skill checks; the penalty is cumulative to that of *Amaterasu*, *Yominodoki*, and *Tsukuyomi*, and heals at the same rate as ability damage. See

Mangekyou Sharingan for details on overuse-induced Blindness.

Seisaku no Jutsu (Life Disruption Technique)

Genjutsu (Doujutsu; [Death, Mind-Affecting, Kinjutsu of All Ninja Villages]

Rank: 4 (A-Class); **Learn DC:** 19, 6 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 8.

Using this technique, the user is able to disrupt the subject's heart beat, and instantly kills it. If the subject has less than 6 hit dice, it automatically dies on a failed save. If the target has 6 or more hit dice or passes its saving throws, it suffers 4d6 points of damage. Damage suffered by this technique cannot kill a subject with 6 or more hit dice, and will merely reduce it to 0 and disable it.

Seishinko no Jutsu (Celestial Arc Technique)

Ninjutsu (Raiton)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** H; **Range:** 20 feet; **Area:** Semicircular electrical wave, centered on the user's hands; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial, Reflex half (see text); **Chakra Cost:** 7.

The user sends a powerful surge of electrical energy forward in a white arc that serves to damage and stun the enemies. All creature caught in the area of effect take 6d6 point of electrical damage, which can be halved with a successful Reflex save. In addition, any creature suffering damage from the technique must make a Fortitude save or be stunned for 1d3 rounds afterwards.

Seishou Bakuha (Energy Explosion)

Chakra Control (Body)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13 (see text); **Time:** 1 attack action; **Components:** C, E, Mas; **Range:** Melee attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1 (see text).

This basic *Body* control technique makes the user gather offensive Chakra in one specific place (ie, fist or feet), and attacking an opponent with it, pushing the offensive Chakra forward at the same time. The user makes an unarmed melee attack against a single creature and gains from this technique a +1 bonus to damage of the appropriate type. While the resulting attack is very flashy and impressive-looking, it is rarely as dangerous as it seem to be. Using this technique in melee does not provoke an attack of opportunity.

Empower

The user may increase the chakra cost by 1 to gain an additional +1 bonus to damage, up to +1 per level or +5 (whichever is lower). In addition, the Perform DC of this technique increases by one for every 2 point of Chakra spent to complete this technique.

Mastery

Should this technique be mastered, the user deals an additional 1 point of damage of the appropriate type, without having to spend additional Chakra, therefore simple use of this technique without adding to the cost grants the user a +2 bonus to damage.

Sekijun Hayashi no Jutsu (Stalagmite Forest Technique)

Ninjutsu (Doton)

Rank: 14 (S-Class); **Learn DC:** 30, 5 success; **Perform DC:** 34; **Time:** 1 full-round action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 60-foot radius burst (S); **Duration:** Instantaneous (D); **Saving Throws:** Reflex half; **Chakra Cost:** 16.

This extremely difficult technique begins by a long series of hand seals and focusing an enormous amount of Chakra into the user's hands. Once the technique is completed, the user touches the ground and sends an incredibly powerful shock wave through it. At first glance, it appears no more than a small rumble through the ground; after a few moments, however, enormous stalagmites will erupt from the very ground in a burst and cause 8d12 points of earth damage to every creature caught in it, though it can be shaped to avoid targeting a defined area.

The target area, after the technique is completed, will resemble a forest of 15 feet tall stalagmite and provide appropriate cover and concealment; there will not be enough place for medium-sized or small creature to fight, but a Tiny creature may fight freely in it. The stalagmites will last one day and then return to the earth, or until the user dispels them as a free action. This technique may not be performed on water.

Sennei Jashuu (Hidden Snake Hands)

Ninjutsu (Summoning; Requires Snake Blood Pact (f)) [Konoha Kinjutsu]

Rank: 6 (A-Class); **Learn DC:** 21, 6 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** C, H, Mad; **Range:** Personal; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 4.

This technique is one of the *Hidden Leaf's* forbidden technique, inaccessible to most. It involves summoning snakes, which appears along the user's arm, for him to use at will. This technique summons 3 snake, which the user may use to as a 15-foot extension of his own body, although using all three to attack at once counts as a full-attack action.

The snakes act as *Constrictor Snakes* with the user's highest attack bonus and will retract into the user's arm on his next turn. After the technique's effect end, the user must make a Fortitude save (DC 15) or suffer 1 point of temporary Strength damage from the snake brutally coming out of his arm.

Mastery

With the third step of mastery, the user may chose to pay 4 more points of chakra and summon 2 snakes instead. The snakes reach up to 30 feet instead and deal damage as though they had gained 1 size category (1d8+10).

The first four steps of mastery decrease the Fortitude save DC to avoid suffering strength damage by 1.

The fifth step of mastery in this technique removes the need to make a Fortitude save, and

the technique no longer has a drawback.

Sennei Tajashuu (Many Hidden Snake Hands)

Ninjutsu (Summoning; requires Sennei Jashuu (3) and Snake Blood Pact (f)) [Konoha Kinjutsu]

Rank: 9 (A-Class); **Learn DC:** 24, 6 success; **Perform DC:** 26; **Time:** 1 attack action; **Components:** C, H, E, Mas; **Range:** Personal; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 4.

This forbidden technique was developed by Orochimaru as an evolution of *Sennei Jashuu*. The number of snakes summoned can be far greater, though at a higher price. This technique summons 3 snakes. The snakes appear to grow from the user's arm or sleeve, and he may use them as a 30-foot extension of his own body, though using the snakes to attack is a full-attack action.

The snakes are Constrictor Snakes and may attack with the user's highest attack bonus with a -5 penalty. No more than 4 snakes can constrict a Medium-sized creature at once, or 2 for a Small, or 1 for Diminutive or smaller. After the technique's effect end, the user must make a Fortitude save (DC 19) or suffer 1d6 point of temporary Strength damage from the snake brutally coming out of his arm.

Empower

The user can spend an additional 2 points of Chakra to summon an additional snake, up to 1 per level or 15.

Mastery

The first four steps of mastery decrease the Fortitude save DC to avoid suffering strength damage by 1.

The fifth step of mastery in this technique removes the need to make a Fortitude save, and the technique no longer has a drawback.

Sennen Goroshi (A Thousand Years of Pain)

Taijutsu (Martial Arts) [Konoha Hijutsu]

Rank: 2 (D-Class); **Learn DC:** 14, 2 success; **Perform DC:** 13; **Time:** 1 attack action; **Components:** M; **Range:** Melee attack; **Target:** One living creature; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 3.

From this technique's original name, Konohagakure Higen Taijutsu no Ougi - Sennen Goroshi (Hidden Leaf's Secret Taijutsu Technique - A Thousand Years of Pain), this technique is the number one idiotic technique of the hidden leaf. It is derived from a ruthless and dangerous practice known as kancho, and was introduced in the shinobi world as a terrifying weapon. If the user can catch flat-footed or otherwise denied its dexterity bonus a target with its back turned to the user that is no larger than one size category larger than he, he may execute *Sennen Goroshi*. He must succeed an attack roll against the target; if the attack hits, it will automatically score a critical hit and deal triple damage, though nonlethal, and will automatically knock the target prone. Standard nonlethal damage rule applies. A creature immune to critical hits or sneak attack or

without discernable anatomy (such as ooze or undeads) is not affected by this technique.

Sensatsu Suishou no Jutsu (Flying Water Needles Technique)

Ninjutsu (Hyouton)

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform DC:** 24; **Time:** 1 attack action; **Components:** H, E, F; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 5-foot square (see text); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 2.

The user creates *Ice Needles* made from water found nearby. It surrounds the targeted square, and every creature caught in the targeted area suffers 2d4 points of damage, half of which is cold, and the other piercing. In addition, the user may decide to target a 10-foot square instead, but the damage dealt by the technique will be halved.

Empower

The user may increase the damage by 1 die at the cost of one point of Chakra, but the damage may not exceed 1d4 per character level or hit dice of the user (up to 10d4).

Material Focus: The user must have enough water nearby to form the needles. A needle (the equivalent of a die of damage) requires 10 ml of water.

Sharingan Ougi - Shinkou Jutsu (Sharingan Secrets - Mind Snare)

Genjutsu (Doujutsu; Requires Sharingan Eye (a)) [Uchiha Hijutsu]

Rank: 6 (C-Class); **Learn DC:** 19, 3 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** C; **Range:** 50 feet or Personal; **Target:** One creature or You; **Duration:** Instantaneous or 1 round/level; **Saving Throws:** (see text); **Chakra Cost:** 2.

This technique can be used in two ways, to copy techniques or confuse an enemy.

Sharingan Mirage (requires Glare ability): The subject makes a Will save. If it fails, the subject falls unconscious for 1d6+1 rounds. When it awakens, it will be dazed for 1 round and remember nothing about falling unconscious and 1 round before falling prey to the technique. The target will not forget especially important events (such as a bomb going off in an hospital or crashing a car). Ordinary characters fall unconscious for 1d4 hours rather than 1d6+1 rounds.

Technique Copy: The character gains a gaze attack with a range of 50 feet. The chance of success of his Sharingan Technique Mimicry ability increases by 10% against creatures falling prey to the gaze attack (no save, can be avoided by averting one's gaze).

Sharingan Ougi - Tsuyagan (Sharingan Secrets - Entrancing Gaze)

Genjutsu (Doujutsu; Requires Sharingan Eye (a) and Glare (a)) [Uchiha Clan Hijutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, Mas; **Range:** 30 feet; **Target:** One creature; **Duration:** Concentration (up to 1 round/level); **Saving Throws:** Will negate; **Chakra Cost:** 4.

This technique can only be used when the user's Sharingan Eye ability is active and is a gaze attack. The target must make a Will save to avoid becoming fascinated for the

duration of the technique, staring blankly into the user's wildly spinning sharingan eye.

The fascinated subject drops anything it is holding and can take no action unless threatened (see Fascinated condition). While fascinated, the user gains a +2 bonus to Charisma checks made against the subject. Rage and frenzy effects have a 5% chance per round of ending abruptly.

The fascinated subject can make a Will save every round to break the effect. This technique can only be used once per day. The user can concentrate for up to 3 additional rounds after disabling his Sharingan (or up to the technique's maximum duration).

Mastery

The second and fourth step of this technique allow the user to use this technique an additional time per day.

Shiden (Flicker of Sword)

Taijutsu (Martial Art; Requires Sandan Kousoku (t))

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** M; **Range:** 30 feet; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

This technique allows the user to charge to his target, attack, and return to his position in the blink of an eye. To use this technique, the user must be able to charge at his target (have a clear path without inclines or declines in terrain).

The user makes a single attack with his held weapon, and gains a kawarimi defense 1. The target is treated as though flat-footed, and if it hits, the attack deals normal damage, but cannot score a critical hit. If used more than once within 24 hours on the same creature, it will no longer be caught flat-footed by the attack.

A successful Hide check makes it appear as though the user hadn't moved at all (Spot check negates).

Shigarasugan (Death in the eye of a Crow)

Ninjutsu (Summoning; Requires Raven Blood Pact (f))

Rank: 10 (A-Class); **Learn DC:** 25, 4 success; **Perform DC:** 27; **Time:** 1 full-attack action; **Components:** H, E, X; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 10-ft.-radius spread; **Duration:** Instantaneous; **Saving Throws:** Fortitude half, Fortitude partial; **Chakra Cost:** 10 (see text).

This technique summons a wave of crow to swarm any obstacle that finds itself in its way without distinction for enemies and allies. Any creature that finds itself in the swarm of crow suffers 5d4+5 points of slashing damage from the terrible and numerous talons of the birds, which can be halved with a Fortitude save.

A creature affected by this attack must make a Fortitude save (DC 20) afterward or be Nauseated for 1 round.

Empower

By spending an additional two points of Chakra, the user may increase the damage by 1d4+1, up to a maximum of 15d4+15. The number of dice of damage dealt by this technique may not be greater than the level of the user.

Material Focus: A greater raven summoning scroll.

Expendable Components: A bit of the user's blood.

Shikakyu no Jutsu (Quadruped Technique)

Ninjutsu (Requires Moujuu Aishou (f)) [Inuzuka Hijutsu]

Rank: 3 (C-Class); **Learn DC:** 16, 3 success; **Perform DC:** 16; **Time:** 1 attack action;

Components: C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D);

Saving Throws: None; **Chakra Cost:** 4.

Upon using this technique, the user's feature become more feral and he becomes more beast than man. A simple stare from the predator he has become is enough to instill fear in the heart of his enemy. For the duration of this technique, the user gains a claw and bite attack that deals damage as per his size category, and a +4 competence bonus to Intimidate checks. In addition, the user may now move at three times his normal speed while charging. If the user falls unconscious, the transformation is instantly dispelled.

Shikei no In (Capital Punishment Seal)

Ninjutsu (Sealing; Advanced Seal) [Yondaime Hokage Hijutsu]

Rank: 13 (S-Class); **Learn DC:** 29, 6 success; **Perform DC:** 33; **Time:** 1 attack action;

Components: C, X (see text); **Range:** Melee Touch; **Target:** One creature or object;

Duration: 1 hour; **Saving Throws:** None; **Chakra Cost:** 5.

This specially designed seal allows the user to leave his mark upon the target. If the user succeeds a touch attack with the advanced seal, it merges with the target's body for 1 hour, making the target a subject for *Hiraishin no Jutsu*. If the object in which the seal was put is moved at high speed or damaged (thrown or blocked, for example), the user will be notified instantly if he is within a 1 mile range of the object. In addition, the user will gain a +10 bonus to Spot checks to detect the bearer of his *Shikei no In*, or the wielder of an object with his seal on it. This technique uses a seal slot on the subject's body, which will be freed once the duration expires or is dispelled.

Expendable Components: One advanced seal.

Shiketsu no In (Medical Stabilization Seal)

Ninjutsu (Sealing; Advanced Seal)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action;

Components: S, C, F; **Range:** Melee Touch; **Duration:** 1 round/level (D); **Saving**

Throws: None; **Chakra Cost:** 6.

Upon usage of this technique, the advanced seal will merge with and remain attached to the target until it falls below 0 hit points and is dying, at which point this process will be instantly halted and the target creature will be stabilized at its current hit points. If the

duration expires before the target is put to that condition, the seal simply falls off as a blank piece of paper.

Material Focus: One advanced seal.

Shiki Fuujin (Death God Imprisonment)

Ninjutsu (Sealing; Requires Epic Technique - Shiki Fuujin (f)) [Yondaime Hokage Kinjutsu]

Rank: 20 (Epic); **Learn DC:** 45, 10 success; **Perform DC:** 50; **Time:** 1 full-round action; **Components:** C, H, P; **Range:** Melee Touch (see text); **Target:** One living creature; **Duration:** Instantaneous; **Saving Throws:** Will partial; **Chakra Cost:** 40.

This technique was created by the fourth *Hokage* of Konoha and was taught to no one but his predecessor, the third. It can be used in many different fashion, and was the technique used to seal the spirit of the *Kyuubi* into the bowels of Uzumaki Naruto. Using this technique, the user summons the Death God to feast upon the soul of his target, and possibly place it elsewhere.

The death god makes a melee touch attack at a +40 bonus with a 15 feet reach (based upon the user's location) that, if it hits, activates the seal. It can be used in multiple ways, depending on whether the technique was a success or failure. If the target succeeded on the technique's save, it rolls a D% and, depending on the result, the following may happen:

D%	Result	Effects
1-30	Arms sealed	Target has an effective strength score of 3, can no longer use any skills related to Strength except Taijutsu, can no longer wield hand-held weapons and can no longer use any technique requiring hand seals or half seals and has a 20% chance of failure to fail using a technique requiring Concentration.
31-60	Legs sealed	Target has an effective dexterity score of 3, can no longer use any type of movements and can no longer use any technique requiring mobility or to be physically able, as well as suffering a 20% chance of failure to fail using a technique requiring Concentration.
61-90	Body sealed	Target is permanently paralyzed, has an effective Strength and Dexterity score of 3, can no longer use any technique requiring hand seals or half seals, to be physically able, mobility and suffers a 20% chance to fail using a technique requiring concentration. It can no longer move through any mean or wield a hand-held weapon. Target can take no actions other than speech.
91-99	Head sealed	Target is permanently blinded, deafened and mute. It has an effective Intelligence, Wisdom and Charisma score of 1 and can no longer use any technique.
100	Nothing happens	--

The previous afflictions can all be cured by using *Iryou Ninjutsu: Ryoji - Mannouyaku*, and *Hiken - Nikuteki Taisha* and *Idenshi Taisha* on the target, all during the same day. If the target failed failed its saving throw, the technique can be used in the following way:

Power of Human Sacrifice: With this technique, the user can seal the spirit of the subject on an infant less than one week old within a 5 feet range of the user. The subject's soul is imprisoned in the infant, which gains a bonus to an ability score equal to the subject's highest ability score's modifier (chose randomly if two abilities have an equal value), maximum +6.

It will also gain any template or bloodline the subject may have, except Moujuu Aishou. After using the technique, the subject dies and cannot be brought back in any way, even by using Edo Tensei. The GM may decide that the infant is given a special template upon being bestowed the soul of the subject, such as the Kyuubi's soul for the *Ghastly Inheritance* template.

The infant has a 25% chance to inherit the subject's primary allegiance. This method uses a seal slot on the infant's body, which will be freed once the duration expires or is discharged, though the seal is permanent.

Death God Seal: The subject's soul is sealed within the user, who gains a bonus to all his ability scores equal to the ability modifier of the subjects and all its template and advanced bloodline, if any and except Moujuu Aishou, for the time he has left to live. The subject will die and cannot be brought back by any mean, even by using Edo Tensei. This method uses a seal slot on the user's body, which will be freed once the duration expires or is discharged.

After using the technique, if the Death God's attack was successful but regardless of whether the target passed or failed the save, the user will die in 1d4+1 minutes, and cannot be brought back by any mean, even Edo Tensei or Souzou Saisei. The technique leaves a permanent tattoo-like seal on both the user and the infant used (if any) for this technique.

Shikisosou no Jutsu (Demotivation Technique)

Genjutsu (Compulsion)

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform DC:** 14; **Time:** 1 attack action; **Components:** C, H; **Range:** Long (30 ft. + 15 ft./2 levels); **Target:** One creature; **Duration:** 1 minute/level (or until activated); **Saving Throws:** Will negate; **Chakra Cost:** 2.

By means of this technique, the user forces the creature's morale to come crashing down and to perform poorly on its next check. The subject will suffer a -1 penalty per 2 levels of the user (maximum -10) on its next attack roll, ability check, skill check or initiative check. If none of the aforementioned rolls or checks are made while the technique is still active, it has no effect.

Shikon no Jutsu (Dead Soul Technique)

Ninjutsu (Shadow Arts) [Lost Kinjutsu]

Rank: 7 (A-Class); **Learn DC:** 22, 6 success; **Perform DC:** 24; **Time:** 1 full-round action (see text); **Components:** C, H, F, Mas; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** Concentration (up to 1 round/level) (D); **Saving Throws:** None; **Chakra Cost:** 7 per corpse (maximum 1 per 7 level).

This *Shadow Art* is an immoral technique, considered a forbidden technique by most ninja villages. It allows the user to control a dead body with his Chakra and perform deeds for him, such as fighting. The corpse can attack but cannot run, charge or utter any

sort of sound, but otherwise will obey any command the user gives it without any sort of hesitation. A *Shikon* has counts as an undead of 1 hit die per 3 level of the user (maximum 5 hit dice), with average hit points.

It has the same strength and dexterity score it had in its previous life, maximum 16. It is immune to poison, sleep, paralysis, stunning, disease, mind-affecting effects, critical hits, nonlethal damage, ability damage, ability drain, energy drain, effects of massive damage, or any effect requiring a Fortitude save unless the effect also works on objects and undead or is harmless, can carry up to 40 pounds per hit die and will move 30 feet regardless of how much weight it carries or what size category it is.

The user can only control a corpse if it remains in the technique's range (based on his current location) and in his line of sight. He cannot command it to attack enemies he cannot see, nor can he see through the corpse's eyes. The corpse cannot take any action requiring a save and will not take attacks of opportunity. It cannot use any technique, counts as a Chakra Created construct that has 7 points of Chakra.

Mastery

The fifth step of mastery in this technique allows the user to increase the hit dice cap of the corpses to 6.

Material Focus: One or more well preserved corpse of a Medium-sized humanoid.

Shime (Choke Hold)

Taijutsu (Martial Arts)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

Using this technique, the user can initiate a *strangulation* attempt on a target and gain a +4 bonus on his Grapple check for this purpose. The attempt still provokes an attack of opportunity. For more details on strangulation, see page 214 of your core rulebook.

Shimenuchi (Attack From All Sides)

Genjutsu (Phantasm; Requires Hasamiuchi (t) and Genjutsu 15 ranks) [Mind-Affecting]

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 26; **Time:** 1 full-attack action; **Components:** C, M; **Range:** Melee; **Target:** One creature with an intelligence score of 3 or higher; **Duration:** Instantaneous; **Saving Throws:** Will disbelief (see text); **Chakra Cost:** 12.

This greater version of *Hasamiuchi* allows the user to not only erase his presence, but creates 8 perfect replication around the target that makes it believe that it is attacked from all sides. If the technique isn't resisted, the user can make a single melee attack against the target at a +10 bonus and a *kawarimi defense* 3, and the target loses its Dexterity bonus to defense. The technique counts as a Rank 12 genjutsu technique for the purpose of being identified.

Using this technique in melee does not provoke an attack of opportunity. If the user has

the *Shiden* technique, he may increase the Chakra Cost by 6 and the Perform DC by 4 to allow for the technique to be used from a 30 feet range with the same conditions and effects as *Shiden*. If the technique is resisted, the user simply makes an attack without any bonuses or penalty.

Shin Genryuudan (True Illusory Dragon Blast)

Genjutsu (Phantasm) [Mind-Affecting, Lost Hijutsu]

Rank: 10 (S-Class); **Learn DC:** 26, 6 success; **Perform DC:** 30; **Time:** 1 attack action; **Components:** C, H; **Range:** See text; **Effect:** See text; **Duration:** See text; **Saving Throws:** Will disbelief (if interacted with) (see text); **Chakra Cost:** 12 (base, see text).

Same as *Genryuudan*, but the technique allows recreation of techniques of Rank 8 or lower. The base cost is increased to 12, plus the recreated technique's cost, and its Save DC is set as though the technique was of the *Shin Genryuudan*'s rank instead (Rank 10). The *Shin Genryuudan* does not allow the user to empower the recreated technique.

Shin Kasoku no Jutsu (Mental Acceleration Technique)

Ninjutsu [Kinjutsu of all Ninja Villages]

Rank: 3 (C-Class); **Learn DC:** 16, 4 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, S; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 3.

The user sends his brain on overdrive to enhance his capacity. For the duration of this technique, the user gains a +1 insight bonus to Defense and saves. If the technique remains active for more than 2 rounds plus the user's Wisdom modifier, he suffers 1 point of temporary Wisdom damage.

Shin Taihouken (True Fist Rocket)

Taijutsu (Martial Arts; Requires Iwa Kuzuken (3) and Taihouken (3); Gouken)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action; **Duration:** Instantaneous; **Chakra Cost:** 8.

Same as *Taihouken*, except as noted above, and as follow. The attack deals 3d6 plus 1d6 per 4 levels, maximum 8d6. The target must make a Fortitude save to avoid being knocked back 20 feet and fall prone.

Shindo no Jutsu (Quaking Earth Technique)

Ninjutsu (Doton)

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 attack action; **Components:** S; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** One 10-ft.-square (S); **Duration:** Instantaneous; **Saving Throws:** Reflex negate; **Chakra Cost:** 4.

Using this technique, the user presses his hand to the ground and is able to cause a slight tremor in the ground, causing standing creatures to fall prone. All creatures caught in the area of effect must make a Reflex save to avoid falling prone.

Shinheki no Jutsu (Mind Rend Technique)

Genjutsu (Doujutsu)

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 attack action; **Components:** C, S; **Range:** 30 feet; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial and Will negate; **Chakra Cost:** 3.

The user forces chakra into a gaze attack that sends a shock into the target's brain and triggers many sorts of conflicting alerts. The target must make a Fortitude save against a Gaze attack to avoid being dazed for 1 round, and a Will save to avoid suffering 2d6 points of non-lethal damage. This technique can only attempt to daze a target once every 24 hours.

Shinji Henkou no Jutsu (Mind Alteration Technique)

Ninjutsu [Kinjutsu of All Ninja Villages]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform DC:** 39; **Time:** 1 full-round action; **Components:** C, H; **Range:** 10 feet (see text); **Target:** One living and helpless or willing creature; **Duration:** 1 week/level or Permanent (see text); **Saving Throws:** Will negate; **Chakra Cost:** 18.

This very versatile technique has more than a few uses, and is forbidden in all ninja village, used only when a situation calls for drastic measures. This technique serves to alter the mind of a subject, but cannot do permanent damage to one's brain. The *Shinji Henkou no Jutsu* can only be used once per day on the same creature. When this technique is completed, if the target failed its save, the user chooses one of those two modes of operation:

Instill Fear: The subject will be stricken with an inexplicable fear he simply cannot control while the technique lasts, in many ways similar to an extreme phobia. If the subject comes to gaze upon the user or a creature of the user's choice, the subject will suddenly become *Shaken* and suffer a -2 penalty to Will saves against fear effects coming from the source of its fear, as long as it remains within 50 feet of it. This effect lasts for 1 week per level and can only be used to make the subject fear one creature at a time. Another usage of the technique will dispel the first and alter the source of its fear.

Modify Memory: Using the technique in this fashion adds, alters or removes a memory from the subject. The memory is permanently gone unless the user dispels the technique. The user may only modify up to 1 minute per level of the target's memory. This effect is permanent.

Restore: The user may use this technique to restore memories in the subject, but only the memories he has knowledge have been erased. He is still limited to his standard number of minutes of erased memories, however, and the DC of the technique increases to 25 + hit dice of the technique's origin (minimum 39.)

The possibilities are as follows:

- Eliminate all memory of an event the subject actually experienced.
- Allow the subject to recall with perfect clarity an event it actually experienced.
- Change the details of an event the subject actually experienced.
- Implant a memory of an event the subject never experienced.

While using the technique requires a full-round action, modifying the memory of the subject takes a period of time equal to the amount of memory modified (up to 1 minute per two level). The user also cannot alter a memory he has no knowledge of. In addition, a modified or removed memory will not necessarily affect the subject's condition or demeanor, especially if it contradicts with its natural inclinations. An illogical or incorrectly modified memory will be dismissed as an alcohol-induced dream or nightmare.

The user can dispel the effects of this technique as long as he is within 1 mile of the subject as a full-round action. For the *modify memory* part, it works a bit differently: dispelling the technique takes 1 full-round action per usage of the technique, and the user may chose to dispel one usage of the technique (say, one that altered the subject's memory of an event) but not the other (the removed memory of the transaction that followed said event.)

Shinjuu Zanshu no Jutsu (Inner Decapitation Technique)

Ninjutsu (Doton)

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 attack action; **Components:** C, H; **Range:** Melee; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Reflex negate; **Chakra Cost:** 4.

While moving underground, possibly through *Dochuu Engyou no Jutsu*, the user is able to grab creatures of his size or smaller and bury them from the neck down in the earth unless it succeeds a Reflex save. A creature so buried cannot move, perform any actions other than a free action and is immobilized until it can succeed three Escape Artist or Dexterity check (DC 15) in a row. After using this technique, the user will be halfway out of the ground and exposed.

Shinkai Satsujin no Jutsu (Deep Sea Murder Technique)

Genjutsu (Compulsion) [Mind-Affecting, Kinjutsu of All Ninja Villages]

Rank: 7 (A-Class); **Learn DC:** 22, 6 success; **Perform DC:** 24; **Time:** 1 full-round action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One living creature; **Duration:** Concentration (up to 1 round/level); **Saving Throws:** Will negate; **Chakra Cost:** 6.

This technique makes the victim believe that it is trapped deep in a watery environment, with no way out. If it fails the save, the targeted creature begins to *Drown* (as per *Suffocation and Drowning*) and will hold its breath for a number of round equal to its constitution score, after which it must succeed a Constitution check each round (DC 10, increase by 1 after every successful check). Once if fails a Constitution check, it is reduced to 0 hit points. After another failure, to -1 hit points and dying, and with a third failure, it dies. If the technique ends (duration is up or user stops concentrating) and the victim is still alive, the drowning sequence will end. This technique can be dispelled.

Shinkujuu no Jutsu (Mental Affliction Technique)

Genjutsu (Doujutsu) [Fear, Mind-Affecting]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature with a Charisma score of at least 3; **Duration:** 10 minutes/level (D); **Saving Throws:** Will negate; **Chakra Cost:** 2.

By means of this technique, the user implants a powerful aversion in the mind of the subject. If the aversion turns around a physical object or individual, the subject will prefer not to approach within 30 feet of it. If it is a word or phrase, it will try not to utter it; if it is an action, the subject will not willingly perform it. And if the aversion is an event, the subject will not willingly partake in, or attend, it. The subject will likely take reasonable steps to avoid the object of its aversion, but will not jeopardize its safety by doing so. If the subject is forced to take an action somehow involving the object of the aversion, it suffers a -2 penalty on attack rolls, ability and skill checks involved.

Furthermore, the aversion can also be used as a small phobia, allowing a creature with knowledge of the aversion to take advantage of a Source of Fear (weak) on the subject, for the purpose of using *Magen - Narakumi no Jutsu*. This technique can be dispelled.

Shinmetsu no Jutsu (Mind Ruin Technique)

Ninjutsu (Requires Shintenshin no Jutsu (5)) [Yamanaka Hijutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 5 success; **Perform DC:** 25; **Time:** 1 attack action; **Components:** C, H; **Range:** 0 feet; **Target:** Possessed creature; **Duration:** Instantaneous; **Saving Throws:** Will partial; **Chakra Cost:** 6.

Using this technique, the user directly damages the mind of a creature it is currently possessing using *Shintenshin no Jutsu*. The subject takes 3d6 points of Stamina damage and may make a Will save to avoid suffering 1d10 points of Charisma damage. While the possessed creature is affected by the damage, the user's original body and mind are not.

The user can use this technique safely only once within a 24 hours period. The second time, he (not the creature he is possessing) becomes Fatigued. The third time, he becomes Exhausted and the possession breaks immediately, though the technique still takes effect normally. He cannot use this technique while exhausted.

Shinobi Hiken: Dachi - Bankyou Hebi (Shinobi Secrets: Stances - Coiled Serpent)

Taijutsu (Stance)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 swift action; **Components:** C, M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 2.

This stance can be used with both small weapons, such as kunai, and unarmed attacks. The user hunches upon himself, bringing his limbs closer to him, and lashes out with his attacks as a snake would. In this stance, unarmed attacks and attacks made with Tiny or smaller melee weapon have their attack rolls modified by Dexterity instead of strength.

The user also gains a +1 bonus to Defense to avoid attacks of opportunity provoked when he attempts to grapple or disarm an opponent.

Shinobi Hiken: Dachi - Hachidori no Yari (Shinobi Secrets: Stances - Lance of the Hummingbird)

Taijutsu (Stance; requires Dodge (f) and any 2 Shinobi Hiken: Dachi stances)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 swift action; **Components:** C, M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 4.

This stance is used against masters of spears and large weapons, and the main focus is to slip under their guards and attack them where they are weakest: in close combat. To gain any benefit from this stance, the user must be wielding a single melee weapon of one size category or more smaller than himself, and have at least one hand free.

The user can only apply the benefits of this stance to his Dodge target, providing it is wielding a reach weapon (see dodge feat). When fighting in a square adjacent to his dodge target, the user gains the ability to make an attack of opportunity with his held weapon against the target if it moves away from the user, even with a 5-foot step, to strike back at him. If the target takes a withdrawal action or moves away but does not attack the user, he gains no attack of opportunity. The attack of opportunity is made before the opponent strikes.

This stance does not allow the user to make additional attacks of opportunity in a round, and does not allow the user to make an attack of opportunity if the target moved using some method of instant transportation, such as the *Shunshin no Jutsu* or *Hiryuusen* ninjutsu and taijutsu techniques.

Shinobi Hiken: Dachi - Shouja (Shinobi Secrets: Stances - Small Serpent)

Taijutsu (Stance)

Rank: 1 (E-Class); **Learn DC:** 12, 1 success; **Perform DC:** 11; **Time:** 1 swift action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 1.

In this stance, the user is crouching low and lashes out and retreats quickly when he strikes, emulating the undulating movements of a snake. Unarmed attack rolls made in this stance are modified by Dexterity, and the user gains a +1 bonus to Defense and checks made to avoid being tripped.

Shinobi Hiken: Dachi - Torageki (Shinobi Secrets: Stances - Striking Tiger)

Taijutsu (Stance)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 swift action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 2.

For the duration of this technique, the user is able to fight prone without penalty. If the

user so wishes, attack rolls made during this stance are modified by Dexterity instead of Strength.

Shinobi Hiken: Dachi - Yasei Kuma (Shinobi Secrets: Stances - Wild Bear)

Taijutsu (Stance)

Rank: 1 (E-Class); **Learn DC:** 12, 1 success; **Perform DC:** 11; **Time:** 1 swift action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 2.

This basic stances emulate the violent trashing of a wild bear, slow but steady on his footing. The user suffers a -2 penalty to defense, a +1 bonus to unarmed attack damage and a +2 bonus to grapple checks. Attack rolls made in this stance are modified by Strength.

Shinobi Hiken: Ikusa - Denraisei (Shinobi Secrets: War - Ancestral Spirit)

Ninjutsu (Lost Hijutsu)

Rank: 7 (A-Class); **Learn DC:** 22, 5 success; **Perform DC:** 24; **Time:** 1 full-round action; **Components:** C, H, P; **Range:** Personal; **Target:** You; **Duration:** 1 round/2 level; **Saving Throws:** None; **Chakra Cost:** (see text).

Using this technique, the user is able to enhance his capabilities exponentially by accelerating the chakra flow in his body--a rather tiring exercise. For the duration of this technique, the user's base attack bonus will be increased to 3/4th his total hit dice (+0 at level 1, +15 at level 20) and his class defense bonus to 1/2 his level (+1 at level 1, +10 at level 20). Note that both defense and attack bonus aren't calculated beyond level 20.

The user also gains 1 temporary hit points per level (maximum 10) when using this technique, which will go away as it ends.

The cost of this technique is calculated as such: 5 + difference in attack bonus between the user's current and what his would be with 3/4 his hit dice in progression (for example, a level 10 character with an attack bonus of +5 would pay 7 because the attack bonus with 3/4 progression is +7, whereas a level 20 character with +10 would pay 10 because the 3/4 progression attack bonus is +15).

Once this technique's effect fade, the user will become Fatigued. If he was already fatigued, he will become Exhausted.

Shinobi Kyoufu no Jutsu (Shinobi Fear Technique)

Chakra Control (Spirit) [Lost Hijutsu]

Rank: 7 (E-Class); **Learn DC:** 18, 2 success; **Perform DC:** 17; **Time:** 1 swift action; **Components:** C, Mas; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 2.

This technique enhances the fear stimuli exhibited by the user with a burst of chakra and murderous intents, thus making the user appear far more threatening to weak-willed

creatures. He gains the *frightful presence* extraordinary ability (see *Monster Special Qualities* for details) with a Will save (DC 10 + 1/2 user's level + Cha modifier). A failed save renders a creature *Shaken* for 2d6 rounds. If the creature has 15 less hit dice than the user or a Wisdom score of 3 or lower, it becomes *Frightened* for 2d6 rounds.

This technique can be used only once per day. Mastery does not count towards the user's level to determine the save DC. A successful save renders the creature immune to the user's frightful presence for 24 hours.

Mastery

The second and fourth step of mastery in this technique allow the user to use the technique an additional time per day each.

Shinobi no Jutsu (Infiltration Technique)

Ninjutsu

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level; **Saving Throws:** None; **Chakra Cost:** 2.

A very helpful tool for lower-level ninjas, this technique grants for its full duration a +1 competence bonus to Hide and Move Silently checks.

Mastery

The third step of mastery, only obtainable at ECL 8 or higher, increases the bonus to +2. The fifth step of mastery, obtainable at ECL 12, increases the bonus to +3.

Shinodoku (Poison of the Mind)

Genjutsu (Compulsion; requires Genjutsu 10 ranks) [Mind-Affecting]

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 attack action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 round/level (D); **Saving Throws:** Will negate; **Chakra Cost:** 8.

The technique makes the subject believe that it is under the effect of a poison of effects specified by the user. If it fails its Will save, it suffers 2d6 points of temporary ability damage, chosen by the user. It acts as though it had an effective ability score reduced by the damage dealt by the technique.

If a Constitution was the chosen ability score, the creature gains a +2 bonus to resist the technique. If the subject's hit points are reduced to 0 or below according to its new total, it acts as though it was disabled, or falls unconscious. Any damage to the unconscious creature will, however, awaken the target for 1 round until the technique's effects take hold again.

The illusion does not cause secondary damage, and the penalties will fade after the illusion dissipates. It cannot be applied twice to a creature that is already affected.

Shinranshin no Jutsu (Betrayal Technique)

Genjutsu (Compulsion) [Mind-Affecting, Yamanaka Hijutsu]

Rank: 11 (S-Class); **Learn DC:** 27, 6 success; **Perform DC:** 31; **Time:** 1 attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Duration:** Concentration (up to 1 round/level); **Saving Throws:** Will negate; **Chakra Cost:** 10.

This harmful genjutsu ensnares the mind of a creature and allows the user to make it attack any creature within its line of sight or perform a command at the best of his ability. While the body will obey the technique, the target still retain the use of its head and mouth. While it will attack the creature at the best of its ability, it may not use a technique while under the effects of the *Shinranshin*. If the user is attacked while concentrating on maintaining the technique, he must succeed a Concentration check (as per standard rule) or end the technique prematurely. If the target dies or accomplishes its task before the end of the technique, it automatically ends. This technique was developed by the *Yamanaka* Clan during the Feudal Age to buy time to escape for their comrades.

Shinsei Kekkai (Life Barrier)

Ninjutsu (Sealing; Advanced Seal, requires any 2 Advanced Seal technique)

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 full-round action; **Components:** C, F; **Effect:** Creates a 10-ft. radius sphere of energy; **Duration:** 1 round/level (D); **Saving Throws:** Will negate; **Chakra Cost:** 14.

This technique creates a 10-ft. radius sphere of energy from an advanced seal. The seal must be placed on a solid surface and will be disintegrated if moved or at the end of the technique; if the seal is destroyed, the technique ends prematurely.

The sphere prevents any summoned creature entry unless they succeed a Will save. Summoned creatures inside the sphere cannot move out unless the barrier falls or the creature succeeds a Will save.

Attended summoned objects use their wielder's Will save bonus instead. Unattended objects cannot pass the barrier. Banish resistance applies.

Material Focus: One advanced seal.

Shinshin Funkyuu no Jutsu (Mind and Body Disorder Technique)

Genjutsu

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** C, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature; **Duration:** 1 minute/level; **Saving Throws:** Will negate; **Chakra Cost:** 4.

Using this technique, the user is able to add some restraint to the victim's mind, making hard for it to move and perform even their daily tasks. The target will feel that something is not quite right; breathing difficulties, lack of precision in the movements and such; for the duration of the technique, it will suffer a -4 penalty to attack and weapon damage rolls, skill checks and defense. This harmful Genjutsu can be dispelled.

Shinsou (Heaven's Spear)

Chakra Control

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform DC:** 23; **Time:** 1 full-attack action; **Components:** C, F; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 5-ft.-wide line; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

By sending forth his chakra through the weapon seal, the user is able to expand the blade of the weapon to extreme extent, thus creating a lethal attack to skewer through his enemies. Any creature caught in the area of effect can be hit by a ranged attack from the user that will deal 4d8 points of piercing damage if it hits. The attack benefits from a kawarimi defense 2 and may deny the opponent's dexterity bonus to defense lest it succeeds a Spot check (DC 20) to retain it. The line cannot extend farther than 100 feet. After the attack, the weapon will return to its normal form.

Material Focus: The sword Shinsou, an artifact.

Shinsubu no Jutsu (Soul Binding Technique)

Ninjutsu (Sealing; Requires Katou Shin Fuuin (t)) [Kinjutsu of All Ninja Villages]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform DC:** 39; **Time:** 1 hour; **Components:** C, H, F, XP; **Range:** Melee Touch; **Target:** One impregnated creature; **Duration:** Permanent; **Saving Throws:** Will negate; **Chakra Cost:** 30.

This can only be used on a creature currently bearing a child, of any type, and less than a day away from actual childbirth. Upon completion of this technique, the user will transfer the soul previously sealed into an object by the user himself.

The soul confined in the object is transferred in the child, who will gain a bonus to an ability score equal to the soul's highest ability score's modifier from when it was alive (chose randomly if two abilities have an equal value), maximum +4, and any template or bloodline the subject may have, except Moujuu Aishou, or give him a special template approved by the GM (such as Ghastly Inheritance).

The infant has a 75% chance to inherit the soul's primary allegiance. Upon childbirth, the bearer of the child will die (no save). If the subject succeeds the save, the technique fail and the soul escapes the object and vanishes.

This technique uses a seal slot on both the infant and impregnated creature's body, slot which cannot be freed.

XP Cost: 10,000 XP.

Material Focus: An object on which *Katou Shin Fuuin* was used to bind a soul.

Shintenshin no Jutsu (Mind Transfer Technique)

Ninjutsu (Requires Base Will modifier +2) [Yamanaka Hijutsu]

Rank: 4 (C-Class); **Learn DC:** 17, 3 success; **Perform DC:** 17; **Time:** 1 full-round action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** Line attack; **Duration:** 1 round/level (D); **Saving Throws:** Reflex negate (see text) and Will negate (see text); **Chakra Cost:** 6.

This ninjutsu was designed for espionage in the feudal age by the *Yamanaka* Clan of the Hidden Leaf. It allows the user to transfer his mind into another creature's body and control it as though it was his own. The technique works best if the target is immobilized or unaware, since if the target succeeds its Reflex save, the user's body will become an empty shell (treat as unconscious) until he wakes up when his mind return to his body after 1d6+1 rounds.

In addition, if the target is 5 or more levels higher than the user, it gets a possibility to make a Will save to avoid being possessed by this technique; if the save succeeds, the user is sent back in his body immediately, taking 1d6 points of Stamina damage every 5 points the target beat the DC by.

If the technique succeeds, the user invades the subject's body, henceforth referred to as the assumed body, and gains the following:

- Type of the assumed body.
- Strength, Dexterity, and Constitution score of the assumed body.
- Natural armor, natural attacks, movement, and other simple physical characteristics of the assumed body
- Extraordinary special attacks and qualities of the assumed body, but not supernatural or spell-like abilities unless they were already active
- Chakra signature of the assumed body
- Current Chakra Pool of the assumed body
- Elemental Affinity of the assumed body.
- Current conditions (ill and good) of the assumed body
- Equipment worn by the subject

The user retains his own hit points, saving throws (possibly modified by his new ability scores), class bonus to defense, class abilities, supernatural and spell like abilities (but not templates or bloodline abilities), techniques, skills and feats (although skill checks use the assumed body's ability scores, and the user may be unable to use certain feat if ability scores or Chakra pool isn't sufficiently high).

If the user's real body is damaged during the possession, the user will suffer damage and will instantly die when his hit points reach -10 or below, even if the assumed body has more hit points than his own. If the assumed body is damaged during the possession, one-half of the damage taken is also dealt to the user's original body, and if he suffers more damage than his body can normally sustain (he is reduced to 0 hit points or lower), he is immediately returned to his body. If the assumed body is killed while the user possess it, he will also die.

When the user returns to his body, he will no longer be affected by the conditions afflicting the assumed body (such as Strength, Dexterity or Constitution damage), but Intelligence, Wisdom and Charisma damage are carried over. His body will be affected by all hit points loss incurred while in the assumed body. While its body is possessed, the subject does not suffer any Intelligence, Wisdom or Charisma damage that the user may have provoked when the possession ends, but all physical afflictions are still in effect.

There is no limit to how far the user can travel from his body with the assumed body, and can return to his body and cancel the possession at any time as a move-equivalent action that does not provoke an attack of opportunity. If the target is pinned, held or otherwise immobilized, it cannot make a Reflex save to avoid this technique. Likewise, if the target is unaware of the attack, or couldn't identify the technique, it cannot be avoided with a Reflex save because it is invisible.

If the user performs an action that the subject is strongly against while in his assumed body, the subject may make a Will save to abruptly end the technique to regain control of its body, and return the user to his own body.

This technique, like all dismissable techniques, can be cancelled by the user as a move-equivalent action.

Mastery

With the third step of mastery in this technique, the duration increases to 5 rounds/level. With the fifth step of mastery in this technique, the duration increases to 1 minute/level. Every step of mastery in this technique reduce the time it takes for the user's mind to return to his body by 1 round, minimum 2.

Shiroi Kumo no Jutsu (White Cloud Technique)

Ninjutsu (Suiton) [Shiroikumo Suzuyoshi Hijutsu]

Rank: 8 (B-Class); **Learn DC:** 22, 4 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** C, S; **Range:** Personal; **Area:** Cloud spreads 15-feet-radius centered on the user, 10-ft. high; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 8.

This technique was developed by Shiroikumo Suzuyoshi, one of the Hidden Cloud's elite ninja, for pure assassination purposes. It creates a cloud of white fog around the user so condensed with Chakra that any creature currently *Sensing Chakra* will be alerted of the cloud's presence, the Chakra Signature of the user and be able to spot it as though it was a *Strong* Chakra Signature. Once the cloud is created, it does not follow the user, should he move outside its bound or simply within them. The white fog obscures all sight, darkvision included, beyond 5 feet.

A creature within 5 feet has a 20% miss chance due to concealment, while creatures farther than that benefit from total concealment (50% miss chance, must locate the square occupied by the target by other means than sight). As long as the user, and the user alone, has the *Sense Chakra* ability active and remains within the fog cloud, he may locate any creature and object within it without the aforementioned penalties and will be able to attack and move normally as though he possessed a sixth sense. By concentrating for a move-equivalent action, the user may also increase the radius of the cloud by 5 feet in either length or height, up to a maximum of 30-feet wide and 20-feet tall.

The cloud can be dispersed in 5 rounds by a moderate wind (11+ mph), or instantly dispersed by a strong wind (21+ mph) in 1 round.

Shishi Rendan (Lion Combo)

Taijutsu (Martial Art; Kage Buyou) [Uchiha Sasuke Hijutsu]

Rank: 4 (C-Class); **Learn DC:** 17, 3 success; **Perform DC:** 17; **Time:** 1 full-attack action; **Components:** M; **Range:** Melee attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

Using this combo follow-up to *Kage Buyou*, the user is able to make a full-attack action to push the enemy down towards the ground. Once the user used up all attacks he has in a round, the opponent will be knocked prone on the ground and the user gains a bonus *Asshou!* attack against that opponent, at his highest attack bonus. If the user knocked the opponent high enough with *Kage Buyou* so that it should normally suffer *falling damage*, the opponent does not get to make a Tumble check to avoid it, and the user lands safely on his feet.

Shishiku no Jutsu (Lion's Roar Technique)

Ninjutsu

Rank: 9 (B-Class); **Learn DC:** 23, 3 success; **Perform DC:** 24; **Time:** 1 full-attack action; **Components:** E, H; **Range:** 50 feet; **Effect:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 8 (base; see text).

By focusing Chakra in his vocal cords, the user is able to increase the purity and volume of the sounds he can produce tenfold. Any creature caught in the powerful blast suffer 1d6 point of sonic damage per two levels (maximum 8d6), which can be halved with a successful Fortitude save, and will be thrown backward 1d8x5 feet unless they succeed another Fortitude save. If the user has a sound amplifier or another mean to amplify the sound of his voice, the damage is dealt in d8 instead of d6, but costs 4 more chakra.

Empower

The user may empower this technique by spending an additional point of Chakra to increase the damage by one die (maximum 14d6).

Shissou (Dash)

Taijutsu (Body Art)

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 full-round action; **Components:** M, P; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 8.

This technique, while rarely seen, is very popular amongst messengers because it allows the user to run at a very high speed and keep the pace for a long time. For the duration of this technique, the user's maximum run speed multiplier is increased by three, meaning that the user runs at 7 times his speed if his previous maximum was 4 times, 8 times if it was 5 and so on. In addition, the user gains a +10 bonus to Constitution checks made to continue running. A normal person moving at 30 feet and running at 4 times its speed runs at about 24 miles an hour with this technique.

Shitsukentou no Jutsu (Disorientation Technique)

Genjutsu [Mind Affecting]

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform DC:** 12; **Time:** 1 attack action; **Components:** C, H; **Range:** 20 feet; **Target:** One creature; **Duration:** 1 rounds; **Saving Throws:** Will negate; **Chakra Cost:** 2.

This harmful Genjutsu traps the target's mind and forces it to drift onto other thoughts, leaving it confused and vulnerable. As a result of this technique, the target will find itself *Dazed* for 1 round.

Shitsunen no Jutsu (Mind Lapse Technique)

Genjutsu (Compulsion; Requires Genjutsu 6 ranks)

Rank: 1 (C-Class); **Learn DC:** 14, 2 success; **Perform DC:** 14; **Time:** 1 attack action; **Components:** C, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature; **Duration:** 1 round; **Saving Throws:** Will negate; **Chakra Cost:** 3.

With this technique, the user forces the subject's mind to loop back a few seconds and continue with its normal thought pattern. The subject, if it fails its save, repeats the actions it took on its previous turn. If the situation changed in such a way that the subject can no longer perform the action (foe is dead or no longer in range, Chakra Pool too low for the action to be safe), the subject takes no action for 1 round instead. The subject still retains the ability to defend normally and does not lose its Dexterity bonus to Defense.

Shotei Uchi (Palm Heel Strike)

Taijutsu (Martial Arts)

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 2.

The user makes a single unarmed attack at his highest attack bonus and, if it hits, the target must make a Fortitude save or be stunned for 1 round. The attack deals normal damage, but the stun effect is ineffective against creatures immune to critical hits and sneak attacks.

Shou Rakumugai no Jutsu (Minor Harmless Fall Technique)

Ninjutsu

Rank: 1 (E-Class); **Learn DC:** 12, 1 success; **Perform DC:** 11; **Time:** 1 swift action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

This technique is taught to academy graduates in various village and is all about absorbing damage from one's fall with Chakra and clever use of positioning. During any fall which was not caused by a technique (for example, being thrown up by Kage Buyou) and in which he is not denied his dexterity bonus to Defense, the user may use this technique to reduce the effective falling height by 10 feet for the purpose of calculating

the damage of the fall. This technique stacks with use of the Tumble or Jump skills, and cannot have its cost converted to hit points unless the user had been planning to fall.

Shou Ryu Ken (Dragon Wave Fist)

Taijutsu (Martial Arts)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22 (see text); **Time:** 1 attack action; **Components:** C, E, P; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude partial; **Chakra Cost:** 5.

By focusing Chakra to his fist, the user is able to turn it to fire. Succeeding this, he is able to deliver a devastating punch to his enemy. On a successful unarmed attack, the user deals an additional 4d4 point of fire damage, and the target must succeed a Fortitude save or *catch on fire* for 1d4 rounds.

Empower

The user may spend an additional point of Chakra to increase the fire damage by one die, though doing so also increases the Perform DC by 1. The additional damage cannot exceed 10d4.

Shouchihou no Jutsu (Flying Earth Spikes Technique)

Ninjutsu (Doton)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** E, H; **Range:** Long (30 ft. + 15 ft./2 levels); **Area:** One 5-ft square (see text); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 3 (base).

To properly use this technique, the user must come in direct contact with the ground with his hands, and the targeted area must be directly on the earth, rock or sand. From the earth rises a gigantic stalagmite that threatens to skewer through any creature occupying it. The user may target a 5-foot square with every spike, and each spike deals 2d8 points of damage, half of which is earth and the other half piercing, which can be halved with a successful Reflex save.

Empower

Originally, the technique conjures one spike, but the user may increase the number of spike at the cost of 2 points of Chakra per spike, though the number of spike cannot be greater than half the user's level.

Shouchite no Jutsu (Rising Earth Hand Technique)

Ninjutsu (Doton)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** H, F, Mas; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** 10-ft. hand; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 10.

Using this technique, the user creates a large earthen hand that appears between him and the opponent. This hand is anchored to the ground beneath which it stands and cannot move. The hand is 10 feet tall and half as wide, and can provide a Medium-sized or

smaller creature with cover. It has a Defense of 0, and take damage as a normal creature. The hand has 2 hit points per level of the user, and is immune to earth damage. Any creature weighing over 2,000 pounds can plow through the hand and destroy it completely while simply moving. The user must be in direct contact with the ground while using this technique.

Objects and creatures moving at high speed may avoid the earth hand by making a reflex save. Impact deals damage as though struck with a falling object of one size category larger than the impacting object, without a save to avoid taking damage. The earth hand also suffers damage equal to double that of the impacting object.

Mastery

Should this technique be mastered, the user can chose to pay an additional 5 points of Chakra to create an additional hand, though the Material Focus doubles.

Material Focus: A Large (at least 300 pounds) source of earth, sand, rock or mud nearby to form the hand.

Shodan Kousoku (Rank One Speed)

Taijutsu (Body Art)

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 swift action; **Components:** C, M, Mas; **Range:** Personal; **Target:** You; **Duration:** 3 rounds (see text); **Saving Throws:** None; **Chakra Cost:** 2.

To successfully use this technique, the user must concentrate Chakra through his whole body. That alone is sufficient to make this technique a challenge to learn for any novice. Once mastered, however, it allows you to achieve great speed and is easy to use.

Each round after the first three, the user can pay an additional point of chakra that cannot be converted to hit points to maintain the technique for another round without having to use it again. For the duration of this technique, the user's Speed Ranks increase by 1.

Mastery

Should this technique be mastered up to the fifth step, the duration increases by 1 round.

Shougenzou no Jutsu (Minor Illusion Technique)

Genjutsu (Phantasm) [Mind-Affecting]

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 full-round action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 50-ft radius emanation (S); **Duration:** 1 minute/level (D); **Saving Throws:** Will disbelief (see text); **Chakra Cost:** 3.

This technique allows the user to make minor modifications within the radius of the technique in order to trick or deceive someone. He may make up to one *minor* change per character level. This technique only affects unattended objects or create the illusion of an object, and cannot be applied to held weapons or creatures.

A *minor* change is something insignificant, such as changing the inscription on a door,

making a Small object or smaller appear or disappear and such, but it cannot affect a creature or directly cause harm in any way.

A creature that interacts with an object created by this illusion will notice that something is out of place immediately. This technique cannot be disbelieved until it is identified or studied, and can be dispelled. Disbelieving the illusion doesn't dispell it, however.

Dispelling the illusion renders the subject immune to this instance of the technique, but does not affect another creature's perception of the illusion.

Shoukakyuu no Jutsu (Minor Fire Ball Technique)

Ninjutsu (Katon)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 attack action; **Components:** C, H; **Range:** 5 ft./2 levels; **Area:** 5-ft. wide line; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 2.

The far more known, and incidentally much less damaging, lower-ranked counterpart to *Goukakyuu no Jutsu* has the user spit out a ball of flame in a small line. Any creature caught in the area of effect suffers 2d4 points of fire damage that can be halved with a successful reflex save. The user may chose to spend 1 additional points of Chakra to increase the damage by 1d4, up to 1d4 per level, maximum 5d4. The line cannot extend farther than 20 feet.

Shounadare no Jutsu (Avalanche Wave Technique)

Ninjutsu (Hyouton)

Rank: 12 (A-Class); **Learn DC:** 27, 4 success; **Perform DC:** 29; **Time:** 1 attack action; **Components:** H; **Range:** Long (30 ft. + 15 ft./2 levels); **Area:** 30-ft-wide by 80-ft.-long line; **Duration:** Instantaneous (see text); **Saving Throws:** Reflex negate (see text); **Chakra Cost:** 12.

Using this technique, the user covers the ground and the area of the technique with a thick mane of snow, much akin to the passing of an avalanche. Any creature caught in the area of effect is pushed backward 1d4x5 feet and knocked prone. If the subject creatures are still in the area of effect after being pushed back, they are buried under 1d6x5 feet of snow and begin suffocating. To get out of the snow, a creature must succeed a Strength check (DC 20) in order to move 5 feet in any direction and stop suffocating once they exit the mass of snow.

A buried creature suffers 3d6 points of cold damage per minute until it exits the avalanche. This technique directly affects the ground it is cast on, and no fighting or movement will be possible atop of it until the snow is melted or moved away. Any structures caught in the line of effect of this technique suffer 2d4x10 point of damage. The effects of this technique dissipate and slowly fade away after 10 minutes.

Material Focus: A colossal (at least 5000³ feet) source of snow or ice nearby.

Shoushagan no Jutsu (Body Mold Technique)

Ninjutsu [Orochimaru Kinjutsu]

Rank: 10 (S-Class); **Learn DC:** 26, 7 success; **Perform DC:** 30; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 hour/level (D); **Saving Throws:** None; **Chakra Cost:** 10.

Using this technique, the user is able to take on the image of another being it is familiar with. Upon successful use of this technique, the user will gain a +20 bonus to Disguise checks to disguise as the target, whom he needs to be familiar with at least its look, and take on the voice of the target for the duration of the technique. The user's Chakra Signature will not change, however. If the user has the corpse of the creature he wishes to transform into, he may use it to double the bonus to Disguise checks and adopt its Chakra Signature, but the Chakra Cost doubles and the corpse's facial features melt away.

Shouten no Jutsu (Shapeshifting Technique)

Ninjutsu [Akatsuki Kinjutsu]

Rank: 14 (S-Class); **Learn DC:** 30, 7 success; **Perform DC:** 34; **Time:** 1 minute; **Components:** H; **Range:** 0 feet; **Target:** One willing creature of the same type, race, size and age category as the donor and 1 willing donor; **Duration:** 10 minutes/level; **Saving Throws:** None; **Chakra Cost:** 20 or one-third (see text)

This technique is a high-level forbidden technique that allows the user to transfer part of his or a donor's chakra to another willing creature so that it takes the appearance of the donor as well as his skills. If the user is using the technique to create a duplicate of a donor, it costs 20 chakra and requires that the donor pay one-third of its *total* Chakra Pool, amount that can't be converted. If the user creates a duplicate of himself, it costs him one-third of his total chakra pool that can't be converted. The willing creature to become a duplicate must have a current chakra pool lower than the donor's.

The duplicate will don the persona of the donor (or the user) and will think, act like the user and look the same, to such an extreme extent that they cannot be picked apart from the original. The duplicate will follow the donor's mental orders as well as the user's as long as it remains within 5,000 feet of either, though the user's orders take priority. Both the user and the donor may see through the duplicate's eyes as long as it remains within 5,000 feet.

The duplicate has the same ability scores as the donor, though it suffers a -2 penalty to its Intelligence, Wisdom and Charisma score, one-third of the donor's Chakra Pool and hit points, and will be able to use any techniques the donor can of rank 8 or lower. The creature will gain all templates of the original donor, including Moujuu Aishou (but the animal companion is not duplicated, it only accepts the duplicate's order as well as the donor, though the donor's take priority), as well as all feats, talents and special abilities.

The duplicate counts as though it was 7 levels lower than the donor to determine challenge rating and the power of certain abilities and techniques. Furthermore, the duplicate suffers an inherent -4 penalty to attack rolls, saves, defense and skill checks.

Once the duplicate is slain, or the technique's duration expires, the duplicate returns to its

original form (and suffers any standard consequence of its hit points or chakra pool being below 0) and both the donor and the user will be notified 1d4+1 rounds later.

Shukketsushi no Jutsu (Profuse Bleeding Technique)

Ninjutsu (Medical; Requires Chakra Control 12 ranks)

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 attack action; **Components:** C, H; **Range:** Melee Touch; **Target:** Creature touched; **Duration:** 2 round/level (D); **Saving Throws:** Fortitude negate; **Chakra Cost:** 8.

To properly use this technique, the user must ensure that his target has received a wound either from a *piercing* or *slashing* weapon. This causes the victim to suffer 1 point of damage per round every round for the duration of the technique. This technique has a cumulative 5% chance to be abruptly ended every time the victim receives unnatural healing (each round passed healing from a technique or a blood increasing pill count). This technique cannot be used more than once at a time to rack up cumulative damage on a creature.

Shukuchi (Reduced Earth)

Taijutsu (Mobility; Requires Epic Technique - Shukichi (f)) [Lost Hijutsu]

Rank: 16 (Epic); **Learn DC:** 41, 9 success; **Perform DC:** 46; **Time:** 1 full-round action; **Components:** M, P; **Range:** Personal; **Target:** You; **Duration:** 10 rounds (1 minute); **Saving Throws:** None (see text); **Chakra Cost:** 35.

This forbidden technique is, in layman's term, the pinnacle of speed. It allows for the user to go from very fast to godlike speed and beyond in a way very similar to the Eight Celestial Gates, the Hachimon Tonkou. The technique functions in steps, and there are 10 of them. The user starts at the first step, Ippo, and works his way up to the 10th, Juuho. Every round that passes, the user may increase the step by 1, up to 10 at a rate of 1 per round. To determine the power granted by each step, refer to the following list (note that each step do not stack, but overlap each other; also note that the higher steps carry drawbacks):

Ippo: The first step of this technique brings the user's speed to Speed Rank 1. Even if the user's current speed rank was higher, it will be reduced until the technique either ends or the user goes up one step. The same goes for every step.

Niho: The second step brings the user's speed to Rank 2, but still carries no drawback.

Sanbo: At the third step, the user speed increases to rank 3.

Yonho: Once he reaches the fourth step, the user's speed increases to Rank 4. Because of the smooth progression, however, the user suffers no drawback still.

Goho: Upon reaching the fifth step, the user's speed increases to rank 5 and he gains the benefits of the Spring Attack feat.

Rokuho: At the sixth step, the user's speed increase to Speed Rank 6, he gains an

additional move action that can only be spent for movements and the benefits of the Spring Attack feat. If the technique ends with the user at Rokuho, he must make a Fortitude save (DC 15) or suffer 2d4 points of damage as well as being Fatigued until he rests for 3 hours.

Nanaho: The seventh step increases the user's speed to Rank 7, grant him the benefit of the Spring Attack feat, as well as a move action that can only be used for movement-related purpose. If the technique ends with the user at Nanaho, he must make a Fortitude check (DC 17) or suffer 3d6 points of damage and be Fatigued until he rests for 5 hours.

Hachiho: At the eighth step, the user's speed is at Speed Rank 8, he gains the benefit of the Spring Attack feat, as well as a move action that can only be used for movement-related purpose. If the technique ends with the user at Hachiho, he must make a Fortitude check (DC 19) or suffer 3d8 points of damage and be Fatigued until he rests for 7 hours.

Kyuuho: The ninth step is said to be one of the two "extreme speeds," and often brand the user as a superior individual- an immortal being- to those who can actually spot him at such impossible speed- very, very few. The user speed increases to Rank 9, he gains an additional full-round action for movement purposes only and the benefits of the spring attack feat. If the technique ends with the user at Kyuuho, he must make a Fortitude check (DC 21) or suffer 4d8 points of damage and be Exhausted until he rests for 7 hours.

Juuho (Shin Shukuchi): The last step, the ultimate speed thought to be beyond the grasp of mere mortal hands. This step is also referred to as "Shin Shukuchi" by experts, which equates to "True Shukichi." As the user almost literally shrink the world, his speed increases to Rank 10 and he can move up to 45 feet instantly, as a free action, one time plus once every 4 level per round (maximum 10, as per Hiryuusen technique), regardless of gravity pull or direction, though he cannot pass through walls or other solid surfaces. Everytime the user moves in such manner, he leaves a residual image in his previous location that will disappear on the user's next turn.

The image does not move, interact or respond in any way and is merely an illusion, a mirage of speed. If the technique ends with the user at Shin Shukuchi, he must make a Fortitude check (DC 23) or suffer 1d4 points of temporary Strength damage, 4d8 points of damage and be Exhausted until he rests for 8 hours. This technique bypasses the normal restrictions on attaining Speed Rank 10.

Once the user reaches a certain step, he cannot back down and lower his speed. If the user is Fatigued, Exhausted or has otherwise suffered temporary Strength, Dexterity or Constitution damage, he cannot use this technique.

Shukuchi Higi - Shuntensatsu (World Belittling Secret Technique - Fatal Heaven Flash)

Taijutsu (Martial Arts; Requires Shukuchi (t) and Kenjutsu Ougi - Iaido (5)) [Lost Hijutsu]

Rank: 11 (Super S-Class); **Learn DC:** 28, 7 success; **Perform DC:** 36; **Time:** 1 full-attack action; **Components:** M, F; **Range:** 10 feet; **Area:** Semi-circular shaped-burst;

Duration: Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 10.

By combining the fastest possible movement and *Iaijutsu*, the end result is something so amazingly powerful it was named "Shuntensatsu." The user makes a single attack roll against all creature caught in the area of effect. The creatures, unless they succeed a Spot check (DC 40), lose their dexterity bonus to defense as the user's attack deals five times the normal damage.

Any creature hit by the attack must make a Fortitude save or be pushed back a number of feet equal to the technique's damage, rounded to the nearest 5-foot unit. A critical hit signifies that the user deals 6 (or more) times normal damage, as increasing a multiplier does not double the usual result.

This technique can only be used during the *Juuho* step of the Shukuchi. At the end of the technique, the user's sword will be out of its sheath. If the weapon used for this technique was not at least mastercraft (+2), it will be destroyed beyond repair.

Material Focus: The user's sheathed katana, chisa-gatana or kodachi.

Shunda (Blink Attack)

Ninjutsu (Shunjutsu)

Rank: 7 (S-Class); **Learn DC:** 23, 5 success; **Perform DC:** 27; **Time:** 1 full-attack action; **Components:** S, M; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

Using this technique, the user gets to make an attack against any creature within range without having to move from his current location. The attack can either be a melee attack with his hand held weapon or the throwing of a thrown weapon; in either case, the target must make a Spot check (DC opposed to the attack roll) or lose its dexterity bonus against it.

In case of the latter, instead of allowing the user's weapon or fist to pop out of nowhere, it will allow the user to ignore range penalties for a distance equal to the technique's range. The attack will bypass any cover and creature in between the user and his target, as long as he knows which square it is in.

Shundou (Instant Displacement)

Taijutsu (Mobility; Requires Shodan Kousoku (t))

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 move-equivalent action or 1 instant action (evade); **Components:** M, Mas; **Range:** 40 ft.; **Duration:** Instantaneous; **Saving Throws:** None (objects) or Fortitude partial (see text); **Chakra Cost:** 4 or 2 (evade).

This basic technique is actually the first step into mastering the far more advanced *Shunpo*, *Mugen Shunpo* or even *Hiryuusen*. It is also far more well known and used in the shinobi world than its higher level counterparts, but still requires a good deal of speed. It can only be used if the user carries less than a *medium load* and suffers no movement penalty.

With *Shundou*, the user is able to travel at very high speed in units of 10 feet (though the whole technique counts as a single bound). By means of this technique, the user can move from one point to another normally, with a range of 10, 20, 30 or 40 feet. Movements done upward are halved, while movements made downwards are unaffected, though the user will suffer no falling damage from them.

While using this technique, the user can be spotted normally as though he was hiding (Spot check opposed by the user's Hide check) and counts as though he was moving one Speed Rank higher than in reality. The user does not provoke an attack of opportunity while moving through an opponent's threatened square with *Shundou*, and gains a +4 bonus to defense and saving throws against traps, should he spring any during his displacement. In addition, the user cannot use *Shundou* twice in a row to move upward unless he has stable footing for one round or longer.

Avoiding an Attack: The user performs *Shundou* as an instant action before an enemy attack roll (melee or ranged attack, touch attack, or grapple attempt) targeting him specifically. To do so, the user cannot be flat-footed or denied his Dexterity bonus to defense.

Avoiding an attack costs 2 points of Chakra that can't be converted, and can be done up to 1 time per day. The attack avoided must be from a creature with equal or less hit dice than the user, or 1 (whichever is lower). The user cannot avoid an attack if he is immobilized in any way.

To avoid the attack, the user must make a Perform check (as per *Shundou*, mastery counts) opposed to the opponent's attack roll (add 5 if the attack is a natural 20 or a confirmed critical), minimum 17. Success allows the user to avoid the attack completely (as though it had missed) and move up to 15 feet in any direction.

Avoiding an attack must be declared before knowing the result of the attack roll. Failure means that the chakra spent trying to avoid the attack is wasted, and the technique fails.

Each use of *Avoiding an Attack* stacks with all other techniques with effects that allow you to Avoid an Attack, such as *Hijou Kawaremi no Jutsu* or *Kawaremi no Jutsu*. The user cannot avoid attacks from Chakra Control, Genjutsu, Ninjutsu techniques, supernatural or spell like abilities.

Mastery

Every step of mastery after the first allows the technique to be used an additional time per day, up to 5/day.

The first step of mastery allows the user to avoid an attack of up to his ECL or 5, whichever is lower.

The second step of mastery allows the user to increase the cost to 3 when avoiding an attack, to avoid an attack of up to his ECL or 10, whichever is lower.

The third step of mastery allows the user to increase the cost to 4 when avoiding an attack, to avoid an attack of up to his ECL or 15, whichever is lower.

The fourth step of mastery allows the user to increase the cost to 5 when avoiding an attack, to avoid an attack of up to his ECL or 20, whichever is lower.

The fifth step of mastery allows the user to increase the cost to 6 when avoiding an attack, to avoid an attack of up to his ECL or 25, whichever is lower.

Shunkoku Meihoujin - Bushi (Momentaneous Ally Formation - Soldier)

Ninjutsu (Summoning; requires Kuchiyose no Jutsu (1))

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 attack action; **Components:** H, X, Mas; **Effect:** Summons 1 Soldier creature; **Duration:** 1 round (D); **Saving Throws:** None; **Chakra Cost:** 0 (see text).

This technique brings forth a shortlived summoned creature onto the battlefield. The summoned creature, a Soldier only, appears in a square adjacent to the user and is free to act immediately. It disappears on the user's next turn.

Add 1 point of Chakra to the technique's base cost per level of the Soldier creature summoned. This technique cannot summon a special creature. The user is still limited by the normal restrictions of ECL to determine what level of summon he can call forth.

Mastery

Each step of mastery in this technique allow the user to summon the creature in any square within a 5 feet radius more (fifth step would be anywhere within a 30-ft. radius).

Shunkoku Meihoujin - Hogosha (Momentaneous Ally Formation - Protector)

Ninjutsu (Summoning; requires Kuchiyose no Jutsu (2))

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Effect:** Summons 1 Protector creature; **Chakra Cost:** 2 (see text).

This technique is the same as *Shunkoku Meihoujin - Bushi* except as mentioned above and as follow. *Hogosha* summons a Protector creature. Add 1 point of Chakra to the technique's base cost per level of the Protector creature summoned.

Mastery

Each step of mastery in this technique allow the user to summon the creature in any square within a 5 feet radius more (fifth step would be anywhere within a 30-ft. radius).

Shunkoku Meihoujin - Seihei (Momentaneous Ally Formation - Elite)

Ninjutsu (Summoning; requires Kuchiyose no Jutsu (4))

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Effect:** Summons 1 Elite creature; **Chakra Cost:** 4 (see text).

This technique is the same as *Shunkoku Meihoujin - Bushi* except as mentioned above and as follow. *Seihei* summons an Elite creature. Add 1.5 point of Chakra to the technique's base cost per level of the Elite creature summoned, rounded up.

Mastery

Each step of mastery in this technique allow the user to summon the creature in any square within a 5 feet radius more (fifth step would be anywhere within a 30-ft. radius).

Shunkoku Meihoujin - Shingen (Momentaneous Ally Formation - Avatar)

Ninjutsu (Summoning; requires Kuchiyose no Jutsu (5))

Rank: 10 (S-Class); **Learn DC:** 26, 5 success; **Perform DC:** 30; **Effect:** Summons 1 Avatar creature; **Chakra Cost:** 5 (see text).

This technique is the same as *Shunkoku Meihoujin - Bushi* except as mentioned above and as follow. *Shingen* summons an Avatar creature. Add 2 point of Chakra to the technique's base cost per level of the Avatar creature summoned, rounded up.

The avatar, when summoned in this manner, does not demand payment.

Mastery

Each step of mastery in this technique allow the user to summon the creature in any square within a 5 feet radius more (fifth step would be anywhere within a 30-ft. radius).

Shunkoku Meihoujin - Shugorei (Momentaneous Ally Formation - Guardian)

Ninjutsu (Summoning; requires Kuchiyose no Jutsu (3))

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Effect:** Summons 1 Guardian creature; **Chakra Cost:** 3 (see text).

This technique is the same as *Shunkoku Meihoujin - Bushi* except as mentioned above and as follow. *Shugorei* summons a Guardian creature. Add 1.25 point of Chakra to the technique's base cost per level of the Guardian creature summoned, rounded up.

Mastery

Each step of mastery in this technique allow the user to summon the creature in any square within a 5 feet radius more (fifth step would be anywhere within a 30-ft. radius).

Shunpo (Instant Step)

Taijutsu (Mobility; Requires Nidan Kousoku (t) and Shundou (t))

Rank: 9 (B-Class); **Learn DC:** 23, 3 success; **Perform DC:** 24; **Time:** 1 full-attack action; **Components:** M, P, Mas (see text); **Range:** 60 ft. / level; **Duration:** Instantaneous; **Saving Throws:** None (objects) or Fortitude partial (see text); **Chakra Cost:** 4.

Following the basics of *Shundou*, this technique has a heavy focus on movements executed faster than the eye can see. To be able to execute *Shunpo*, the user must carry no heavier than a *medium load* and suffer no movement penalty (such as not being able to run). If these conditions are met, the user can use this technique to move in any direction, including downward and upward, given that he has sufficient space to travel.

Using *Shunpo*, the user is able to travel at extreme speeds in "leaps" of 60 feet. Each leap made using *Shunpo* is 60 feet in a straight line, no more, no less. He may change

direction every dash, but can do nothing in the middle of one, including stopping. Movements done upward are halved (30 feet in a leap) while movements made downward are doubled (120 feet per leap). After each leap, the user risk being spotted if a creature succeeds a Spot check (DC 35, distance penalties may apply). If the user stops and performs no further leaps, the Spot check DC is equal to his hide check, assuming that he successfully meets the conditions to hide (normal limitations apply).

Once the user ends a "leap," he must land on a solid surface to begin another, regardless of the direction. With this *shunpo*, the user can execute 1 leap per level every use of the technique. If the user crashes in an object or creature during a leap, both party suffer 1d4 points of damage every 10 feet traveled in the dash (maximum 6d4). If the object or creature was of a size category smaller than the user, it must succeed a Fortitude save (DC 15) or fall prone (objects do not get a save); if it was larger than the user, the user must succeed a Fortitude save (DC 20) or fall prone. If both were the same size, both must succeed a Fortitude save (DC 15) or fall prone. If the user falls prone, he may not perform further leaps even if the technique still allowed for it.

For every consecutive use of *Shunpo*, the user must make a Fortitude (DC 11, increases by 1 every successful check) or become *Fatigued* for 2d6+1 rounds. While fatigued, the user can still use *Shunpo*, but the DC increases by 2 every successful check and a failed check bestows the *Exhausted* condition upon the user for 1 hour, at which point he will need to rest or rid himself of the exhausted condition to perform *Shunpo* again. If the user moves through a trap, he will still trigger it and suffer its effect, though he will not be stopped unless explicitly specified in the trap's description. While moving with *Shunpo*, the user gains a +4 bonus to defense and saving throws against traps. In addition, the user cannot use *Shunpo* twice in a row to move upward unless he has stable footing for one round or longer. The user also does not provoke an attack of opportunity while moving through or outside a creature's threatened area with *Shunpo*, even in between leaps.

Mastery

With the third step of mastery in this technique, the user is able to decide the distance of his leaps and may make 40 or 60 feet leaps instead of only 60 feet each time (20 feet upward, 80 feet downward).

With the fifth step of mastery in this technique, the user may make 20, 40 or 60 feet leap with this technique (10 feet upward, 40 feet downward).

Shunshin no Jutsu (Body Flicker Technique)

Ninjutsu (Shunjutsu)

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform DC:** 14; **Time:** 1 move-equivalent action; **Components:** C, S, Mas; **Range:** Close (10 ft. + 5 ft./2 levels); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

Despite its impressive name, *Shunshin no Jutsu* is a low-level ninjutsu, though unusually rare amongst genins. With this technique, the user disappears in a puff of smoke, wave of leaves, sand or other inane visual effect, only to reappear in any other location within range.

He always arrive at the desired location, but must have been there physically at least once if he cannot see the location clearly. He can bring along any object or creature it carries, as long as it does not exceed his maximum carrying capacity, but cannot bring another creature simply by touching it.

This space-time technique allows the user to go through 1 foot of concrete per level, meaning he can walk through walls and spaces occupied by objects or creatures. Once he hits that limit, he appear outside the obstacle and must use the technique again to go any further.

If the place the user wishes to transport to is already occupied, he will appear directly beside it and suffer 1d6 point of damage. If there is simply no space for the user to appear, he will move 2d6x10 feet in a random location and suffer 6d8 point of damage. Should the user suffer damage from this technique due to lack of space, any creature it carries also suffer damage.

Mastery

With the fifth step of mastery in this technique, the user is able to perform the technique without the half-seal component, increasing the Perform DC and the DC to identify the technique by 5. The user still provokes an attack of opportunity for using this technique in a threatened area. The fifth step of mastery is only obtainable at ECL 12.

Shunten Kaihou (Instant Release)

Ninjutsu (Summoning; Requires Ninjutsu 9 ranks)

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform DC:** 19; **Time:** 1 swift action; **Components:** C, S, F; **Range:** Personal; **Target:** One scroll used with Fuuin Jutsu - Gesouin or Chuuzouin; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

This technique is a quicker way to unseal objects from a storage scroll. If a weapon was stored, it will be ready to use at the user's need and demand, unless it was sheathed.

Material Focus: A scroll storing objects using the Fuuin Jutsu - Gesouin or Chuuzouin techniques.

Shuntou no Jutsu (Instant Escape Technique)

Ninjutsu (Shunjutsu)

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform DC:** 24; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

Using this technique, the user gets to make an escape artist attempt to free himself from bonds or confinement (such as ropes or manacles) and gains a +20 bonus to do so as he blinks in and out of reality.

Shunzeki (Blink Gate)

Ninjutsu (Shunjutsu; Requires at least 4 other Shunjutsu techniques)

Rank: 10 (S-Class); **Learn DC:** 26, 5 success; **Perform DC:** 30; **Time:** 1 swift or instant action; **Components:** S, C; **Range:** Long (30 ft. + 15 ft./2 levels); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

Said to be the ultimate Shunjutsu technique by some, Shunzeki allows one to teleport anywhere within range following the same rules as *Mugen Jigoku no Jutsu* instantly. It can also be used to sneak behind enemies without them noticing until death takes them, which is usually right away. The user can also freely leave an afterimage of himself in the location he previously stood, which will disappear on his next turn. The afterimage is completely still and has no substance.

If the user appears right next or behind a target, it is caught off-guard and loses its dexterity bonus to defense. Once the user reappears, he may make a hide check as a free action to go undetected.

This technique can also be used as an instant right before the user is hit by a technique that allows a reflex save or effect that provokes an attack roll, as per *kawarimi* and *tobikiri kawarimi no jutsu*, provided that the user is neither flat-footed or denied his Dexterity bonus to defense, or that the opponent is not higher than 5 levels above himself. The perform DC becomes that of the attack roll or Reflex save DC (minimum 30) and the Chakra Costs paid is tripled and can't be converted to hit points.

If the attack is a confirmed critical, the user suffers a -4 penalty to perform checks to evade it. If it is a Ninjutsu or Chakra Control effect, the perform DC increases by 5 and lastly, *Shunzeki* is still affected by *kawarimi* defense, though it is lowered by 1. The range in this case is halved, and instead of leaving behind an object, the user can leave an afterimage or simply nothing at all.

Shuriken Kage Bunshin no Jutsu (Shuriken Shadow Replication Technique) *Ninjutsu [Sandaime Hokage Hijutsu]*

Rank: 4 (A-Class); **Learn DC:** 19, 5 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** H, E, F; **Range:** 40 feet; **Area:** Cone-shaped burst; **Duration:** Instantaneous (see text); **Saving Throws:** None; **Chakra Cost:** 6 (base, see text).

This complicated technique combines both *Kage Bunshin no Jutsu* and weapon skills to greater efficiency. It is, in theory, simple: the user throws a weapon, executes a series of hand seals and creates countless replica of the weapon.

The technique, as its basic cost, creates two "Shuriken Kage Bunshin". A "Shuriken Kage Bunshin" is actually a number of weapon used to target any creature in the area of effect.

The user makes an attack roll for each "Shuriken Kage Bunshin" that, if it hits, deals damage as though the target was hit by 3 of the weapon used as though thrown normally, though the user does not apply his strength bonus to damage beyond +1 (meaning that a character with a Strength score of 16 throwing a Kunai would deal 3d4+3 damage instead of 3d4+9).

Additional damage, such as sneak attack, mastercraft, magical damage, precision, or weapon specialization bonus damage is only applied to the original thrown weapon, and no shuriken kage bunshin benefits from the Shuriken Expert class abilities. The user may target a creature more than once during the use of this technique, and *Shuriken Kage Bunshin* cannot deal critical hits.

Empower

The user may increase the number of "Shuriken Kage Bunshin" by 1 at the cost of three additional points of Chakra (maximum 1 per 2 levels in total).

Material Focus: One or more small thrown weapon.

Shusen - Chibounushi (Defensive Technique - Rising Mud Guardian)

Ninjutsu (Doton)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16 (see text); **Time:** 1 attack action or 1 instant action; **Components:** H, C, Mas; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** Create a thin mud wall to absorb one attack; **Duration:** 1 round/level or instantaneous (see text); **Saving Throws:** None; **Chakra Cost:** 2 or special (see text).

This technique can only be used if the user is standing directly on rocky grounds, earth or asphalt. It creates a thin wall of mud or earth that grants any creature hiding behind it one-half cover if it is Medium-sized, or three-fourths if it is Small or smaller. The cover bonus only lasts for a single attack or area of effect before it is destroyed, regardless whether damage was avoided or not.

Defensive Maneuver: Once per day as an instant action, the user may perform this technique to aid himself or an ally to defend against an incoming attack; doing so provokes an attack of opportunity.

To defend against the attack, the user must make a Perform check (as per Shusen - Chibounushi, mastery counts) opposed to the opponent's attack roll or technique's Save DC +10. Success creates the barrier normally. Failure by less than 10 allows the technique to be performed anyway, but at one-half again its normal cost.

Defensive maneuver must be declared before knowing the result of the attack. Failure by more than 10 means that the chakra spent trying to avoid the attack is wasted, and the technique fails.

Defensive maneuver has a chakra cost of 4 and allows the user to defend against an attack or effect from an opponent of his ECL or 1, whichever is lower.

Defensive Maneuver does not count as Avoiding an Attack and is usable a separate number of times a day. Using Chibounushi as a defensive maneuver counts towards the number of times per day Ryokujun no Jutsu can be used as such.

Mastery

Every step of mastery in this technique increases the number of times per day it can be used by 1.

The first step of mastery in this technique increases the ECL of attacks the user can defend against to his ECL or 5, whichever is lower.
Every step of mastery after the first increases the ECL of attack he can defend by 5 or up to his ECL, whichever is lower.

Shuugyou: Chakra no Sokkoku Tanjou (Training: Instant Chakra Formation)

Training (Chakra Control)

Rank: 8 (B-Class); **Learn DC:** 22, 3 success.

This training allows the user more freedom in the flow of his Chakra, and eventually allows him perfect control over it. Whenever the user uses the Chakra Control skill to convert *Chakra Cost* to Hp Cost without increasing a technique's Time entry, the DC is decreased by 4.

Shuugyou: Dankoiji (Training: Unwavering Spirit)

Training (Genjutsu)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success.

With this technique, the user trains to decipher Genjutsu and to sharpen his mind to create better defense against them. As a result of this training, the user gains a +1 bonus to identify Genjutsu, and a +1 bonus to Will saves to resist Genjutsus.

Shuugyou: Jikyuuryoku (Training: Stamina)

Training (Taijutsu)

Rank: 8 (C-Class); **Learn DC:** 20, 2 success; **Components:** F.

To properly complete this advanced training, the user must always wear the *Voidheart Cloak* and be put in heavy load because of its weight. It consists of many simple physical exercise which, combined with the weight of the cloak, serve to increase the user's endurance and physical strength. As a result of this training, the user gains a +4 permanent increase to his Chakra Pool, +1 inherent bonus to his Strength score and adds 50 pounds to his maximum carrying capacity, which applies to light, medium and heavy capacity alike. In addition, he gains a +1 bonus to his strength and constitution checks and reduces the encumbrance penalties to attack rolls by 1 for encumbrance, and 2 for heavy encumbrance.

Material Focus: One *Voidheart Cloak*.

Shuugyou: Jutsu Tai (Training: Technique Counter)

Training (Ninjutsu)

Rank: 5 (B-Class); **Learn DC:** 19, 3 success. **Components:** F.

The character gains a +1 insight bonus to saving throws against ninjutsu techniques that target him alone. This bonus does not apply to area of effects.

Material Focus: Encyclopedia Shinobi.

Shuugyou: Kinobori no Waza (Training: Act of Tree Climbing)

Training (Chakra Control)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success.

By doing the tree climbing exercise continuously, one is able to improve his Chakra Control drastically. Upon completion of this training, the character gains a +1 bonus to Chakra Control checks and learns the *Kinobori* technique if he does not already have it.

Shuugyou: Kuma no Dairiki (Training: Bear's Exceptional Strength)

Training (Taijutsu)

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Components:** F, X.

This training allows the user to strengthen his body using sophisticated methods and equipment. By completing this training, the user's Strength score permanently increases by 1.

Material Focus: Sophisticated training equipment (including weight). *Purchase DC 20*

Expendable Components: Health drinks and pills. *Purchase DC 20*

Shuugyou: Neko no Binsoku (Training: Cat's Graceful Elegance)

Training (Taijutsu)

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Components:** F, X.

This training allows the user to become more lithe and agile using sophisticated methods and health supplements. By completing this training, the user's Dexterity score permanently increases by 1.

Expendable Components: Health drinks and pills. *Purchase DC 22*

Shuugyou: Ninjutsu Kenkyuu (Training: Ninjutsu Research)

Training (Taijutsu)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Components:** F.

The character gains a +2 bonus to Ninjutsu checks made to identify a technique.

Material Focus: Encyclopedia Shinobi.

Shuugyou: Suimen Houkou no Waza (Training: Act of Water Surface Walking)

Training (Chakra Control)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success.

Performing the water walking skill allows one to increase his endurance and Chakra Control exponentially. Upon completion of this training, the character gains a +1 bonus to Chakra Control checks, a +2 bonus to his Chakra Pool and learns the *Tadayou* technique if he does not already have it.

Shuurai no Jutsu (Lightning Strike Technique)

Ninjutsu (Raiton)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** H; **Range:** Long (30 ft. + 15 ft./2 levels); **Effect:** One or more 30-ft.-long vertical lines of lightning; **Duration:** 1 round/level (D); **Saving Throws:** Reflex half; **Chakra Cost:** 12.

Upon completion of this technique and once per round thereafter, the user may call down a 5-foot-wide, 30-foot-long vertical bolt of lightning that deals 3d8 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point the user chooses within the technique's range (measured from the user's position at the time he performed the technique). Any creature in the target square or in the path of the bolt is affected. The user needs not call a bolt of lightning immediately; other actions, even performing a technique, can be performed. However, each round after the first the user may use a move-equivalent action to call a bolt. He may call a total number of bolts equal to his total character level or hit dice. If you the user is outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado—each bolt deals 3d12 points of electricity damage instead of 3d8. This technique functions indoors or underground but not underwater.

Sorapo no Jutsu (Air Walking Technique)

Chakra Control (Body; Requires Hanten Chouyaku (t))

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform DC:** 24; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 7.

Almost like flying, when the user uses this technique he can easily join the birds in the sky with a simple and effortless jumping motion. For the duration of this technique, the user gains a +60 bonus to Jump checks. This also removes the maximum height cap on a jump for the duration of the technique.

Sougouki no Jutsu (Mind Synthesis Technique)

Genjutsu (Phantasm) [Mind-Affecting, Lost Kinjutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 6 success; **Perform DC:** 25; **Time:** 1 attack action; **Components:** C, H; **Range:** 10 feet; **Target:** One creature; **Duration:** 1 round/level (D); **Saving Throws:** Will negate, Will partial (see text); **Chakra Cost:** 14.

The target believes that every effort made against the or another target designed by him (referred to as "nemesis") is futile, and sometimes has the opposite effect.

Everytime the subject performs an offensive action against its nemesis, it suffers a cumulative -1 morale penalty to skill checks, ability checks and attack rolls made to act against said nemesis, up to -10. An offensive action can be a melee or ranged attack (each action triggers the penalty, not each attack), a technique or an outside source caused by what the subject believes to be itself (the nemesis setting off a trap note, for example). Even if the nemesis is affected, it will believe otherwise and may even suffer a backlash as it believes it was itself targeted by the action.

Furthermore, every offensive action it takes against its nemesis, the subject must make a Will save to avoid suffering non-lethal damage equal to the damage dealt by the action had it been successful (half that if under the cumulative non-lethal damage rule, minimum 1). Effects not dealing direct damage are not affected.

This technique can be dispelled. Both the penalty and the non-lethal damage, as well as the effects of the non-lethal damage, disappear when the illusion fades or is dispelled.

Souhazan (Double Slash)

Taijutsu (Martial Arts)

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 8.

Using this technique, the user is able to deliver two melee attacks against a single creature in quick succession, providing he is able to connect with the first blow. The user makes an attack roll that, if it hits, grants him an extra attack of opportunity made at the same attack bonus with a -5 penalty. The user may not exceed his maximum number of attack of opportunity made in a single round through this mean.

Souhyoushou (Rising Ice Spears)

Ninjutsu (Hyouton; Requires Ice Demon (a)) [Himashin Hijutsu]

Rank: 7 (B-Class); **Learn DC:** 21, 4 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** C, E; **Area:** 20-ft. radius centered on the user; **Duration:** Instantaneous; **Saving Throws:** Reflex half, Fortitude partial; **Chakra Cost:** 8.

This technique cannot be used in try or overly warm environment, such as a desert. The user freezes the moisture in the air and manipulates it to form thin blades of ice, which he will have rotate at high speeds around him. Any creature caught in the area of effect suffers 3d6 points of cold damage and 2d6 points of wind damage, which can be halved with a successful Reflex save.

Empower

The user may choose to increase the damage by 1 die of either of the types at the cost of 2 points of Chakra. The total damage may not exceed 1d6 per level, or 7d6 of each respective type.

Souja Sousai no Jutsu (Double Snake Assassination Technique)

Ninjutsu (Summoning; Requires Snake Blood Pact (f)) [Konoha Kinjutsu]

Rank: 7 (B-Class); **Learn DC:** 21, 5 success; **Perform DC:** 22; **Time:** 1 swift action; **Components:** C, H (see text); **Range:** Melee; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial (target), None (user); **Chakra Cost:** 8.

To use this technique, the user needs to be engaged in a grapple with the target. The user will then use one of the target's hand to perform the seal required in a technique (the target is allowed an Escape Artist or Dexterity check (DC 20) to avoid the user's grasp

and render him unable to perform the technique). This technique summons many snakes inside the user's body, who will come out through any means possible and bite the target to death. If the target fails its save, it will instantly be reduced to -10 hit points and die. If it did succeed, it will instead suffer 6d4 points of piercing damage from the bites and will need to save against a DC 18 poison (Primary and Secondary damage 1d4 Con). No matter what result the technique had, it will leave the user dead at the end (no save). The user cannot use this technique with a creature that has no hands or without discernable anatomy (such as oozes).

Soujutsu Ougi - Daijuugeki (Spear Art Secret Technique - Super Heavy Strike)

Taijutsu (Martial Arts; Requires Soujutsu Ougi - Juugeki (3))

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** F, M, Mas; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 7.

The very same as *Juugeki*, but the target is thrown back 1d10x5 feet instead. The distance can be halved with a successful Fortitude save, and in that case, round up to the nearest five-foot unit.

Mastery

Mastery in this technique increases the distance thrown back to 2d6x5 feet.

Material Focus: The user's spear, naginata or quarterstaff.

Soujutsu Ougi - Hassun (Spear Art Secret Technique - Hassun)

Taijutsu (Martial Arts)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** F, M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 5.

Upon completion of this technique, the user makes an attack at his highest attack bonus against a single target that, if it hits, deals 2 times normal damage (rounded down).

Material Focus: The user's spear, naginata or quarterstaff.

Soujutsu Ougi - Juugeki (Spear Art Secret Technique - Heavy Strike)

Taijutsu (Martial Arts)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 attack action; **Components:** F, M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 2.

The user makes a single melee attack with his held weapon, either a spear, naginata or quarterstaff. If the attack hits and the target is of the same size or smaller than the user, it is thrown back 10 feet, distance which can be halved with a successful Fortitude save.

This technique can be used on an adjacent target regardless of the weapon used.

Material Focus: The user's spear, naginata or quarterstaff.

Soujutsu Ougi - Kaenzakura (Spear Art Secret Technique - Blazing Blossoms)

Taijutsu (Martial Arts)

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 full-attack action; **Components:** C, M, F, Mas; **Area:** 5-ft. radius, 10-ft. high cylinder centered on the user; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial, Reflex half; **Chakra Cost:** 10.

Using this technique, the user uses his weapon to ignite the air around his weapon, spinning it at high speed in such a manner that it creates a small tornado of blazing flames. Any creature caught in the area of effect is targeted by a melee attack at the user's highest attack bonus with his held weapon that, if it hits, deals normal damage. Furthermore, any creature caught in the area suffers 5d6 points of fire damage, which may be halved with a successful Reflex save. Creatures in the area of effect must also make a Fortitude save to avoid being knocked back 5 feet.

Mastery

With the fifth step of mastery in this technique, the cylinder's radius increases to 10-ft. and height to 15-ft. high.

Material Focus: The user's held spear, quarterstaff or naginata.

Soujutsu Ougi - Ura Hassun (Spear Art Secret Technique - Reversed Hassun)

Taijutsu (Martial Arts)

Rank: 11 (S-Class); **Learn DC:** 27, 5 success; **Perform DC:** 31; **Time:** 1 full-attack action; **Components:** F, M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 10.

With this technique, the user makes a single attack roll against a creature and, if the attack hits, the target must make a Fortitude save or be reduced to -1 hit points and dying. If the save is successful, the attack deals 2 times normal damage instead (rounded down).

Material Focus: The user's spear, naginata or quarterstaff.

Soukou no Jutsu (Frost Armor Technique)

Ninjutsu (Hyouton)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** H, X; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 10.

Using this technique, the user covers himself with an armor made entirely of ice. The armor counts as a medium armor that grants the wearer a +5 armor bonus to defense (+2 non-proficient), has a maximum Dexterity bonus of +2, an armor penalty of -3, speed of 30 feet and that weighs 20 pounds. This armor can be removed by cancelling the technique, at which time the ice covering the user crumbles into nothingness. While worn, however, the Frost Armor grants the user a cold and water resistance 5 and reflects 1d4 points of cold damage towards any attacker striking the user with an unarmed or natural weapon attack, every attack. If the user suffers more than 20 points of fire damage

while wearing the armor, it melts and the technique ends prematurely.
Expendable Components: 20 pounds of ice nearby.

Soukubaku Fuuin (Imprisonment Seal)

Ninjutsu (Sealing; Advanced Seal)

Rank: 7 (S-Class); **Learn DC:** 23, 5 success; **Perform DC:** 27; **Time:** 1 full-round action; **Components:** S, C, F; **Range:** Close (10 ft. + 5 ft./2 levels); **Duration:** 1 round/level (D); **Saving Throws:** Fortitude negate; **Chakra Cost:** 12.

Using this technique, the user is able to restrict and confine the target creature as the seal expands and closes onto the target's body and paralyzes it. The subject will become paralyzed and blinded for the duration of this technique, as well as suffering a -4 penalty to listen checks. A flying creature will become unable to fly and will fall, and a swimmer will become unable to swim and will drown. The subject is still capable of speech, however. This technique can be canceled easily by any other creature, as it simply implies removing the advanced seal from the target.

Material Focus: One advanced seal.

Sourei Saiji no Jutsu (Rites of the Twin Souls Technique)

Ninjutsu (Summoning; Requires Blood Pact (f) and Kuchiyose no Jutsu (t))

Rank: 11 (A-Class); **Learn DC:** 26, 4 success; **Perform DC:** 28; **Time:** 1 full-round action; **Components:** C, H, X; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** Two summoned creatures; **Duration:** 10 minutes/level (D); **Saving Throws:** None; **Chakra Cost:** 5 (base; see text).

Using this technique, the user summons two creatures of the same blood pact. The creatures cannot be greater than Protector in rank, but may be of any level of the user's choice. The Chakra Cost is determined by the rank and level of the summoned creatures, added together, plus 5. The summoned creatures obey the user's order to the letter or not at all, depending on its personality and moral, and the user cannot accidentally summon a Special Creature using this technique. The user cannot control more than one creature every three levels by means of this technique.

Material Focus: A greater summoning scroll made for the desired blood pact.

Expendable Component: A small quantity of the user's blood.

Souryuu Boufuusetsu (Rising Dragon Snowstorm)

Ninjutsu (Hyouton) [Kazahana Hijutsu]

Rank: 7 (B-Class); **Learn DC:** 21, 4 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** H, E; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 15-ft. radius, 30-ft. high cylinder; **Duration:** Instantaneous; **Saving Throws:** Fortitude half; **Chakra Cost:** 8.

This technique calls forth two ice dragons rising toward the sky in a tornado-like movement, causing anyone caught in the area of effect much grief due to the biting cold. Any creature caught in the area of effect suffers 6d6 point of cold damage, which can be halved with a successful Fortitude save.

Empower

Damage dealt by this technique can be increased by one die at the cost of 2 additional point of Chakra, though it may not exceed 1d6 per level or 10d6.

Soushuuha (Advanced Blade Manipulation)

Ninjutsu (Fuuton)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** S, F, Mas; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** Launches up to 1 blade/2 level at nearby enemies; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2 per blade (maximum 1 per 2 levels or 5).

Using this relatively simple *fuuton* technique, the user is able to send forth a rain of Tiny or smaller throwing weapons, such as a kunai or a shuriken, towards his enemies. The user makes a ranged attack roll with the thrown weapon at his maximum attack bonus for each blade and, if it hits, it deals damage as though the user had thrown the weapon himself. The user cannot apply special abilities to blades used that way, other than weapon focus or weapon specialization, such as the shuriken expert class abilities (the former two notwithstanding).

Mastery

With the third step of mastery, the number of maximum blades increases to 6. The user must still pay the cost of each blade normally.

With the fifth step of mastery, it increases to 7.

Material Focus: 1 Small or smaller weapon per blade.

Souzou Saisei (Genesis Rebirth)

Ninjutsu (Sealing; Requires Epic Technique - Souzou Saisei no Jutsu (f))

Rank: 17 (Epic); **Learn DC:** 42, 8 success; **Perform DC:** 47; **Time:** 1 hour; **Components:** C, H, X; **Range:** Personal; **Target:** You; **Duration:** 1 year (or until discharged); **Saving Throws:** None; **Chakra Cost:** (see text).

This technique, to put it simply, renders the user invincible for a short period of time once activated. Once this technique is successfully completed, the user is automatically reduced to 1 Chakra Points to begin the formation of the seal. Each day afterwards, the user must feed the seal at least 5 (cannot go lower than 1 point and cannot convert) until the amount fed to the seal reaches 600 points at which point the seal will cover the user's entire body and will remain there for one year until used. If not fed at least 5 points each day, the seal will recede and lose 50 chakra until it reaches 0, and vanishes.

Once the seal is complete, it will automatically activate when the user's hit points reach -10. Once the seal activates, the user is instantly brought back to 5d6 hit points and gains a *Regeneration 12* for 1d6+4 rounds (this Regeneration has no weak energy or damage type). The regeneration will heal even stamina. This technique's bigger weakness is that it ages the user by 1d4 years every time it is activated.

This technique uses a seal slot on the user's body, which will be freed once the duration expires or is discharged. This seal can also be activated manually by concentrating for a

full-round action.

Mastery

Every step of mastery in this technique reduces the number of years the user would age by 1, minimum 1.

Every step of mastery also reduces the number of chakra that must be fed to the seal each day by 1, minimum 1.

Every step of mastery also reduces the maximum chakra required for the seal to become active by 40.

Expendable Components: Enough of the user's blood to paint the seal over his body.

Scribing the seals requires a Craft (calligraphy) check (DC 30) to be made, not necessarily by the user, and takes 30 minutes. If the check was failed, the sealing process will fail without the user noticing until the end.

Suibaku no Jutsu (Water Explosion Technique)

Ninjutsu (Suiton)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action;

Components: H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 50-ft. long by 5-ft.

wide line (S); **Duration:** Instantaneous; **Saving Throws:** Reflex negate; **Chakra Cost:** 10.

Upon using this technique, the user creates a strong explosion that sends the Medium-sized or smaller creature 5 feet below or standing over the water's surface flying upward 1d6x5 feet and fall prone, unless they succeed a Reflex save. Large or larger creatures simply fall prone. If the save is failed, in addition to being sent upward or falling prone, the affected creatures suffer 3d6 points of bludgeoning damage. Structures and vehicles are not sent flying, but suffer double damage from the techniques. In addition, if a creature, structure or vehicle occupies 2 or more squares of the area of effect, the damage is increased to 5d6. This technique can only be used over water.

Suigadan no Jutsu (Water Fang Blast Technique)

Ninjutsu (Suiton)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action;

Components: H, F; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 15-ft square (S; see

text); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 8.

Using this technique, the user uses his Chakra to attack every creature in the targeted square. The attack comes from all sides and deal 5d8 point of water damage to any creature that finds itself in the area of effect, though they are allowed a Reflex save to take only half damage. Creatures protected by *Suijinheki no Jutsu* are shielded from this technique's effect as well.

Material Focus: A small (at least 50 liters) source of water *nearby*.

Suijinheki no Jutsu (Water Wall Technique)

Ninjutsu (Suiton)

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 attack action;

Components: H, F; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** Wall up to 5-ft./level long and 10-ft. high (S); **Duration:** Concentration (up to 1 round/level); **Saving Throws:** None; **Chakra Cost:** 8.

Using this technique, the user creates a wall of water taking any shape he wishes it to, even molding it into a cylindrical shape around him. It is used to shield himself from several effects and techniques, and cannot be modified after the technique was used. Any creature behind the wall is protected against any ranged or thrown attacks, cone, line and rays effect that come from an outside source, but not ballistic or siege weapons, though they affected by a 20% miss chance from having to aim through a thick wall of water. The wall can offer cover and protection as well as any object could. Any creature attempting to pass through the wall will find it an impossible task unless it succeeds a Break check (DC 25), in which case the wall will be breached long enough to allow the creature to pass through. This defense can be bypassed if the attack come from upward. If a *Raiton* technique was used with the wall as its target or in its area of effect, it will deal 1d4 point of electricity damage per rank of the technique used to creatures making direct contact with it for 1d4+1 rounds.

Material Focus: A small (at least 100 liters) source of water nearby.

Suiken Dachi (Drunken Fist Stance)

Taijutsu (Stance)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 swift action; **Components:** C, M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 2.

To enter this stance, the user must concentrate to simulate a drunken state of mind. His attacks and movement become hard to read, forcing the enemy to open their guards to him.

While in this stance, the user gains the ability to Feint in combat as a move-equivalent action instead of an attack action, and +1 dodge bonus to defense as long as he wields no weapon.

The user being actually inebriated lowers the Perform DC by 5 and reduces the time required to enter the stance to a move-equivalent action.

Mastery

The user gains a +1 bonus to attack rolls upon achieving the 3rd step of mastery in this technique while in the Drunken Fist stance.

Suikoudan no Jutsu (Shark Water Blast Technique)

Ninjutsu (Suiton)

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** F, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 7.

Using this technique, the user creates a gigantic shark made of water and sends it flying to the enemy to blast it away. The target of this technique suffers 7d8 points of water damage. Damage dealt by this technique may be halved with a successful reflex save.

Material Focus: A small (at least 20 liters) source of water within the technique's range.

Suikousandan no Jutsu (Three Shark Water Blast Technique)

Ninjutsu (Suiton; Requires Suikoudan no Jutsu (3)) [Hoshigaki Kisame Hijutsu]

Rank: 10 (A-Class); **Learn DC:** 25, 5 success; **Perform DC:** 27; **Time:** 1 attack action; **Components:** S, F, Mas; **Range:** Long (30 ft. + 15 ft./2 levels); **Effect:** Creates 3 water shark, each targetting one creature; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 18.

This technique is an advanced version of *Suikoudan no Jutsu* created by Hoshigaki Kisame, the Monster of the Mist. It creates 3 water sharks and hurls them at one or more creature, each dealing 7d6 points of water damage, with a Reflex save for half damage.

Mastery

The fifth step of mastery in this technique increases the damage dealt by the shark to 8d6

Material Focus: A moderate (at least 60 liters) source of water nearby.

Suirou no Jutsu (Water Prison Technique)

Ninjutsu (Suiton)

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 attack action; **Components:** F, H; **Range:** Melee Touch; **Effect:** 1-ft.-diameter/level sphere, centered around a creature (maximum 16-ft.-diameter); **Duration:** Concentration (1 round/level; see text); **Saving Throws:** None (see text); **Chakra Cost:** 7.

To properly execute this technique, the target sufficiently small to fit in the sphere created by the technique (sphere size can be adjusted and does not necessarily need to be its full size) and be at least halfway immersed in water. With a successful touch attack, the user is able to use the water surrounding it to create a water prison to entrap and possibly drown the target. The sphere is not subject to any damage and will prevent the creature caught from taking any action.

The subject will be contained for as long as the user maintain contact with the sphere and concentrate on the technique. While caught in the water prison, the subject will start drowning on its next turn. Nothing can pass through the sphere, in and out. If the user somehow loses contact with the sphere, it would be dissolved and the creature freed. The trapped creature can be seen and see outside the prison, though it takes a -4 penalty on its listen and spot checks. The trapped creature will be flat-footed if freed until its next turn come.

The user must make a Concentration check to maintain a technique if struck in combat while concentrating on the technique, and cannot use the hand with which he maintains the sphere.

Material Focus: A medium (at least 100 litres) source of water immersing more than half of the target.

Suiryuudan no Jutsu (Water Dragon Blast Technique)

Ninjutsu (Suiton)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** F, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** One 10-ft.-square; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 10.

This water element technique has the user create a small dragon made out of water and quickly dispose of his enemies. Albeit having a small range, this is a very effective technique to use against a group. Any creature caught in the area of effect suffer 7d6+5 points of water damage from the dragon's bite, damage which can be halved with a successful reflex save.

Material Focus: A small (at least 20 liters) source of water within the technique's range.

Suiryuuretsu no Jutsu (Violent Water Dragon Technique)

Ninjutsu (Suiton; Requires Ninjutsu and Chakra Control 14 ranks)

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 full-attack action; **Components:** C, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Targets:** One primary target, plus one secondary target every 2 levels (each of which must be within 30 feet of each other); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 15.

This technique, while similar to *Suiryuudan no Jutsu*, creates a smaller dragon that is much more difficult to control, albeit more efficient. Once it hits the first creature, it rounds around already on its way towards the second target. The dragon initially deals 8d6 points of water damage to the primary target. Afterwards, the dragon heads towards a number of secondary target equal to half the user's level, rounded down (maximum 10). The secondary targets suffer half the damage the primary target did, rounded down. All damage dealt by the dragon can be halved with a successful Reflex save. Who the dragon targets is entirely up to the user, who can freely chose to affect fewer secondary targets than his maximum.

Material Focus: A medium sized (at least 100 liters) source of water within the technique's range.

Suisendan no Jutsu (Drilling Water Bullet Technique)

Ninjutsu (Suiton)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 attack action; **Components:** H, F; **Range:** 5 ft./2 levels; **Area:** 5-ft. wide line; **Duration:** Instantaneous; **Saving Throws:** Reflex half, Fortitude partial; **Chakra Cost:** 3.

This technique creates a large ball of water that bursts forth, spiraling in a way not unlike the much more potent *Daibakufu no Jutsu* would. Any creature caught in the line of effect suffers 2d6 points of water damage which can be halved with a successful Reflex save. Any creature damaged by the attack must also make a Fortitude save to avoid being knocked back 5 feet. If knocked back in another creature, both the target and the creature it is knocked into must make a Balance or Dexterity check (DC 10) to avoid falling

prone. The line cannot be longer than 30 feet.

Material Focus: A small (at least 15 litres) source of water nearby.

Suishouha no Jutsu (Great Water Wave Technique)

Ninjutsu (Suiton)

Rank: 11 (A-Class); **Learn DC:** 26, 4 success; **Perform DC:** 28; **Time:** 1 attack action; **Components:** H, F; **Range:** 15 ft. / level (see text); **Effect:** 35-ft. wide, 15-ft. tall line attack; **Duration:** Concentration (up to 1 round / level); **Saving Throws:** Reflex negate; **Chakra Cost:** 10.

Using the most devastating force of nature as medium, the user is able to create a gigantic wave of water that will destroy everything in its path. From the user's current location, a 35 feet wide and 15 feet tall wave of water will rush onward at the speed of 60 feet per round. Any creature of Large size or smaller caught in the wave must succeed a Reflex save or be pushed backward 2d6x5 feet and suffer 2d6 points of water damage. Any structure caught in the wave, even those larger than Large size, suffer triple damage but are not pushed backward. Flying creatures are affected only if the wave can reach up to them, and Huge or larger creature are not affected. If a *Raiton* technique was used with the wave as its target or in its area of effect, it will deal 1d4 point of electricity damage per rank of the technique used per round to creatures and structures caught in it for 1d4+1 rounds. If a Suishouha collides with another or a *Bakusuishouha*, *Deishouha* or *Daibakufu no Jutsu*, they will cancel each other out.

Material Focus: A huge (at least 10,000 liters) source of water nearby.

Suitai no Jutsu (Weakening Technique)

Ninjutsu

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One living creature; **Duration:** Concentration (up to 1 round/level), plus 1 round/level; **Saving Throws:** Fortitude negate; **Chakra Cost:** 4.

This technique functions in the very same way as *Teichou no Jutsu*. For the duration of this technique, the subject's Strength Rank will be reduced by 1 (minimum 0), assuming it failed its save.

Suizou no Jutsu (Water Formation Technique)

Ninjutsu (Suiton)

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform DC:** 14; **Time:** 1 attack action (see text); **Components:** C, H, Mas; **Effect:** Creates 5 litres of water/level; **Duration:** 3 rounds (D); **Saving Throws:** None; **Chakra Cost:** 4.

This technique allows the user to spit out a large quantity of water to be used typically to douse small fires or in *suiton* techniques. The water lasts only for 3 rounds, and cannot be used to quench thirst, but is otherwise pure and drinkable. The technique can be used as a swift action by increasing the perform DC by 8 and the chakra cost by 3.

Using this technique in a hot, dry environment (such as a desert) deals 2d6 points of Stamina damage to the user. This technique can only be used once per day.

Mastery

The second and fourth step of mastery in this technique each allow the technique to be used an additional time each day.

Sumi Namaru no Jutsu (Ink Concealment Technique)

Chakra Control (Spirit)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 minute;

Components: C; **Range:** Melee Touch; **Target:** One page or scroll; **Duration:**

Permanent (until discharged); **Saving Throws:** None; **Chakra Cost:** 3.

This technique is often used during war time by messengers to carry important messages. While it takes a long time to completely erase the informations on the targeted page or scroll, it can only be revealed by the creature with the matching Chakra Signature (be it the user's or the one he had when he used the technique). Every inking, writings, image or modifications on the targeted object will be completely erased and it will become once again completely blank. To reveal the information, the user (or a creature with the user's Chakra Signature) must concentrate for a full-round while holding the page or scroll, and the information will be revealed once again. If something was written on the scroll after the information was erased on it, the new information will, in turn, be removed to make way for the previous data.

Tadayou (Water Strider)

Chakra Control (Body)

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 move-equivalent action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level; **Saving Throws:** None; **Chakra Cost:** 1.

This technique allows the user to float on watery surfaces. He may float on water, oil or blood, even, but not actively harmful substance like Acid or Lava. The user is able to walk, run or charge normally and suffer no movement penalty while on *calm water*. If the user uses this technique on *rough water*, he must make a Balance check (DC 15) or move at half his normal speed until his next turn.

If the technique is used on *stormy water*, the user must make a Balance check (DC 20) or move at one-quarter his normal speed and lose his dexterity bonus to defense until his next turn, where he must remake another check. On the round the technique should end, the user may spend a free action to sustain the technique and renew its effect on the same round, instead of having to spend another move-equivalent; doing so still costs the user the same Chakra Cost as it would if he used the technique normally.

Using this technique underwater has no effect until the user surfaces. When landing on water, a character can use this technique as an instant action that does not provoke an attack of opportunity, but suffers a -10 penalty to his Chakra Control check to perform, must pay double the Chakra Cost and cannot convert the cost to hit points.

Tai'intoku no Jutsu (Body Concealment Technique)

Ninjutsu (Requires Meisaigakure no Jutsu (t))

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 8.

Usage of this technique renders the user invisible for all intent and purpose. If the user is carrying gear, it also vanishes with him. Items dropped or put down become visible once again, just as objects disappear if tucked under the user's clothing or pouches. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source).

Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. While under the effects of this technique, the user cannot be seen by any creature that cannot See Chakra (DC 30 even if the user isn't hiding, or +30 to hide checks). A creature with the ability to *See Through Chakra* gains a +10 bonus to Spot check against the user.

Every time the user attacks, directly causes harm to a creature or object or uses a technique, he must make a Concentration check (DC 30 + 5 per attack or technique after the first) or see the technique's effect immediately vanish. Likewise, if the user goes from an environment to another that is blatantly different (such as a forest to inside a house), the effects of this technique are nullified until he uses it again or return to his previous environment. The user cannot attack more than once without breaking the technique, even when succeeding a concentration check. If the user takes damage, the technique is instantly disrupted.

This technique does not however silence the user or conceal his chakra signature, and certain other conditions can render the recipient detectable (such as stepping in a puddle).

Mastery

The first, third and fifth step of mastery in this technique allows for an additional attack to be made when succeeding concentration checks.

Taibakudou no Jutsu (Body Binding Stare Technique)

Genjutsu (Doujutsu) [Fear, Mind-Affecting]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, H; **Range:** 20 feet; **Area:** Cone-shaped gaze attack; **Duration:** 1 rounds; **Saving Throws:** Will negate; **Chakra Cost:** 3.

This harmful genjutsu paralyze the body of the any victims caught in your frightful gaze. Any creature caught in a 20-feet cone based on the direction the user is looking (meaning, if the user looks upward to target a larger creature, creature the same size as he will be unaffected, as with the opposite) that fails its Will save will be *cowering* for 1 round. Blind creature or a one with its eyes closed are unaffected by the *Taibakudou no Jutsu*. The user cannot use this technique if he himself is blinded.

Taifuugan (Eye of the Storm)

Ninjutsu (Raiton)

Rank: 14 (S-Class); **Learn DC:** 30, 5 success; **Perform DC:** 34; **Time:** 1 full-round action; **Components:** C, H; **Range:** Long (30 ft. + 15 ft./2 levels); **Effect:** 50-ft.-tall, 50-ft.-radius cylinder (see text); **Duration:** Instantaneous; **Saving Throws:** (see text); **Chakra Cost:** 30.

With this technique, the user can intensify the power of a storm for a short amount of time using a great amount of Chakra. Any creature caught in the area of effect suffer 6d10 point of slashing damage from the violent slashing winds, 3d8 points of bludgeoning damage from the flying debris and 4d8 point of electricity damage from the lightning flashes. All damage from this technique can be halved with Fortitude saves, one for each damage type. This technique can only be used in a stormy area. Structures take double damage from this technique.

Taihouken (Fist Rocket)

Taijutsu (Martial Arts; Requires Iwa Kuzuken (t); Gouken)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** M; **Range:** Melee; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 4.

Using this Gouken technique, the user makes a single unarmed melee attack against the target creature, that, if it hits, deals an additional 1d6 points of damage of the appropriate type per 3 levels of the user (maximum 3d6, not multiplied on a critical hit.) If the attack hit, the target must also make a Fortitude save to avoid being knocked back 10 feet.

Taijutsu Ougi - Rendan Kidouki (Taijutsu Secret Technique - Combo Starter)

Taijutsu (Martial Arts)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** M; **Range:** Melee Touch; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

As its name implies, *Rendan Kidouki* serves only as a combo starter. With a successful melee touch attack, the user ensures that a creature will be ready for his follow-up combo and forces it to lose its next turn and become flat-footed until next attacked (the penalty only applies to the first attack, if attacked multiple times--therefore, if a character was to strike at the target with a full-attack action, only the first attack would benefit from *rendan kidouki*, and the creature would regain its senses immediately afterwards, ending the effect). Since the user is caught in-between attacks after the technique ends, his next target can only be the creature targeted by this technique (unless his follow-up targets more than one creature), and as such, if it is rendered unable to fight (dead, for example), the user also loses his next turn. Popular techniques used in combination with this one include, but are not limited to, *Konoha Reppuu*, *Konoha Gouriki Senpuu*, *Konoha Senpuu* and *Kage Buyou*. This technique cannot be used twice in a row on the same creature. If the follow-up combo is used during the same round as *Rendan Kidouki*, the target does

not lose its next turn.

Tajuu Kage Bunshin no Jutsu (Multiple Shadow Replication Technique)

Ninjutsu (Requires Kage Bunshin no Jutsu (t)) [Konoha Kinjutsu]

Rank: 9 (A-Class); **Learn DC:** 24, 6 success; **Perform DC:** 26; **Time:** 1 full-round action; **Components:** C, H, Mas; **Range:** Personal; **Effect:** Duplicates of the user; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 5 + 1 per additional clone (maximum 3 per level).

This technique is an improved version of *Kage Bunshin no Jutsu* that is actually lacking in many points. While the number of replication is much greater for a lesser cost, they have fewer Chakra in them which makes them less efficient.

The *Tajuu Kage Bunshin* follows the same limitations as the standard *kage bunshin*, except that the penalty to attack rolls, saving throws and defense is doubled, its hit points are halved, it cannot have more than 1 attack per round and cannot use techniques. The maximum distance a *tajuu kage bunshin* can go from the user or another clone is also halved.

For every *tajuu kage bunshin* the user creates by means of this technique, he suffers 1d3 points of Stamina damage. Stamina damage from this source can kill the user.

As with *Kage Bunshin*, the user may replace lost clones but not control any more than his maximum. He also cannot control any other sort of clone while using this technique (including simple *Bunshins* or *Tajuu Kage Bunshins*). A simple usage of this technique without adding to the cost (5) creates **two** *tajuu kage bunshin*.

Mastery

Once mastered, the user increases the number of clone he can create by 1 per level, in addition to the standard Mastering increase, and each step of mastery increases the clone's maximum distance from the user or another clone by 5 feet, for 25 feet at Mastery (total 75 feet).

Takitsuke (Fire Igniter)

Ninjutsu (Katon)

Rank: 1 (E-Class); **Learn DC:** 12, 1 success; **Perform DC:** 11; **Time:** 1 attack action; **Components:** H; **Range:** Melee Touch; **Target:** Creature or object touched; **Duration:** Instantaneous (see text); **Saving Throws:** Reflex negate (creatures), None (objects); **Chakra Cost:** 2.

A technique that holds the very bases of *Katon* techniques, this extremely low ranked *Ninjutsu* was often used to light fires from dry or soaked wood, but very rarely as a combat technique. Upon completion of this technique, the user will deal 1 point of fire damage to the creature or object touched and automatically set it on fire, though creature touched get a Reflex save to avoid this fate. A touched creature will *catch on fire* for 1d4 rounds, but objects will burn until combusted or the fire is put out.

Tanchi no Shikai (Detection Field)

Ninjutsu

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 30-ft. radius sphere-shaped emanation centered on the technique's targeted location; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 4.

This technique creates a field where the user's chakra lingers in the air, waiting to pick up a large chakra pool. The field is instantly dispelled when a creature with a current Chakra Pool greater than 9 walks into it, and the user is automatically warned that the field has been dispelled (and which, if he has more than one). Regardless of the creature's condition, if it is hidden, hiding or moving underground, the field will pick it up as long as it goes through it. A creature that can *See Chakra* or *See Through Chakra* can make a Spot check (DC 20) in order to detect the field and know its boundaries and limitations.

Tatsumaki no Jutsu (Tornado Technique)

Ninjutsu (Fuuton) [Sunagakure Hijutsu]

Rank: 14 (S-Class); **Learn DC:** 30, 7 success; **Perform DC:** 34; **Time:** 1 full-round action; **Components:** C, H; **Range:** Long (30 ft. + 15 ft./2 levels); **Effect:** 400-ft.-tall, 60-ft.-radius cylinder (see text); **Duration:** 1 minute (see text); **Saving Throws:** (see text); **Chakra Cost:** 30.

Using this extremely dangerous technique, the user is able to increase the wind speed over a small area and create a tornado. Over the course of 1d4+1 rounds, a 200 feet tall and 30 feet wide tornado will form on the desired location to cause only havoc and destruction for exactly one minute, starting the second the tornado was complete. Each round, a tornado has 50% chance of moving in a random direction or to stay put. See below for the effects of a tornado.

Tornado: All flames are extinguished. All ranged attacks are impossible (even with ballistic weapons), as are Listen checks. Instead of being blown away, characters in close proximity to a tornado who fail their Fortitude saves (DC 30) are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of wind damage per round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction. While Medium-sized creatures or smaller are sucked in, Large creatures are Blown Away, Huge creatures are Knocked Down and Gargantuan or Colossal creatures are Checked. Flying creatures are treated as though they were one size category smaller than in reality to determine the effects of a tornado.

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6x5 feet.

Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6x10 feet.

Blown Away: Creatures on the ground are knocked prone and rolled 1d6x10 feet, taking 1d6 points of damage per 10 feet. Flying creatures are blown back 2d6x10 feet and take 2d6 points of damage due to battering and buffeting.

Teichou no Jutsu (Slowing Technique)

Ninjutsu

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One living creature; **Duration:** Concentration (up to 1 round/level), plus 1 round/level; **Saving Throws:** Fortitude negate; **Chakra Cost:** 4.

This technique serves to reduce the target's speed a great deal. For the duration of this technique, the subject's Speed Ranks will be reduced by 1 (minimum Speed Rank 0) if it failed its save.

Teiryoku no In (Energy Anchor Seal)

Ninjutsu (Sealing; Requires Craft (calligraphy) or Knowledge (ninja lore) 4 ranks)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 minute; **Components:** C, H, F, X; **Range:** Touch; **Target:** One object; **Duration:** 1 day/2 levels; **Saving Throws:** None; **Chakra Cost:** (see text).

This technique, while rather useful in some cases, is scarcely known and rarely mentioned by most shinobi, and therefore might require some research to come upon it. Using this technique, the user is able to add to the weight of an object by feeding pure chakra to a seal. By spending 1 points of chakra that can't be converted to hit points, the user is able to add 5 pounds to a Small or larger object, up to 25 pounds per objects.

This seal is often used on training weights for its great efficiency. While the seal is in effect, the object will radiate a chakra signature similar to the user, equal to the chakra spent in it. The user can add to the weights if the maximum capacity of the seal has not been reached by using this technique again on the seal, without having to redraw it.

As an instant action, the user can also reduce the chakra in the seal by 1 point per 2 levels. To do so, he needs to make a half seal (thus have one hand free) and a Chakra Control check (DC 10 + 2 per point removed) to reduce the weight by 5 pounds per point removed.

Material Focus: One Small or larger object.

Expendable Components: Enough ink to scribe a small seal. Scribing the seals requires a Craft (calligraphy) check (DC 17) to be made, not necessarily by the user, and takes 5 minute. If the check was failed, the sealing process will fail without the user noticing until the end.

Tengukaze (Sudden Gust of Wind)

Ninjutsu (Fuuton)

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform DC:** 14; **Time:** 1 attack action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 10-ft. radius, 10-ft. high cylinder; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 2.

Upon completion of this technique, any creature caught in the area of effect take 1d6

points of wind damage and must make a Fortitude save to avoid being blown upward 1d4x5 feet. Falling damage is dealt normally if the creature is blown high enough.

Tennoizou - Hakushouka (Heaven's Legacy - Searing White Flame)

Ninjutsu (Katon; Requires Chakra Pool 70) [Lost Hijutsu]

Rank: 14 (Super S-Class); **Learn DC:** 31, 7 success; **Perform DC:** 39; **Time:** 1 attack action; **Components:** C, H, P; **Range:** 10 feet; **Area:** 5-ft. wide line; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 30.

This insanely dangerous technique is often used as an execution tool to reduce the condemned to ashes. The user brings the Chakra all over his body to a boiling point, and expels it out all at once through his mouth in a short stream of searing white flames. Any creature caught in the area of effect suffers 25d8 points of fire damage, which can be halved with a successful Reflex save. Any creature suffering damage from this technique immediately catches on fire. If the creature is immune to fire, it still suffers 5d8 points of damage from the technique, which can be halved with the same Reflex save.

Tenshu Kyaku (Sky-splitting Heeldrop)

Chakra Control (Requires Banryoku (t)) [Tsunade Hijutsu]

Rank: 8 (B-Class); **Learn DC:** 22, 4 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** C, M; **Range:** 0 feet; **Area:** 20-ft radius burst; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

This technique concentrates Chakra into the user's fist, heel or other striking part and sends it through the ground in the form of a devastating shockwave. Any creature that finds itself underground when this technique is executed is blown upward 1d6x5 feet and possibly above ground level, suffering 2d6 points of bludgeoning damage from this technique.

Any creature in the area of effect of the technique that are not underground must succeed a Reflex save fall prone. The technique reaches 30-feet underground, creature beyond that reach are unaffected, as is the user. This technique also works on water.

Teshi Sengan (Ten Finger Bullets)

Ninjutsu (Requires Bone Weapon (a)) [Kaguya Clan Hijutsu]

Rank: 5 (C-Class); **Learn DC:** 18, 3 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** C, M; **Range:** 200 feet; **Target:** One or more creatures; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3 + 1 per additional bullets.

To properly use this technique, the user must have at least one hand free per five bullets (maximum being usually 10, one per finger). Each bullet fired from one finger counts as a ranged attack with a bone weapon that, if it hits, deals 1d4+1 points of ballistic damage. The bullets have a range increment of 20 feet, a maximum range of 200 feet and have a *kawarimi defense* 1. The skin and bone tissues are regenerated instantly and no penalty for the creation of bone weapon incur.

Tessenka no Mai (Dance of the Clematis)

Ninjutsu (Requires Bone Weapon (a) and Deathless (a)) [Kaguya Clan Kinjutsu]

Rank: 9 (S-Class); **Learn DC:** 25, 7 success; **Perform DC:** 29; **Time:** 1 attack action;

Components: C, P, M; **Range:** Personal; **Target:** You; **Duration:** Instantaneous or 1 round/level; **Saving Throws:** None; **Chakra Cost:** 14.

This extremely dangerous technique is considered the fourth dance of the Kaguya style. It was forbidden for an excellent reason by the fourth leader, Kaguya Chinmei, because it involves concentrating all of one's strength in one place or pulling out one's spine. Only the most talented and gifted in the arts of the bloodline were ever able to master the technique, anyway; the rest died in attempting to learn it. When performing this technique, the user chooses one of two modes to use the technique for:

Vine: By pulling out his spine, the user is able to form a bone weapon of one size category larger than he, and that can be used both as a reach weapon that can expand to allow him to reach enemies 15 feet away as well as adjacent foes. The weapon can be used like both a spiked chain and a bone weapon, therefore bonus feats and abilities that apply to either of the weapons apply to the *vine*. The weapon deals triple damage on a critical hit and will vanish normally (see Shikotsu Myaku for details). Immediately upon using the technique in his manner, the user must make a Fortitude save (DC 15) or become *paralyzed* for 1 minute and fatigued for 1 hour afterwards. After using this technique, the character cannot pull out his spine in the same manner for 24 hours.

Flower: By concentrating all of his power into either one of his arm, he is able to extract the thickest and most dense bone in his body. The weapon extracted counts as a *Colossal* bone weapon that threatens a critical hit on a natural roll of 18, 19 or 20. If the user was of Large size when using this technique, it deals 5d6 points of piercing damage instead of 4d6. The "flower" lasts for 1 round per level and, once it fades, will leave the arm it was used on crushed and unusable for 1 hour (see Shikotsu Myaku for details).

Tetsukawa no Jutsu (Iron Skin Technique)

Ninjutsu (Doton) [Lost Kinjutsu]

Rank: 11 (S-Class); **Learn DC:** 27, 7 success; **Perform DC:** 31; **Time:** 1 attack action;

Components: H, P; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D);

Saving Throws: None; **Chakra Cost:** 27.

Using this technique, the user is able to drastically alter the composition of his skin for a short while, using a huge amount of Chakra. He gains a damage reduction 15/epic for the duration of the technique, as well as immunity to critical hits, diseases, electricity, poisons and blindness, ability score damage, deafness, massive damage, nonlethal damage and stunning effects that come from a physical source. The user also take only half damage from earth, fire and wind of all kinds. He however also becomes vulnerable to all special attacks that affect iron golems, constructs and large masses of metal.

For the duration of the technique, the user gains a +6 enhancement bonus to his Strength score, but suffers a -6 penalty to Dexterity in return (minimum Dexterity score of 1), and his speed is reduced to half normal. He suffers a -2 Speed Rank penalty, 50% arcane spell failure (does not affect techniques) and a -8 armor check penalty. The user cannot drink or play wind instruments, and suffers a -8 penalty to perform techniques that requires

hand seals or half seals.

Unarmed damage dealt by the user counts as though a Slam attack of a construct of his size, and thus is considered armed when making unarmed attacks. His weight increases tenfold, causing him to sink in water like a stone and thus suffers a -15 penalty on Chakra Control checks to perform techniques used to stick on objects or stand on fragile surface (such as Kinobori, Tadayou and Yukigutsu).

This technique has been lost long ago and originates from the Hidden Village of Steel. After using this technique, the user will suffer 3d6 points of Stamina damage that can kill him and become fatigued.

Tetsushin no Jutsu (Heart of Steel Technique)

Ninjutsu [Lost Hijutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform DC:** 21; **Time:** 1 minute; **Components:** C, H, F; **Range:** 5 feet; **Target:** (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 8.

This long lost technique of the *Hidden Village of Steel* allows for the user to create weaponry much more quickly than what would normally be possible in normal time. These weapons cannot be mastercrafted afterwards, but nonetheless remain of standard quality, which makes the technique especially useful during wartime. Upon completion of this technique, the user uses his chakra to mold the metal into the desired shape to create the weapon(s), thus halving the time required to do so when using the Craft (mechanical) skill. This technique can only be applied to simple weaponry, so it is thus impossible to create a weapon like a crossbow or firearm with it.

Material Focus: The components normally required to create the weapon(s).

Tenchuu (Wrath of Heaven)

Ninjutsu (Raiton) [Kumogakure Kinjutsu]

Rank: 9 (S-Class); **Learn DC:** 25, 7 success; **Perform DC:** 29; **Time:** 1 attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 10-ft. radius, 100-ft. tall cylinder; **Duration:** Instantaneous (see text); **Saving Throws:** Reflex half; **Chakra Cost:** 16.

This technique originates from the *Hidden Village of Cloud (Kumogakure no Sato)* in the Thunder Country. It was used to quickly dispose of commanding officers during a civil war and only taught to the most successful ninjas of the village. Any creature struck by the powerful lightning bolt will suffer 8d8 points of electricity damage and be *branded* and the *Seal of Heaven (Ten no In)* will appear on its forehead unless it succeeds a Reflex saving throw (and thus suffering only half damage at the same time).

A *branded* creature suffers 1 point of damage per minute and cannot be treated by any *Medical* techniques of Rank 9 or lower. The *brand* lasts for 1 hour per character level. This technique is considered a *forbidden technique* amongst *Cloud* ninjas and should only be used during a war. If a branded creature dies with the brand still active, it will become permanent and impossible to remove.

Tenkou Bunshin no Jutsu (Clone Shift Technique)

Ninjutsu

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 move-equivalent action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

This technique requires the user to have at least one of any sort of clone active. Using this technique, the user is able to automatically change place with any of his clone within range. The change cannot be noticed unless a creature succeeds a Spot check (DC 20).

Tenkyou no Jutsu (Insanity Technique)

Genjutsu (Compulsion) [Mind-Affecting]

Rank: 11 (S-Class); **Learn DC:** 27, 5 success; **Perform DC:** 31; **Time:** 1 attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 round/level (D); **Saving Throws:** Will negate; **Chakra Cost:** 10.

This peculiar but very dangerous *Genjutsu* causes the subject to become very unstable and to act randomly. Refer to the table below to determine its behavior every round.

D20	Behavior
1-2	Attack the user with melee or ranged weapon (or close close with the user if attack is not possible).
3-4	Act normally.
5-10	Do nothing but babble incoherently.
11-15	Flee away from the user at top speed.
16-20	Attack nearest creature with melee or ranged weapon.

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes.

Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked). The effects of this harmful Genjutsu can be dispelled.

Tenma Mukurode (Devil's Hand of Death)

Ninjutsu (Katon) [Kinjutsu of All Ninja Villages]

Rank: 13 (A-Class); **Learn DC:** 28, 6 success; **Perform DC:** 30; **Time:** 1 full-attack action; **Components:** H; **Range:** Melee Touch; **Target:** Creature touched; **Duration:** Instantaneous (see text); **Saving Throws:** Will partial (see text); **Chakra Cost:** 8.

This terrible, forbidden technique does not only damages the target's body but also directly affects its psyche. After a complicated series of hand seals, the user touches the target with his now blazing hand. If the unarmed touch attack is successful, the target suffers 8d8 point of fire damage as well as 2d6+1 point of fire damage each round each

round for 1d8+2 rounds as it leaves a blazing seal on the target's body. The seal can be removed only with a *Fuuka Houin*, but will disappear once the time is up. Each round the technique deals damage, the target must succeed a Will save (DC 16) or be *cowering* for 1 round and suffer 1 point of temporary Wisdom damage.

Tenshunreiken (Heavenly Spiritual Fist)

Ninjutsu (Raiton) [Tenshunreiken Clan Hijutsu]

Rank: 11 (A-Class); **Learn DC:** 26, 5 success; **Perform DC:** 28; **Time:** 1 attack action; **Components:** H, E; **Range:** Melee Touch; **Target:** One creature; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude partial; **Chakra Cost:** 10.

A special high-ranked execution technique of the prominent Tenshunreiken clan of the Hidden Cloud, designed by the master tactician Tenshunreiken Zacki during a counter offense against the Hidden Leaf. It condenses chakra in such a way that it surrounds the user's hand in a golden halo that crackles with energy.

Immediately after using the technique, or up to 1 round per level later if the technique is held, the user makes a touch attack against his target that, if it hits, deals 2d6 points of piercing damage, 2d6 points of electrical damage and 2d6 points of sonic damage as well as forcing the target to make a Fortitude save or become paralyzed for 1d3 rounds.

Empower

The user may, at the cost of one point of Chakra, increase the damage dealt by 1 die in any of the three energy type, up to 6d6 points of piercing, electrical and sonic damage respectively, at the additional cost of 12 points of Chakra. He cannot add more than 2 die of damage per 3 levels (6 die at level 9 or 12 die at level 18).

Teppoudama no Jutsu (Water Bullet Technique)

Ninjutsu (Suiton; Requires Mizudama no Jutsu (t); Large-size or larger only)

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform DC:** 24; **Time:** 1 attack action; **Components:** C, H; **Range:** Long (30 ft. + 15 ft./2 levels); **Target:** One living creature (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4 + 2 per additional bullet (maximum 1 per 4 level).

As he does when using *Mizudama*, the user forces his saliva glands to produce a massive amount of saliva. The damage, this time, varies according to the user's size. *Large* size does 2d4 points of water damage; *Huge* size does 2d8; *Gargantuan* size does 4d6 and *Colossal* does 4d8. The user must still make a ranged attack rolls for each Bullets to hit.

Tetsuhaji (Iron Grasp)

Taijutsu (Martial Arts; Requires Combat Martial Arts (f))

Rank: 6 (A-Class); **Learn DC:** 21, 4 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature or objects; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 4.

Also called the *Bone Shattering Hold*, this advanced martial arts technique has the user

take hold of his opponent and, by focusing Chakra to his fingers, increasing the power of his grasp tenfold. To execute this attack, the user gains a +4 enhancement bonus to his Strength score and must hit the target's defense with a grapple check. If the attack connects, two things can happen: either the opponent fails its save and suffers double damage, or the user gets to apply his newly modified strength modifier to damage 1.5 times as though he was wielding a weapon two-handed. This technique deals standard unarmed attack damage and will not work against creatures immune to sneak attacks, critical hits or devoid of discernable anatomy (such as oozes). Inanimate objects don't receive a save to resist this technique. The strength bonus lasts only for the duration of this attack and cannot be used for any other purpose. Remember that if the attack scores a critical hit, the damage is tripled and not quadrupled.

Tetsukouu no Jutsu (Iron Rain Technique)

Ninjutsu (Suiton) [Amegakure Hijutsu]

Rank: 7 (B-Class); **Learn DC:** 21, 4 success; **Perform DC:** 22; **Time:** 1 full-attack action; **Components:** C, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 80-ft. high, 40-ft.-radius cylinder; **Duration:** Instantaneous; **Saving Throws:** Fortitude half (creatures) or None (structures); **Chakra Cost:** 7.

This technique can only be used if the area of effect is rainy. It effectively turns falling raindrops to iron pellets for an instant, causing extreme damage to any creature or structure that finds itself within the technique's area. Any creature and structure that finds itself in the area of effect suffer 6d8 point of piercing damage, though creatures may make a Fortitude save and take only half damage. If a structure's width is completely immersed in the area of effect, it takes double damage.

Tobi Kunai (Flying Kunai)

Ninjutsu (Fuuton)

Rank: 2 (E-Class); **Learn DC:** 13, 1 success; **Perform DC:** 12; **Time:** 1 attack action; **Components:** H, F; **Range:** Personal; **Target:** One small or smaller throwing weapon; **Duration:** 1 round (or until discharged); **Saving Throws:** None; **Chakra Cost:** 1.

As a result of this technique, the user's next throw with any weapon of small size or smaller sees its range increment, and thus its max range, doubled.

Material Focus: One small or smaller throwing weapon, such as a kunai or shuriken.

Tobigetsu (Flying Moon)

Ninjutsu (Fuuton; Requires Chakra Control 6 ranks and Tobi Kunai (t))

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, S, Mas; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature (see text); **Duration:** Concentration (up to 1 round/2 level or 5 rounds); **Saving Throws:** None; **Chakra Cost:** 4.

Using this technique, the user is able to control an inanimated and unattended object and use it as a weapon, which he may direct at any target within range. While he concentrates on the technique, said weapon must never leave its line of sight, and may be anywhere

within the range of the technique.

The user can direct the weapon to attack any target within range; he makes a ranged attack against his target at his standard attack bonus (maximum +10), with every 20 feet between his target and himself implying a -1 penalty to attack rolls. Should the attack hit, the weapon deals normal damage, but the user does not apply his Strength modifier to damage. The object cannot be larger than Tiny.

Mastery

With the first step of mastery in this technique, the maximum attack bonus increases to +11, and the size of the object chosen to *Small*.

With the third step of mastery, the maximum attack bonus increases to +13 and the size to *Medium-sized*.

With the fifth step of mastery, the maximum attack bonus increases to +16 and the size to *Large*.

Tobikiri Kawaremi no Jutsu (Greater Body Replacement Technique)

Ninjutsu

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform DC:** 24; **Perform DC:** 24 (see text); **Time:** 1 instant action; **Components:** H, Mas; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 5.

This technique functions the same way as Kawaremi no Jutsu in that it can allow the user to avoid an attack provoking a Reflex save.

Avoiding an Attack: Same as Kawaremi no Jutsu, except that the Perform DC is made against the technique's Reflex save DC (plus 2 per rank of the technique, maximum Save DC +10), minimum 24.

This technique can only be used once per day against an attack from an opponent of his ECL or 10, whichever is lower. The technique's Chakra Cost cannot be converted.

If performed with only one hand free, the user suffers a -5 penalty to his perform check. If performed with no hands free, the penalty increases to -15. An opponent can choose to lower the value of its ECL for the purpose of allowing an opponent to evade the attack in this manner, but not increase it.

Each use of *Avoiding an Attack* stacks with all other techniques with effects that allow you to Avoid an Attack, such as Hijou Kawaremi no Jutsu or Shundou.

Mastery

Every step of master in this technique after the first allows the technique to be used an additional time per day.

The first step of mastery allows the user to avoid an attack of up to his ECL or 13, whichever is lower.

The second step of mastery allows the user to increase the cost to 7 when avoiding an attack, to avoid an attack of up to his ECL or 16, whichever is lower.

The third step of mastery allows the user to increase the cost to 9 when avoiding an attack, to avoid an attack of up to his ECL or 19, whichever is lower.

The fourth step of mastery allows the user to increase the cost to 11 when avoiding an attack, to avoid an attack of up to his ECL or 22, whichever is lower.

The fifth step of mastery allows the user to increase the cost to 13 when avoiding an attack, to avoid an attack of up to his ECL or 25, whichever is lower.

Tobikiri Saisei no Jutsu (Greater Rebirth Technique)

Ninjutsu (Sealing; Requires Iryou Ninjutsu: Hiken - Katou Saisei (t))

Rank: 14 (Super S-Class); **Learn DC:** 31, 6 success; **Perform DC:** 39; **Time:** 1 hour;

Components: C, H, X; **Range:** Personal; **Target:** You; **Duration:** 1 year (or until discharged); **Saving Throws:** None; **Chakra Cost:** (see text).

This extremely powerful Sealing technique renders the user semi-immortal. Once this technique is successfully completed, the user is automatically reduced to 1 Chakra Points to begin the formation of the seal. Each day afterwards, the user will be completely drained from his Chakra (cost at the technique's use does not count, will not go lower than 1 point and cannot convert Chakra Cost to hit points) until the amount drained by the seal reaches 250 points at which point the seal will cover the user's entire body and will remain there for one year until used. Once the seal is complete, it will automatically activate when the user's hit points reach -10, at which point he will be brought back from the dead and to 1 hit point in 1d4+1 rounds.

The body does NOT regrow lost limb automatically from this technique. This technique uses a seal slot on the user's body, which will be freed once the duration expires or is discharged.

Expendable Components: Enough of the user's blood to paint the seal over his body.

Scribing the seals requires a Craft (calligraphy) check (DC 28) to be made, not necessarily by the user, and takes 15 minutes. If the check was failed, the sealing process will fail without the user noticing until the end.

Tobikomi no Jutsu (Diving Technique)

Ninjutsu (Suiton; Requires Swim speed)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 swift action;

Components: C, S; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 2.

This technique increases the user's swim speed by 5 feet, or 10 feet if he is running or hustling.

Mastery

Every step of mastery increases the speed increases by 5 feet, up to 30 feet (35 while hustling or running).

Tobinage (Flying Throw)

Taijutsu (Martial Arts)

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform DC:** 14; **Time:** 1 attack action; **Components:** M, Mas; **Range:** Melee Reach; **Target:** One creature of the same size or one size category smaller than the user; **Duration:** Instantaneous; **Saving Throws:** Reflex partial (see text); **Chakra Cost:** 2.

To properly use this technique, the user must have been the target of a missed melee attack from a target within his reach this round, or the previous round, and have both hands free. Upon completing the technique, the user makes a grapple attempt against the intended target that does not provoke an attack of opportunity. If the attempt succeeds, instead of grappling the creature, the user will throw it 5 or 10 feet away in any direction except backwards, at the user's choice. Upon landing, the creature must make a Reflex save to avoid falling prone.

Should the creature collide with a solid object, it takes 1d4 points of bludgeoning damage and a -2 penalty to saving throws to avoid falling prone, as well as any consequences coming with colliding with said object (to the GM's discretion). If the creature collides with another, both suffer damage; the other creature must also succeed on a Fortitude save (DC 15) to avoid falling prone and being knocked back 5 feet. If the creature is knocked back into another creature, said creature must also succeed a Fortitude save (DC 10) to avoid falling prone.

Mastery

With the third step of mastery in this technique, the user may decide to spend a full-attack action on this technique and have the possibility to make an unarmed melee attack against the target before grappling and throwing it.

Togeyomi no Jutsu (Underworld Spine Technique)

Ninjutsu (Requires Bone Weapon (a)) [Kaguya Clan Kinjutsu]

Rank: 7 (A-Class); **Learn DC:** 22, 6 success; **Perform DC:** 24; **Time:** 1 attack action; **Components:** H, C; **Range:** Personal; **Target:** You; **Duration:** 1 minute; **Saving Throws:** None; **Chakra Cost:** 6.

Using this forbidden technique, the user is able to poison his blood in order to enhance his bone weapons. Each bone weapon created while the technique's effect last will be poisoned with an Injury poison that forces the target to make a Fortitude save (DC 16) or suffer 2d6 points of negative energy damage, and another save one minute later to avoid suffering 1d4 points of temporary Strength damage. The user suffers 1d6 points of Stamina damage 1 minute after using this technique. The poison on the bone weapon lasts for 1 attacks per 3 levels.

Tomegane no Jutsu (Telescope Technique)

Ninjutsu [Sandaime Hokage Kinjutsu]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform DC:** 39; **Time:** 1 minute; **Components:** S; **Range:** Personal; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 15.

With this extremely complex Ninjutsu, said to be the very best spying technique, the user focuses his Chakra into a ball of pure crystal to expand his awareness out of his body. Doing so, the user surveys a 100 foot tall, wide and deep cube of space, whose center can move up to 200 feet per round in any direction.

The user sees and hear everything in the cube as though he had a Spot and Listen modifier of +40, and was always *sensing chakra*. Although he can see and hear everything as though he was there physically, he can neither speak, act nor perform any other action than listening or moving while he is "away" from his body.

The maximum range of the user's "awareness" is 1000 feet per level. While his "awareness" is away from his body, the user is oblivious to his surrounding and counts as though he was unconscious until he cancels the technique. Once the technique has been cancelled, the user will not regain consciousness until his "awareness" returns to his current location, at the speed of 1000 feet per round.

If the technique's duration expires and the user's conscious is still away from his body, it will return to the user's body at the speed of 50 feet per round and, once he wakes up, he will be Exhausted.

Material Focus: A ball of pure crystal (Purchase DC 27).

Torihane no Jutsu (Bird's Wing Technique)

Ninjutsu (Fuuton; requires Wind Affinity (Primary) and Sarutobi no Jutsu (2))

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 instant action; **Components:** C, S, Mas; **Range:** Personal; **Target:** You; **Duration:** Concentration (up to 2 rounds); **Saving Throws:** None; **Chakra Cost:** 4.

This technique creates a rapidly spinning globe of air around the user and slows down the rate at which he is falling. While this technique is active, the user falls at a rate of 10 feet per round and suffers no damage when landing.

This technique can be used while in mid-air to stop the user from taking falling damage. It can be used only once per day.

Mastery

At the third and fifth step of mastery in this technique, the user is able to use this technique an additional time per day.

Toujun no Jutsu (Earth Shield Technique)

Ninjutsu (Doton)

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform DC:** 12; **Time:** 1 move-equivalent action; **Components:** C, S, F; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (or until discharged) (D); **Saving Throws:** None; **Chakra Cost:** 2.

Using this technique, the user covers himself with a thin sheet of dirt that provides a +1 natural armor bonus to Defense as well as a +1 armor bonus to Defense against the next melee or ranged attack aimed at him. The shield will crumble once it has been used,

cancelled or the duration expires. The shield weighs 1 pound per size category of the user (5 pounds for a medium-sized character) or 10 pounds per size category of the user if the user is of Large size or larger.

Material Focus: A sufficient mass of earth, sand, rock or mud nearby to form the shield (see above).

Toudo no Jutsu (Frozen Ground Technique)

Ninjutsu (Hyouton)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 5-ft. square; **Duration:** 1 round (see text); **Saving Throws:** Reflex negate; **Chakra Cost:** 2.

Using this technique, the user will temporarily freeze the ground over a small area, causing all the creatures in it to make a Reflex save to avoid losing their dexterity bonus to defense until the user's next turn, or until they leave the targeted area.

Touketsu Koushou no Jutsu (Frozen Arsenal Technique)

Ninjutsu (Hyouton)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** H, X; **Range:** Personal; **Effect:** One weapon; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 2.

Using this technique, the user is able to create a weapon made from a source of water. The weapon will appear in the user's hand or within 10 feet from him and have the same characteristics as its original, no hardness and will deal an additional point of Cold damage with successful attacks. To successfully create a weapon, the user must be proficient in its use. The weapon may be of any size category of Large and below.

Expendable Components: A small (10 litres) source of water nearby.

Tourou Mane no Jutsu (Praying Mantis Imitation Technique)

Taijutsu (Stance; Requires Tourouken (t))

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 swift action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 4.

When using this stance, the user gains all benefits of the *Tourouken* stance as well as seeing his unarmed attacks deal slashing damage and always deal lethal damage. Attack rolls made using the *Tourou Mane* stance are modified by Dexterity.

Tourouken (Praying Mantis Style)

Taijutsu (Stance; Requires Defensive Martial Arts (f))

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 swift action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 3.

While the user remains in this stance, he gains a +2 bonus to Balance and Tumble checks

as well as having his maximum number of attacks of opportunity per round increase by 1.

Toushou (Frostbite)

Ninjutsu (Hyouton)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, H; **Range:** 10-feet; **Area:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 4.

By concentrating Chakra in his lungs, the user is able to freeze the air that comes out of it and blow it out in a 10-foot long cone that deals 3d6 points of cold damage. In addition, a creature caught within the cone must succeed a Fortitude save or suffer 1d4 points of temporary Strength damage. A creature immune to cold damage cannot suffer Strength damage from the frostbite. If this technique is used in a cold environment, the cold damage dealt by the frostbite is reduced to 2d6. At the GM's decision, strong winds may also nullify this technique.

Touton no Jutsu (Peeping Technique)

Ninjutsu [Jiraiya Hijutsu]

Rank: 1 (E-Class); **Learn DC:** 12, 1 success; **Perform DC:** 11; **Time:** 1 attack action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 2.

For the duration of this technique, the user gains a +4 bonus to his spot check and nullifies the penalty to spot check for an additional 20 feet. In addition, as long as he remains in the same square where he used the technique, he gains a +2 bonus to hide checks for the duration of this technique. This technique was originally created by Jiraiya of the Sannin to spy on the women's bath in his youth.

Tsubaki no Mai (Dance of the Camellia)

Taijutsu (Martial Arts) [Kaguya Clan Hijutsu]

Rank: 7 (B-Class); **Learn DC:** 21, 4 success; **Perform DC:** 22; **Time:** 1 full-attack action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Instantaneous plus 1 round (see text); **Saving Throws:** None; **Chakra Cost:** 8.

Using this technique, the second dance of the Kaguya style, the user increases his speed by 2 speed ranks for 1 round and makes a full-attack action against any single enemy within range; the user also gains an additional attack with his held weapon at a -5 penalty and the ability to take an additional attack of opportunity even after his maximum amount has been reached, should the opportunity arise. The user also deals an additional point of piercing damage with his attacks if he is wielding a bone weapon.

Tsubame Fubuki (Swallow Storm)

Ninjutsu (Hyouton)

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C, X, H; **Range:** Long (30 ft. + 15 ft./2 levels); **Duration:** Concentration (up to 1 round/level); **Saving Throws:** Reflex half (see text); **Chakra Cost:** 7.

This technique calls forth a swarm of bird born from the ambient ice and snow. The swarm occupies a 5 foot wide by 10 foot long space and appears within 10 feet of the user. It can move at the user's will within the technique's range at a *flying* speed of 50 feet with *Perfect* maneuverability and provokes no attack of opportunity from moving in and out of a creature's threatened area. If it flies through a square occupied by a creature(s), said creature suffers 2d6 points of cold damage and 2d6 points of slashing damage, and is allowed a reflex save to take only half damage.

The swarm is completely unaffected by attacks that target a single creature, has a Defense of 18 and 10 hit points. It cannot be caught flat-footed, entangled, stunned, poisoned, suffer ability drain or damage or affected by any effect requiring a will or fortitude save. It shares the user's Reflex save, however, and evasion or improved evasion if he has it. The swarm will continue to move according to the user's will until it is either destroyed, leaves the technique's range, the user dies or stop concentrating.

Expendable Components: A small (at least 10³ feet) source of snow or ice nearby.

Tsuchi no Jutsu (Earth Mallet Technique)

Ninjutsu (Doton)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 move-equivalent action; **Components:** C, S, F; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (or until discharged) (D); **Saving Throws:** None; **Chakra Cost:** 4.

With this technique, the user covers his hand with earth and rocks to form a large sledge hammer, which he uses to bludgeon his foes to death. For as long as the technique lasts, or for 1 attack per 2 levels, the user will deal an additional 1d4 points of earth damage on his unarmed attacks, will count as armed and deal lethal damage with them. The user will not be able to use a weapon in the hand with which he used the technique, however.

Material Focus: 1 pound of earth, sand, rock or mud nearby to form the mallet.

Tsuchi no Yoroi (Earthen Armor)

Ninjutsu (Doton)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** H, X; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 12.

Using this technique, the user covers himself with an heavy earthen armor. The armor counts as a heavy armor that grants the wearer a +8 armor bonus to defense (+3 non-proficient), has a maximum Dexterity bonus of +1, an armor penalty of -6, speed of 20 feet and that weighs 80 pounds. This armor can be removed by cancelling the technique, at which time the earth covering the user crumbles into nothingness. While worn, however, the Earthen Armor grants the user a DR 2/- (this damage reduction stacks with the one provided by the Ishimaru Fortify bloodline, and from that source only).

Expendable Components: 80 pounds of earth, sand, rock or mud nearby.

Tsuchi Yadori no Jutsu (Earth Haven Technique)

Ninjutsu (Doton)

Rank: 10 (B-Class); **Learn DC:** 24, 3 success; **Perform DC:** 26; **Time:** 1 minute; **Components:** X, C, H; **Range:** 10 feet; **Target:** 20-ft.-square structure; **Duration:** 1 day/level (D); **Saving Throws:** None; **Chakra Cost:** 12.

To properly use this technique, the user must be in direct contact with the earth or rock he will make his shelter from. He creates a sturdy, simple hut made of earth and stone with a level floor that is relatively clean and perfectly sanitary. In all respect, the earth haven might resemble a normal house made from stone. It has no windows and only one entrance large enough to let a Medium-sized or smaller creature through without problem. The entrance can be oriented anywhere to the user's choosing, and a cloth can easily be installed to block sight and weak winds.

The shelter has no heating or cooling source beyond natural insulation qualities, but does retain its heat fairly well. Therefore, sources of high heat, such as a fire, are likely to inconvenience the shelter's occupants. The shelter is as strong as a normal stone building, regardless of its composition, and resists flames and fire as if it were stone. It is impervious to normal missiles, but not those of overly large size, such as siege weapons.

The shelter is completely bare of any furniture. It will last until dispelled, even if the user goes to sleep. The duration can be increased by 1 hour at the cost of an additional 1 point of Chakra when performing the technique, up to 10 hours.

Tsuchiryuu no Jutsu (Earth Dragon Technique)

Ninjutsu (Doton)

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform DC:** 23 (small), 26 (medium) or 29 (large); **Time:** 1 attack action; **Components:** H, F; **Range:** Close (small), Medium (large) or Long (large); **Area:** 5-ft. square (small) or 10-ft. square (medium) or 15-ft. square (large); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 6 (small) or 10 (medium) or 14 (large).

Using this technique, the user is able to create a dragon of varying size from the earth which he uses to tear his enemy apart. Depending on the dragon's size, Small, Medium or Large, the range and damage may vary greatly. A Small dragon costs 6 points of Chakra, has a Close range (10 ft. + 5 ft./2 levels) and deals 3d6+3 points of earth damage to creatures in a 5-ft. square. A Medium dragon costs 10 points of Chakra, has a Medium range (20 ft. + 10 ft./2 levels) and deals 6d6+6 points of earth damage to creatures in a 10-ft. square. A Large dragon has a Long range (30 ft. + 15 ft./2 levels) and deals 9d6+9 points of earth damage to creatures in a 15-ft. square. All damages caused by a dragon of any size can be halved with a successful Reflex save.

Material Focus: A Medium (at least 50, 100 or 150 pounds for a Small, Medium or Large dragon) source of earth, sand, rock or mud nearby to create the dragon.

Tsuihou no Jutsu (Banishment Technique)

Ninjutsu

Rank: 7 (S-Class); **Learn DC:** 23, 5 success; **Perform DC:** 27; **Time:** 1 attack action;

Components: H; **Range:** Melee Touch; **Target:** One summoned creature or object touched; **Duration:** Instantaneous; **Saving Throws:** None (object) or Will negate (creature); **Chakra Cost:** 8.

This technique often acts as a counter to *Kuchiyose no Jutsu* and many other summoning technique. It is actually quite easy to use, but getting the hang of the technique takes time.

The summoned creature or object touched is immediately banished as though it was destroyed or the technique's duration ended, unless it succeeds a Will save if it is a creature. If the banished creature is a "Unique" Sire or a Broodlord, it cannot be summoned again for 1 day.

Tsuiraimou no Jutsu (Tracking Thunder Web Technique)

Ninjutsu (Raiton)

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** C, H; **Effect:** Invisible web 5-ft.-radius/level centered on the user; **Duration:** Concentration; **Saving Throws:** None; **Chakra Cost:** 4.

To properly use this technique, the user must keep his hand in direct contact with the ground, or touch a Small sized or smaller metal object that is in direct contact with the ground. In doing so, the user is able to spread his Chakra as low-voltage electrical waves that will alert him of the position of all creatures of Tiny size or larger stepping onto his web, regardless whether they are visible or not. He will not be able to identify the creature beyond what size category it is, but will be able to pin down its position immediately, thus removing the need to guess the square in order to hit an invisible creature. If the at any point loses contact with the ground, the technique ends. The web does not extend to walls, trees or other surface, and only affects creature coming directly in contact with the ground.

Tsui no Hiken - Kaguzuchi (Succession Secret Technique - God of Fire)

Ninjutsu (Katon; Requires Homura Dama (t)) [Lost Hijutsu]

Rank: 10 (A-Class); **Learn DC:** 25, 5 success; **Perform DC:** 27; **Time:** 1 attack action; **Components:** S, F, E; **Range:** Melee Attack and 30 feet (see text); **Target or Area:** One creature and cone-shaped burst (see text); **Duration:** Instantaneous; **Saving Throws:** Reflex half (see text); **Chakra Cost:** 10.

Using this technique, the user sends forth his blazing chakra to imitate the wrath of the god of fire, burning his foes down to ashes. With a single swing of his sword, the user creates a 30-ft. long cone of fire that deals 5d8 points of fire damage to any creature caught in the area of effect, damage which can be halved with a successful Reflex save.

The fire will damage unattended objects and set fire to combustibles. If the user so wishes, he may use this technique in melee against a foe (and likely provoke an Attack of Opportunity). In this situation, the user can use the opportunity to make a single melee attack against the creature before sending forth the blaze. This attack determines the direction of the cone and, if it hits, implies a -4 penalty to Reflex saves to the targeted

creature.

Empower

The user may increase the damage by 1d8 at the cost of 2 additional point of Chakra (maximum 5d8 plus 1d8 per 3 levels, or 10d8). If the attack scored a critical, only the weapon damage is multiplied.

Material Focus: The user's piercing or slashing weapon.

Tsukigakure Toukai no Jutsu (Hidden Moon Concealment Technique)

Ninjutsu

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 26; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D); **Saving Throws:** None (see text); **Chakra Cost:** 7.

This long lost technique originates from a village from ages past, the hidden village of *steel*. It's technological progress was fantastic, but it finally lost against mundane-made technological wonders from a foreign continent. Unlike what its name implies, this technique covers the user in an extremely cold steel-like substance that will quickly harden and form a protective mantle that serves both as a protection and an effective camouflage without hindering the user's movement. The steel layer covers the user's body and equipment, though he can still use it without encountering any difficulty.

As long as he remains in complete darkness (such as nighttime), the user gains a +20 bonus to hide. In addition the mantle muffles the user's movement and makes it harder to track him, as well as almost completely removing his scent; as such, he gains a +4 bonus to move silently checks and the DC to track him by 5, while making it impossible for a creature with the *scent* ability to locate him. If the user is exposed to light while in this condition, he does not gain a bonus to his hide checks from this technique, but neither does he suffer a penalty.

On the other hand, if the user is exposed to *sunlight* while this technique is in effect, every creature (including the user) within 30 feet from him must make a Fortitude save (DC 15) or be blinded for 1d6 rounds; in addition, both the user and the surrounding creatures suffer a 25% miss chance on their attacks against him (or other creatures in the user's case) because of the blinding light the user reflects. Blind creatures are unaffected by the concealment effect or blindness caused by this technique.

Reference: This technique was directly taken from the fanfiction *Foxhound*, which I find extremely entertaining. Its name was changed from *Kage Jutsu: Yabun no Fukemen* which I found inappropriate.

Tsuku no Jutsu (Vomit Technique)

Ninjutsu

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 move-equivalent action; **Components:** C, S, Mas; **Range:** Personal; **Target:** You; **Duration:** 1d4 rounds (see text); **Saving Throws:** None; **Chakra Cost:** 1.

Using this technique, the user forces himself to vomit what he has recently eaten. The user will be nauseated for 1d4 rounds afterwards, but he will gain a +4 bonus to secondary saves against ingested poison already in effect.

Mastery

Fifth step of mastery reduces the duration of the nausea condition by 2 rounds, minimum 1.

Tsukuyomi (God of the Moon)

Genjutsu (Doujutsu; Requires Mangekyou Sharingan (f)) [Uchiha Kinjutsu]

Rank: 12 (Super S-Class); **Learn DC:** 29, 8 success; **Perform DC:** 37; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level or until discharged (see text); **Saving Throws:** Will partial (see text); **Chakra Cost:** 18.

This technique is an immensely powerful eye-based Genjutsu that can even inflict dreadful mental and physical damage. To use this technique, the user's Sharingan must be active.

The user gains a Gaze attack that lasts for 1 round or until it affects the user's chosen target. The target enters an illusory dimension for a moment that can last for days, where the user enacts his powerful illusion. The illusion can convey a message, show images or even allow the subject to interact with the user for a period of up to 3 days, where they do not need rest. A non-harmful illusion shown by Tsukuyomi, as designated by the user, has no ill effect. If used to convey a non-harmful illusion, the user does not suffer penalties from using a Mangekyou Sharingan technique (see below).

An harmful illusion forces the subject to make a Will save to avoid suffering 3d6 points of permanent Wisdom damage. If the subject's Wisdom score is reduced to 0, it will fall into a coma and remain unconscious until his Wisdom score returns to 1 or higher.

Regardless whether the subject becomes unconscious or not, it suffers 2d6 points of Stamina damage every round for 2d4 rounds or until it is healed 1 or more points of Wisdom damage, and becomes unable to concentrate on techniques for as long as it suffers Stamina damage from this technique, though it can still perform techniques with the Concentration component normally. The subject's hit points cannot be reduced below 0 from Stamina damage.

After using this technique, the user will suffer a -1 penalty to attack rolls, defense, saving throws and skill checks; the penalty is cumulative to that of *Amaterasu*, *Sekireigan* and *Yominodoki* and heals at the same rate as ability damage. See Mangekyou Sharingan for details on overuse-induced Blindness.

A blinded creature cannot be affected by *Tsukuyomi*, nor can a creature be affected twice by *Tsukuyomi* in a 24 hours period. In addition, ability damage dealt by *Tsukuyomi* takes twice as long to recover.

Tsutakazura Genzou no Jutsu (Illusory Vines Technique)

Genjutsu

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 full-round action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 20-ft radius emanation (S); **Duration:** 1 round/level (D); **Saving Throws:** Will disbelief (see text); **Chakra Cost:** 3.

By means of this technique, the user is able to make one creature per character level that it is *entangled* as per condition for the duration of the technique. The creatures no longer suffer from this illusion once they leave the area. This illusion can be dispelled.

Tsuufuuka no Jutsu (Gout of Fire Technique)

Ninjutsu (Katon; Requires Takitsuke (t))

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform DC:** 12; **Time:** 1 full-round action; **Components:** C, S, Mas; **Range:** 0 feet; **Area:** Line-shaped burst; **Duration:** Concentration (up to 10 rounds); **Saving Throws:** Reflex negate (creatures) or None (objects); **Chakra Cost:** 3.

Using this technique, the user focuses a moderate amount of Chakra in his mouth and breathes out a very short stream of fire, which can serve various different purposes. It can be used against a creature occupying the same square as the user, dealing 1 point of fire damage, which can be halved with a successful reflex save. It can also be used against unattended objects and foodstuffs. Various things happen, depending on the number of round of exposure:

1st Round: Combustibles and fabrics catch on fire, meat is cooked "very rare."

2nd Round: Metal is warmed and becomes uncomfortable to the touch, meat is cooked "medium."

3rd Round: Metal is heated and causes 1 point of fire damage to the touch, meat is cooked "well done."

4th Round: Metal is searing and causes 1d4 points of fire damage to the touch, meat is hardly edible anymore.

5th Round and up: Metal can be used in various processes of metallurgy and crafts, such as weaponsmithing, and meat is carbonized and inedible.

Mastery

For each step of mastery, the technique can be held for one additional round.

Tsuuga (Piercing Fang)

Taijutsu (Requires Moujuu Aishou (t) and Shikakyu no Jutsu (t)) [Inuzuka Hijutsu]

Rank: 4 (C-Class); **Learn DC:** 17, 3 success; **Perform DC:** 17; **Time:** 1 full-attack action; **Components:** M, Mas; **Range:** Charge; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

To properly execute this technique, the user must have his *Shikakyu no Jutsu* active or the Feral Combat ability, and have enough space between his opponent and he to execute a Charge. As he does, if the charge succeed and the attack connects, the user applies his strength bonus to damage twice for this round with his claw or feral combat attack. The

user may also ignore 5 points of hardness from objects when using this technique. An animal companion may execute this technique only in *Juujin Bunshin* state (often during a pincer maneuver called *Gatsuuga*).

Mastery

The user ignores an additional point of hardness of objects for every step of mastery in this technique.

With the fifth step of mastery in this technique, if the user has 6 or more levels in the Beastmaster class, he may spend an additional 8 points of Chakra that can't be converted to make an additional melee attack at his highest attack bonus, with a -5 penalty, once per encounter.

Tsuushin no Jutsu (Information Relay Technique)

Ninjutsu

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 full-round action; **Components:** H, C; **Range:** Touch and 200 feet (see text); **Target:** Up to 1 scroll/level; **Duration:** Concentration plus 10 minutes/level; **Saving Throws:** None; **Chakra Cost:** 2 per scroll.

By means of this technique, the user is able to scribe his thoughts on scrolls a distance away using chakra as a medium. When using this technique, the user spends 2 point of Chakra per blank scroll he decides to affect. The chakra on the scroll lingers for up to 10 minutes per level, and can be sensed as the user's Chakra Signature (faint) or the chakra signature he used at that time.

The user must know the exact position of each scroll he targets, and must have made physical contact with it in the last 8 hours.

During that time, the user may "burn" into any targeted scroll up to 1 page (250 words) of content per round of concentration, and may target up to 3 scrolls at once. Each scroll must be within 200 feet of the user, and must not be completely sheltered (ie, there must be an open path made for the chakra to go through, like air holes).

Doing so provokes an attack of opportunity, which may interrupt the "relaying" of the information as though the casting of a spell (requires a Concentration check, see Concentration skill). A creature that can See Chakra or See Through Chakra will see tendrils of chakra leaving the user's body and will know the general direction of the scrolls the user sought to "write" in.

For the user to be able to write in a scroll, it must be laid open. The process of doing so creates a faint orange light as the words or symbols burn themselves in the scroll permanently.

A blank scroll typically has 5 pages. What is burned in this scroll cannot be erased afterward and will be permanent, until destruction of the scroll. The user cannot scribe complicated design (such as a detailed plan or line art) using this technique, but he may write normally and draw simple floorplans.

Tsuyome no In (Strengthening Seal)

Ninjutsu (Sealing; Advanced Seal)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** H, F; **Range:** Melee Touch; **Target:** One Small or larger object; **Duration:** 1 hour/level (D); **Saving Throws:** None; **Chakra Cost:** 6.

The object this technique is applied on gains 5 points of hardness, 1 hit point per level of the user and its Break DC increase by 5 for the duration of this technique. Up to two seal per object can be used, as their effects stack. The seals can be used on a wall, floor or ceiling but one must be applied for each 10x10 foot sections.

Material Focus: One advanced seal.

Uke Rendan (Lucky Combo)

Taijutsu [Tsunade Hijutsu]

Rank: 7 (A-Class); **Learn DC:** 22, 5 success; **Perform DC:** 24; **Time:** 1 full-attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 7.

This technique is based solely on the user's luck, and can be either a complete waste of time or a profitable gamble. The user rolls a d20 per level and, depending on the result, he may either be in luck or waste his time. If the user rolls a 20, he makes an attack with his held weapon at his maximum attack bonus against the targeted creature. If he rolls a 7, he gains a cumulative +1 luck bonus to hit for any attacks he may gain during this technique, while a 13 results in a cumulative -1 penalty to future attacks. Rolling two 1 in a row abruptly ends the technique, and the user may not roll any more dice even if he had not reached the maximum. Any other number appearing on the dice have no effect.

Unki Tate no Jutsu (Warmth Shield Technique)

Chakra Control (Requires Ryokujun no Jutsu (t))

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 10 minutes/level (D); **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 2.

Using this technique, the user creates a thin layer of warming chakra on his body that shield him against the effects of cold weather. For the duration of this technique, the user will keep himself warm and as though he was under moderate weather if the temperature is below 40°F, but above 10°F. Below 10°F, the technique does not function.

Mastery

Every step of mastery in this technique allows the technique to be used 2°F lower, up to a maximum of 0°F.

Unagitsume no Jutsu (Eel Talon Technique)

Ninjutsu (Suiton; Requires Tadayou (t) and Issui Suberi no Jutsu (t))

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action;

Components: H, M; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 8.

This rather complex technique was often used by Jounin and ANBU of the Hidden Mist during pursuit or fighting over water. Rumor has it that the creator, when he named the technique, had been declared legally insane and retired soon after. The user concentrates a large amount of Chakra to his feet, which he uses to accelerate his speed over the water to unusual degrees. For the duration of this technique, the user gains the benefits of the *Tadayou* technique and may also use the *Issui Suberi no Jutsu* technique without having to make a check. In addition, while standing over water or any watery surface that qualifies for the *Tadayou* technique, the user's speed ranks increase by 1. On the round the technique should end, the user may chose to extend its effects by 1 round at the cost of 1 points of Chakra that can't be converted to hit points.

Ura Renge (Extreme Lotus)

Taijutsu (Martial Art; Requires Kage Buyou (t)) [Konoha Kinjutsu]

Rank: 8 (S-Class); **Learn DC:** 24, 7 success; **Perform DC:** 28; **Time:** 1 full-attack action; **Components:** M; **Range:** Melee attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 8.

This extremely dangerous and forbidden technique is also a follow-up combo to *Kage Buyou*. This technique is nothing more than an extremely powerful series of attack, destined to break the enemy entirely. The user simply makes an unarmed full-attack action that deal an additional die of damage on each attack, with a critical range increase of 2 on all attacks made during the *Extreme Lotus*. If the user knocked the opponent high enough with *Kage Buyou* so that it should normally suffer *falling damage*, the opponent does not get to make a Tumble check to avoid it and the suffers double falling damage. After completion of this technique, the user will be *Exhausted* and will suffer 1d4 point of temporary Strength and Constitution damage.

Utsusemi no Jutsu (Projection Technique)

Ninjutsu

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform DC:** 14; **Time:** 1 attack action; **Components:** S; **Range:** Medium (20 ft. + 10 ft./2 levels); **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 1.

Using this technique, the user is able to change the point of origin of his voice for the duration of the technique, making it seem as though he was speaking from a location anywhere within the technique's range.

Uzumaki Naruto Rendan (Uzumaki Naruto Combo)

Taijutsu (Martial Arts; Requires Kage Bunshin no Jutsu (t)) [Uzumaki Naruto Hijutsu]

Rank: 5 (A-Class); **Learn DC:** 20, 5 success; **Perform DC:** 22; **Time:** 1 full-attack action; **Components:** C, M; **Range:** Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

Using his clones and so-called originality, *Uzumaki Naruto* created this technique while fighting *Inuzuka Kiba* during the Third Exam Preliminaries. To properly execute this technique, the user needs to have at least four *Kage Bunshin* flanking the target creature. On his turn, the user has his clones make an unarmed attack to knock the target in the air 1d6 feet per successful hits, and must make a successful Jump check to get within his unarmed attacks range to continue the technique; once the target is knocked in the air, it is denied its dexterity bonus to defense until it reaches the ground.

The user may have some of his clones help, thus gaining a +4 bonus to Jump checks per clones, up to a maximum of +20 (the clones helping the Jump checks are making a full-round action and may not have been used to attack). If the user succeeds his Jump check, he must succeed an unarmed attack against the target to send it back down full force.

The unarmed attack deals normal damage and an additional 1d6 points of damage per 5 feet of the creature's fall, to a maximum of 4d6, in addition to standard falling damage and the target will be knocked prone when it crashes on the ground. The user may increase the number of clones to attack and send the creature higher in the air, but that number may never be greater than 8.

The *Uzumaki Naruto Rendan* may not be used on creatures two size category larger than the user. If the target attempt to break its fall using the *Tumble* skill, the DC is increased by 10; the Jump skill may not be used for that purpose in this situation. If the user is unable to reach his target with a Jump check, the target still suffers standard falling damage without the DC increase to Tumble checks, but the technique can't be completed. *Original technique by martryn. Heavily modified by yours truly.*

Yaibaki no Kuchiyose (Blade Spirit Summoning)

Ninjutsu (Summoning)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 move-equivalent action; **Components:** C, X, F; **Range:** Close (10 ft. + 5 ft./2 levels); **Duration:** 10 minute/level (D); **Saving Throws:** None; **Chakra Cost:** (see text).

This basic summoning Ninjutsu is often used by Ninjas to train. Of course, it also has a more practical use. This technique conjures a bladed weapon, which will rise up from the ground to be used by the user. The blade varies in size and weights, but all of them requires the Archaic Weapon Proficiency, Nin Weapons Proficiency or Exotic Melee Weapon Proficiency to be used correctly. To determine the cost of the summoned sword, refer to the table below. To increase the size category of a weapon by one step, double the cost. If a weapon is destroyed, it just disappears in a puff of smoke.

Weapon	Cost	Weapon	Cost	Weapon	Cost
Battle Wire	2	Kama	1	Nunchaku	1
Battleaxe	2	Katana	2	Quarterstaff	3
Chisa-gatana	1	Katana, large	3	Scythe	4
Daigama	2	Knuckle Blade	1	Shortsword	1
Daikunai	2	Kodachi	1	Spear	3
Dagger	1	Kunai	1	Sabre	2
Double katana	3	Kunai, curved	1	Spiked Greatmace	3
Greatsword	3	Kusari-gama	3	Tessen	1

Hansori	2	Naginata	2	Wakizashi	1
Longsword	2	Ninja-to	2	Zanbatou	6

Expendable Component: This technique requires a *summoning scroll*, either lesser or greater, that does not belong to any bloodpack. If such a scroll is not used, the Perform DC increases to 28.

Yanagi no Mai (Dance of the Willow)

Taijutsu (Stance; Requires Bone Weapon (a)) [Kaguya Clan Hijutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 7.

Using this technique, the user immediately creates two bone weapon, one for each hand, that he can retract and extend in his body freely as a move-equivalent action. The weapons cannot be dropped and are part of his body, therefore attacking them will harm the user, and can be used for two-weapon fighting. In addition to the aforementioned effects, the technique also improves the user's skill at bone manipulation. Once per round when he is struck in melee with a hand-held weapon of Small size or smaller or unarmed attack, he may spend 4 points of Chakra that can't be converted to hit points to extend part of his bone structure and deal 1d6+1 points of piercing damage to the attacker, whether the attack hit or not. When the technique ends, the bone weapon return to the user's body.

Yomi Numa (Hell Swamp)

Ninjutsu (Doton)

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 attack action; **Components:** C, M; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 10-foot square/level (S) (D); **Duration:** 1 minute / level; **Saving Throws:** Reflex negate (see text); **Chakra Cost:** 10.

When the user performs this technique, all natural, undressed earth or stone in the technique's area turns to thick mud. The user affects a 10-foot square area to a depth of 1 feet per level, which can be halved depending on the toughness or resilience of the ground at that spot. A creature caught in the mud must succeed on a Reflex save each round or be immobilized for 1d6 rounds and unable to move, attack, or use a technique that requires either mobility, hand seals or half seals. A creature that succeeds its save avoids being submerged this round. A small enough creature can *Drown* in *Yomi Numa*. It is possible to walk on a Hell Swamp using *Tadayou*. The user can also control the size, depth and shape of the hell swamp.

Yominodoki (Wrath of the Underworld)

Ninjutsu (Requires Mangekyou Sharingan (f)) [Uchiha Kinjutsu]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform DC:** 39; **Time:** 1 attack action; **Components:** C, S; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature or object; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude partial; **Chakra Cost:** 36.

This technique is one of the most fearsome aspect of the *Mangekyou Sharingan*, unknown to most everyone, including even those who possess the abysmal ability. The technique uses an enormous amount of chakra to create an invisible zone around the victim and can theoretically completely disintegrate its body. The user must hit the target with a ranged touch attack, and deals 2d4 points of damage per level (maximum 40d4) unless the target succeeds a Fortitude save. If the save is successful, the attack deals 2d6 points of damage plus 1 per level (maximum 2d6+20). If the target is killed by the technique, its body, along with all of the objects it is carrying, are destroyed without a trace.

If the user only has usage of a single eye or is dazzled, the damage is halved. This technique cannot be used if the user is blind or if his Sharingan is not currently active.

After using this technique, the user will suffer a -1 penalty to attack rolls, defense, saving throws and skill checks; the penalty is cumulative to that of *Amaterasu*, *Sekireigan* and *Tsukuyomi*, and heals at the same rate as ability damage. See Mangekyou Sharingan for details on overuse-induced Blindness.

Yondan Kousoku (Rank Four Speed)

Taijutsu (Body Art; Requires Sandan Kousoku (t))

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 swift action;

Components: C, M, P, Mas; **Range:** Personal; **Target:** You; **Duration:** 2 rounds;

Saving Throws: Fortitude partial (see text); **Chakra Cost:** 8.

It is said that past human movement, there is nothing. Some theorized that one simply disappears, lost through time; others said that some god-like creatures were the only one capable of such a feat. And others, much rarer individuals, achieved it. The user, now moving at quasi-godlike speed, sees his speed ranks increase by 4 for the duration of this technique.

In addition, the user gains the benefits of the Spring Attack feat for the duration of the technique.

Each round after the first two, the user may chose to spend an additional 4 points of Chakra to extend the duration by 1 round; that cost cannot be converted to hit points. Because this technique puts the body through a lot of strain, once the technique's effects expire, the user must succeed a Fortitude save (DC 15) or suffer 1d3 points of damage per round it was active and be fatigued for the rest of the encounter; he will not be able to use any *Xdan Kousoku* technique until he rids himself of the *Fatigued* condition.

Mastery

Should this technique be mastered up to the fifth step, the duration increases by 1 round.

Youso Fuuin no Jutsu (Element Seal Technique)

Ninjutsu (Sealing)

Rank: 1 (C-Class); **Learn DC:** 14, 2 success; **Perform DC:** 14; **Time:** 1 minute;

Components: C, H, F; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 30-ft-radius

emanation; **Duration:** Permanent; **Saving Throws:** None; **Chakra Cost:** 4.

This basic sealing technique is used as an exercise in many village and also to gather information about a battle. The user scribes on the scroll details on the target area, carefully leaving a space for the sealing symbol. Upon completion of this technique, the user will permanently scribe onto the scroll the Name and Element of the last technique used in the area of effect, up to 10 minutes per level earlier (any later and the user will not be able to seal the Chakra activity). Once the technique is sealed, it disappears and leave no trace behind, the new "last" technique being the one that was used after that, and so on. The technique can only be used to seal a *Doton*, *Fuuton*, *Hyouton*, *Katon*, *Raiton* or *Suiton* technique and the Perform DC is equal to 13 + the rank of the technique (Goukakyuu no Jutsu, for example, would be DC 16). A character with the ability to *Sense Chakra* may concentrate for a full-round and detect the user's Chakra Signature (or the one he had when sealing the technique) on the scroll. After successful usage of this technique, the scroll will be unusable, as it is no longer blank. If there was no elemental technique in the area of effect or the technique were used too long ago, the "blank" kanji will appear instead of the seal and the scroll will be ruined.

Material Focus: One blank scroll.

Youton - Daimyouriki (Demonic Release - Greater Vile Power)

Ninjutsu (Requires Vile Technique (f) and Youton - Myouriki (t)) [Evil, Lost Kinjutsu]

Rank: 5 (B-Class); **Learn DC:** 19, 5 success; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C, S; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 5.

The user gains 2 strength rank for the duration of the technique. He takes 1d4 points of stamina damage per round unless he has demonic chakra. The user may spend 1 meta-chakra charge to lower the stamina damage to 1 per round.

Youton - Ibara no Kanmuri (Demonic Release - Crown of Thorns)

Ninjutsu [Evil, Lost Kinjutsu]

Rank: 8 (S-Class); **Learn DC:** 24, 7 success; **Perform DC:** 28; **Time:** 1 attack action; **Components:** H, C; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One living creature; **Duration:** 1 round/level (D); **Saving Throws:** Will partial (see text); **Chakra Cost:** 10.

From the user's outstretched hand a small, spiked crimson chain erupts and coils itself around the target's forehead, draining its life slowly and incapacitating it. The user must succeed a ranged touch attack against the target. If it hits, the chain will coil around the subject's forehead and deal 1d4 points of Stamina damage per round to it and forces it to make a Will save each round to avoid being dazed. The chain cannot be removed by anyone other than the user unless said creature succeeds a Strength check (DC 25) to do so, in which case it vanishes instantly, and has no effect on a dead creature or a construct.

Youton - Kaimon no Jutsu (Demonic Release - Destruction Gate Technique)

Genjutsu (Requires Blazing Rage (a))

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action;

Components: S; **Range:** Personal; **Target:** You; **Duration:** Instantaneous, plus 1d4 minutes (see text); **Saving Throws:** None (see text); **Chakra Cost:** 1.

Upon completion of this technique, the user voluntarily enters his Blazing Rage by forcefully triggering horrible images, memories or thought and experiencing a semi-safe mental breakdown.

Doing so in this manner is not completely safe, however, and the user suffers a -2 penalty to Will saves against fear for the duration of his Blazing Rage (or Kyuubi Manifestation) plus 1d4 minutes. Once the rage effect ends, the user must also succeed a Will save (DC 16) or suffer 1 point of temporary Charisma damage.

Youton - Kusa Juuji (Demonic Release - Chain Cross)

Ninjutsu [Evil, Lost Kinjutsu]

Rank: 4 (C-Class); **Learn DC:** 17, 4 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, M; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 6.

The purpose of this hellish technique is to cut its target in half, or at least severely wound it. It must be performed with at least two (both) hands free from the user. He makes a single melee attack at his highest attack bonus at the target that, if it hits, deals 3d8 points of slashing damage as two wicked-looking, crimson spiked chain come out from the user's palms and lash out at it. The target must then make a Fortitude save, if the attack hit, to avoid bleeding for 1d4 points of damage per round for 1d6+1 rounds afterward. The user suffers 2d6 points of Stamina damage when performing this technique.

Should the user's chakra not come from a demonic source when performing this technique, he also suffers 1d4 points of temporary Strength damage.

Youton - Myouriki (Demonic Release - Vile Power)

Ninjutsu (Requires Vile Technique (f)) [Evil, Lost Kinjutsu]

Rank: 3 (C-Class); **Learn DC:** 16, 4 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, S; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 2.

The user gains 1 strength rank for the duration of the technique. He takes 1d4 points of stamina damage per round unless he has demonic chakra. The user may spend 1 meta-chakra charge to lower the stamina damage to 1 per round.

Youton - Ou no Me (Demonic Release - Eye of the Emperor)

Ninjutsu [Evil, Lost Kinjutsu]

Rank: 6 (A-Class); **Learn DC:** 21, 6 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** C, E, P; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 8.

This immensely dangerous technique was created by a shinobi who has previously lost

one of his eye in a skirmish. Using the pain in his wrecked eye as focus, he used this technique to extract a bit of his inner demon's essence and push it out of his body. Therefore, this technique can only be performed if the user's body suffered from pain similar to that of the loss of an eye (to the GM's discretion).

The little bit of demonic energy amplified a hundredfold by the user's chakra causes nerve wracking pain to any other creature it touches. The target of this technique suffers 4d8 points of negative energy damage and must make a Fortitude save to avoid being stunned by the pain for 1d4 rounds. Should a creature be slain by this technique, it will wither and appear as though it had been mummified.

Empower

The damage caused by this technique can be increased by 1 die at the cost of 2 point of Chakra, up to 10d8. Each die of damage caused by the technique deals 1d4 points of Stamina damage to the user in return, who must make a Fortitude save (DC 18) to avoid becoming fatigued. This DC increases by 2 everytime this technique is used until the user benefits from a complete evening of rest.

Youton - Shinmyouriki (Demonic Release - True Vile Power)

Ninjutsu (Requires Vile Technique (f) and Youton - Daimyouriki and Myouriki (t)) [Evil, Lost Kinjutsu]

Rank: 7 (A-Class); **Learn DC:** 22, 6 success; **Perform DC:** 24; **Time:** 1 attack action; **Components:** C, S; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 5.

The user gains 3 strength rank for the duration of the technique. He takes 1d4+1 points of stamina damage per round unless he has demonic chakra. The user may spend 1 meta-chakra charge to lower the stamina damage to 2 per round.

1 of the strength ranks granted by Shinmyouriki stacks with other non-permanent bonus.

Yuki Bunshin no Jutsu (Snow Replication Technique)

Ninjutsu (Hyouton) [Kumogakure Kinjutsu]

Rank: 5 (B-Class); **Learn DC:** 19, 5 success; **Perform DC:** 20; **Time:** 1 full-round action; **Components:** C, H, F, Mas; **Range:** Personal (see text); **Effect:** Duplicates of the user; **Duration:** 5 round/level (D); **Saving Throws:** None; **Chakra Cost:** 5 + 3 per additional clone (maximum 1 per 3 level).

Using this technique, the user is able to create a replica of himself with snow. This grotesque semblance of the user is equipped with sharp claws and bears the appearance of a crudely made snowman, and absolutely cannot be mistaken for the user.

While the replications are not capable of sentient thought, they share a bond of sort that allows the user to communicate orders to his clones; the bond is only one way, though, and the clones cannot send orders, thoughts or images to the user. As such, the clones follow the user's instructions to the letter. A *yuki bunshin* is its own person and if caught in a genjutsu, only the replica will be affected, and not the user and/or the whole group of

clone.

The clones have 1 hit points per two levels of the user, saving throws equal to that of the user minus two, the same attack bonus as the user minus 4, though it may not have more than two attacks per round. It shares the user's defense as well, with a -5 penalty, as well as all feats, talents and special abilities (though not templates and/or bloodlines) the user may have, but does not benefit from any temporary bonuses the user may currently have (such as Shodan Kousoku or Tadayou). A *yuki bunshin* has a Cold Resistance 15 and takes double the fire damage.

A *yuki bunshin* may not stray further than 50 feet from another clone or the user. It can't use any techniques at all, and carries the very same equipment as the user except chakra-dependent items such as exploding tags or sunburst tags. Any items carried by the *yuki bunshin* has no hardness and only half the original's hit points. Poison and mastercraft bonuses are not carried over to the clone's equipment. The *yuki bunshin* can also attack with claws attack as per its size category.

Lastly, it cannot normally perform any activities requiring particular attention, such as sensing chakra, setting off an exploding tag or carrying a serious conversation. Once the clone reaches 0 hit points, strays too far from another clone or the user or the duration expires, it disappears in a puff of smoke. When Sensing Chakra, the clones count as though having half the user's Chakra Pool.

While the user can freely replace any clones lost by using this technique more than once, he cannot control a number greater of clone than the specified maximum. He can also chose to dissipate a single clone (or more) of his choice rather than the whole group. He also cannot control any other sort of clone while using this technique (including simple *Bunshins* or *Tajuu Kage Bunshins*). A simple usage of this technique without adding to the cost (5) creates one *yuki bunshin*.

Mastery

Should this technique be mastered, the clone's claws attack deal damage as though it was two size category larger than in reality.

Material Focus: A small (at least 15³ feet) source of ice or snow per clone.

Yukigutsu (Snow Walking)

Chakra Control (Body)

Rank: 3 (E-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 move-equivalent action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level; **Saving Throws:** None; **Chakra Cost:** 1.

A similar exercise and utility technique as *Kinobori* or *Tadayou*, this particular technique allows the user to walk on snow or ice without problem. For the duration of this technique, the user can walk on snow without sinking or suffering a movement penalty, even though he still leaves traces. In addition to that, the user no longer suffers a penalty to Tumble checks while moving across ice or slippery surface or a movement penalty when walking on ice (and neither does he have the chance of falling prone on a failed

balance check, as per Koori Tanjou no Jutsu technique). The user will also be able to use the *Kinobori* to walk on ice-covered surfaces without penalty.

Yukinomori (Snow Forest)

Ninjutsu (Hyouton)

Rank: 13 (Super S-Class); **Learn DC:** 30, 6 success; **Perform DC:** 38; **Time:** 1 minute action; **Components:** C, H; **Range:** 0 feet; **Effect:** Creates a forest of snow 10-ft. radius/point of Chakra spent around you; **Duration:** 1 hour/level (D); **Saving Throws:** None; **Chakra Cost:** 1 or more (maximum 3 points per level).

Using this technique, the user creates a sea of trees formed by ice and snow around him, and this technique can understandably only be used outdoors on a snowy plain. The trees formed by this technique are all reasonably sized, as would a several decades old forest be (from Medium to Huge size). They do not impede movements any more than a normal forest would, nor are any more slippery than normal trees. The trees do not have foliage and provide very little to hide with. They do not in any way provide more cover or advantages to the user, but he does have the ability to dismiss trees singly or in group.

Yuukaifuu (Fusion Seal)

Ninjutsu (Sealing) [Kinjutsu of All Ninja Villages]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform DC:** 39; **Time:** 30 minutes; **Components:** C, H, X; **Range:** Melee Touch; **Target:** One willing creature; **Duration:** 1 hour/level; **Saving Throws:** None; **Chakra Cost:** 20.

Using this technique, the user is able to merge with another creature's body to strengthen his own a great deal. The technique uses the user's body as his own, as the seal draws the other subject into his body.

The user gains the subject's bonus to ability scores as an enhancement of his own (for example, if the subject has a Strength score of 14, the user's own increases by 2.) If the chosen creature has any supernatural or extraordinary abilities, including Bloodlines and Templates, the user will benefit from them as well, but will not be able to manifest two bloodline powers at once. The user gains a +1 inherent bonus to attack rolls and skill checks per 4 levels or hit dice of the subject, +1 inherent bonus to Defense per 5 levels or hit dice of the subject, and a +1 bonus to his Chakra Pool per 3 levels or hit dice of the subject, all rounded down. The user will gain any permanent Speed and Strength Ranks the subject may have and add them to his own (if any), as well as any Power Units.

If the user fails a massive damage save or falls unconscious while the transformation is still in effect, the technique ends and both creature are once again separated. If the user dies, runs out of Chakra, suffer ability score damage, Chakra Coil damage or any specific type of long lasting effects when the transformation is still active, the subject will also share them.

Once the transformation ends, both the user and the subject will become Exhausted and reduced to 1/10th of their total hit points, lest the total was below that number, in which case it is reduced to 1 hit points.

This technique cannot be used with another fused creature, nor can it be used to fuse with another creature while a transformation is still in effect. The technique uses five seal slot on the user's body, which will be free once the transformation expires or is cancelled. *Expendable Components:* The user and the subject's blood, which will be mixed and used in the painting of the seals. Scribing the seals requires a Craft (calligraphy) check (DC 28) to be made, not necessarily by the user, and takes 30 minutes. If the check was failed, the sealing process will fail without the user noticing until the end.

Yuumai Ryuuga (Courageous Dragon Fang)

Taijutsu (Martial Arts)

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 26; **Time:** 1 full-attack action; **Components:** C, P; **Range:** Melee Touch; **Target:** One 10-ft-square; **Duration:** Instantaneous; **Saving Throws:** Fortitude half; **Chakra Cost:** 10.

Using this technique, the user pours all his Chakra and energy into this attack of epic proportions. An instant before impact, the user's fist will appear to be that of a huge dragon's head, ready to rip its opponent apart with all its strength. The user makes a melee touch attack against all creature within the targeted square. If it hits, the attack deals standard unarmed attack damage, plus 2d4 points of piercing damage, 2d8 points of sonic damage and 3d6 point of fire damage. All bonus damage can be halved with a successful Fortitude save.

Yutsuba no Jutsu (Oily Spit Technique)

Ninjutsu (Suiton)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** H; **Range:** 10 feet; **Target:** One creature or **Area:** 10-ft. square (see text); **Duration:** Instantaneous (see text); **Saving Throws:** Reflex negate (see text); **Chakra Cost:** 4.

This technique requires the user to produce a massive amount of saliva, and use his Chakra to alter its composition. The user then spits this ridiculously large quantity of saliva onto the victim, who is granted a Reflex save to avoid it.

If the save is failed, the creature is covered by the oily substance, and will *Catch on Fire* at the slightest contact with fire (as per *Catching on Fire* rules, page 213 of the d20 modern core rulebook). *Yutsuba* will burn for 1d6+1 rounds. This technique may also be used on the ground to create a slippery surface (10 feet by 10 feet square).

Every creature that steps onto the targeted area must make a Reflex save or fall prone and suffer 1d4 points of nonlethal damage. The oily saliva dries after 1 hour and it no longer trips creatures or cause them to catch on fire. This technique is one of the few *Suiton* that do not require a source of water nearby to function properly.

Zankidan (Slicing Demon Blast)

Ninjutsu (Fuuton)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, S; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature, plus one secondary creature or object directly behind it; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 6.

Using this technique, the user sends a drilling air blade that deals 4d6+4 points of wind damage to any one creature, and continues 5 feet afterward to affect any creature or object behind it, effectively dealing half the previous damage to a secondary creature regardless of the user's will. Both damages can be halved with a successful Reflex save.

Zenmou no Jutsu (Sightless Eyes Technique)

Ninjutsu (Requires Katsugan (a))

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** H, Mas; **Range:** Personal; **Target:** You; **Duration:** 1 hour/level (D); **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 1.

This technique is particularly useful to bearers of the *Katsugan*, as it cuts most Chakra alimentation to the user's eyes. For the duration of this technique, the user's *Katsugan* will be deactivated and the user will no longer benefit from its effects, but neither will he pay the Chakra Cost. He must, however, make a Fortitude save (DC 20) upon completion of the technique, or also be *blinded* for the duration of the technique. This technique is particularly useful when the body needs rest without useless Chakra waste, as it can be dismissed easily in time of need.

Mastery

Every step of mastery grants the user a +2 bonus to his fortitude save to resist the blindness induced by this technique.

Zenshin Fuzui no Jutsu (Complete Paralysis Technique)

Chakra Control (Spirit)

Rank: 9 (S-Class); **Learn DC:** 25, 5 success; **Perform DC:** 29; **Time:** 1 attack action; **Components:** C; **Range:** Melee Touch; **Target:** One creature; **Duration:** 1 round/level (D); **Saving Throws:** Fortitude negate; **Chakra Cost:** 6.

Using this technique, the user forces his Chakra into another creature's body and freezes it in order to paralyze it. If the target creature fails its save, it will be *paralyzed* for the duration of this technique. It will still be able to breath, but will no longer to perform actions such as flying or swimming (and thus may fall or drown).

Zentai Bougyo (Total Defense)

Taijutsu (Stance)

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform DC:** 12; **Time:** 1 move-equivalent action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 1.

This basic defensive stance puts the user in a state of *total defense*. The character cannot

move, attack or otherwise perform any action or the stance will abruptly end. This stance does not stack with benefits given from other stances, but instead overlaps them.

Zentenkou no Waza (Weather-proof Technique)

Ninjutsu (Requires Unki Tate no Jutsu (2))

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 10 minutes/level (D); **Saving Throws:** None; **Chakra Cost:** 8.

This technique covers the user's entire body in a protective cocoon, granting him an energy resistance of 5 to one of the following elements for the duration of the technique: cold, earth, electricity, fire, water or wind. This technique cannot be used more than once to gain additional resistance.

Hachimou Tonkou

In the following section of the technique's chapter, you will find the techniques directly related to the eight celestial gate. Read and use at your own risk, as this material is completely and entirely optional.

Kai-mon Kai (Initial Gate Release)

Hachimou Tonkou (Kai-mon)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** —; **Time:** 1 attack action; **Components:** C, Mas; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** —.

The user opens the first gate. For the duration of the technique, he gains a +2 enhancement bonus to Strength and Dexterity scores, and his land speed increases by 10 feet. His effective Chakra Signature when sensing Chakra increases by +1.

Each round the technique is maintained, the user suffers 2 points of Stamina damage. When the technique ends, he must succeed a Fortitude save (DC 15) or be fatigued for the rest of the encounter plus 1 minute.

The effects of opening the first gate do not stack with any other *Hachimou Tonkou* techniques unless explicitly stated otherwise. Therefore, when opening a greater gate, any previously active gate techniques end prematurely. If the stamina damage would reduce the character to 0 hit points, the technique ends prematurely. Unless the user wishes otherwise, the technique ends at as the encounter ends.

Using any two *Hachimou Tonkou* consecutively without at least a 1 minute pause in-between doubles the chakra cost paid or damage taken every round.

Mastery

With the third step of mastery in this technique, the user can activate this gate as a free

action for the purpose of using a more powerful gate, without actually performing this technique or gaining any of its benefits or penalties. He cannot otherwise perform the technique as a free action.

Kyu-mon Kai (Heal Gate Release)

Hachimon Tonkou (Kyu-mon; Requires Kai-mon Kai (t))

Rank: 4 (B-Class); **Learn DC:** 18, 3 success; **Time:** 1 full-round action.

Same as *Kai-mon Kai*, except as noted above and as follow. The user gains a fast healing 2 while maintaining the Heal Gate, and ignores fatigue and exhaustion as long as the technique lasts. The user is also temporarily healed of any temporary Strength or Dexterity damage for the duration of the technique.

Each round it is maintained, the technique costs 3 points of Chakra that can't be converted.

When the technique ends, both fatigue and exhaustion, as well as Strength and Dexterity damage suffered return. The user can only perform this technique while under the effects of *Kai-mon Kai* or with sufficient degree of mastery in it.

Mastery

With the second step of mastery in this technique, the user can activate this gate as a free action for the purpose of using a more powerful gate, without actually performing this technique or gaining any of its benefits or penalties. He cannot otherwise perform the technique as a free action.

Sei-mon Kai (Life Gate Release)

Hachimon Tonkou (Sei-mon)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Components:** C, P, Mas.

Same as *Kai-mon Kai* except as noted above and as follow. The user opens the third gate. For the duration of the technique, he gains a +4 enhancement bonus to Strength and Dexterity scores, and his land speed increases by 15 feet. His effective Chakra Signature when sensing Chakra increases by +1, and he gains a +8 enhancement bonus to Chakra Pool.

Every consecutive use of any Gate-release Hachimon Tonkou technique within a 24 hours period reduces the bonus Chakra granted by opening a Gate by 4 (excluding Seishun no Chikara!!!).

Each round the technique is maintained, the user suffers 1d4+1 points of Stamina damage. When the technique ends, he must succeed a Fortitude save (DC 20) or be fatigued for the rest of the encounter plus 5 minutes.

The user can only perform this technique while under the effects of *Kyu-mon Kai* or with sufficient degree of mastery in it.

Mastery

With the second step of mastery in this technique, the user can activate this gate as a free action for the purpose of using a more powerful gate, without actually performing this technique or gaining any of its benefits or penalties. He cannot otherwise perform the technique as a free action.

Shou-mon Kai (Harm Gate Release)

Hachimon Tonkou (Shou-mon; Requires Sei-mon Kai (t))

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Time:** 1 attack action; **Components:** C, P, Mas.

Same as *Kai-mon Kai* except as noted above and as follow. The user opens the fourth gate. For the duration of the technique, he gains a +6 enhancement bonus to Strength and Dexterity scores, and his land speed increases by 20 feet. His effective Chakra Signature when sensing Chakra increases by +2, and he gains a +12 enhancement bonus to Chakra Pool. He also gains a +4 bonus to Initiative checks, as well as Balance, Climb, Jump, Swim and Tumble checks.

Every consecutive use of any Gate-release Hachimon Tonkou technique within a 24 hours period reduces the bonus Chakra granted by opening a Gate by 4.

Each round the technique is maintained, the user suffers 1d6+1 points of Stamina damage. When the technique ends, he must succeed a Fortitude save (DC 20) or be Exhausted for the rest of the encounter plus 10 minutes, and suffer 1 point of temporary Strength damage for every 2 rounds the gate was open. Success means that the character the character is only fatigued for the duration of the encounter, but takes no ability damage.

The user can only perform this technique while under the effects of *Sei-mon Kai* or with sufficient degree of mastery in it.

Mastery

With the second step of mastery in this technique, the user can activate this gate as a free action for the purpose of using a more powerful gate, without actually performing this technique or gaining any of its benefits or penalties. He cannot otherwise perform the technique as a free action.

To-mon Kai (Limit Gate Release)

Hachimon Tonkou (To-mon; Requires Shou-mon Kai (t))

Rank: 10 (A-Class); **Learn DC:** 25, 4 success; **Components:** C, P, Mas.

Same as *Kai-mon Kai* except as noted above and as follow. The user opens the fifth gate. For the duration of the technique, he gains a +8 enhancement bonus to Strength and Dexterity scores, and his land speed increases by 30 feet. His effective Chakra Signature when sensing Chakra increases by +2, and he gains a +16 enhancement bonus to Chakra Pool. He also gains a +4 bonus to Initiative checks, as well as Balance, Climb, Jump, Swim and Tumble checks.

Every consecutive use of any Gate-release Hachimou Tonkou technique within a 24 hours period reduces the bonus Chakra granted by opening a Gate by 4.

Each round the technique is maintained, the user suffers 2d4+2 points of Stamina damage. When the technique ends, he must succeed a Fortitude save (DC 25) or fall unconscious for 1 minute and become exhausted. Success means that the character is only exhausted for the rest of the encounter.

The user must make a second Fortitude save (DC 23). The character takes 2 points of temporary Strength and Dexterity damage on a success; a failure means that the character suffers 1 point of temporary Strength and Dexterity damage for every 2 rounds the gate was open.

The user can only perform this technique while under the effects of *Shou-mon Kai* or with sufficient degree of mastery in it.

Mastery

With the second step of mastery in this technique, the user can activate this gate as a free action for the purpose of using a more powerful gate, without actually performing this technique or gaining any of its benefits or penalties. He cannot otherwise perform the technique as a free action.

Kei-mon Kai (View Gate Release)

Hachimou Tonkou (Kei-mon; Requires To-mon Kai (t))

Rank: 12 (S-Class); **Learn DC:** 28, 5 success; **Time:** 1 full-round action; **Components:** C, P, Mas.

Same as *Kai-mon Kai* except as noted above and as follow. The user opens the fifth gate. For the duration of the technique, he gains a +8 enhancement bonus to Strength and Dexterity scores, and his land speed increases by 30 feet. His effective Chakra Signature when sensing Chakra increases by +2, and he gains a +20 enhancement bonus to Chakra Pool.

Every consecutive use of any Gate-release Hachimou Tonkou technique within a 24 hours period reduces the bonus Chakra granted by opening a Gate by 4.

Each round the View Gate is active, the character heals 1d4+1 points of Chakra lost previously.

Each round the technique is maintained, the user will suffer 1 point of temporary Strength damage when the technique ends. When the technique ends, he must succeed a Fortitude save (DC 25) or have his hit points reduced to 0 and immediately become disabled and exhausted, in addition to suffering temporary Strength damage. Success means that the character is only exhausted for the rest of the encounter.

The user can only perform this technique while under the effects of *To-mon Kai* or with

sufficient degree of mastery in it.

Mastery

With the second step of mastery in this technique, the user can activate this gate as a free action for the purpose of using a more powerful gate, without actually performing this technique or gaining any of its benefits or penalties. He cannot otherwise perform the technique as a free action.

Seishun no Chikara!!! (Power of Youth!!!)

Hachimon Tonkou (Kyu-mon; Requires Kyu-mon Kai (t)) [Maito Gai Hijutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** —; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D; see text); **Saving Throws:** None; **Chakra Cost:** 6.

Using this technique allows the user to momentarily open the *Heal Gate* and gains 2d6+2 temporary hit points, as well as ignore the *Fatigued* and *Exhausted* condition effects for the duration of the technique, when both the sudden outburst of energy and temporary hit points vanish. This technique's effect are not cumulative and cannot be used two times in a row to gain more hit points or a longer duration. Rather, its effect overlap with every use of this technique.

Hyuuga Ryu - Kai-mon Gouin (Hyuuga Style - Initial Gate Forceful Release)

Taijutsu (Martial Art; Requires Hyuuga Ryu: Jyuuken - Nidan Dachi (t)) [Hyuuga Hijutsu]

Rank: 11 (A-Class); **Learn DC:** 26, 5 success; **Perform DC:** 28; **Time:** 1 attack action; **Components:** C, M; **Range:** Melee Attack; **Duration:** 1 round/level (maximum 10); **Saving Throws:** Fortitude negate (see text); **Chakra Cost:** 8.

One of the less known technique of the Hyuuga *jyuuken* style allows the user to reach so deep with his attacks that he may even target the *hachimon tonkou*.

The user makes a single *jyuuken* attack, the user will open the *Initial Gate* in the target. Because the gate was forcefully opened, it cannot be closed and the target will suffer double damage from it if he doesn't have the *Hachimon Tonkou* feat.

He will still, however, retain all benefits while the gate is open. A successful Fortitude save negates the effect of this technique when the attack is first made.

The user can also use this technique on a target on whom the first gate was opened, to close it immediately. Doing so costs no Chakra, but requires the user to make an opposed level check against the creature who forcefully opened the gate on the target.

Shinmei Ryu

In the following few pages, you will find the entire *Shinmei Ryu* style from the anime Love Hina and Negima. Because there are so many techniques that are completely non-related to Naruto: d20, they are offered their own section and technique list. It is up to the

GM alone to decide whether or not they will be used in a campaign.

Shinmei Ryu - Hi - Fuujin Ranbu (Voice of Heaven Style - Ranged - Dust Dance)

Taijutsu (Martial Arts)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 swift action; **Components:** M, F; **Range:** Ranged (see text); **Target:** One or more creature (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 8.

Using this technique, the user throws three projectiles of Tiny size or smaller, be it improvised implements or actual weapons. The attacks are made at the user's maximum ranged attack bonus and are affected by range as per standard rules, but the second attack suffers a -5 penalty and the third -10. Improvised implements suffer a -4 penalty, have a range increment of 5 feet and deal damage as per their size category.

Material Focus: The user's three thrown weapons.

Shinmei Ryu - Ken - Gurenken (Voice of Heaven Style - Fist - Red Lotus Fist)

Taijutsu (Stance; Requires Seishou Bakuha (t) and Chakra Control 8 ranks)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 swift action; **Components:** C, M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 6.

While this stance technique last, the user's unarmed attack will count as armed and deal lethal due to the swirling Chakra around them. In addition, unarmed attacks made in this stance deal an additional 1 point of force damage.

Shinmei Ryu - Ken - Raimeiken (Voice of Heaven Style - Sword - Lightning Cutter)

Taijutsu (Martial Arts)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 full-round action; **Components:** M, F, Mas; **Range:** Personal; **Target:** One hand-held weapon; **Duration:** Instantaneous; **Saving Throws:** None or Fortitude partial; **Chakra Cost:** 6.

This technique can only be used outdoors in cloudy, rainy or stormy weather. The user calls upon the power of lightning to infuse his weapon, allowing him to deal an additional 3d6 points of electricity damage on his next successful attack. If the target of the attack is wearing a large amount of metal or is soaking wet, it must make a Fortitude save to avoid being *Stunned* for 1d3 rounds.

Mastery

If this user achieves the *third* or higher step of mastery in this technique, it can be used normally no matter what the weather. If this technique is *mastered*, it can be used indoors. Mastery in this technique also affects whether *Raimeiken Ni no Tachi* can be used indoors, or in what weather.

Material Focus: The user's Small (or properly sized depending on the user's size

category) or larger bladed weapon.

Shinmei Ryu - Ken - Raimeiken Ni no Tachi (Voice of Heaven Style - Sword - Double Impact Lightning Cutter)

Taijutsu (Martial Arts; Requires Shinmei Ryu - Raimaken (t) and Chakra Control 12 ranks)

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 26; **Time:** 1 full-attack action; **Components:** C, M, F, E, Mas; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** Ray; **Duration:** Instantaneous (see text); **Saving Throws:** None or Fortitude partial; **Chakra Cost:** 6 (see text).

The improved version of *Raimeiken* can also only be used outdoors in cloudy, rainy or stormy weather. The user calls upon the power of lightning to infuse his weapon, allowing him send forth a ray attack that, if it hits, deals 4d6 points of electricity damage to the target.

If the target is wearing a large amount of metal or is soaking wet, it must make a Fortitude save to avoid being *Stunned* for 1d3 rounds. In addition, should the target be *possessed* by means of a spell, technique or ability, the user may also choose to damage the creature that possesses it instead; the stunning effect in this case is still unavoidable by the target.

Empower

The user may increase the damage dealt by this technique by 1 die at the cost of 2 additional points of Chakra, up 10d6.

Mastery

If this user achieves the *third* or higher step of mastery in this technique, it can be used normally no matter what the weather. If this technique is *mastered*, it can be used indoors. Mastery in this technique also affects whether *Raimeiken* can be used indoors, or in what weather.

Material Focus: The user's Small (or properly sized depending on the user's size category) or larger bladed weapon.

Shinmei Ryu - Ken - Zanganken (Voice of Heaven Style - Sword - Stone Cutter)

Taijutsu (Martial Arts)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** M, F; **Range:** Melee Attack; **Target:** One creature or inanimate and unattended object; **Duration:** Instantaneous; **Saving Throws:** None or Fortitude negate (objects); **Chakra Cost:** 4.

Upon using this technique, the user makes a single melee attack with his held weapon against any one creature or inanimate object. If the attack hits, it ignores 5 points of hardness or any type of damage reduction, and increases the damage die by one size. If the target is an inanimate and unattended object, it must make a Fortitude save to avoid

suffering 1d6 points of damage per level (up to 10d6); said damage bypasses any hardness it may have.

Material Focus: The user's Small (or properly sized depending on the user's size category) or larger bladed weapon.

Shinmei Ryu - Ken - Zanganken Ni no Tachi (Voice of Heaven Style - Sword - Double Impact Stone Cutter)

Taijutsu (Martial Arts; Requires Shinmei Ryu - Zanganken (t) and Chakra Control 8 ranks)

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 full-attack action; **Components:** M, F; **Range:** Melee Attack (see text); **Target:** One creature or inanimate object (see text); **Duration:** Instantaneous; **Saving Throws:** None or Fortitude negate (objects); **Chakra Cost:** 6.

This technique is the very same as *Zanganken*, except that the user attacks a creature with the same bonuses as though he was using the standard *Zanganken*, and also gets to make a second *Zanganken* attack against any inanimate objects in the square directly behind a creature. In addition, the user may also chose to not deal any damage to the creature and simply attack the object behind it without any penalty.

Material Focus: The user's Small (or properly sized depending on the user's size category) or larger bladed weapon.

Shinmei Ryu - Ken - Zanmaken (Voice of Heaven Style - Sword - Demon Slaying Sword)

Taijutsu (Martial Arts; Requires Seishou Bakuha (t))

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** C, M, F, E; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** Ray; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude half; **Chakra Cost:** 3 (see text).

By gathering Chakra through his weapon and sharpening it into a fine spiritual edge, the user is able to swing down his sword and send forth his attack in a shimmering golden ray. This ray attack, if it hits, deals 2d6 points of force damage to any animal, elemental, humanoid, magical beast, monstrous humanoid or outsider creature.

If fired in melee, the user may decide to concentrate the Chakra so that it remains on his sword as a full-attack action and instead of a ray attack, make a single melee attack with his hand held weapon that will deal additional damage to any of the previously specified creature.

Empower

The user may spend an additional point of Chakra to increase the damage dealt by 1d6, up to a maximum of 10d6.

Material Focus: The user's Small (or properly sized depending on the user's size category) or larger bladed weapon.

Shinmei Ryu - Ken - Zanmaken Ni no Tachi (Voice of Heaven Style - Sword -

Double Impact Demon Slaying Sword)

Taijutsu (Martial Arts; Requires Shinmei Ryu - Zanmaken (t) and Chakra Control 11 ranks)

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform DC:** 23; **Time:** 1 full-attack action; **Components:** C, M, F, E; **Range:** Long (30 ft. + 15 ft./2 levels); **Effect:** Ray; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude half; **Chakra Cost:** 6 (see text).

The very same as *Zanmaken*, except that the *Zanmaken Ni no Tachi* can be fired in melee or through any organic matter or creature, making it easy for the user to reach any creature with its far greater range. The damage dealt 4d6 point of force. This technique can also be used in melee, as would the normal *Zanmaken*. In addition, the user suffers a -1 penalty to attack rolls on his ray attack for every creature that it passes through.

Empower

The user may spend 2 additional points of Chakra to increase the damage by 1d6, up to 1d6 per level or 15d6.

Material Focus: The user's Small (or properly sized depending on the user's size category) or larger bladed weapon.

Shinmei Ryu - Nagewaza - Ukigumo Tsumujiissen (Voice of Heaven Style - Grapple - Floating Cloud Twisting Flash)

Taijutsu (Martial Arts)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 full-round action; **Components:** M; **Range:** Melee; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Reflex partial (see text); **Chakra Cost:** 4.

This technique can only be used when the user has successfully entered a grapple with a creature within 1 size category of himself, whether he is the one initiating it or falling victim to it, and neither he nor his target must be prone or pinned. As a result of this technique, the user and his target will twist several times in midair and both will fall prone, the creature opposing in the grapple pinned and he the one pinning it. In addition, the target suffers 1d4 points of bludgeoning damage per 5 levels of the user, which can be halved with a successful reflex save.

Shinmei Ryu - Sen - Hyakkaryouran (Voice of Heaven Style - Flash - Hundred Warring Flowers)

Taijutsu (Martial Arts; Requires any 4 Shinmei Ryu techniques and Taijutsu 12 ranks)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 full-attack action; **Components:** C, M, F; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 15-ft. wide, 20-ft. high cylinder; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 10

Slashing down his chakra-filled sword, the user has it take upon the form of a plethora of cherry blossom petals that ride the powerful blast of wind created by the slash all down towards the desired area. Once there, they create a powerful cyclone that slashes at

everything within. The user may make a melee attack with his held weapon that, if it hits, deals 3d6+3 points of slashing damage. In addition, any creature caught in the cylinder, regardless whether it was hit or not, must make a Fortitude save or be blown upward 5 feet per two level of the user. Falling damage may apply, and the targets blown upward will only begin to fall on their next initiative count, whether or not they get a turn.

Material Focus: The user's Small (or properly sized depending on the user's size category) or larger bladed weapon.

Shinmei Ryu - Sen - Jakuzankuusen (Voice of Heaven Style - Flash - Weak Severing Air Flash)

Taijutsu (Martial Arts; Requires Seishou Bakuha (t) and Shinmei Ryu - Sen - Zankuusen (t))

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, M; **Range:** Touch or Close (10 ft. + 5 ft./2 levels) (see text); **Target:** One non-living creature or object of Medium-size or smaller; **Effect:** Ray (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

This technique only usable against non-living flesh or objects. On a successful melee touch or ray attack, the target will be thrown back a number of feet depending on the mode of attack. If the target was hit by a ray, it is thrown backward 1d4x5 feet. If it is hit by a melee attack, it is thrown backward 1d6x5 feet. If it collides with an object of larger size on the way, it will suffer 1d4 points of bludgeoning damage for every 10 feet between its point of origin and the object (minimum 1d4) and fall prone.

Shinmei Ryu - Sen - Kakusan Zankousen (Voice of Heaven Style - Flash - Scattered Severing Light Flash)

Taijutsu (Martial Arts; Requires Shinmei Ryu - Sen - Zankousen (t) and Chakra Control 9 ranks)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 full-attack action; **Components:** C, M; **Range:** 15 feet; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 3 per attack.

This greater version of the *Zankousen* requires far more control to use than one would think. It allows the user to make a full attack action and to transform any number of his attacks into *Zankousen* attacks at the cost of 3 points of Chakra per attack. The number may not exceed the user's maximum number of attacks in a round, and the technique cannot be coupled with another technique, such as *Renzuki* or *Tsubaki no Mai*.

Shinmei Ryu - Sen - Zankousen (Voice of Heaven Style - Flash - Severing Light Flash)

Taijutsu (Martial Arts; Requires Seishou Bakuha (t))

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, M; **Range:** 15 feet; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 3.

With a weapon or style as a focus for his Chakra, the user is able to make a melee attack

against any creature within 15 feet that, if it hits, deals 1d4 points of force damage and provokes a Fortitude save that, if failed deals 1 points of damage to the target's held weapons per level of the user, bypassing all hardness (maximum 10). The weapon is unaffected if it has any mastercraft modifier higher than +1.

Shinmei Ryu - Sen - Zankuusen (Voice of Heaven Style - Flash - Severing Air Flash)

Taijutsu (Martial Arts; Requires Seishou Bakuha (t))

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform DC:** 14; **Time:** 1 attack action; **Components:** C, M; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** Ray; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 2 + 2 per additional flash (maximum 1 per 2 level).

Using this technique, the user is able to focus his Chakra through his weapon or body and fire off swirling rays of condensed air. Each "flash" launched is a ray attack that, if it hits, deals 1d4 points of force damage to the target, forcing it to make a Fortitude save or be thrown back 5 feet. The technique's maximum distance is not affected by the enemy being thrown back, as it all happen at once. Each time the opponent is struck by a flash, it must make a Fortitude save (DC 10) to avoid being *stunned* by the pain for 1 round (not cumulative).

Shinmei Ryu - Sen - Zankuusen Kai (Voice of Heaven Style - Flash - Revised Severing Air Flash)

Taijutsu (Martial Arts; Requires Shinmei Ryu - Sen - Zankuusen (t))

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** C, M; **Range:** Medium (20 ft. + 10 ft./2 levels); **Effect:** Ray; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 3 + 3 per additional flash (maximum 1 per 3 level).

This technique is the very same as *Zankuusen*, except that the range is greater, each ray deals 1d6+1 points of force damage and a failed save throws the target back 10 feet. The save DC to avoid being stunned by pain from a flash increases to 12.

Shinmei Ryu - Sen - Zankuusen Ni no Tachi (Voice of Heaven Style - Flash - Double Impact Severing Air Flash)

Taijutsu (Martial Arts; Requires Shinmei Ryu - Sen - Zankuusen Kai (t) and Chakra Control 12 ranks)

Rank: 9 (B-Class); **Learn DC:** 23, 3 success; **Perform DC:** 24; **Time:** 1 full-attack action; **Components:** C, M; **Range:** Medium (20 ft. + 10 ft./2 levels); **Effect:** Ray; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 4 + 4 per additional flash (maximum 1 per 4 level).

This technique is the complete mastery of *Zankuusen*. It is the very same as *Zankuusen Kai*, but deals 1d6+2 points of damage and the ray can go through organic matter or creature at the user's wish, though it implies a -1 penalty to attack rolls per creature or obstacle it passes through. The target is thrown backward 15 feet per ray that hit on a

failed save. The save DC to avoid being stunned by pain from a flash increases to 14.

Shinmei Ryu - Sen - Zanmaken Ni no Tachi Issen (Voice of Heaven Style - Flash - One Thousand Double Impact Demon Slaying Swords)

Taijutsu (Martial Arts; Requires Shinmei Ryu - Ken - Zanmaken Ni no Tachi (t) and Chakra Control 15 ranks)

Rank: 9 (S-Class); **Learn DC:** 25, 5 success; **Perform DC:** 29; **Time:** 1 full-attack action; **Components:** C, M, F, E; **Range:** Long (30 ft. + 15 ft./2 levels); **Effect:** Ray; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude half; **Chakra Cost:** 8 (see text).

The *Zanmaken Ni no Tachi Issen* follows the exact same rules as *Zanmaken Ni no Tachi*, except that once the ray has hit once, it bounces towards the next nearest creature that meet the attacks's criteria and so on, until it has hit its maximum of target, which is 1 per 4 levels of the user, has exceeded its maximum range or would deal no damage.

Each time, the damage is halved, rounded down (for example, if the original projectile dealt 50 points of damage, the next will deal 25, 12, 6, 3 and 1 point of damage to the following targets).

The user will still need to hit each target, and each time it misses, the target will be wasted and it will bounce towards the next, ignoring the original target until the next time the technique is used. The cumulative -1 penalty to attack roll for passing through other creatures still applies.

Empower

The user may spend 2 additional points of Chakra to increase the damage by 1d6, up to 1d6 per level or 18d6.

Material Focus: The user's Small (or properly sized depending on the user's size category) or larger bladed weapon.

Shinmei Ryu - Sen - Zantetsusen (Voice of Heaven Style - Flash - Severing Steel Flash)

Taijutsu (Martial Arts; Requires Shinmei Ryu - Sen - Zankuusen (t) and Taijutsu 10 ranks)

Rank: 5 (A-Class); **Learn DC:** 20, 4 success; **Perform DC:** 22; **Time:** 1 full-attack action; **Components:** C, M; **Range:** 5 feet; **Area:** Semi-circle; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 4.

Using this technique, the user is able to release his Chakra in a powerful attack that hits all enemies in a semi-circle around him (generally the square in front of him, and to his left and right). He makes an melee attack against all enemies in the area of effect that, if it hits, deals half damage but throws the target backwards 1d3x5 feet, after which it must make a Fortitude save or fall prone. This technique can also be used against inanimate object of Medium-size or smaller, and deals normal damage in against them in addition to the throw.

Shinmei Ryu - Shou - Zankuushou (Voice of Heaven Style - Palm - Crushing Air Palm)

Taijutsu (Martial Arts)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, M, E; **Range:** Medium (20 ft. + 10 ft./2 levels); **Effect:** Ray (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

In order to properly use this technique, the user must have at least one hand free. Upon completion of the technique, the user fires off a small bullet of shimmering, pure white Chakra. The user must hit with a ray attack as he normally would, but suffers a -2 penalty to attack rolls if he lacks a second hand free. The bullet, if it hits, deals 2d6 points of force damage to the target. The user is able to deal non-lethal damage without penalty instead of force damage with this technique.

In addition, the user can also use this technique to increase the strength in one of his punch, holding the power back until the very last moment. Doing so implies a -4 penalty to perform the technique, and has the user make an melee unarmed attack against any opponent. If the attack hits, it deals standard damage in addition to 1d6 points of force damage that can't be empowered and pushes the target backward 10 feet.

Empower

The user can increase the damage dealt by 1d6 at the additional cost of 2 points of Chakra, maximum 5d6.

Shinmei Ryu - Shou - Zankuushou San (Voice of Heaven Style - Palm - Scattered Crushing Air Palm)

Taijutsu (Martial Arts)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 full-attack action; **Components:** C, M, E; **Range:** Medium (20 ft. + 10 ft./2 levels); **Effect:** Ray (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1 per bullet (maximum 1 per two levels).

The very same as *Zankuushou*, except that the user can fire multiple bullets that deal d4 points of damage each for each attack he can make in a full-attack action. If the attacks hit, the target will be knocked back 10 feet at the end of the user's turn.

The user can fire less bullets that he is able to in a round, but isn't able to use the remaining "attacks" in his full-attack action to deliver melee or ranged strikes with his held weapon or natural weapons.

The user is also able to deal non-lethal damage instead of force damage with the air bullets without penalty.

Empower

The damage in each bullet can be increased by 1 die at the cost of 1 point of chakra,

maximum 3d4 per bullets. This must be declared before the attack is made.

Shinmei Ryu - Shou - Zanmashou Ni no Tachi (Voice of Heaven Style - Palm - Double Impact Demon Crushing Palm)

Taijutsu (Martial Arts; Requires any 6 Shinmei Ryu techniques and Chakra Control 12 ranks)

Rank: 5 (S-Class); **Learn DC:** 21, 5 success; **Perform DC:** 25; **Time:** 1 full-attack action; **Components:** C, M; **Range:** Touch; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 8.

Unlike its very impressive name, this technique is somewhat slow and useless in combat. By gathering a large amount of Chakra in his palm, the user pushes it forward with crushing force that will shred any semblance of clothing the target wears. Indeed, any piece of equipment deemed as clothing, including fabric and plastic armors, that is not of mastercraft quality, will be shredded to pieces and completely destroyed. The target's leather equipment such as shuriken holsters or leather jackets, weapon sheaths or metal armor is unaffected.

Shinmei Ryu - Shuugyou - Tsukuyouka (Voice of Heaven Style - Training - Improved Implements)

Taijutsu (Martial Arts)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success.

As a result of this training, the user will be able to treat similar sized and shaped improved weapons, such as a broom in stead of a sword, as bladed weapon for the purpose of using Shinmei Ryu techniques of rank 8 or lower. This training will not, however, grant the user proficiency in said improved weapons, nor will it change the damage dealt by them.

Shinmei Ryu - Zan - Hienbattou Kasumikiri (Voice of Heaven Style - Killing Technique - Flying Sparrow Mist Strike)

Taijutsu (Martial Arts)

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform DC:** 20; **Time:** 1 full-attack action; **Components:** M, F, Mas; **Range:** Melee Attack; **Area:** One or more 5-foot squares; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

Using this technique, the user attacks normally with his two hand-held weapon incurring normal two-weapon fighting penalties, except that the attacks target all creatures in a five-foot square instead of a single creature. The series of attack is very impressive looking and was often used to impress by samurai in the days of old at tournaments and competitions.

Mastery

If the user achieves the second step of mastery or higher in this technique, the attacks also benefit from a *Kawarimi Defense* 1. The technique can be used if both weapons are sheathed, though the perform DC increases by 4 due to the difficulty of having to draw

them both one-handed.

Material Focus: The user's Small (or properly sized depending on the user's size category) or larger bladed weapons used in two-weapon fighting.

Shinmei Ryu - Zan - Hyakuretsu Oukazan (Voice of Heaven Style - Killing Technique - Hundred Raging Cherry Blossoms Strike)

Taijutsu (Martial Arts; Requires 3 or more Shinmei Ryu - Ken or Zan)

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 26; **Time:** 1 full-attack action; **Components:** M, F; **Range:** Personal; **Area:** 15-ft. wide, 10-ft. high cylinder centered on the user; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 14.

By focusing his Chakra around him into razor-sharp sakura petals, the user is able to create a swirling storm of destruction around him that literally shreds his enemies apart. The user is able to make a single melee attack against all creatures inside the area of effect with his hand held weapon that, if it hits, deals 2d6 times 1d4 points of damage. The attack benefits from a *kawarimi defense* 2 and deals 2d6 times 1d4+1 points of damage on a critical hit.

Material Focus: The user's Small (or properly sized depending on the user's size category) or larger bladed weapon.

Shinmei Ryu - Zan - Ryuuhazan (Voice of Heaven Style - Killing Technique - Dragon Wave Slash)

Taijutsu (Martial Arts)

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform DC:** 23; **Time:** 1 full-attack action; **Components:** M, F; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None (see text); **Chakra Cost:** 8.

Using this technique, the user makes a single attack with his hand-held weapon against the target creature; said attack deals normal damage unless the target is either a *dragon* or reptilian creature. If it is, the attack deals an additional 4 die of damage against the creature, the size varying on the creature's size, and provokes a Massive Damage Save from it. Refer to the table below to know how much additional damage is dealt by the technique.

Small or smaller	4d4
Medium-sized	4d6
Large	4d8
Huge	4d10
Gargantuan or larger	4d12

Material Focus: The user's Small (or properly sized depending on the user's size category) or larger bladed weapon.

Shinmei Ryu - Zan - Samidarekiri (Voice of Heaven Style - Killing Technique - May Rain Slash)

Taijutsu (Martial Arts)

Rank: 4 (B-Class); **Learn DC:** 18, 3 success; **Perform DC:** 19; **Time:** 1 attack action;

Components: M, F; **Range:** Melee Attack; **Target:** One airborne creature or object; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

Using this technique, the user is able to cut into a an airborne creature or object. The user makes a single attack that, if it hits, deals 1d6 points of damage per three level of the user, maximum 5d6. Whether the creature is flying or falling, it makes no difference, but against a falling creature, this technique is best used as a readied action. This technique is actually a succession of quick cuts that appear to be a single slash to most everyone. *Material Focus:* The user's Small (or properly sized depending on the user's size category) or larger bladed weapon.

Shinmei Ryu Kessen Ougi - Shin Raikouken (Voice of Heaven Style Absolute Fighting Skill - True Lightning Slash)

Taijutsu (Martial Arts; Requires 2 or more Shinmei Ryu - Ken techniques and Chakra Control 15 ranks)

Rank: 12 (A-Class); **Learn DC:** 27, 4 success; **Perform DC:** 29; **Time:** 1 full-round action; **Components:** M, F; **Range:** Personal; **Target:** One hand-held weapon; **Duration:** Instantaneous; **Saving Throws:** Reflex half (see text); **Chakra Cost:** 16.

The ultimate destructive *Shinmei Ryu* sword technique, Shin Raikouken. It follows the principle of various techniques and requires very fine Chakra Control to imbue the technique with enough power to be effective. The user's next attack with the imbued weapon creates an enormous burst of energy and greatly adds to the velocity of the slash. The attack itself gains a *kawarimi defense* 3 against the opponent and, if it hits, implies a -4 penalty to Reflex save against the following attack for the targeted creature. Regardless whether the attack hit, said following attack deals 4d8 points of electricity damage and 4d8 points of force damage to all creature and inattended objects in a 40-foot radius sphere around the user, damage which can be halved with a successful Reflex save for each type of damage. The user is unaffected by said damage.

Material Focus: The user's Small (or properly sized depending on the user's size category) or larger bladed weapon.

Shinmei Ryu Ougi - Sen - Messetsu Zankuu Zanmasen (Voice of Heaven Style Secret Technique - Flash - Demon Crushing Air Flash)

Taijutsu (Martial Arts; Requires 6 or more Shinmei Ryu techniques and Chakra Control 14 ranks) [Aoyama Motoko Hijutsu]

Rank: 9 (A-Class); **Learn DC:** 24, 5 success; **Perform DC:** 26; **Time:** 1 full-attack action; **Components:** C, M, F, E; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 15-ft. square; **Duration:** Instantaneous; **Saving Throws:** Reflex half (see text); **Chakra Cost:** 16.

This technique is the result of combining many principles of the Shinmei Ryu into a single technique and firing it off as a condensed blast of Chakra. With a single wave of his bladed weapon, which has to be wielded two-handed lest he suffers a -4 penalty to perform the technique, he sends forth a wave of energy that deals 3d6 points of slashing damage, 3d6 points of force damage and 3d6 points of bludgeoning damage to any

creature caught in the area of effect. The blast will damage unattended objects and will blow right through cover as though it was a *Zanganken* attack.

If the user fires the technique in melee, he may make a melee attack against the character to deal damage as per his held weapon. If the attack hits, the target suffers a -4 penalty to his Reflex save to halve the damage from the technique, and the area is based around the targeted creature, but will ignore the user. If the attack misses, the Reflex save DC is lowered by 2 and the user will suffer a -2 penalty to Defense until his next turn.

Empower

The user may also increase the damage dealt by the technique by 1 die of each type at the cost of 4 additional points of Chakra, up to 5d6 per type. The damage from this technique can be avoided with a Reflex save.

Material Focus: The user's Medium-sized (or properly sized depending on the user's size category) or larger bladed weapon.

Hiten Mitsurugi Ryu

In the following few pages, you will find the entire *Hiten Mitsurugi Ryu* style from the anime and manga *Rurouni Kenshin*. Because there are so many techniques that are completely non-related to *Naruto: d20*, they are offered their own section and technique list. It is up to the GM alone to decide whether or not they will be used in a campaign.

Hiten Mitsurugi (Soaring Heaven Honorable Sword) is a master style involving a great deal of speed and technique, and at all time, there can only be one Master, and one Student. It is rarely heard of and much rarely seen, and a Knowledge (history) check (DC 15) may be in order to only identify the name of the style. Its technique are not limited to the original techniques found in this section. Students may also be taught the following (often renamed):

- Kenjutsu Ougi - Iaido / Battoujutsu (Art of Sword Draw)
- Kenjutsu Ougi - Kiritsuki / Hiten Mitsurugi Ryu - Ryu Mou Sen (Hiten Mitsurugi Style - Fierce Dragon Flash)
- Kenjutsu Ougi - Tsuki / Tsuki (Cut)
- Kenjutsu Ougi - Zankenteki / Hiten Mitsurugi Ryu - Jiki Ryu Sen Zan (Hiten Mitsurugi Style - Devouring Dragon Flash)
- Ryuutsuki / Hiten Mitsurugi Ryu - Ryu Sai Sen (Hiten Mitsurugi Style - Crushing Dragon Flash)

Hiten Mitsurugi Ryu - Do Ryu Sen (Hiten Mitsurugi Style - Earth Dragon Flash)

Taijutsu (Martial Arts; Requires BAB +2)

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform DC:** 14; **Time:** 1 attack action; **Components:** M, F, Mas; **Range:** 30 feet; **Area:** 5-ft. wide line-shaped burst; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 3.

To properly use this technique, the user must be standing directly on a firm or hard earthen surface, such as stone. He proceeds to slam his weapon into the ground, breaking it and sending forth debris in a 30-foot line, hitting the first creature standing in it for 1d4 points of earth damage every 2 levels of the user (maximum 4d4). The target is allowed a Reflex save to take only half damage from the technique.

Mastery

With the first step of mastery in this technique, the user is able to increase the technique's range to 40 feet. With the fifth step of mastery in this technique, the user is able to make this technique non-lethal by taking a -1 penalty to damage per die and increasing the Perform DC to 19. In doing so, the target cannot be reduced below 0 hit points from this technique. He must declare this action before using the technique.

Material Focus: The user's held weapon of Medium size (or properly sized depending on the user's size category) or larger.

Hiten Mitsurugi Ryu - Hi Ryu Sen (Hiten Mitsurugi Style - Flying Dragon Flash)

Taijutsu (Martial Arts; Requires Kenjutsu Ougi - Iaido (4))

Rank: 4 (D-Class); **Learn DC:** 16, 1 success; **Perform DC:** 15; **Time:** 1 attack action; **Components:** M, F, Mas; **Range:** 20 feet; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 4.

Using this technique, the user needs his sheathed katana, kodachi, chisa-gatana or wakizashi in a hard sheath of wood or metal, and a very high mastery of *battoujutsu*. With a flick of his thumb, the user sends his sword flying forward and makes a ranged attack against one creature that, if it hits, deals 1 die of bludgeoning damage per 2 levels of the user (maximum 4 die of damage) and forces the target to make a Fortitude save or be *stunned* for 1 round. If the weapon was Small or smaller, the damage dealt is in d3; if the weapon is Medium-sized or larger, the damage is dealt in d4. If the attack misses, the sword falls in a square 10 feet behind the target, otherwise, it falls in the square occupied by the target.

In the same round, if the user had hit with the attack, moved to a square adjacent to where his sword lies and is moving at Speed Rank 1 or higher, he may make a melee touch attack against Defense 15 to grab the weapon before it hits the ground. Doing so does not provoke an attack of opportunity.

Mastery

With the second step of mastery in this technique, the user can choose to deal non-lethal damage with this technique by taking a -4 penalty to attack rolls and perform checks.

Material Focus: The user's sheathed katana, kodachi, chisa-gatana or wakizashi.

Hiten Mitsurugi Ryu - Mou Ryu Sen (Hiten Mitsurugi Style - Ferocious Dragon Flash)

Taijutsu (Stance; Requires BAB +6, Shodan Kousoku (3), Hiten Mitsurugi Ryu - Shi Ryu

Sen (3) and Nidan Kousoku (1))

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 swift action; **Components:** C, M, Mas; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 5.

While in this stance, the user gains the benefits of the *Great Cleave* feat as long as he is moving at Speed Rank 2 or faster, or simply *Cleave* when moving any slower than that.

Hiten Mitsurugi Ryu - Ryu Kan Sen (Hiten Mitsurugi Style - Coiling Dragon Flash)

Taijutsu (Martial Arts; Requires Tumble 6 ranks)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action or 1 instant action; **Components:** M, F, Mas; **Range:** Melee; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

Using this counter-technique, the user makes a single melee attack with his held weapon that suffers a -4 penalty to attack and damage rolls. The particularity of this technique is that the user may make a five-foot step before or after using this technique, even if he has, or plans to, moved before using the technique. Once per round as an instant action, if he was missed by a melee attack from an adjacent opponent, he may use this technique instead of a defensive move such as *Kawarimi no Jutsu*, *Shundou* or any such techniques.

The penalty to attack and damage rolls is reduced to -2, and he may still take a five-foot step if he has not already taken one this round. This extra attack counts as an attack of opportunity, and cannot be used either if his maximum number of attacks of opportunity has already been reached. The user can't convert the Chakra Cost to hit points when using this technique as an instant action.

Mastery

The fifth step of mastery in this technique reduces the standard penalty from this technique to -2, and to -1 when used as an instant action.

Material Focus: The user's katana, double katana, hansori or large katana.

Hiten Mitsurugi Ryu - Ryu Kan Sen Kogarashi (Hiten Mitsurugi Style - Withered Coiling Dragon Flash)

Taijutsu (Martial Arts; Requires Tumble 10 ranks and Hiten Mitsurugi Ryu - Ryu Kan Sen (1))

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 attack action or 1 instant action; **Components:** M, F; **Range:** Melee; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

This technique is the same as *Ryuukansen*, except that the penalty to attack and damage rolls is -2 normally, and inexistant when used as an instant action. If the attack hits, it deals an additional 1d6 points of damage of the appropriate type (additional damage which isn't multiplied on a critical hit).

Material Focus: The user's katana, double katana, hansori or large katana.

Hiten Mitsurugi Ryu - Ryu Kan Sen Tsumuji (Hiten Mitsurugi Style - Coiling Dragon Spinning Flash)

Taijutsu (Martial Arts; Requires Kenjutsu Ougi - Iaido (3), Nidan Kousoku (2) and Hiten Mitsurugi Ryu - Ryu Kan Sen (3))

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 full-attack action; **Components:** M, F, Mas; **Range:** Melee; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 8.

While this technique bears the same name and is somewhat similar, it is at the same time entirely different and much more lethal. The user must be moving at *Speed Rank 2* to use this technique, or suffer a -5 penalty to perform checks per Speed Rank he is lacking. Using this technique, the user makes a standard *charge* and attacks in a spinning manner, unsheathing his weapon and making a standard *iaido* attack. If the attack hits, it deals an additional 1d6 points of damage per 3 levels of the user (maximum 4d6, not multiplied on a critical hit) and throws the opponent upward 1d4x5 feet. The user cannot deal non-lethal damage with this technique.

Mastery

The second, fourth and fifth step of mastery in this technique grant the user a +1, +2 and +3 bonus to his attack roll when using this technique.

Material Focus: The user's katana, double katana, hansori or large katana.

Hiten Mitsurugi Ryu - Ryu Mei Sen (Hiten Mitsurugi Style - Deafening Dragon Flash)

Taijutsu (Martial Arts; Requires Nidan Kousoku (t) and any 3 Hiten Mitsurugi techniques)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, M, F; **Area:** 20-ft. radius centered on the user (see text); **Duration:** Instantaneous; **Saving Throws:** Fortitude half, Fortitude partial; **Chakra Cost:** 6.

Hiten Mitsurugi's sole *noutoujutsu* technique; that is, sword-sheathing technique. As is standard for many *Hiten* techniques, he does so at such shocking speed that he creates a soundwave amplified greatly by his Chakra. Every creature in the area of effect suffer 1d6 points of sonic damage per two levels of the user (maximum 5d6), which can be halved with a successful Fortitude save. Furthermore, any creatures suffering damage from this technique must make a Fortitude save to avoid being stunned for 1 round. Creatures in a 50-foot radius from the area of effect must make a Fortitude save (DC 15) to avoid suffering a -2 penalty to Listen check for 1 minute. To use this technique, the user's katana must be unsheathed, and will end sheathed.

Material Focus: The user's unsheathed katana, double katana, hansori or large katana.

Hiten Mitsurugi Ryu - Ryu Shou Sen (Hiten Mitsurugi Style - Rising Dragon Flash)

Taijutsu (Martial Arts; Requires Second step of Mastery in any 2 Hiten Mitsurugi techniques)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** M, F; **Range:** Melee; **Target:** One creature of the same size category as the user; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

To properly use this technique, the user must be at either of his opponent's side, rather than facing it. The user makes a single melee attack with his held weapon, which he must wield two-handed. If the attack hits, the target suffers an additional 1d4 points of damage of the appropriate type per 2 levels (maximum 5d4, not multiplied on a critical hit), and the target will be thrown upward 1d3x5 feet, only to start falling on its next turn and become prone. While it is airborne, the target is denied its Dexterity bonus to Defense and can take no action. This technique cannot be used on a falling or moving target.

Material Focus: The user's katana, or large katana.

Hiten Mitsurugi Ryu - Ryu Sou Sen (Hiten Mitsurugi Style - Double Dragon Flash)

Taijutsu (Martial Arts; Requires Proficiency in Katana or Large Katana)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 full-attack action; **Components:** F, M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 6.

Using this technique, the user makes a full-attack action against a single creature, and gains an additional attack at his highest attack bonus against it. All attacks made during this round suffer a -2 penalty. This technique's effect do not stack with other non-permanent bonus attacks (ie, other techniques that grant additional attacks outside of speed ranks).

Material Focus: The user's katana, or large katana.

Hiten Mitsurugi Ryu - Ryu Sou Sen Garami (Hiten Mitsurugi Style - Deadly Twin Dragon Flash)

Taijutsu (Martial Arts; Requires Shodan Kousoku (3) and Hiten Mitsurugi Ryu - Ryu Sou Sen (2))

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform DC:** 22; **Time:** 1 full-attack action; **Components:** F, M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 12.

To properly execute this technique, the user must be moving at Speed Rank 1 or higher. This technique is the same as *Ryu Sou Sen*, except that the user's threat range increases by 1 for the purpose of making those attacks, and the user's damage is increased by one die size (1d10 to 1d12, 2d6 to 2d8).

Material Focus: The user's katana, or large katana.

Hiten Mitsurugi Ryu - Ryu Tsui Shou Sen (Hiten Mitsurugi Style - Rising Dragon Hammer Flash)

Taijutsu (Martial Arts; Requires BAB +8, Jump 6 ranks, Hiten Mitsurugi Ryu - Ryu Shou Sen (3), Ryu Tsui Sen (3) and Daichouyaku no Jutsu (t))

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform DC:** 25; **Time:** 1 full-attack

action; **Components:** M, F; **Range:** Charge; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 14.

This technique is merely the combination of two opposed force to make a deadly attack. The user makes a standard *Ryu Tsui Sen* attack that deals standard damage. If it hits, the target is not knocked prone but rather loses its Dexterity bonus to Defense against the coming attack. Whether the *Ryu Tsui Sen* attack hit or not, the user follows with a *Ryu Shou Sen* attack at his highest attack bonus -5. The distance the target is thrown upward increases to 1d4x5 feet, and it falls prone once it reaches the ground.

Material Focus: The user's katana, or large katana.

Hiten Mitsurugi Ryu - Ryu Tsui Sen (Hiten Mitsurugi Style - Dragon Hammer Flash)

Taijutsu (Martial Arts; Requires Jump 6 ranks and Daichouyaku no Jutsu (t))

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform DC:** 19; **Time:** 1 full-attack action; **Components:** M, F, Mas; **Range:** Charge; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 6.

The user uses the momentum from his charge to take a running leap and bring down his sword on his opponent. To properly use this technique, the user must have enough space to Jump up (see Jump skill) and the distance between the target and he must be large enough to charge. The user must wield his sword with two hands, and makes a normal charge attack that deals normal damage, plus damage depending on his Jump check (see below). The additional damage is not multiplied on a critical hit, and cannot exceed 1d6 per 3 levels of the user. The additional damage is of the same type as the damage dealt by the user's held weapon.

Jump check results	Additional damage	Bonus to attack rolls
10 or lower	1d6	+1
15	2d6	+2
25	3d6	+2
35	4d6	+3
40 and higher	5d6	+4

If the attack hits, the target must make a Fortitude save or fall prone.

Mastery

With the third step of mastery in this technique, the user is able to use this technique without making a charge, but doing so increases the Perform DC by 15.

Material Focus: The user's katana, double katana, hansori or large katana.

Hiten Mitsurugi Ryu - Ryu Tsui Sen Zan (Hiten Mitsurugi Style - Slaying Dragon Hammer Flash)

Taijutsu (Martial Arts; Requires Jump 6 ranks and Hiten Mitsurugi Ryu - Ryuutsuisen (3))

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform DC:** 26; **Chakra Cost:** 12.

This technique is the same as *Ryu Tsui Sen*, only much more lethal. The additional damage still isn't multiplied on a critical hit, and its cap is now 1d6 per 2 levels of the user. Refer to the table below for the Jump check results, attack roll bonus and additional damage.

Jump check results	Additional damage	Bonus to attack roll
10 or lower	2d6	+1
15	3d6	+2
20	4d6	+2
25	5d6	+3
30	6d6	+4
35	7d6	+4
40	8d6	+5
45 or higher	9d6	+6

If the attack hits, the target must make a Fortitude save or fall prone.

Mastery

With the third step of mastery in this technique, the user is able to use this technique without making a charge, but doing so increases the Perform DC by 15.

Material Focus: The user's katana, double katana, hansori or large katana.

Hiten Mitsurugi Ryu - Shi Ryu Sen (Hiten Mitsurugi Style - Piercing Dragon Flash)

Taijutsu (Stance; Requires BAB +2 and Shodan Kousoku (1))

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform DC:** 14; **Time:** 1 swift action; **Components:** C, M, Mas; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 3.

While in this stance, the user gains the benefits of the *Cleave* feat as long as he is moving at Speed Rank 1 or faster.

Hiten Mitsurugi Ryu - Sou Ryu Sen (Hiten Mitsurugi Style - Twin Dragon Flash)

Taijutsu (Martial Arts; Requires Kenjutsu Ougi - Iaido (2))

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** F, M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

To properly use this technique, the user must meet a few requirements: his sword must be a standard katana and it must be sheathed in a hard metal or wooden sheath. Combining the speed attained from a *iaido* attack and the fluidity of a combo, the user is able to push the versatility of his swordplay further, as is standard for the *Hiten Mitsurugi* style.

The user executes a standard *Kenjutsu Ougi - Iaido* attack and, regardless if the attack hits or not, he gains a second attack at his highest attack bonus with the sword's sheath. A wooden sheath deals damage as per standard katana two size category smaller, while a metal sheath deals katana damage one size category smaller, and bonus to *katana* attacks also apply to the sheath. The first attack gains a +2 bonus to attack and damage rolls and

the sheath attack suffers a -4 penalty to attack and damage rolls. As per *Iaido*, the user will suffer a -2 penalty to Defense afterward until his next turn.

This attack cannot be used as part of a charge and cannot be used if the user is prone. At the end of the technique, the user's katana will be unsheathed and the user will have the sheath in his off-hand.

Material Focus: The user's katana and sheath.

Hiten Mitsurugi Ryu - Sou Ryu Sen Ikazuchi (Hiten Mitsurugi Style - Twin Dragon Thunder Flash)

Taijutsu (Martial Arts; Requires Kenjutsu Ougi - Iaido (4) and Hiten Mitsurugi Ryu - Sou Ryu Sen (1))

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** F, M, Mas; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 7.

This technique is similar to *Sou Ryu Sen* in that it uses both the sheath and the weapon to attack. This time, the sheath attack comes first, and then the *iaido* attack. If said sheath attack hit, the target is denied its Dexterity bonus to Defense against the user's *iaido* attack.

Mastery

With the third step of mastery in this technique, the user may choose to spend an additional 5 points of Chakra and take a -4 penalty to his *Iaido* attack in order to target all adjacent opponent with his sword instead of just the target. Doing so, however, increases the Perform DC by 14. If the user fails to meet the new Perform DC but still beats the technique's standard one, the extra Chakra is still spent and the user still suffers a penalty to his second attack, but he may carry on with the technique normally.

Material Focus: The user's katana and sheath.

Hiten Mitsurugi Ryu Hiken - Kuzu Ryu Sen (Hiten Mitsurugi Style Secret Technique - Nine-headed Dragon Flash)

Taijutsu (Martial Arts; Requires Third Step of Mastery in any 8 Hiten Mitsurugi techniques, Hiten Mitsurugi Ryu Ougi - Shinjisoku (t) and Ryuutsuki (5))

Rank: 9 (S-Class); **Learn DC:** 25, 5 success; **Perform DC:** 29; **Time:** 1 full-attack action; **Components:** M, F, P, Mas; **Range:** Charge; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 10.

This technique is the second most powerful technique of the *Hiten Mitsurugi* style. Put bluntly, it is a single attack from all the points targeted in swordsmanship (karataki, kesagiri, sakagesa, hidari nagi, migi nagi, hidari kiriage, migi kiriage, sakakaza and tsuki) in an extremely quick succession. To properly use this technique, the user must be moving at Speed Rank 3 or higher.

The user makes nine melee attack with his held weapon at his highest attack bonus against the target, only the first benefitting the charge bonuses, the rest suffering a

cumulative -1 penalty to attack rolls every attack (from -1 to -8). All the attacks gain cumulative a Kowarimi Defense 2 that increases by 1 every successful hit (from maximum 9).

Each successful hit deals 1d8 points of damage of the appropriate type (doubled on a confirmed critical), and the last attack's threat range increases by 4 and deals triple damage on a confirmed critical. The user may continue to move up to his maximum distance after reaching his opponent, without provoking an attack of opportunity from it.

Mastery

With the fourth step of mastery in this technique, the user deals 1d10 points of damage every successful hit.

Material Focus: The user's katana, hamsori, double katana, or large katana.

Hiten Mitsurugi Ryu Ougi - Shinjisoku (Hiten Mitsurugi Style Secret Technique - Godlike Speed)

Taijutsu (Body Art; Requires Shodan Kousoku (3), Nidan Kousoku (3) and Sandan Kousoku (t))

Rank: 6 (A-Class); **Learn DC:** 21, 4 success; **Perform DC:** 23; **Time:** 1 move-equivalent action; **Components:** C, M, P, Mas; **Range:** Personal; **Target:** You; **Duration:** 6 rounds; **Saving Throws:** None; **Chakra Cost:** 10.

An important part of *Hiten Mitsurugi* is speed, and the ability to maintain a high speed for a long time. The user gains 1 speed rank per round for 4 rounds, and maintains the 4th speed rank for an additional 2 rounds. The user may delay gaining a speed rank, but cannot gain 2 in the same round. The user cannot gain more than 4 speed ranks by means of this technique.

At the end of the technique, if the user gained all 4 speed ranks, he must make a Fortitude save (DC 13) or become Fatigued for the rest of the encounter.

Mastery

With the fifth step of mastery in this technique, the user is able to gain 2 speed ranks the first round the technique is performed.

Hiten Mitsurugi Ryu Ougi - Shinkousoku (Hiten Mitsurugi Style Secret Technique - True Godlike Speed)

Taijutsu (Body Art; Requires Shodan Kousoku (5), Nidan Kousoku (5) and Sandan Kousoku (3), Yondan Kousoku (1), Godan Kousoku (t))

Rank: 12 (A-Class); **Learn DC:** 27, 4 success; **Perform DC:** 29; **Time:** 1 attack action; **Components:** C, M, P, Mas; **Range:** Personal; **Target:** You; **Duration:** 6 rounds; **Saving Throws:** None; **Chakra Cost:** 20.

An important part of *Hiten Mitsurugi* is speed, and the ability to maintain a high speed for a long time. With this particular technique, the user moves much faster than the normal eye can see, and one could say that he comes close to shattering the barrier of sound.

When the technique is first used, the user's speed increases (or is lowered to) Rank 1. The first round after that, it increases to Rank 2, then to rank 3 and 4 on the third and fourth round. Finally, the user's speed will increase to Rank 5 on the fifth round, and reach its maximum of Speed Rank 6 on the last round of the technique. Once the technique's effects fade, if the character had reached Rank 6, he must make a Fortitude save (DC 23) or become Fatigued for 2d4+2 minutes.

The user is free to stop the progress of the speed ranks and not increase the ranks for one round. He may not, however, make jump of more than 1 rank per round after that.

Mastery

With the fifth step of mastery in this technique, the user is able to skip Speed Rank 1 and immediately start on rank 2 with this technique.

Hiten Mitsurugi Ryu Tsui no Hiken - Ama Kakeru Ryu no Hirameki (Hiten Mitsurugi Style Succession Technique - Heaven's Soaring Dragon Flash)

Taijutsu (Martial Arts; Requires Third Step of Mastery in any 8 Hiten Mitsurugi techniques, Kenjutsu Ougi - Iaido (5), Iainuki (5) and Hiten Mitsurugi Ryu Hiken - Kuzu Ryu Sen (t), Ougi - Shinjisoku (t) and Yondan Kousoku (t))

Rank: 9 (Super S-Class, see text); **Learn DC:** 26, 6 success; **Perform DC:** 34; **Time:** 1 full-attack action; **Components:** C, M, F, Mas; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial, Fortitude half, Reflex partial; **Chakra Cost:** 18.

The succession technique of the *Hiten Mitsurugi Ryu* is the very reason why there can only be one master, and one student. It is passed down on the student in a very simple ritual: a fight to the death. If the student has not mastered the technique, it dies at the hand of its master. If it has mastered the technique, the master dies at the hands of the student. It is a dreadful and seemingly neverending cycle, which has yet to be broken after the 13th generation. Upon mastering this technique, the user dons the name of Hiko Seijuro, master swordsman and sole user of the *Hiten Mitsurugi* until he, himself, find a pupil.

To properly use this technique, the user must be moving at Speed Rank 4 or higher, and his katana must be sheathed in a hard sheath. The user makes a single melee attack with his held weapon against the target creature. If the attack hits, the target must make a Fortitude save or be slain immediately. If the save succeeds, the target suffers 8d6 points of damage of the appropriate type instead, and an additional 5d6 points of Stamina damage on its next turn, which can be halved with a successful Fortitude save.

If the attack misses, the user makes a complete comeback and a second attack at a -5 penalty. The target must succeed a Reflex save to avoid being drawn in the void left by the first attack and lose its Dexterity bonus to Defense against the second attack. If the second attack hits, follow the rules above, but the Fortitude save DC is decreased by 5, and the damage dealt in case of a successful save decreased to 6d6 and 4d6 a round later.

After using this technique, the user becomes fatigued. If he uses this technique while

fatigued, he suffers a -4 penalty to perform checks, and in case of success, becomes exhausted. If the technique is used while exhausted, the penalty is -8 and the user falls unconscious for 1d4 hours, and wakes up exhausted. At the end of the technique, the user's katana will be drawn and in his main hand.

If the user fails to perform this technique, he loses his Dexterity bonus to Defense, provokes an attack of opportunity and falls prone.

This techniques count as a Rank 12 technique for the purpose of calculating how long it takes to learn and identifying it.

Mastery

Every step of mastery increases the attack bonus of the second attack and its Fortitude save by +1, for +5 at the fifth step, thus making the attack the same as the first one.

Material Focus: The user's katana and sheath.

Modern Day Technique

The techniques contained in the following chapters are best used in a modern campaign, as they revolve around modern equipment.

Kanegakure no Jutsu (Metal Concealment Technique)

Ninjutsu (Doton)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform DC:** 13; **Time:** 1 full-round action; **Components:** C, S; **Range:** Touch; **Target:** One metal object weighing no more than 2 lb./level; **Duration:** 1 hour/level (D); **Saving Throws:** None; **Chakra Cost:** 2.

This technique makes a metal object completely undetectable to metal detectors. When any creature or character makes a Search or Spot check to detect the object, it does not gain equipment bonuses from any device that detect metal.

Kansou Sentaku no Jutsu (Dry Cleaning Technique)

Ninjutsu (Katon; requires Chakra Control 6 ranks)

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform DC:** 15; **Time:** 1 full-round action (creature or object) or 1 minute (room); **Components:** C, H; **Range:** Touch; **Target:** One creature, object of up to 25 lb./level or room of up to 10 square feet/level; **Duration:** Instantaneous; **Saving Throws:** Fortitude negate (harmless); **Chakra Cost:** 3 (creature) or 6 (object) or 12 (room).

This technique completely eliminates grime, dirt, and bacterial contaminants from the target. If used on a room or object, the clean spell destroys dirt, dust and anything else that would otherwise be wiped away with a thorough mundane cleaning. The room or object retains no fingerprints or even the smallest hairs, skin cells and garments fibers are cleaning away, rendering most evidence collection impossible, for example.

If used on a creature, the clean spell can has a 20% chance of disinfecting wounds (increasing natural healing rate as though the creature was 2 levels higher for that day) and renders the creature scentless for 2 rounds; this means that creatures with the scent extraordinary ability won't be able to detect the subject by scent alone.

Using this technique on worn objects or very thin papers (such as parchment paper) can damage them permanently and even destroy them.

Kyousoku no Jutsu (Speed Burst Technique)

Ninjutsu

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** C, S; **Range:** Touch; **Effect:** Increase the speed of one Large or smaller vehicle by 2 square/level (chase speed increased by 1 square/5 levels); **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 4.

The touched vehicle's speed increases by 2 square per level (by character scale, increases the chase scale speed by 1 square every 5 levels.) The maneuver bonus of the vehicle is reduced by 2, but its initiative bonus increases by 2.

Shinjun Denkou no Jutsu (Infiltration Current Technique)

Ninjutsu (Raiton)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform DC:** 21; **Time:** 1 full-round action; **Components:** C, S, M; **Range:** Personal; **Area:** 5-ft radius emanation centered on the user; **Duration:** Concentration (up to 1 round/level); **Saving Throws:** None; **Chakra Cost:** 8.

This technique shields any creature and object from video and audio recording devices, so long as they remain in the emanation radius, reducing any image recorded by a video surveillance device to a faint outline, almost invisible to the naked eye, and sounds recorded by audio recorders to a low crackling sound. Any creatures being attacked or attacking within the field will disrupt it entirely, ending the technique for everyone.

The technique also grants invisibility to creatures relying on electronic devices to see, such as certain types of robots. While the technique is useful for many tasks requiring stealth, it sometimes makes life more difficult. A stoplight sensor under an intersection might not pick up a motorcycle with machine invisibility. Automatic sliding doors at the supermarket won't open for the subject of the technique. Talking on the telephone or radio is also impossible.

Touka Kansei no Jutsu (Blackout Technique)

Ninjutsu (Raiton)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, S; **Range:** Medium (20 ft. + 10 ft./2 levels); **Effect:** Ray; **Target:** One electronic device of up to 5 lb./level; **Duration:** 1d4 rounds plus 1/2 levels; **Saving Throws:** Will negate (object); **Chakra Cost:** 4.

This technique gather static energy and sends it as a ray attack that can affect only an electronical device weighing less than 5 pounds per level. The object receives a save only if it is attended. The affected object is rendered nonfunctional for 1d4 rounds, plus 1 round per 2 levels (maximum 1d4+5 rounds). This technique cannot be used more than once every hour on the same object.

Techniques Index

In the following pages, you will see a listing of all techniques found in Naruto: d20 organized by Ranks.

Rank 1 Techniques:

Chakra Control:

Saihou no Jutsu (Sewing Technique)

Body:

Chouyaku no Jutsu (Jumping Technique)

Inuhana no Jutsu (Dog's Nose Technique)

Kinobori (Tree Climbing Technique)

Spirit:

Doku Hakken no Jutsu (Poison Detection Technique)

Genjutsu:

Ikaku no Jutsu (Intimidation Technique)

Nakimane no Jutsu (Animal Cry Imitation Technique)

Shitsukentou no Jutsu (Disorientation Technique)

Shitsunen no Jutsu (Mind Lapse Technique)

Doujutsu:

Kyougaku no Jutsu (Fright Technique)

Ninjutsu:

Bunshin no Jutsu (Duplication Technique)

Fukurougan (Owl's Eyes)

Gyokou (Good Fortune)

Henge no Jutsu (Transformation Technique)

Fuin Jutsu - Jou no In Kai (Sealing Technique - Locking Seal Release)

Kakuremino no Jutsu (Mythical Invisibility Cloaking Technique)

Kawarimi no Jutsu (Body Substitution Technique)

Ninpou Wana - Kunai Shouwana (Ninja Arts Trap - Minor Kunai Trap)

Nawanuke no Jutsu (Escaping Technique)

Shou Rakumugai no Jutsu (Minor Harmless Fall Technique)

Doton:

Chihou no Jutsu (Earth Compass Technique)

Genwakudoro no Jutsu (Blinding Mud Technique)

Tojun no Jutsu (Earth Shield Technique)

Fuuton:

Kazegama no Jutsu (Wind Scythe Technique)

Kuuryuiken no Jutsu (Air Current Detection Technique)

Sarutobi no Jutsu (Flying Monkey Technique)

Katon:

En'en no Shuriken (Blazing Shuriken)
Hiakahou (Blazing Red Cannon)
Takitsuke (Fire Igniter)
Tsuufuuka no Jutsu (Gout of Fire Technique)

Medical:

Iryou Ninjutsu: Ryoji - Kekki (Medical Ninjutsu: Treatment - Vigor)

Raiton:

Hekiden no Jutsu (Electrical Split Technique)
Raishuriken no Jutsu (Lightning Shuriken Technique)

Sealing:

Youso Fuuin no Jutsu (Element Seal Technique)

Suiton:

Katsutai no Jutsu (Slippery Body Technique)
Mizudama no Jutsu (Water Sphere Technique)

Hijutsu:

Gumoshin Hijutsu:

Kumochuu no Jutsu (Spider String Technique)

Ishimaru Clan:

Ishi no Teashi (Limbs of Stone)

Jiraiya Hijutsu:

Touton no Jutsu (Peeping Technique)

Taijutsu:

Martial Arts:

Asshou! (Complete Victory!)
Gouken (Iron Fist)
Keikai Butsu (Nimble Strike)
Zentai Bougyo (Total Defense)
Kiun Butsu (Opportunity Strike)

Stance:

Shinobi Hiken: Dachi - Shouja (Shinobi Secrets: Stances - Small Serpent)
Shinobi Hiken: Dachi - Yasei Kuma (Shinobi Secrets: Stances - Wild Bear)

Hijutsu:

Ishimaru Clan:

Ishimaru Ryu - Shodan Dachi (Ishimaru Style - First Stance)

Rank 2 Techniques:

Chakra Control:

Chakra no Kogasu (Chakra Burn)
Gamiyari (Paper Lance)

Body:

Hakken no Jutsu (Detection Technique)
Kawa no Yoroi (Skin Armor)
Seishou Bakuha (Energy Explosion)
Tadayou (Water Strider)

Spirit:

Chakra no Hikari (Chakra Light)
Genjutsu Kai (Illusion Dispel)

Genjutsu:

Juuki no Jutsu (Animal Mind Technique)

Magen - Jigoku Tenshi no Jutsu (Demonic Mirage - Hell's Element Technique)

Onwaku no Jutsu (Aural Delusions Technique)

Shougenzou no Jutsu (Minor Illusion Technique)

Doujutsu:

Kuchijouzu no Jutsu (Diplomacy Technique)

Shinheki no Jutsu (Mind Rend Technique)

Phantasm:

Douta no Jutsu (Hand Motion Confusion Technique)

Esagashi no Jutsu (Hidden Verse Technique)

Magen - Shitsuenjou no Jutsu (Demonic Mirage - Reality Revision Technique)

Ninjutsu:

Akuma no Tsubasa (Demon Wings)

Chakra Tsumazuku Kousen no Jutsu (Chakra Tripline Technique)

Fukumihari (Hidden Needle)

Jisatsu no Jutsu (Suicide Technique)

Kaisoku no Jutsu (Nimble-footed Technique)

Kugutsu no Jutsu (Puppetry Technique)

Mutsutenshi no Shuriken (Elemental Prism Technique)

Shinobi no Jutsu (Infiltration Technique)

Tsuku no Jutsu (Vomit Technique)

Unki Tate no Jutsu (Warmth Shield Technique)

Doton:

Douheki no Jutsu (Earth Split Technique)

Ishi Shuriken no Jutsu (Stone Shuriken Technique)

Shindo no Jutsu (Quaking Earth Technique)

Shinjuu Zanshu no Jutsu (Inner Decapitation Technique)

Tsuchi no Jutsu (Earth Mallet Technique)

Fuuton:

Tobi Kunai (Flying Kunai)

Torihane no Jutsu (Bird's Wing Technique)

Hyouton:

Hyousou no Jutsu (Ice Claws Technique)

Hyoutan no Jutsu (Ice Point Technique)

Toudo no Jutsu (Frozen Ground Technique)

Katon:

Enkounebai no Jutsu (Sticky Fire Technique)

Hisen no Jutsu (Ray of Fire Technique)

Shoukakyuu no Jutsu (Minor Fire Ball Technique)

Medical:

Iryou Ninjutsu: Iji - Mashujutsu (Medical Ninjutsu: Practice - Mystical Surgery)

Iryou Ninjutsu: Iji - Shinryou Jutsu (Medical Ninjutsu: Practice - Diagnosis Technique)

Iryou Ninjutsu: Iji - Shousen Jutsu (Medical Ninjutsu: Practice - Mystical Palm Technique)

Raiton:

Dengan no Jutsu (Stungun Technique)

Jakuden (Minor Electric Current)

Raikousen no Jutsu (Ray of Lightning Technique)

Raite no Jutsu (Hands of Thunder Technique)

Sealing:

Teiryoku no In (Energy Anchor Seal)

Suiton:

Suisendan no Jutsu (Drilling Water Bullet Technique)

Tobikomi no Jutsu (Diving Technique)

Ketsuyoujutsu - Hebigan no In (Blood Sorcery - Snake-eye Seal)

Summoning:

Shunkoku Meihoujin - Bushi (Momentaneous Ally Formation - Soldier)

Training:

Craft Least Chakra Storing Gem

Hijutsu:

Akimichi Clan:

Baika no Jutsu (Double Size Technique)

Aburame Clan:

Kikai Shinku no Jutsu (Bug Recovery Technique)

Gumoshin Hijutsu:

Kumokindan (Spider Golden Projectile)

Lost Hijutsu:

Craft Least Chakra Storing Gem

Kinjutsu:

Lost Kinjutsu:

Ketsuyoujutsu - Hebigan no In (Blood Sorcery - Snake-eye Seal)

Ma'en Jutsu - En'mi (Fiendfire Technique - Seed of Flame)

Taijutsu:

Body Art:

Namidatsu Kukkin! (Rippling Muscles!)

Martial Art:

Iwa Kuzuken (Rock Shattering Fist)

Kenjutsu Ougi - Iaido (Sword Art Secret Technique - Iaido)

Kenjutsu Ougi - Iainuki (Sword Art Secret Technique - Iainuki)

Konoha Reppuu (Leaf's Violent Wind)

Ryuutsuki (Dragon Thrust)

Sangeki Hissatsu Waza - Igeki (Three-Hit Kill Technique - First Strike)

Shodan Kousoku (Rank One Speed)

Shotei Uchi (Palm Heel Strike)

Soujutsu Ougi - Juugeki (Spear Art Secret Technique - Heavy Strike)

Stance:

Shinobi Hiken: Dachi - Bankyou Hebi (Shinobi Secrets: Stances - Coiled Serpent)

Hijutsu:

Konoha Hijutsu:

Sennen Goroshi (A Thousand Years of Pain)

Rank 3 Techniques:

Chakra Control:

Body:

Daichouyaku no Jutsu (Greater Leap Technique)

Gishi no Jutsu (Feign Death)

Yukigutsu (Snow Walking)

Spirit:

Nen (Desire)

Seireiha (Soul Edge)

Genjutsu:

Jukusui no Jutsu (Sleep Technique)

Magen - Narakumi no Jutsu (Demonic Mirage - Living Hell Technique)

Youton - Kaimon no Jutsu (Demonic Release - Destruction Gate Technique)

Compulsion:

Shikisosou no Jutsu (Demotivation Technique)

Doujutsu:

Shinkujuu no Jutsu (Mental Affliction Technique)

Taibakudou no Jutsu (Body Binding Stare Technique)

Ninjutsu:

Eki no Kawa (Lizard's Skin)

Jou Rakumugai no Jutsu (Greater Harmless Fall Technique)

Juujin Ryuu - Seiga (Beastman Style - Spirit Fang)

Juujin Ryuu - Yushu (Beastman Style - Healing Hand)

Kagehouyou no Jutsu (Shadow Embrace Technique)

Mikan Seiha no Jutsu (Lesser Domination Technique)

Nekonome (Cat's Eyes)

Kairai Engeki - Shichihenge (Puppet Theater - Costume Change)

Ninpou Wana - Kunai Waza (Ninja Arts Trap - Kunai Trap)

Tsuushin no Jutsu (Information Relay Technique)

Utsusemi no Jutsu (Projection Technique)

Zenmou no Jutsu (Sightless Eyes Technique)

Doton:

Dochuu Engyou no Jutsu (Underground Displacement Technique)

Shusen - Chibounushi (Defensive Technique - Rising Mud Guardian)

Fuuton:

Daisukebei no Kaze (Wind of the Great Lecher)

Tengukaze (Sudden Gust of Wind)

Tobigetsu (Flying Moon)

Hyouton:

Touketsu Koushou no Jutsu (Frozen Arsenal Technique)

Medical:

Iryou Ninjutsu: Chiyu - Shodan Jutsu (Medical Ninjutsu: Healing - First Rank)

Iryou Ninjutsu: Ryoji - Kentai (Medical Ninjutsu: Treatment - Fatigue)

Raiton:

Keiren no Jutsu (Cramp Technique)

Seidenki Reiki no Jutsu (Static Electricity Aura Technique)

Sealing:

Advanced Seal - Bakudan (Advanced Seal - Bomb)

Fuuin Jutsu - Jou no In (Sealing Technique - Locking Seal)

Shunjutsu:

Shunshin no Jutsu (Body Flicker Technique)

Suiton:

Issui Suberi no Jutsu (Currents Sliding Technique)

Kaihoudan (Pressure Cannon)

Mizu no Muchi (Water Whip)

Mizuame Nabara (Syrup Capture Field)

Suizou no Jutsu (Water Formation Technique)

Yutsuba no Jutsu (Oily Spit Technique)

Summoning:

Yaibaki no Kuchiyose (Blade Spirit Summoning)

Training:

Shuugyou: Ninjutsu Kenkyuu (Training: Ninjutsu Research)

Craft Lesser Chakra Storing Gem

Hijutsu:

Aburame Clan:

Kikai Bunshin no Jutsu (Bug Replication Technique)

Mushi Rouka no Jutsu (Insect Beacon Technique)

Amegakure Hijutsu:

Kuudenkouu no Jutsu (Static Rain Technique)

Gumoshin Hijutsu:

Kumonendou no Jutsu (Spider Viscous Projection Technique)

Inuzuka Clan:

Shikakyu no Jutsu (Quadruped Technique)

Lost Hijutsu:

Craft Lesser Chakra Storing Gem

Otogakure Hijutsu:

Onbyou no Jutsu (Sound Wave Nausea Technique)

Uchiha Clan Hijutsu:

Goukakkyuu no Jutsu (Grand Fireball Technique)

Uchiha Sasuke Hijutsu:

Chidori Senbon (Thousand-Bird Needles)

Kinjutsu:

All Ninja Villages:

Shin Kasoku no Jutsu (Mental Acceleration Technique)

Lost Kinjutsu:

Haradou - Hakutou (Way of Purification - White Sword)

Ketsuyoujutsu - Getekki (Blood Sorcery - Lesser Mastery)

Ketsuyoujutsu - Ryoku no You (Blood Sorcery - Blade of Power)

Ma'en Jutsu - Happa (Fiendfire Technique - Blast)

Ma'en Jutsu - Shouken Ryuu (Fiendfire Technique - Burning Fist Style)

Youton - Myouriki (Demonic Release - Vile Power)

Taijutsu:

Martial Art:

Butsukari (Charge Breaker)

Hirai Ashi (Flying Leg)

Kage Buyou (Shadow Dance)

Kage Shuriken no Jutsu (Shadow Shuriken Technique)
Kenjutsu Ougi: Dachi - Jigen Ryu (Sword Art Secret Technique: Stance - Jigen Ryu)
Kenjutsu Ougi - Kiritsuki (Sword Art Secret Technique - Cut and Thrust)
Kenjutsu Ougi - Tsuki (Sword Art Secret Technique - Thrust)
Konoha Senpuu (Leaf's Spinning Wind)
Taihouken (Fist Rocket)
Taijutsu Ougi - Rendan Kidouki (Taijutsu Secret Technique - Combo Starter)
Tobinage (Flying Throw)
Stance:
Kousen Ryu (Iron Wire Style)
Suiken Dachi (Drunken Fist Stance)
Tourouken (Praying Mantis Style)
Hijutsu:
Hyuuga Clan:
Hyuuga Ryu - Jyuuken (Hyuuga Style - Gentle Fist)
Ishimaru Clan:
Ishimaru Ryu - Nidan Dachi (Ishimaru Style - Second Stance)

Rank 4 Techniques:

Chakra Control:

Dai Gamiyari (Great Paper Lance)

Body:

Kakusu Nioi (Conceal Odor)

Spirit:

Bouenkyou Shikaku no Jutsu (Telescopic Vision Technique)

Densetsu Reiki (Aura of Legend)

Sumi Namaru no Jutsu (Ink Concealment Technique)

Training:

Shuugyou: Kinobori no Waza (Training: Act of Tree Climbing)

Genjutsu:

Compulsion:

Domori no Jutsu (Speech Impediment Technique)

Phantasm:

Magen - Anrakushi (Demonic Mirage - Endgame Relief)

Magen - Chitaibakushi (Demonic Mirage - Earthbinding Death)

Kinjutsu:

Kinjutsu of All Ninja Villages:

Seisaku no Jutsu (Life Disruption Technique)

Ninjutsu:

Bakuretsu Kawarimi no Jutsu (Exploding Body Substitute Technique)

Chakra Jirai no Jutsu (Chakra Land Mine Technique)

Damashiuchi no Jutsu (Sneak Attack Technique)

Houseki Bakudan (Gem Bomb)

Koemane no Jutsu (Voice Mimicry Technique)

Ikketsu no Jutsu (Hemorrhage Technique)

Juujin Ryuu - Juusoku (Beastman Style - Bestial Swiftiness)

Kairai Engeki - Kamitederu (Puppet Theater - Exit Stage Left)

Kairai Engeki - Senken no Mai (Puppet Theater - Dance of a Thousand Blades)

Mukidou Sanpo no Jutsu (Trackless Step Technique)

Rousuru Onpa no Jutsu (Deafening Sound Wave)

Suitai no Jutsu (Weakening Technique)

Teichou no Jutsu (Slowing Technique)

Fuuton:

Enma Ibuki no Jutsu (Hades' Breath Technique)

Fuukakoi no Jutsu (Wind Enclosure Technique)

Ichijin no Jutsu (Gust of Wind Technique)

Kazeboe (Howling Winds)

Kuukiheki no Jutsu (Air Wall Technique)

Sarubou no Mai (Dance of the Wild Monkey)

Zankidan (Slicing Demon Blast)

Hyouton:

Hyounomi no Jutsu (Swallowing Ice Technique)

Toushou (Frostbite)

Katon:

Bakuretsu Junjiru no Jutsu (Explosive Sacrifice Technique)

Homura Dama (Blazing Sphere)

Kaengiri (Blazing Slash)

Medical:

Iryou Ninjutsu: Ryoji - Dokukeshi (Medical Ninjutsu: Treatment - Poison Purge) (Poison Purge Technique)

Raiton:

Houden no Jutsu (Electrical Discharge Technique)

Jinrai no Jutsu (Thunderclap Technique)

Raikoudan no Jutsu (Lightning Projectile Technique)

Sealing:

Advanced Seal - Hyouhou (Advanced Seal - Ice Daggers)

Fuuin Jutsu - Suihadou (Sealing Technique - Way of the Flowing Water)

Misshi (Message Carrier)

Summoning:

Kyuushin no Jutsu (Message Carrier Technique)

Shunkoku Meihoujin - Hogosha (Momentaneous Ally Formation - Protector)

Suiton:

Hakisuitoge no Jutsu (Spitting Water Spines Technique)

Kirigakure no Jutsu (Concealing Mist Technique)

Training:

Craft Greater Chakra Storing Gem

Hijutsu:

Aburame Clan:

Kikai Gisei no Jutsu (Bug Sacrifice Technique)

Haku Hijutsu:

Hyoushou no Jutsu (Ice Crystal Technique)

Kusagakure Hijutsu:

Kusa Kasui no Jutsu (Grass Spikes Technique)

Ochiba Ame no Jutsu (Rain of Falling Leaves Technique)

Lost Hijutsu:

Craft Greater Chakra Storing Gem

Nara Clan:

Kage Mane no Jutsu (Shadow Imitation Technique)

Sandaime Hokage Hijutsu:

Shuriken Kage Bunshin no Jutsu (Shuriken Shadow Replication Technique)

Sarutobi Asuma Hijutsu:

Hien Jutsu: Ippo (Flying Swallow Technique: First Step)

Yamanaka Clan:

Shintenshin no Jutsu (Mind Transfer Technique)

*Kinjutsu:***Kirigakure Kinjutsu:**

Mizu Bunshin no Jutsu (Water Replication Technique)

Lost Kinjutsu:

Kagebaku Shuriken no Jutsu (Shadow Binding Shuriken Technique)

Ketsuyoujutsu - Anshi (Blood Sorcery - Night Vision)

Ketsuyoujutsu - Kaisoku (Blood Sorcery - Celerity)

Ketsuyoujutsu - Kuushiru (Blood Sorcery - Void Seal)

Ketsuyoujutsu - Seiryoku (Blood Sorcery - Potence)

Ma'en Jutsu - Kaenfubatsu (Fiendfire Technique - Indomitable Fire)

Youton - Kusa Juuji (Demonic Release - Chain Cross)

Taijutsu:*Body Art:*

Kyouran Suji! (Muscles Fury!)

Nidan Kousoku (Rank Two Speed)

Martial Art:

Gatotsu Isshiki (Piercing Fang First Stance)

Irekawari Kaze (Shifting Winds)

Kensei no Waza (Method of Diversion)

Kensoku Ougi - Iaiken (Swift Fists Secret Technique - Undodgable Fist)

Renzuki (Flurry of Blows)

Shime (Choke Hold)

Mobility:

Shundou (Instant Displacement)

Stance:

Amatsu no Karada (Heavenly Body)

Shinobi Hiken: Dachi - Hachidori no Yari (Shinobi Secrets: Stances - Lance of the Hummingbird)

Shinobi Hiken: Dachi - Torageki (Shinobi Secrets: Stances - Striking Tiger)

*Hijutsu:***Akimichi Clan:**

Nikudan Sensha (Meat Tank)

Inuzuka Clan:

Tsuuga (Piercing Fang)

Lost Hijutsu:

Kodachi Nittouryuu - Gouku Juuji (Dual Kodachi Style - Blazing Cross)

Uchiha Sasuke Hijutsu:

Shishi Rendan (Lion Combo)

Rank 5 Techniques:

Chakra Control:

Body:

Chibizuku no Jutsu (Compression Technique)
Gekitai no Jutsu (Repel Technique)
Hanten Chouyaku (Leap to the Sky)
Kayou Yuugyou (Swimming Like A Fish In Water)
Mugen Ibuki no Jutsu (Air Supply Technique)
Ryokujun no Jutsu (Energy Shield)

Spirit:

Majin Kousei no Jutsu (Devilish Regeneration Technique)
Reikiha (Aura Wave)

Genjutsu:

Ishikika Kasseika no Jutsu (Subconscious Trigger Technique)
Jougenzou no Jutsu (Advanced Illusion Technique)
Kankiwamaru no Jutsu (Overwhelming Emotions Technique)
Kensei no Jutsu (Diversion Technique)
Magen - Shinkei Nigai (Demonic Mirage - Nervous Convulsions)
Ninsei (Semblance of Personality)
Saimin Jutsu - Musou no Jutsu (Hypnotism Technique - Mind Blank Technique)
Shinodoku (Poison of the Mind)
Tsutakazura Genzou no Jutsu (Illusionary Vines Technique)

Doujutsu:

Memai no Jutsu (Vertigo Technique)

Phantasm:

Jisoku no Jutsu (Pretense of Speed Technique)
Magen - Mugen Doutei (Demonic Mirage - Endless Journey)

Ninjutsu:

Chakra no Bakudan (Chakra Bomb)
Juujin Ryuu - Daiseiga (Beastman Style - Great Spirit Fang)
Juusuji (Animal Fury)
Kan Rakumugai no Jutsu (Perfect Harmless Fall Technique)
Meisaigakure no Jutsu (Concealing Camouflage Technique)
Mimisen no Jutsu (Ear Plug Technique)
Ninjouryoku no Jutsu (Empathy Power Technique)
Onibuyou (Demon's Dance)
Onmyou Hyouka Tenchi (Principles of Duality)
Zentenkou no Waza (Weather-proof Technique)

Doton:

Chi Katame no Jutsu (Hard Earth Technique)
Ishi Nanka no Jutsu (Soften Stone Technique)
Iwa no Sho (Rockbite)
Iwabakuha no Jutsu (Rock Explosion Technique)
Kinfuku no Jutsu (Metal Mending Technique)
Suna Shigure (Sand Shower)

Fuuton:

Junkaze no Jutsu (Shielding Winds Technique)

Kamaitachi (Sickling Wind Blast)

Soushuuha (Advanced Blade Manipulation)

Hyouton:

Tsubame Fubuki (Swallow Storm)

Katon:

Enkoudate no Jutsu (Blazing Shield Technique)

Enkouu no Jutsu (Fiery Rain Technique)

Entou no Jutsu (Flame Sword Technique)

Haisekishou (Burning Ash Cloud)

Kasumi Enbu no Jutsu (Blazing Mist Technique)

Ryuuka no Jutsu (Dragon Fire Technique)

Medical:

Iryou Ninjutsu: Chiyu - Nidan Jutsu (Medical Ninjutsu: Healing - Second Rank)

Iryou Ninjutsu: Iji - Shiketsu (Medical Ninjutsu: Practice - Hemostasis)

Iryou Ninjutsu: Ryoji - Nanroume (Medical Ninjutsu: Treatment - Eyes and Ears Disorder)

Iryou Ninjutsu: Ryoji - Ryoukudou (Medical Ninjutsu: Treatment - Chakra Pathways)

Raiton:

Kuuden Myaku no Jutsu (Static Pulse Technique)

Raidate no Jutsu (Lightning Shield Technique)

Raidou no Jutsu (Lightning Displacement Technique)

Raikou no Tsurugi (Thunder Sword)

Rakurai no Jutsu (Lightning Bolt Technique)

Sealing:

Fuuin Jutsu - Gesouin (Sealing Technique - Minor Storage Seal)

Seihouken Fuuin (Life Preservation Seal)

Tsuyome no In (Strengthening Seal)

Training:

Shuugyou: Jutsu Tai (Training: Technique Counter)

Hijutsu:

Amegakure Hijutsu:

Sanseiu no Jutsu (Acidic Rain Technique)

ANBU Hijutsu:

Ninpou - Shigai Kaijin (Ninja Arts - Body Destruction)

Gumoshin Hijutsu:

Kumokaramu no Jutsu (Spider Entanglement Technique)

Kumonenkin no Jutsu (Spider Golden Scythe Technique)

Hatake Kakashi Hijutsu:

Chidori (Thousand Birds)

Inuzuka Clan:

Inuzuka Ryu - Dynamic Air Marking (Inuzuka Style - Dynamic Air Marking)

Juujin Bunshin no Jutsu (Half Beast Clone Technique)

Kazahana Hijutsu:

Kokuryuu Boufuusetsu (Black Dragon Snowstorm)

Kaguya Clan Hijutsu:

Teshi Sendan (Ten Finger Bullets)

Kusagakure Hijutsu:

Mokuton - Tsutakazura Zoudai no Jutsu (Wood Type - Vines Growth Technique)

Otogakure Hijutsu:

Kyoumeisen (Vibrating Sound Drill)

Sandaime Hokage Hijutsu:

Kubikiri Shuriken no Jutsu (Decapitating Shuriken Technique)

Kinjutsu:

All Ninja Villages:

Fuuin Jutsu - Ninjoukan (Sealing Technique - Empathic Connection)

Konoha Kinjutsu:

Kage Bunshin no Jutsu (Shadow Replication Technique)

Kumogakure Kinjutsu:

Yuki Bunshin no Jutsu (Snowman Replication Technique)

Lost Kinjutsu:

Ketsuyoujutsu - Eibin (Blood Sorcery - Acuity)

Ketsuyoujutsu - Fujutsu (Blood Sorcery - Thaumaturgy)

Ketsuyoujutsu - Gouki (Blood Sorcery - Fortitude)

Ma'en Jutsu - Kaenrakuin (Fiendfire Technique - Blazing Brand)

Kirite no Jutsu (Edged Hands Technique)

Youton - Daimyouriki (Demonic Release - Greater Vile Power)

Mibu Clan Kinjutsu:

Muryou Saikyou Ryu - Seifuu Mouko (Ultimate Destruction Style - Wild Tiger Wind Incarnation)

Muryou Saikyou Ryu - Suiha Ryuugokutou (Ultimate Destruction Style - Raging Water Dragon)

Taijutsu:

Body Art:

Shissou (Dash)

Martial Arts:

Bougyo Hakaisha (Defense Breaker)

Gatotsugyaku (Piercing Fang Reversal)

Gatotsu Nishiki (Piercing Fang Second Stance)

Juuroku Rendan! (Sixteen-Hit Combo!)

Kenjutsu Ougi - Zankenteki (Sword Art Secret Technique - Hand Cutter)

Konoha Daisenpuu (Leaf's Grand Spinning Wind)

Soujutsu Ougi - Kaenzakura (Spear Art Secret Technique - Blazing Blossoms)

Stance:

Ishimaru Ryu - Sandan Dachi (Ishimaru Style - Third Stance)

Tourou Mane no Jutsu (Praying Mantis Imitation Technique)

Hijutsu:

Hyuuga Clan:

Hyuuga Ryu - Kuushou (Hyuuga Style - Void Palm)

Lost Hijutsu:

Kodachi Nittouryuu - Onmyou Hasshi (Dual Kodachi Style - Dual Hair Killer)

Kodachi Nittouryuu - Onmyou Kousa (Dual Kodachi Style - Dual Cross)

Kodachi Ryu - Kaiten Kenbu (Kodachi Style - Swirling Sword Dance)

Uzumaki Naruto Hijutsu:

Uzumaki Naruto Rendan (Uzumaki Naruto Combo)

Rank 6 Techniques:

Chakra Control:

Hisaji no Mai (Dance of the Flying Spoons)

Body:

Ranshinshou (Chaotic Mental Collision)

Reiretsu (Spiritual Fury)

Spirit:

Chakra Gomumari (Chakra Superball)

Chakra Kanshouki (Chakra Buffer)

Genjutsu Joukai (Greater Illusion Dispell)

Training:

Shuugyou: Suimen Houkou no Waza (Training: Act of Water Surface Walking)

Genjutsu:

Byouretsuo no Jutsu (Violent Sickness Technique)

Funran no Jutsu (Confusion Technique)

Magen - Gousenjin (Demonic Mirage - Torture of Thousand Swords)

Magen - Jigoku Kouka no Jutsu (Demonic Mirage - Hell's Descent Technique)

Nehan Shouja no Jutsu (Temple of Nirvana Technique)

Shinshin Funkyuu no Jutsu (Mind and Body Disorder Technique)

Doujutsu:

Magen - Shinsenjou no Jutsu (Demonic Mirage - Metaphysical Battleground Technique)

Nouya Shouretsuo no Jutsu (Mind Disruption Technique)

Saimin Jutsu - Kage Kiai (Hypnotism Technique - Otherworldly Scream)

Saimin no Jutsu (Hypnotism Technique)

Sakuragenzou no Jutsu (Mirage of Cherry Blossoms)

Phantasm:

Hasamiuchi (Flanking Strike)

Kagekomu no Jutsu (Shadowmeld Technique)

Magen - Shiromane no Jutsu (Demonic Mirage - Castle Imitation Technique)

Hijutsu:

Lost Hijutsu:

Genryuudan (Illusory Dragon Blast)

Uchiha Clan:

Sharingan Ougi - Shinkou Jutsu (Sharingan Secrets - Mind Snare)

Sharingan Ougi - Tsuyagan (Sharingan Secrets - Entrancing Gaze)

Yuuhi Kurenai Hijutsu:

Sakura Kaihou no Jutsu (Blossom Escape Technique)

Ninjutsu:

Chijimu no Jutsu (Shrinking Technique)

Dokukiri no Jutsu (Poison Mist Technique)

Dokutsume no Jutsu (Poison Claw Technique)

Fuke no Jutsu (Aging Technique)

Jitousha no Jutsu (Ear Projection Technique)

Kage Bunshin no Tate (Shadow Replication Shield)

Kousen Shibari no Jutsu (Iron Wire Bind Technique)
Kugutsu Teishi no Jutsu (Puppet Deanimation Technique)
Ninpou - Nousei Kouyou (Ninja Arts: Memory Enhancer)
Ninpou Wana - Kunai Jouwana (Ninja Arts Trap - Greater Kunai Trap)
San Ibuki no Jutsu (Acidic Breath Technique)
Tanchi no Shikai (Detection Field)

Doton:

Chirou no Jutsu (Earthen Prison Technique)
Doryudan (Dragon Mud Cannon)
Shouchihou no Jutsu (Flying Earth Spikes Technique)
Tsuchi no Yoroi (Earthen Armor)

Fuuton:

Hiryuu (Soaring Dragons)
Kaze no Kogoe (Whispering Wind)
Kuuha Touran no Jutsu (Air Wave Blade Storm Technique)

Hyouton:

Hyokatou (Freezing Ice Flower)
Hyokodan (Ice Tiger Missile)
Hyokoretsu no Jutsu (Violent Ice Tiger Technique)
Hyouran no Jutsu (Hailstorm Technique)
Joushou Hyoukouken (Rising Ice Guardians)
Katawa Haijin no Jutsu (Crippling Frostbite Technique)
Kyougetsu no Jutsu (Moonlight Cry Technique)
Soukou no Jutsu (Frost Armor Technique)

Katon:

Housenka no Jutsu (Mythical Phoenix Fire Technique)
Gouka Kasui no Jutsu (Hellfire Spikes Technique)
Karyuudan (Fire Dragon Projectile)

Medical:

Iryou Ninjutsu: Hiken - Fujimi (Medical Ninjutsu: Secrets - Pain Numbing)
Iryou Ninjutsu: Hiken - Katawa Juushou (Medical Ninjutsu: Secrets - Crippling Injury)

Raiton:

Denkai no Jutsu (Electrolysis Technique)
Koudenishoku no Jutsu (High Voltage Touch Technique)
Kyuuden no Jutsu (Lightning Ball Technique)
Kyuuten no Raikiri (Heavenly Lightning Cutter)

Sealing:

Genkai Fuuin (Limiter Seal)
Genzou no In (Illusion Seal)
Kairai Engeki - Kengakuryokou (Puppet Theater - Field Trip)
Ketsukai Houjin (Joint Seal Square Bind)

Suiton:

Gekirou no Jutsu (Raging Sea Technique)
Kirigakure Shuriken no Jutsu (Shuriken Hidden in the Mist Technique)

Summoning:

Doton - Tsuiga no Jutsu (Earth Type - Tracking Fang Technique)
Kuchiyose no Jutsu (Summoning Technique)

Ninshoukan no Jutsu (Empathy Bond Summon Technique)
Shunkoku Meihoujin - Shugorei (Momentaneous Ally Formation - Guardian)
Shunten Kaihou (Instant Release)

Hijutsu:

Akimichi Clan:

Bubun Baika no Jutsu (Partial Multi-size Technique)

All Ninja Villages:

Esemono no Jutsu (Impostor Technique)

Gekata no Fuukatsu (Lesser Seal Breaking)

Kanashibari no Jutsu (Body Binding Technique)

Aburame Clan:

Kikai Dokukeshi no Jutsu (Bug Poison Purge Technique)

Hyuuga Hijutsu:

Hyuuga Ryu: Jyuuken - Nidan Dachi (Hyuuga Style: Gentle Fist - Second Stance)

Jiraiya Hijutsu:

Enka Rasengan (Blazing Fire Spiral Blast)

Hari Jizou (Hair Needle Guardian)

Lost Hijutsu:

Tetsushin no Jutsu (Heart of Steel Technique)

Kaguya Clan Hijutsu:

Yanagi no Mai (Dance of the Willow)

Kusagakure Hijutsu:

Mokuton - Tsutakado no Jutsu (Wood Type - Vine Capture Technique)

Taikigakure Hijutsu:

Mizukiri no Yaiba (Water Edge Blade)

Kinjutsu:

Amegakure Kinjutsu:

Kasumi Bunshin no Jutsu (Mist Clone Technique)

Iwagakure Kinjutsu:

Ishi Bunshin no Jutsu (Stone Replication Technique)

Hyuuga Kinjutsu:

Rakuinshou no Kizu (Wounds of the Branded)

Kedoui Kinjutsu:

Hijutsu - Kao Utsushi no Jutsu (Secret Technique - Face Copy Technique)

Lost Kinjutsu:

Haradou - Baku no Moukin (Way of Purification - Shackles of the Predator)

Ketsuyoujutsu - Joutekki (Blood Sorcery - Greater Mastery)

Ketsuyoujutsu - Ketsuseiki (Blood Sorcery - Blood Vigor)

Ketsuyoujutsu - Ma'endou (Blood Sorcery - Path of the Fiendfire)

Ma'en Jutsu - Kaengui (Fiendfire Technique - Flame Eater)

Youton - Ou no Me (Demonic Release - Eye of the Emperor)

Mibu Clan Kinjutsu:

Muryou Saikyou Ryu - Rekka Koha (Ultimate Destruction Style - Blazing Dark Wings)

Konoha Kinjutsu:

Kage Bunshin Sai (Explosive Shadow Replication Technique)

Sennei Jashuu (Hidden Snake Hands)

Taijutsu:

Body Art:

Daijinryoku (Extreme Strength)

Sandan Kousoku (Rank Three Speed)

Martial Art:

Gatotsu Sanshiki (Piercing Fang Third Stance)

Hyuuga Ryu - Keiketsu Kyuujo (Hyuuga Style - Needle Point Relief)

Kenjutsu Ougi - Nagetsuki (Sword Art Secret Technique - Thrust and Throw)

Kenjutsu Ougi - Soutouryuusen (Sword Art Secret Technique - Double-headed Dragon Flash)

Kirikaesu no Waza (Act of Counter Attack)

Konoha Shoufuu (Leaf's Rising Gust)

Sangeki Hissatsu Waza - Nigeki (Three-Hit Kill Technique - Second Strike)

Soujutsu Ougi - Daijuugeki (Spear Art Secret Technique - Super Heavy Strike)

Soujutsu Ougi - Hassun (Spear Art Secret Technique - Hassun)

Tetsuhaji (Iron Grasp)

Training:

Shuugyou: Kuma no Dairiki (Training: Bear's Exceptional Strength)

Shuugyou: Neko no Binsoku (Training: Cat's Graceful Elegance)

Hijutsu:

Dattoumaru Clan:

Dattoumaru Ryu - Kourai Dachi (Dattoumaru Style - Rising Thunder Stance)

Hyuuga Clan:

Hyuuga Ryu - Hakkeshou Kaiten (Divination Whirl)

Lost Hijutsu:

Ryuusui no Ugoki (Deceitful Water Movements)

Kinjutsu:

Konoha Kinjutsu:

Omote Renge (Initial Lotus)

Rank 7 Techniques:

Chakra Control:

Body:

Sorapo no Jutsu (Air Walking Technique)

Spirit:

Shinobi Kyoufu no Jutsu (Shinobi Fear Technique)

Genjutsu:

Magen - Jibaku Satsu (Demonic Mirage - Tree Binding Death)

Sakura no Yume (Dreams of Cherry Blossoms)

Shinkai Satsujin no Jutsu (Deep Sea Murder Technique)

Doujutsu:

Kyouhaku Warai no Jutsu (Compelling Laughter Technique)

Makai Kyuudou - Hakkyou Gyoushi (Hell's Enlightenment - Insanity Glare)

Saimin Jutsu - Yoken no Jutsu (Hypnotism Technique - Foresight Technique)

Phantasm:

Akumu no Jutsu (Nightmare Technique)

Boushiyou no Jutsu (Dream Application Technique)

Magen - Karasugun no Kyouen (Demonic Mirage - Feast for a Murder of Crows)

Training:

Shuugyou: Dankoiji (Training: Unwavering Spirit)

Ninjutsu:

Hijou Kawarimi no Jutsu (Heartless Body Substitution Technique)

Juujin Ryuu - Shinseiga (Beastman Style - True Spirit Fang)

Naruto Ryuu: Senjutsu - Hiryaku (Naruto Style: Tactics - Evasion Maneuver)

Ninpou - Kage Nui (Ninja Arts - Shadow Needles)

Otobakuha no Jutsu (Sound Blast Technique)

Tenkou Bunshin no Jutsu (Clone Shift Technique)

Tobikiri Kawarimi no Jutsu (Greater Body Replacement Technique)

Tsuihou no Jutsu (Banishment Technique)

Doton:

Doryou Dango (Oversized Rock Dumpling)

Doryu Taiga no Jutsu (Mud River Technique)

Doroku Gaeshi (Land Wall Flip)

Juuryoku Myaku (Gravity Pulse)

Ryuusa no Jutsu (Quicksand Technique)

Shouchite no Jutsu (Rising Earth Hand Technique)

Fuuton:

Dai Tatsumaki no Jutsu (Great Tornado Technique)

Fuudou no Jutsu (Wind Tunnel Technique)

Fukadan no Jutsu (Wind Flower Missile Technique)

Kuuha Bukigakure no Jutsu (Air Current Weapon Concealment Technique)

Mugen Sajin Daitoppa (Infinite Sandstorm)

Renku Dan (Compressed Air Blast)

Reppuu Tsuki no Jutsu (Violent Wind Thrust Technique)

Hyouton:

Daikodan no Jutsu (Great Tiger Projectile)

Fubuki no Jutsu (Blizzard Technique)

Hyouheki no Jutsu (Ice Wall Technique)

Hyouki no Jutsu (Ice Age Technique)

Hyourou no Jutsu (Ice Prison Technique)

Sensatsu Suishou no Jutsu (Flying Water Needles Technique)

Katon:

Dairyuudan no Jutsu (Great Dragon Projectile)

Gamayu Endan (Toad Oil Blast)

Hidama no Jutsu (Fireball Technique)

Jousan no Jutsu (Evaporation Technique)

Raiton:

Raikouono (Thunder Strike Axe)

Rairyuudan no Jutsu (Lightning Dragon Blast Technique)

Seishinko no Jutsu (Celestial Arc Technique)

Shuurai no Jutsu (Lightning Strike Technique)

Sealing:

Fuuin Jutsu - Usagido (Sealing Technique - Way of the Rabbit)

Fuuja Houin (Evil Suppressor)

Fuujiru no Koe (Sealing the Voice)
Fuuka Houin (Fire Suppressor)
Kekkai no In (Barrier Seal)
Seiha Fuuin (Soul Domination Seal)
Shiketsu no In (Medical Stabilization Seal)
Soukubaku Fuuin (Imprisonment Seal)

Shunjutsu:

Jigen Ugoku no Jutsu (Dimension Shift Technique)
Shunda (Blink Attack)
Shuntou no Jutsu (Instant Escape Technique)

Suiton:

Oouzumatoi (Great Whirlpool Blade)
Suibaku no Jutsu (Water Explosion Technique)
Suigadan no Jutsu (Water Fang Blast Technique)
Suiryudan no Jutsu (Water Dragon Blast Technique)
Teppoudama no Jutsu (Water Bullet Technique)
Unagitsume no Jutsu (Eel Talon Technique)

Summoning:

Hijutsu:

Amegakure Hijutsu:

Tetsukouu no Jutsu (Iron Rain Technique)

Gumoshin Hijutsu:

Kumonenkin no Tsurugi (Spider Golden Sword)
Kumoshibari no Jutsu (Spider Binding Technique)

Inuzuka Hijutsu:

Inuzuka Ryu - Garouga (Inuzuka Style - Great Wolf Fang)

Himashin Hijutsu:

Souhyoushou (Rising Ice Spears)

Kagetsuki Hijutsu:

Nyukai no Kuchitsuke (Kiss of the Succubi)

Kazahana Hijutsu:

Souryuu Boufuuetsu (Rising Dragon Snowstorm)

Kaguya Clan Hijutsu:

Togeyomi no Jutsu (Underworld Spine Technique)

Kusagakure Hijutsu:

Mokuton - Kiugoku no Jutsu (Wood Type - Tree Displacement Technique)

Lost Hijutsu:

Shinobi Hiken: Ikusa - Denraisei (Shinobi Secrets: War - Ancestral Spirit)

Nara Clan:

Kage Kubishibari no Jutsu (Shadow Neck Bind Technique)

Yondaime Hokage Hijutsu:

Rasengan (Spiral Blast)

Kinjutsu:

Kaguya Clan Kinjutsu:

Togeyomi no Jutsu (Underworld Spine Technique)

Lost Kinjutsu:

Ma'en Jutsu - Youni Kaisoku (Fiendfire Technique - Fiendish Celerity)

Ma'en Jutsu - Youni Seiryoku (Fiendfire Technique - Fiendish Potence)
Magen - Goukyou Genmu no Jutsu (Demonic Mirage - Phantasmal Torture Technique)

Shikon no Jutsu (Dead Soul Technique)

Youton - Shinmyouriki (Demonic Release - True Vile Power)

Kinjutsu of All Ninja Villages:

Nan Kaizou no Jutsu (Body Alteration Technique)

Konoha Kinjutsu:

Souja Sousai no Jutsu (Double Snake Assassination Technique)

Suna Kinjutsu:

Daisan no Me (The Third Eye)

Taijutsu:

Martial Art:

Bunkai Sabaki no Jutsu (Movement Analysis Technique)

Kenjutsu Ougi - Shiryuuga (Sword Art Secret Technique - Piercing Dragon Fang)

Kensoku Ougi - Iaisouken (Swift Fists Secret Technique - Two Undodgable Fists)

Konoha Gouriki Senpuu (Leaf's Herculean Spinning Wind)

Shiden (Flicker of Sword)

Shin Taihouken (True Fist Rocket)

Shou Ryu Ken (Dragon Wave Fist)

Hijutsu:

Lost Hijutsu:

Kodachi Nittouryuu - Kaiten Kenbu Rokuren (Dual Kodachi Style - Six Swirling Sword Dances)

Kaguya Clan Hijutsu:

Tsubaki no Mai (Dance of the Camellia)

Tsunade Hijutsu:

Uke Rendan (Lucky Combo)

Rank 8 Techniques:

Chakra Control:

Kamehameha (Turtle Wave Blast)

Body:

Getsuga Tenshou (Heaven's Fang Cuts the Moon)

Shinsou (Heaven's Spear)

Spirit:

Chounouryoku (Extra Sensory Perception)

Training:

Shuugyou: Chakra no Sokkoku Tanjou (Training: Instant Chakra Formation)

Hijutsu:

Tsunade Hijutsu:

Banryoku (Brute Strength)

Tenshu Kyaku (Sky-splitting Heeldrop)

Genjutsu:

Chiyokubou no Jutsu (Bloodlust Technique)

Choufunran no Jutsu (Great Confusion Technique)

Esefukashi no Waza (Method of False Invisibility)

Hichishi Kyoubou no Jutsu (Non-lethal Brutality Technique)

Kaigo no Jutsu (Remorse Technique)

Kouri Saimin no Jutsu (Auto Hypnotism Technique)

Magen - Kuchiraku no Jutsu (Demonic Mirage - Hell's Mouth Technique)

Muon Junan no Jutsu (Soundless Agony Technique)

Phantasm:

Ninpou - Kagemuku Genjutsu no Waza (Ninja Arts: Double-Layered Method of Genjutsu)

Kinjutsu:

Lost Kinjutsu:

Sougouki no Jutsu (Mind Synthesis Technique)

Kinjutsu of All Ninja Villages:

Magen - Kyounomen (Demonic Mirage - Visage of Death)

Magen - Kyuuten Jikaichou (Demonic Mirage - Palace of True Enlightenment)

Konoha Kinjutsu:

Kokuangyou no Jutsu (Absolute Darkness Technique)

Ninjutsu:

Gokan Ranchou no Jutsu (Senses Confusion Technique)

Tai'intoku no Jutsu (Body Concealment Technique)

Doton:

Doryuuheki (Mudslide Barrier)

Iwayado Kuzushi (Cave-in Crusher)

Juuryoku Gachan (Gravity Slam)

Juuryoku Zanchuu (Gravity Pillar)

Rakunuma no Jutsu (Decaying Swamp Technique)

Ryuusa Bakuryuu (Desert Avalanche)

Tsuchiryuu no Jutsu (Earth Dragon Technique)

Yomi Numa (Hell Swamp)

Fuuton:

Fuuchoudan no Jutsu (Wind Bird Missile Technique)

Kuuhazan (Air Wave Slash)

Hyouton:

Koori Tanjou no Jutsu (Ice Formation Technique)

Hyourinmaru (Flawless Ice Ring)

Katon:

Joushou Ootori no Jutsu (Rising Phoenix Blast)

Medical:

Iryou Ninjutsu: Chiyu - Sandan Jutsu (Medical Ninjutsu: Healing - Third Rank)

Iryou Ninjutsu: Ryoji - Dokuyoke (Medical Ninjutsu: Treatment - Poison Ward)

Iryou Ninjutsu: Hiken - Katou Saisei (Medical Ninjutsu: Secrets - Minor Rebirth)

Shukketsushi no Jutsu (Profuse Bleeding Technique)

Raiton:

Raikuisha no Jutsu (Lightning Devourer Technique)

Rairyuuretsu no Jutsu (Violent Lightning Dragon Technique)

Tsuiraimou no Jutsu (Tracking Thunder Web Technique)

Sealing:

Advanced Seal - Ryokuin (Advanced Seal - Energy Seal)

Fuki no In (Movement Seal)
Ninjutsu no Wana (Ninja Art Trap)
Shinsei Kekkai (Life Barrier)

Shunjutsu:

Jigensuu no Jutsu (Dimensional Door Technique)

Suuton:

Goshokusame (Five Hungry Sharks)
Suijinheki no Jutsu (Water Wall Technique)
Suikoudan no Jutsu (Shark Water Blast Technique)
Suirou no Jutsu (Water Prison Technique)
Suiyuuretsu no Jutsu (Violent Water Dragon Technique)

Summoning:

Shunkoku Meihoujin - Seihei (Momentaneous Ally Formation - Elite)

Hijutsu:

Gumoshin Hijutsu:

Kumonosu Roken no Jutsu (Spider Web Detection Technique)

Hatake Kakashi Hijutsu:

Raikiri (Lightning Edge)

Kumogakure Hijutsu:

Raijin Riki - Raijuu no Sou (Might of the Thunder God - Claw of Raijuu)

Lost Hijutsu:

Ketsumei no Tsurugi (Sword of Blood Oath)

Nara Clan:

Kage Mane Yusou no Jutsu (Shadow Imitation Transportation Technique)

Shiroikumo Suzuyoshi Hijutsu:

Shiroi Kumo no Jutsu (White Cloud Technique)

Uchiha Sasuke Hijutsu:

Chidori Nagashi (Thousand Bird Current)

Yamanaka Hijutsu:

Shinmetsu no Jutsu (Mind Ruin Technique)

Kinjutsu:

All Ninja Villages:

Fuuin Jutsu - Juurakuin (Sealing Technique - Brand of the Beast)

Konoha Kinjutsu:

Kyouka Kage Bunshin no Jutsu (Shadow Replication Reinforcement Technique)

Kyuukyoku Enkoudate (Ultimate Flame Shield)

Ninpou - Kagemusha (Ninja Art - Phantom Warrior)

Lost Kinjutsu:

Iryou Ninjutsu: Hiken - Kyoui Chuushi (Medical Ninjutsu: Secrets - Miracle Stasis)

Ketsuyoujutsu - Inkatsu (Blood Sorcery - Seal Breaker)

Ketsuyoujutsu - Kudou (Blood Sorcery - Path of Pain)

Seigae no Waza (Method of Life Exchange)

Youton - Ibara no Kanmuri (Demonic Release - Crown of Thorns)

Mibu Clan Kinjutsu:

Muryou Saikyou Ryu - Seifuu Hoeko (Ultimate Destruction Style - Roar of the Wind Tiger)

Muryou Saikyou Ryu - Suiha Shichi Houryuu (Ultimate Destruction Style - Seven

Flowing Water Dragons)

Taijutsu:

Body Art:

Juuriki (Monstrous Strength)

Yondan Kousoku (Rank Four Speed)

Martial Art:

Hyakuretsu Kyaku (One-Hundred Leg Blitz)

Kenjutsu Kessen Ougi - Senmeiken (Sword Art Absolute Fighting Skill - Blurring Sword)

Kenjutsu Ougi - Maken (Sword Art Secret Technique - Demonic Sword)

Reikiru (Soul Breaker)

Ryuusei Masai (Meteor Demon Slash)

Souhazan (Double Slash)

Training:

Shuugyou: Jikyuuryoku (Training: Stamina)

Hijutsu:

Hyuuga Clan:

Hyuuga Ryu - Hakke Tenkuushou (Hyuuga Style - Heavenly Void Palm)

Kaguya Clan Hijutsu:

Kamaratsu no Mai (Dance of the Larch)

Kinjutsu:

Konoha Kinjutsu:

Ura Renge (Extreme Lotus)

Rank 9 Techniques:

Chakra Control:

Spirit:

Zenshin Fuzui no Jutsu (Complete Paralysis Technique)

Genjutsu:

Kangenzou no Jutsu (Perfect Illusion Technique)

Doujutsu:

Magen - Jagan (Demonic Mirage - Evil Eye)

Phantasm:

Shimenuchi (Attack From All Sides)

Hijutsu:

Hijutsu of All Ninja Villages:

Saimin Jutsu - Shinteiryuu no Jutsu (Hypnotism Technique - Mind Block Technique)

Kinjutsu:

Lost Kinjutsu:

Kyoushitsu no Jutsu (Dreadful Reality Technique)

Saimin Jutsu - Kage Gugen no Jutsu (Hypnotism Technique - Shadow Incarnation Technique)

Mibu Clan Kinjutsu:

Sekireigan (Wagtail Eye)

Ninjutsu:

Furoufushi no Jutsu (Perpetual Youth Technique)

Juujin Ryu Ougi - Shinjuuriki (Beastman Style Secret Technique - True Animal Power)

Ninpou Wana - Kunai Kanwana (Ninja Arts Trap - Perfect Kunai Trap)
Shishiku no Jutsu (Lion's Roar Technique)
Tsukigakure Toukai no Jutsu (Hidden Moon Concealment Technique)

Doton:

Chi Hakaiha no Jutsu (Earth Destruction Wave Technique)
Dai Tsuchiryuu no Jutsu (Great Earth Dragon Technique)
Douka Dorodomu no Jutsu (Vampire Mud Dome Technique)
Retsudo Tenshou (Earth Splitting Force)

Fuuton:

Dai Kamaitachi no Jutsu (Great Sickling Wind Blast Technique)
Kaze no Yaiba (Blade of the Wind)

Hyouton:

Haryuu Muukou (Devastating Ice Tiger)

Katon:

Gouka no Jutsu (Hellfire Technique)
Karyuu Endan (Fire Dragon Blast)

Raiton:

Kousen Jizan Rendan (Iron Wire Killer Magnet Combo)
Raikodan (Lightning Tiger Missile)

Sealing:

Fuuin Jutsu - Chuuzouin (Sealing Technique - Storage Seal)

Suiton:

Bakusuihou (Exploding Water Cannons)

Summoning:

Edo Fuumetsu (Sealed Apocalypse)
Kuchiyose - Kirikiri Mai (Summoning Technique - Spinning Whirl)

Hijutsu:

Akimichi Hijutsu:

Chou Baika no Jutsu (Mega Multi-Size Technique)

Kaguya Clan Hijutsu:

Tessenka no Mai (Dance of the Clematis)

Naruto Hijutsu:

Kuroi Rasengan (Dark Spiral Blast)

Lost Hijutsu:

Haradou - Seikoujin (Way of Purification - Sacred Life Barrier)

Kuuryuusan no Jutsu (Air Flow Manipulation Technique)

Uchiha Itachi Hijutsu:

Gouenkyuu (Great Blazing Sphere)

Kinjutsu:

Inuzuka Kinjutsu:

Inuzuka Ryu - Soutourou (Inuzuka Style - Double-headed Wolf)

Lost Kinjutsu:

Fuzen Shinrui Fuuin (Minor Blood Bond Seal)

Haradou - Aku no Soushiki (Way of Purification - Funeral for the Wicked)

Kage Ansatsu no Jutsu (Shadow Assassination Technique)

Sanmai no Jutsu (Absorption Technique)

Konoha Kinjutsu:

Sennei Tajashuu (Many Hidden Snake Hands)

Tajuu Kage Bunshin no Jutsu (Multiple Shadow Replication Technique)

Kinjutsu of All Ninja Villages:

Ransoutengai no Jutsu (Heavenly Displacement Technique)

Kumogakure Kinjutsu:

Tenchuu (Wrath of Heaven)

Mibu Clan Kinjutsu:

Muryou Saikyou Ryu - Rekka Shirohane (Ultimate Destruction Style - White Feathery Blast)

Taijutsu:

Martial Art:

Mikazuki no Mai (Dance of the Crescent Moon)

Yuumai Ryuuga (Courageous Dragon Fang)

Mobility:

Bakuhatsuryoku (Explosive Speed)

Kensoku Ougi - Shunshin Rendan (Swift Fists Secret Skill - Body Flicker Combo)

Kousenha (Iron Wire Wave)

Sangeki Hissatsu Waza - Sangeki (Three-Hit Kill Technique - Third Strike)

Shunpo (Instant Step)

Stance:

Kenjutsu Ougi - Battoujutsu (Sword Art Secret Technique - Art of Quickdraw)

Kenjutsu Ougi - Tenken (Sword Art Secret Technique - Heavenly Blade)

Hijutsu:

Hyuuga Clan:

Hyuuga Ryu - Hakke Rokujuuyon Shou (Sixty-four Palm of Divination)

Lost Hijutsu:

Futae no Kiwami (Double Punch)

Kensoku Ougi - Shin Iaiken (Swift Fists Secret Technique - True Undodgable Fist)

Saitou Hajime Hijutsu:

Gatotsu Zeroshiki (Piercing Fang Zero Stance)

Kinjutsu:

Hyuuga Clan:

Hyuuga Ryu: Jyuuken Ougi - Igeki Hissatsu (Hyuuga Style: Gentle Fist Secret Technique - One-hit Kill)

Rank 10 Techniques:

Chakra Control:

Kinjutsu:

Kinjutsu - All Villages:

Chakramane no Jutsu (Chakra Imitation Technique)

Genjutsu:

Genzou Jishin no Jutsu (Illusionary Earthquake Technique)

Hijutsu:

Lost Hijutsu:

Majutsu - Kaibaku (Mystical Arts - Mystical Bind)

Shin Genryuudan (True Illusory Dragon Blast)

Ninjutsu:

Gugenjuu no Jutsu (Beastly Manifestation Technique)

Doton:

Tsuchi Yadori no Jutsu (Earth Haven Technique)

Hyouton:

Rouga Nadare no Jutsu (Wolf Fang Avalanche Technique)

Katon:

Mashouheki (Devil's Barrier)

Raiton:

Chitenraisou (One-Thousand Heavenly Spears)

Sealing:

Chacha no In (Disruption Seal)

Chakra no Souin (Chakra Containment Seal)

Shunjutsu:

Shunzeki (Blink Gate)

Suiton:

Daibakufu no Jutsu (Great Waterfall Technique)

Kiritai no Jutsu (Mist Body Technique)

Summoning:

Shigarasugan (Death in the eye of a Crow)

Shunkoku Meihoujin - Shingen (Momentaneous Ally Formation - Avatar)

Hijutsu:

Hijutsu of All Ninja Villages:

Fuuin Jutsu - Ryuutatsu no In (Sealing Technique - Flow Suppression Seal)

Hoshigaki Kisame Hijutsu:

Suikousandan no Jutsu (Three Shark Water Blast Technique)

Konoha Hijutsu:

Mokuton - Shichuuka no Jutsu (Wood Release - Four Pillar Home Technique)

Kusagakure Hijutsu:

Mokuton - Futorisugi no Jutsu (Wood Type - Plant Overgrowth Technique)

Lost Hijutsu:

Sandangamae Tenshi (Elemental Trinity)

Tsui no Hiken - Kaguzuchi (Succession Secret Technique - God of Fire)

Sandaime Hokage Hijutsu:

Hokage Izou Hijutsu: Kubikiri Shuriken - Nihan! (Hokage's Legacy Secret Technique: Decapitating Shuriken - Mark II!)

Shiseiten no Akira Hijutsu:

Hyoukenseisou (Eternity Trapped in Ice)

Tsunade Hijutsu:

Iryou Ninjutsu: Ryoji - Mannouyaku (Medical Ninjutsu: Treatment - Panacea)

Uzumaki Naruto Hijutsu:

Oodama Rasengan (Great Sphere Spiral Blast)

Kinjutsu:

Hidan Kinjutsu:

Kami no Sabaki (God's Punishment)

Lost Kinjutsu:

Naijin Ouka no Jutsu (Inner Self Absorption Technique)

Konoha Kinjutsu:

Jikoku Kage Bunshin no Jutsu (Instant Shadow Replication Technique)

Kumogakure Kinjutsu:

Kaigan (Eyes of Divination)

Orochimaru Kinjutsu:

Shoushagan no Jutsu (Body Mold Technique)

Otogakure Kinjutsu:

Hijutsu - Banka no Jutsu (Secret Technique - Rhapsody for the Fallen)

Uchiha Kinjutsu:

Amaterasu (Goddess of the Sun)

Taijutsu:

Hijutsu:

Maito Gai Hijutsu:

Rekka Arashi (Raging Fire Storm)

Lost Hijutsu:

Hirameku (Flicker)

Rank 11 Techniques:

Genjutsu:

Tenkyou no Jutsu (Insanity Technique)

Hijutsu:

Yamanaka Clan:

Shinranshin no Jutsu (Betrayal Technique)

Kinutsu:

Lost Kinjutsu:

Magen - Mugen Onsa (Demonic Mirage - Thrall of an Infinite Melody)

Ninjutsu:

Doton:

Deishouha no Jutsu (Crushing Mud Wave Technique)

Sealing:

Gogyou Fuuin (Five Element Seal)

Gogyou Kaiin (Five Element Unsealer)

Suiton:

Suishouha no Jutsu (Great Water Wave Technique)

Summoning:

Sourei Saiji no Jutsu (Rites of the Twin Souls Technique)

Hijutsu:

All Ninja Villages:

Joukatsu no Fuukatsu (Greater Seal Breaking)

Hyuuga Hijutsu:

Hyuuga Ryu - Hakkeshou Daikaiten (Hyuuga Style - Great Divination Whirl)

Kaguya Clan Hijutsu:

Sawarabi no Mai (Dance of the Seedling Ferns)

Kumogakure Hijutsu:

Saigo Kaiin (Redemption Unsealer)

Tenshunreiken Clan Hijutsu:

Tenshunreiken (Heavenly Spiritual Fist)

Yondaime Hokage Hijutsu:

Hiraishin no Jutsu (Flying Thunder God Technique)

Kinjutsu:

Amegakure Kinjutsu:

Ame no Kiseki (Miracle of Rain)

Lost Kinjutsu:

Tetsukawa no Jutsu (Iron Skin Technique)

Kinjutsu - All Ninja Villages:

Chikara no In (Energy Seal)

Taijutsu:

Martial Arts:

Issen no Shiden (One-thousand Flicker of Swords)

Kijin Rendan (Fierce God Combo)

Soujutsu Ougi - Ura Hassun (Spear Art Secret Technique - Reversed Hassun)

Mobility

Mugen Shunpo (Boundless Shunpo)

Hijutsu:

Lost Hijutsu:

Shukuchi Higi - Shuntensatsu (World Belittling Secret Technique - Fatal Heaven Flash)

Rank 12 Techniques:

Genjutsu:

Morishouheki no Jutsu (Forest Barrier Technique)

Kinjutsu:

Uchiha Kinjutsu:

Tsukuyomi (God of the Moon)

Doujutsu:

Magen - Kyouten Chiten (Demonic Mirage - Mirror of Heaven and Earth)

Hijutsu:

Lost Hijutsu:

Genhina no Jutsu (Illusory Doll Technique)

Kinjutsu:

Lost Kinjutsu:

Kaizan Shinjutsu - Enma no Kesshin (World Ending Supreme Technique - Avatar of the King of Hell)

Ninjutsu:

Fuuton:

Mugen Kuuhazan (Infinite Air Wave Slash)

Hyouton:

Shounadare no Jutsu (Avalanche Wave Technique)

Medical:

Iryou Ninjutsu: Chiyu - Yondan Jutsu (Medical Ninjutsu: Healing - Fourth Rank)

Iryou Ninjutsu: Hiken - Nikuteki Taisha (Medical Ninjutsu: Secrets - Physical Reconstruction)

Shunjutsu:

Mugen Ugoku no Jutsu (Infinite Shift Technique)

Suiton:

Bakusuishouha no Jutsu (Bursting Water Wave Technique)

Hijutsu:

Lost Hijutsu:

Majutsu - Bakuhatsu (Mystical Arts - Explosion)

Shiseiten no Akira Hijutsu:

Muhyougeten (Mirage of a Frozen Moon in the Heavens)

Taijutsu:

Body Art:

Godan Kousoku (Rank Five Speed)

Martial Arts:

Kenjutsu Ougi - Shinken (Sword Art Secret Technique - Divine Sword)

Hijutsu:

Lost Hijutsu:

Hiryuusen (Soaring Dragon Flash)

Kinjutsu:

Hyuuga Kinjutsu:

Itami no Rakuin (Brand of Pain)

Mibu Clan Kinjutsu:

Muryou Saikyou Ryu Tsui no Hiken - Byakko (Ultimate Destruction Style Succession Technique - Byakko)

Muryou Saikyou Ryu Tsui no Hiken - Seiryuu (Ultimate Destruction Style Succession Technique - Seiryuu)

Rank 13 Techniques:

Ninjutsu:

Hito Ningyougeki no Jutsu (Living Human Puppetry Technique)

Doton:

Jishin no Jutsu (Earthquake Technique)

Kaigeki Chite no Jutsu (Large Crushing Earth Hand Technique)

Hyouton:

Seihyourou no Jutsu (Eternal Ice Prison Technique)

Yukinomori (Snow Forest)

Medical:

Iryou Ninjutsu: Hiken - Idenshi Taisha no Jutsu (Medical Ninjutsu: Secrets - Genetic Reconstruction)

Suiton:

Ryoutou Suiryuudan no Jutsu (Double-headed Water Dragon Blast Technique)

Hijutsu:

Hyuuga Hijutsu:

Hyuuga Ryu - Hakke Hyakunijuuhachi Shou (One-hundred and twenty-eight Palms of Divination)

Yondaime Hokage Hijutsu:

Shikei no In (Capital Punishment Seal)

Kinjutsu:

Deidara Kinjutsu:

Kibaku Nendo (Exploding Clay)

Lost Kinjutsu:

Kuu Bunshin no Haetori (Void Clone Death Trap)

Kinjutsu - All Ninja Villages:

Tenma Mukurode (Devil's Hand of Death)

Mibu Clan Kinjutsu:

Muryou Saikyou Ryu Tsui no Hiken - Suzaku (Ultimate Destruction Style Succession Technique - Suzaku)

Rank 14 Techniques:

Ninjutsu:

Doton:

Doton - Touriki (Earth Release - Tower of Might)

Sekijun Hayashi no Jutsu (Stalagmite Forest Technique)

Hyouton:

Itsukaku Hakuegi no Jutsu (One-horned Snow Whale Technique)

Medical:

Iryou Ninjutsu: Hiken - Kyoui Saisei (Medical Ninjutsu: Secrets - Miracle Rebirth)

Raiton:

Taifuugan (Eye of the Storm)

Sealing:

Tobikiri Saisei no Jutsu (Greater Rebirth Technique)

Shunjutsu:

Jimon no Jutsu (Time Gate Technique)

Hijutsu:

Sunagakure Hijutsu:

Tatsumaki no Jutsu (Tornado Technique)

Kinjutsu:

Deidara Kinjutsu:

Kibaku Nendo - C3 no Bakuhatu (Exploding Clay - C3 Explosion)

Kinjutsu of All Ninja Villages:

Yuukaifuu (Fusion Seal)

Juuin Jutsu (Cursed Seal Technique)

Katou Shin Fuuin (Lesser Soul Seal)

Reikibutsu no Jutsu (Soul Receptacle Technique)

Shinji Henkou no Jutsu (Mind Alteration Technique)

Shinsubu no Jutsu (Soul Binding Technique)

Shouten no Jutsu (Shapeshifting Technique)

Lost Kinjutsu:

Fushi no In (Seal of Immortality)

Seikita no Jutsu (Astral Body Technique)

Tennoizou - Hakushouka (Heaven's Legacy - Searing White Flame)

Orochimaru Kinjutsu:

Fuuja Saisei no Jutsu (Art of the Snake's Rebirth)

Sandaime Hokage Kinjutsu:

Tomegane no Jutsu (Telescope Technique)

Sandaime Kazekage Kinjutsu:

Satetsu (Iron Sand)

Uchiha Kinjutsu:

Yominodoki (Wrath of the Underworld)

Taijutsu:

Kinjutsu:

Lost Kinjutsu:

None

Epic Techniques

Rank 15 Techniques:

Ninjutsu:

Mahou Keshin no Jutsu (Mystical Avatar Technique)

Raiton:

Raijin Riki - Jigen Jutsu (Might of the Thunder God - Avatar Technique)

Kinjutsu:

Konoha Kinjutsu:

Edo Tensei (Impure Resurrection)

Taijutsu:

Martial Art:

Issen Amatsu no Ouda (A Thousand Heavenly Strikes)

Rank 16 Techniques:

Ninjutsu:

Katon:

Ryuujin Bakuha (Dragon King Blast)

Taijutsu:

Mobility:

Shukuchi (Reduced Earth)

Rank 17 Techniques:

Ninjutsu:

Sealing:

Souzou Saisei (Genesis Rebirth)

Hijutsu:

Akasuna no Sasori Hijutsu:

Akahigi - Hyakki no Souen (Red Secret Technique - Performance of a Hundred Puppets)

Orochimaru Hijutsu:

Fushi Tensei no Jutsu (Living Corpse Reincarnation Technique)

Rank 18 Techniques:

Ninjutsu:

Fuuton:

Katakiuchi no Arashi (Storm of Vengeance)

Rank 19 Techniques:

Ninjutsu:

Choushinsei no Jutsu (Supernova Technique)

Rank 20 Techniques:

Ninjutsu:

Summoning:

Kuchiyose - Juunishinshou (Summoning Technique - Heaven's Twelve Generals)

Kinjutsu:

Yondaime Hokage Kinjutsu:

Shiki Fuujin (Death God Imprisonment)

Hachimon Tonkou Technique List

Rank 3 Techniques:

Hachimon Tonkou:

Kai-mon:

Kai-mon Kai (Initial Gate Release)

Rank 4 Techniques:

Hachimon Tonkou:

Kyu-mon:

Kyu-mon Kai (Heal Gate Release)

Rank 6 Techniques:

Hachimon Tonkou:

Kyu-mon:

Seishun no Chikara!!! (Power of Youth!!!)

Sei-mon:

Sei-mon Kai (Life Gate Release)

Rank 8 Techniques:

Hachimon Tonkou:

Shou-mon:

Shou-mon Kai (Harm Gate Release)

Rank 10 Techniques:

Hachimon Tonkou:

To-mon:

To-mon Kai (Limit Gate Release)

Rank 12 Techniques:

Hachimon Tonkou:

Kei-mon:

Kei-mon Kai (View Gate Release)

Shinmei Ryu Technique List

Rank 3 Techniques:

Taijutsu:

Martial Art:

Shinmei Ryu - Hi - Fuujin Ranbu (Voice of Heaven Style - Ranged - Dust Dance)
Shinmei Ryu - Ken - Zanganken (Voice of Heaven Style - Sword - Stone Cutter)
Shinmei Ryu - Sen - Zankuusen (Voice of Heaven Style - Flash - Severing Air Flash)
Shinmei Ryu - Shou - Zankuushou (Voice of Heaven Style - Palm - Crushing Air Palm)

Rank 4 Techniques:

Taijutsu:

Martial Art:

Shinmei Ryu - Nagewaza - Ukigumo Tsumujiissen (Voice of Heaven Style - Grapple - Floating Cloud Twisting Flash)
Shinmei Ryu - Sen - Jakuzankuusen (Voice of Heaven Style - Flash - Weak Severing Air Flash)
Shinmei Ryu - Sen - Zankousen (Voice of Heaven Style - Flash - Severing Light Flash)
Shinmei Ryu - Zan - Samidarekiri (Voice of Heaven Style - Killing Technique - May Rain Slash)

Training:

Shinmei Ryu - Shuugyou - Tsukuyouka (Voice of Heaven Style - Training - Improved Implements)

Rank 5 Techniques:

Taijutsu:

Martial Art:

Shinmei Ryu - Ken - Zanganken Ni no Tachi (Voice of Heaven Style - Sword - Double Impact Stone Cutter)
Shinmei Ryu - Ken - Zanmaken (Voice of Heaven Style - Sword - Demon Slaying Sword)
Shinmei Ryu - Sen - Zantetsusen (Voice of Heaven Style - Flash - Severing Steel Flash)
Shinmei Ryu - Shou - Zanmashou Ni no Tachi (Voice of Heaven Style - Palm - Double Impact Demon Crushing Palm)
Shinmei Ryu - Zan - Hienbattou Kasumikiri (Voice of Heaven Style - Killing Technique - Flying Sparrow Mist Strike)

Rank 6 Techniques:

Taijutsu:

Martial Art:

Shinmei Ryu - Ken - Raimeiken (Voice of Heaven Style - Sword - Lightning Cutter)
Shinmei Ryu - Sen - Hyakkaryouran (Voice of Heaven Style - Flash - Hundred Warring Flowers)
Shinmei Ryu - Sen - Kakusan Zankousen (Voice of Heaven Style - Flash - Scattered Severing Light Flash)
Shinmei Ryu - Sen - Zankuusen Kai (Voice of Heaven Style - Flash - Revised Severing Air Flash)

Rank 7 Techniques:

Taijutsu:

Martial Art:

Shinmei Ryu - Shou - Zankuushou San (Voice of Heaven Style - Palm - Scattered

Crushing Air Palm)

Rank 8 Techniques:

Taijutsu:

Martial Art:

Shinmei Ryu - Ken - Zanmaken Ni no Tachi (Voice of Heaven Style - Sword - Double Impact Demon Slaying Sword)

Shinmei Ryu - Zan - Ryuuhazan (Voice of Heaven Style - Killing Technique - Dragon Wave Slash)

Rank 9 Techniques:

Taijutsu:

Martial Art:

Shinmei Ryu - Ken - Raimeiken Ni no Tachi (Voice of Heaven Style - Sword - Double Impact Lightning Cutter)

Shinmei Ryu - Sen - Zankuusen Ni no Tachi (Voice of Heaven Style - Flash - Double Impact Severing Air Flash)

Shinmei Ryu - Sen - Zanmaken Ni no Tachi Issen (Voice of Heaven Style - Flash - One Thousand Double Impact Demon Slaying Swords)

Shinmei Ryu - Zan - Hyakuretsu Oukazan (Voice of Heaven Style - Killing Technique - Hundred Raging Cherry Blossoms Strike)

Hijutsu:

Aoyama Motoko Hijutsu:

Shinmei Ryu Ougi - Sen - Messetsu Zankuu Zanmasen (Voice of Heaven Style Secret Technique - Flash - Demon Crushing Air Flash)

Rank 12 Techniques:

Taijutsu:

Martial Art:

Shinmei Ryu Kessen Ougi - Shin Raikouken (Voice of Heaven Style Absolute Fighting Skill - True Lightning Slash)

Hiten Mitsurugi Ryu Technique List

Rank 3 Techniques:

Taijutsu:

Martial Arts:

Hiten Mitsurugi Ryu - Do Ryu Sen (Hiten Mitsurugi Style - Earth Dragon Flash)

Stance:

Hiten Mitsurugi Ryu - Shi Ryu Sen (Hiten Mitsurugi Style - Piercing Dragon Flash)

Rank 4 Techniques:

Taijutsu:

Martial Arts:

Hiten Mitsurugi Ryu - Hi Ryu Sen (Hiten Mitsurugi Style - Flying Dragon Flash)

Hiten Mitsurugi Ryu - Ryu Shou Sen (Hiten Mitsurugi Style - Rising Dragon Flash)

Hiten Mitsurugi Ryu - Ryu Sou Sen (Hiten Mitsurugi Style - Double Dragon Flash)

Rank 6 Techniques:

Taijutsu:

Body Art:

Hiten Mitsurugi Ryu Ougi - Shinjisoku (Hiten Mitsurugi Style Secret Technique - Godlike Speed)

Martial Arts:

Hiten Mitsurugi Ryu - Ryu Kan Sen (Hiten Mitsurugi Style - Coiling Dragon Flash)

Hiten Mitsurugi Ryu - Ryu Mei Sen (Hiten Mitsurugi Style - Deafening Dragon Flash)

Hiten Mitsurugi Ryu - Ryu Tsui Sen (Hiten Mitsurugi Style - Dragon Hammer Flash)

Hiten Mitsurugi Ryu - Sou Ryu Sen (Hiten Mitsurugi Style - Twin Dragon Flash)

Hiten Mitsurugi Ryu - Sou Ryu Sen Ikazuchi (Hiten Mitsurugi Style - Twin Dragon Thunder Flash)

Stance:

Hiten Mitsurugi Ryu - Mou Ryu Sen (Hiten Mitsurugi Style - Ferocious Dragon Flash)

Rank 7 Techniques:

Taijutsu:

Martial Arts:

Hiten Mitsurugi Ryu - Ryu Kan Sen Kogarashi (Hiten Mitsurugi Style - Withered Coiling Dragon Flash)

Hiten Mitsurugi Ryu - Ryu Sou Sen Garami (Hiten Mitsurugi Style - Deadly Twin Dragon Flash)

Rank 8 Techniques:

Taijutsu:

Martial Arts:

Hiten Mitsurugi Ryu - Ryu Kan Sen Tsumuji (Hiten Mitsurugi Style - Coiling Dragon Spinning Flash)

Hiten Mitsurugi Ryu - Ryu Tsui Shou Sen (Hiten Mitsurugi Style - Dragon Hammer Flash)

Rank 9 Techniques:

Taijutsu:

Martial Arts:

Hiten Mitsurugi Ryu - Ryu Tsui Sen Zan (Hiten Mitsurugi Style - Slaying Dragon Hammer Flash)

Hiten Mitsurugi Ryu Hiken - Kuzu Ryu Sen (Hiten Mitsurugi Style Secret Technique - Nine-headed Dragon Flash)

Hiten Mitsurugi Ryu Tsui no Hiken - Ama Kakeru Ryu no Hirameki (Hiten Mitsurugi Style Succession Technique - Heaven's Soaring Dragon Flash)

Rank 12 Techniques:

Taijutsu:

Body Art:

Hiten Mitsurugi Ryu Ougi - Shinkousoku (Hiten Mitsurugi Style Secret Technique - True Godlike Speed)

Modern Day Technique List

Rank 2 Techniques:

Ninjutsu:

Doton:

Kanegakure no Jutsu (Metal Concealment Technique)

Katon:

Kansou Sentaku no Jutsu (Dry Cleaning Technique)

Rank 4 Techniques:

Ninjutsu:

Raiton:

Touka Kansei no Jutsu (Blackout Technique)

Rank 5 Techniques:

Ninjutsu:

Kyousoku no Jutsu (Speed Burst Technique)

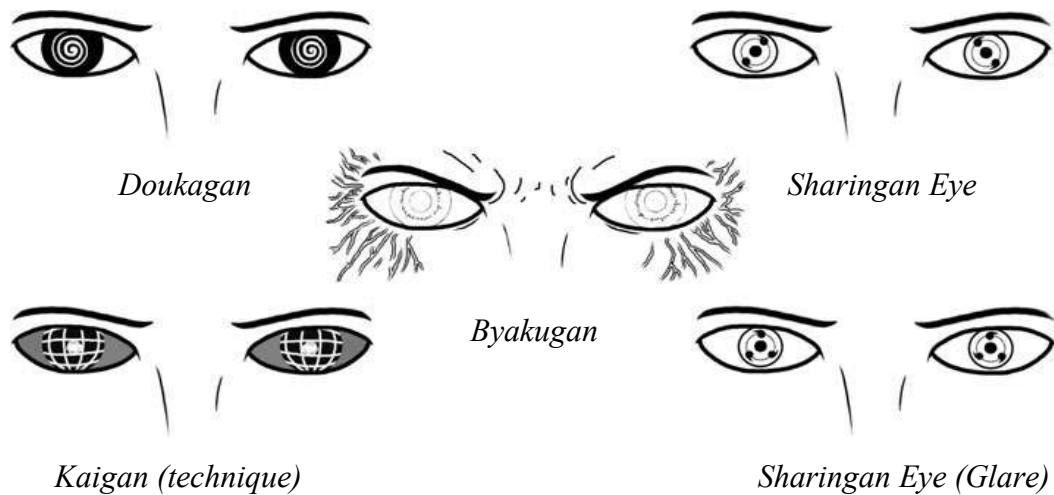
Rank 6 Techniques:

Ninjutsu:

Raiton:

Shinjun Denkou no Jutsu (Infiltration Current Technique)

CHAPTER XI: BLOODLINES AND TEMPLATES



Bloodlines

In the technical sense, bloodlines are a genetic mutation that grants an individual supernatural abilities, such as the power to see through walls or gain exceptional physical strength.

There are two types of bloodlines: progressive bloodlines, and bloodline templates. Progressive bloodlines are described in the following chapter, but bloodline templates like the Chakra Vampire or Sabiketsu can be found in the Subtypes and Templates section.

Bloodline-related feats sometimes follow progressive bloodlines.

Bloodline Levels

Over the life of a character, a character with a bloodline gradually gains more ability as he gains strength—and because it is so, static level adjustment doesn't reflect this progression particularly well. Instead, the character must take one or more level in his bloodline to gain its progressing benefit (see below). While the character gains certain benefits up to a certain level without any bloodline levels, the character must also meet certain prerequisites to gain levels in a specific bloodline (see below).

A bloodline level grants none of the level-specific benefits and is treated in the same way as a level adjustment, in that it doesn't grant hit points, base attack bonus or base save bonuses, chakra, or give skill points, or even increase a creature's CR—a bloodline level is simply a level taken to strengthen a character's bloodline and increases only the character's effective character level (ECL).

A bloodline level doesn't count towards your number of level when determining the power of your bloodline and does not count towards your number of levels when

determining the power of spells or techniques, or the maximum rank of technique you can learn. It does, however, count towards determining your ECL (Effective Character Level).

When a character gains a bloodline level, he unlocks the progression of his bloodline. For example, a character taking a level in a minor bloodline would gain abilities up to 20th level; taking a level in an intermediate bloodline will allow him to gain all abilities and bonuses from 1st level through 12th level.

TABLE: BLOODLINE LEVEL PROGRESSION

Bloodline Level	Minor	Intermediate	Major
0	1-6th	1-5th	1-5th
1st	7-20th	6-12th	6-10th
2nd	—	12-20th	11-15th
3rd	—	—	16-20th

If the character has an intermediate or major bloodline and does not take a level in the bloodline when a new step opens up to him (5th and 12th levels for an intermediate bloodline, or every 5th, 10th and 15th levels for major bloodlines), he suffers a non-cumulative 10% experience penalty for the first step missed, 15% for the second and 20% for the third. When the character takes a level in his bloodline, the penalty is reduced 1 step (minimum 0%); experience lost is not regained.

For example, a character with no level in a Major Bloodline would gain all abilities leveling up to 5th level. If he took a bloodline level at level 9, he would automatically gain abilities of level 6, 7, 8 and 9, but he would also suffer a 10% experience penalty up until he takes a bloodline level at level 9. If the character were 17th level with 1 bloodline level in a major bloodline, the penalty would be 15% (or 20% with no bloodline levels).

Abilities

Typically, there are four types of different benefits of bloodline levels:

Ability Boost: The character gains a permanent increase to the specified ability score, equal to the amount specified in the entry.

Affinity: The character gains a bonus (either +2, +4 or +6) to all Bluff, Diplomacy, Gather Information, Intimidate and Perform checks made to interact with creatures of his bloodline.

Skill Boost: The character gains a bonus (typically +2 or +4) to checks made with the given skill.

Special: The character gains a special ability, such as bonus feats, special attacks or abilities or spell-like abilities.

If the ability is a feat, the character can choose another feat if he already has selected the feat, unless it can be taken twice (subject to normal prerequisites).

Prerequisites

When a bloodline has prerequisites, the character is still able to take the required feat for it but is unable to gain a level in the bloodline until he meets the prerequisites. While taking the Advanced Bloodline feat unlocks the bloodline's "free" powers, he must still meet the requirements if he wishes to take levels in it.

Elemental affinities are only a requirement when using that variant.

Byakugan

The *Byakugan* is a special eye condition that can be awakened by some members of the Hyuuga Clan. Any and all individual who carry the bloodline's power have white eyes, even when the power is not active. Once activated, the nerves around the eyes will be visible under the skin, making even the most composed and beautiful face suddenly unsightly and intimidating.

Requirements:

To qualify to gain *Byakugan* bloodline levels, a character must fulfill all the following criteria.

Skills: Search, Sense Motive or Spot 3 ranks.

Feats: Advanced Bloodline (Byakugan).

TABLE: BYAKUGAN BLOODLINE TRAITS

Character Level	Intermediate
1st	Byakugan +1
2nd	—
3rd	Keen Sight +2
4th	Combat Insight +1
5th	Byakugan +2
6th	—
7th	Telescopic Eye
8th	Tenketsu Sealing
9th	Combat Insight +2
10th	Byakugan +3
11th	—
12th	Keen Sight +4
13th	Combat Insight +3
14th	Byakugan +4
15th	—
16th	Keen Sight +6
17th	—
18th	Combat Insight +4
19th	Byakugan +5
20th	—

Byakugan (Su): The character can activate this ability as an attack action that costs 3 points of Chakra every 2 rounds to maintain, that can't be converted. The character gains an insight bonus to Defense, Initiative and High Speed Sight, and the ability to constantly See Chakra.

He is also able to see through and thus ignore lighter forms of concealment, such as smoke or mist. The character may concentrate for an attack action while his Byakugan is active to See Through Chakra for as long as he concentrates (as per technique) and his Byakugan remains active. Deactivating this ability is a free action.

Keen Sight (Ex): While the character's Byakugan remains active, he gains an insight bonus to Search, Sense Motive and Spot checks.

Combat Insight (Ex): The character gains an insight bonus to Reflex saves and attack rolls while his Byakugan is active.

Telescopic Eye (Ex): When concentrating to See Through Chakra, the character can also spend a swift action to gain the ability to see through 1 foot of stone, 1 inch of metal or up to three feet of wood, plaster walls or dirt per 6 levels, for 1 round. He also suffers a penalty to spot checks only every 50 feet instead of every 10 feet.

While this ability is active, he cannot apply his Dexterity bonus to defense against melee attacks, and suffers a -4 penalty to melee attack rolls.

Tenketsu Sealing (Su): Up to four times per day, the character may activate this ability as a swift action as long as his Byakugan is active. This ability enables the character to directly see the chakra coil system of anything it focuses his eyes on.

The tenketsu sealing ability grants the character a +1 bonus to attack rolls made in any jyuken stance, and every successful jyuken attack deals 1 tenketsu damage to the target unless it succeeds a Fortitude save (DC 10 + $\frac{1}{2}$ character's level + character's Wisdom modifier). On a confirmed critical hit, the jyuken attack deals 2 tenketsu damage (or 3 if the character's critical multiplier is x3, 4 if it is x4, and so on).

Tenketsu damage to chakra created constructs and objects does not apply—instead, each point of tenketsu damage dealt deals 1 point of damage to the target. The ability lasts for 1 round when activated.

Enlightened Byakugan (Su): While his byakugan is active, the character can only be flanked by creatures of his level or higher, and can no longer lose his Dexterity bonus to defense unless caught flat-footed or immobilized.

In addition, when concentrating to use his Telescopic sight, he may make a spot check in any direction without needing to move. Other conditions that may cause the character to lose his Dexterity bonus to Defense, such as being feinted against, are still applicable.

All-Seeing Eye

You see all that is around you, and nothing can escape your all-seeing eye.

Prerequisite: Advanced Bloodline (Byakugan), Byakugan Sight, Byakugan +3, Keen Sight +4.

Benefit: Up to three times per day, the character may spend a swift action to gain a Blindsense 30 feet for 1 round while his Byakugan is active. The blindsense is directly dependent on sight and blindness cancels it.

Battle Ready (Byakugan) [Meta-Chakra]

You are quick in activating your Byakugan in battle.

Prerequisite: Advanced Bloodline (Byakugan), Byakugan +2.

Benefit: The character may spend 1 meta-chakra charge to activate the Byakugan ability as a swift action.

Byakugan Sight

Your eye of insight increases while using the Byakugan, never letting anyone catch you off-guard.

Prerequisite: Advanced Bloodline (Byakugan), Wis 13, Spot 6 ranks, Byakugan +2, Tenketsu Sealing Byakugan.

Benefit: You gain the Enlightened Byakugan, and the ability to learn several *Hyuuga Ryu* techniques.

Farseeing Eye

You see what others cannot.

Prerequisite: Advanced Bloodline (Byakugan), Byakugan +2, Keen Sight +2, Telescopic Eye.

Benefit: You ignore spot penalties for the first 50 feet when your Byakugan is active. When using the Telescopic Eye, you ignore spot penalties for an additional 100 feet, and suffer a -1 penalty to Spot checks every 50 feet.

Child of the Wild

Your bloodline has served the hunters for centuries, from the highest ranked ANBU to the most primitive caveman. You retain the natural ability to smell and act on instinct your fellow humans have lost countless years ago.

Requirements:

To qualify to gain *Child of the Wild* bloodline levels, a character must fulfill all the following criteria.

Skills: Survival 2 ranks.

Feats: Advanced Bloodline (Child of the Wild).

TABLE: CHILD OF THE WILD BLOODLINE TRAITS

Character Level	Minor
1st	+2 on Handle Animal checks
2nd	—
3rd	Scent (least)
4th	—
5th	—
6th	Aware +2
7th	—

8th	—
9th	+2 on Spot checks
10th	—
11th	—
12th	Scent (lesser)
13th	—
14th	—
15th	Aware +4
16th	—
17th	—
18th	+2 on Survival checks
19th	—
20th	Scent (greater)

Scent (least) (Ex): The character can activate or deactivate this ability as a swift action. He gains the scent extraordinary ability and may detect nearby creatures and sniff out hidden foes, but not track by scent. The ability lasts until the user runs out of chakra or is deactivated, and costs 1 point of chakra that can't be converted every 30 minutes. Deactivating this ability is a free action.

The range of Scent (least) is 30 feet (doubled upwind, halved downwind).

Aware (Ex): The character gains a bonus to Listen and Spot checks made against surprise.

Scent (lesser) (Ex): Same as scent (least), except that the character can track by scent, and gains a +4 bonus to Survival checks made to track by scent.

The range of Scent (lesser) is 60 feet (doubled upwind, halved downwind). The character can spend 3 points of Chakra that can't be converted to increase the range to 120 feet for 1 minute.

Scent (greater) (Ex): Same as scent (lesser) except that the range of Scent (greater) is 90 feet (doubled upwind, halved downwind).

The character can spend 3 points of Chakra that can't be converted to increase the range to 180 feet for 1 minute.

Dairiki

This bloodline is very famous in the Hidden Village of Stone, for it was the bloodline of their first *Tsuchikage*. It has a direct connection with the earth and greatly enhances the strength of its heir. The clan is very famous for their implication in the Village's defense and are well known for their unwavering loyalty towards the Tsuchikage.

Requirements:

To qualify to gain *Dairiki* bloodline levels, a character must fulfill all the following criteria.

Elemental Affinity: Earth.

Ability Scores: Strength 13.

Feats: Advanced Bloodline (Dairiki).

TABLE: DAIRIKI BLOODLINE TRAITS

Character Level	Minor
1st	—
2nd	—
3rd	Dairiki +1
4th	Earth Resistance 5
5th	—
6th	Power of the Earth +1
7th	—
8th	—
9th	Power of the Earth +2
10th	Dairiki +2
11th	—
12th	Power of the Earth +3
13th	—
14th	—
15th	Earth Resistance 10
16th	Power of the Earth +4
17th	—
18th	—
19th	—
20th	Power of the Earth +5

Dairiki (Su): The character can manifest this power as an attack action. He gains a bonus to Strength ranks that stacks with other non-permanent bonuses, and his muscle mass increases visibly. His Strength score counts as though it was 4 points higher than in reality to determine his carrying capacity.

This power costs 2 points of Chakra per round to maintain active, and can be deactivated as a free action.

Earth Resistance (Su): The character gains an earth resistance while the Dairiki ability is still active.

Power of the Earth (Su): The character gains an enhancement bonus to Ninjutsu checks made to perform Doton techniques, and a resistance bonus to saves against Doton type Ninjutsu techniques while the Dairiki ability is active.

Doukagan

The Fujiwara clan's Doukagan is a bloodline that manifests itself in the eye and allows its wielder to memorize the movements of Chakra when molded and used in techniques.

Requirements:

To qualify to gain *Doukagan* bloodline levels, a character must fulfill all the following criteria.

Skills: Genjutsu 2 ranks, Ninjutsu 2 ranks.
Feats: Advanced Bloodline (Doukagan).

TABLE: DOUKAGAN BLOODLINE TRAITS

Character Level	Minor
1st	—
2nd	Doukagan +1
3rd	—
4th	—
5th	High Speed Sight 1
6th	—
7th	—
8th	Osmosis
9th	—
10th	—
11th	Doukagan +2
12th	—
13th	—
14th	High Speed Sight 2
15th	—
16th	—
17th	Doukagan +3
18th	—
19th	—
20th	High Speed Sight 3

Doukagan (Su): The character can activate this bloodline ability by spending an attack action that does not provoke an attack of opportunity, and costs 3 points of Chakra that can't be converted every 2 rounds to maintain.

While the Doukagan is active, the character gains a resistance bonus to Will saves against Genjutsu and Ninjutsu techniques, and a bonus to identify Genjutsu and Ninjutsu techniques (see above).

The character may also concentrate for an attack action to *See Chakra* for as long as his Doukagan remains active. Will save bonuses against Genjutsu from Seeing Chakra do not stack with the Doukagan's. Deactivating this ability is a free action.

High Speed Sight (Ex): While the character's Doukagan is active, he gains a high speed sight equal to the specified amount.

Osmosis (Su): Once per round as an instant action while the character's Doukagan is active and he is Seeing Chakra, he may “assimilate” any Ninjutsu or Genjutsu technique he sees by spending an action point.

Other than assimilating the technique, his Doukagan bonus increases by +2 against the assimilated technique.

The technique, once assimilated, allows the character to develop it within 2 weeks with a bonus to Learn checks equal to his Doukagan bonus increased by Osmosis. If unused

within 2 weeks, the knowledge fades and is useless. Normal restrictions and requirements of the technique (such as elemental affinity or need of a bloodline) apply. If the technique cannot be assimilated, the action point is not wasted.

The character can only assimilate a number of techniques per month equal to his Intelligence modifier.

Battle Ready (Doukagan) [Meta-Chakra]

You are quick in activating your Doukagan in battle.

Prerequisite: Advanced Bloodline (Doukagan), Doukagan +1, Osmosis.

Benefit: The character may spend 1 meta-chakra charge to activate the Doukagan ability as a swift action.

Greater Osmosis [Meta-Chakra]

Prerequisite: Advanced Bloodline (Doukagan), Osmosis.

Benefit: Up to twice per day, the character can spend a meta-chakra feat to use the Osmosis ability rather than an action point.

Fortify

Amongst the members of the Ishimaru Clan, there is a few individual born with the power to manipulate their cells in such way that their skin becomes hard as stone, while the texture itself doesn't change. They named the ability Fortify. It usually awakens at a young age, but takes a long time to control.

Requirements:

To qualify to gain *Fortify* bloodline levels, a character must fulfill all the following criteria.

Elemental Affinity: Earth.

Feats: Advanced Bloodline (Fortify).

TABLE: FORTIFY BLOODLINE TRAITS

Character Level	Minor
1st	Lesser Stone Skin +1
2nd	Fortify I (2/chakra)
3rd	—
4th	Fortify I (3/chakra)
5th	Lesser Stone Skin +2
6th	—
7th	Fortify I (5/chakra)
8th	Stone Skin +3
9th	—
10th	Fortify II (5/chakra)
11th	Stone Skin +4
12th	—
13th	Fortify II (7/chakra)
14th	Greater Stone Skin +5

15th	—
16th	Fortify II (8/chakra)
17th	Greater Stone Skin +6
18th	—
19th	Fortify III (10/chakra)
20th	Earth Frenzy

Lesser Stone Skin (Su): Activating this ability is an attack action that costs 3 points of Chakra every 2 rounds that can't be converted. The character gains a natural armor bonus equal to the specified amount. If the character already had a natural armor bonus, it does not stack, use whichever is higher. Deactivating this ability is a free action.

Fortify I (Su): The character gains a damage reduction equal to the amount specified parenthetically (see above) while his Lesser Stone Skin or Stone Skin (if the character doesn't yet have Fortify II) is active.

Stone Skin (Su): Same as Lesser Stone Skin, except that the ability costs 3 points of Chakra per round to maintain.

Fortify II (Su): Same as Fortify I, except that it is active only when the Stone Skin or Greater Stone Skin (if the character doesn't yet have Fortify III) ability is, rather than Lesser Stone Skin.

Greater Stone Skin (Su): Same as Lesser Stone Skin, except that the cost is 5 points of Chakra per round.

Fortify III (Su): Same as Fortify I, except that the ability is active only when Greater Stone Skin is, rather than Lesser Stone Skin or Stone Skin.

Earth Frenzy (Su): The character can activate this ability as a swift action whenever his Lesser Stone Skin, Stone Skin or Greater Stone Skin ability is active, and it can be used once per day. The character's natural armor bonus and damage reduction improve by +2 points, and he gains a +4 enhancement bonus to Strength and Constitution scores.

While frenzied, the character cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Intimidate), the Concentration skill or any abilities that require patience or concentration, but is still in control of his actions or who it can or can't attack. Though it cannot use Ninjutsu or Genjutsu techniques, it may still use *Doton* ninjutsu techniques, and Taijutsu techniques normally, albeit at a -4 penalty to Perform checks.

The character's unarmed attack damage improves by 1 step while frenzied. The frenzy effect lasts for 3 rounds plus the character's newly modified Constitution modifier. When the frenzy ends, the character becomes fatigued for the rest of the encounter. If the character was already fatigued, he becomes exhausted.

The character cannot enter frenzy while exhausted. If either of the used ability ends before the frenzy effect, the frenzy effect is also prematurely terminated.

Gumoshin

The fearsome ability of the Gumoshin clan is in fact a mutation much like the Aburame, except that this particular clan holds several glands and traits found on numerous spiders, namely the ability to produce silk threads or walk on walls with mere chakra manipulations. Some of the stronger individuals of the Gumoshin are known to grow several additional arms, sometimes even up to 4.

Requirements:

To qualify to gain *Gumokeitou* bloodline levels, a character must fulfill all the following criteria.

Skills: Climb 2 ranks.

Feats: Advanced Bloodline (Gumoshin).

TABLE: GUMOSHIN BLOODLINE TRAITS

Character Level	Minor
1st	Spider Silk
2nd	—
3rd	Spider Climb 1/day
4th	—
5th	Spider Affinity +2
6th	—
7th	Blood Pact (Spider)
8th	—
9th	+1 bonus to Fortitude vs. Spider poison
10th	—
11th	Spider Climb 2/day
12th	—
13th	+2 bonus to Fortitude vs. Spider poison
14th	—
15th	Spider Affinity +4
16th	—
17th	+3 bonus to Fortitude vs. Spider poison
18th	—
19th	Spider Climb 3/day
20th	—

Spider Silk (Su): The character's body produces spider silk by itself, though he cannot use it without techniques. His body holds 1 kumonosu per level. Once used, kumonosu are created at the rate of 1 per hour.

If the character does not possess a bloodline level in this bloodline, he does not gain additional kumonosu after 6th level until a level is taken.

Spider Climb (Su): A number of times per day, the user can use this ability as an attack action. By spending 1 kumonosu or 2 points of Chakra that can't be converted to walk on horizontal surfaces or upside down, including walls and ceiling, as per the *spider climb* spell (caster level is the character level). Deactivating this ability is a free action.

Bonus Feat: The character gains the Blood Pact (spider) feat at 7th level.

Multi-Armed Subtype

A character with this bloodline may choose to grow more than a pair of arm at character creation. The character may gain up to 4 additional arms, taken in pairs.

Traits:

— **2-Armed:** The character gains a +4 racial bonus to Climb and Grapple checks, and 2 additional arms. The character gains a level adjustment +2. The character can only have one multi-armed trait.

— **4-Armed:** The character gains a +8 racial bonus to Climb and Grapple checks, and 4 additional arms. The character gains a level adjustment +4. The character can only have one multi-armed trait.

— **Multi-Armed:** The multi-armed character's additional off-hands are not included in the Two-Weapon Fighting feats, and he therefore must select the Multiweapon Fighting feat (see *Monster Feats* for details). A character with multiple arms gained by this bloodline, regardless of proficiency, may never take the *Advanced Multiweapon Fighting* feat.

Hiraishin

The special Bloodline power of the Dattoumaru clan relies mostly on speed, which generally gives one the edge he needs to catch his foe off-guard or quickly retreat or catch up to someone, thus making short work of a hot pursuit. This power is very popular amongst *Kumogakure's* ANBU and Hunter-Nins and many have tried, and failed, to claim it for themselves.

Requirements:

To qualify to gain *Hiraishin* bloodline levels, a character must fulfill all the following criteria.

Skills: Balance, Jump or Tumble 2 ranks.

Feats: Advanced Bloodline (Hiraishin).

TABLE: HIRAISHIN BLOODLINE TRAITS

Character Level	Minor
1st	—
2nd	Hiraishin +1
3rd	—
4th	—
5th	Up the Walls
6th	—
7th	—
8th	Hiraishin +2
9th	—
10th	—
11th	Slow Fall (25 feet)
12th	—
13th	—
14th	Hiraishin +3
15th	—

16th	—
17th	Slow Fall (50 feet)
18th	—
19th	—
20th	Hiraishin +4

Hiraishin (Su): The character can activate this ability as a swift action, and gains a speed rank bonus equal to the specified amount for doing so. While active, the ability costs 2 points of chakra per 3 rounds, plus 1 per speed ranks gained (minimum 3) that can't be converted to hit points.

The ability can be downplayed and allows the character to use it at less than full power. When making contact with water while Hiraishin is active, the character takes 1d4 points of damage per round he maintains contact, or 2d4 points for total immersion in water. Deactivating this ability is a free action.

Up the Walls (Ex): When his Hiraishin is active, the character is able to run up 45-degree inclinations without problem, or run up walls in a movement action by making a Climb check (DC 20). If he does not reach a solid, horizontal surface by the end of the action, he begins to fall.

Slow Fall (Ex): When the character's Hiraishin is active and the character is currently falling within 10 feet of a wall or otherwise solid vertical surface, he may treat his fall as though it was 25 or 50 feet shorter (see above).

Hyouma

Along the frozen wastelands, no clan is more adept to survival than the silent Himashin clan. Due to their advanced blood, they can walk into the coldest of areas wearing nothing and still feel perfectly fine. In order to stealthily move against their prey, they can meld with the very ice itself, becoming one with the icy ground of the frozen continent that they strive on. In time, they can even sense whomever is touching the ice nearby, striking and fighting from even inside the ice with their terrifying Hyouton.

Remnants of the bloodline could be found a few years ago in the Hidden Mist, before a civil war killed off that one branch.

Requirements:

To qualify to gain *Hyouma* bloodline levels, a character must fulfill all the following criteria.

Elemental Affinity: Water or Wind.

Feats: Advanced Bloodline (Hyouma).

TABLE: HYOUMA BLOODLINE TRAITS

Character Level	Intermediate
1st	Hyouton
2nd	Cold Blooded +1

3rd	—
4th	Hyouma (half)
5th	—
6th	Arctic Protection 10
7th	—
8th	Arctic Tracking
9th	—
10th	Cold Blooded +2
11th	—
12th	Hyouma (full)
13th	—
14th	Arctic Protection 15
15th	—
16th	Cold Blooded +3
17th	—
18th	Arctic Protection 20
19th	—
20th	Cold Blooded +4

Bonus Feat: The character gains the Hyouton feat at first level.

Cold Blooded (Ex): The character gains a bonus to checks made to identify and perform Hyouton techniques, and to saves against cold weather.

Hyouma (Su): The character can activate this ability as an attack action that costs 3 points of Chakra every 2 rounds that can't be converted. While active, the character can move at a burrow speed for half or all his land speed, but only in ice, snow or fully frozen earth. The character may choose whether or not to leave tunnels. Deactivating this ability is a free action.

Arctic Protection (Su): While the character's Hyouma is active, he gains a Cold Resistance equal to the number specified above.

Arctic Tracking (Su): While the character's Hyouma is active, he may spend a swift action each round to gain a Tremorsense 30 feet that functions only on ice or snow. The tremorsense lasts for 1 round.

Kamitora

Of all the advanced bloodlines, one of the oddest and yet most powerful lay in the hands of the Soushi Clan. Coming from generations of artists, they have the innate ability to bring their drawings to life, animating them while giving them incredible powers. Many legendary monsters tend to appear when one fights a Soushi, with all of their legendary powers intact. Yet, although their clan has such a power, only a rare few of the clan have the awakened bloodline gift.

Requirements:

To qualify to gain *Kamitora* bloodline levels, a character must fulfill all the following criteria.

Skills: Craft (calligraphy) or Craft (visual arts) 4 ranks.

Feats: Advanced Bloodline (Kamitora), Scribe Chakra Symbols.

TABLE: KAMITORA BLOODLINE TRAITS

Character Level	Major
1st	Craft (calligraphy or visual arts) +2
2nd	Monster Summoner I
3rd	—
4th	Ink Vision
5th	—
6th	—
7th	Monster Summoner II
8th	Craft (calligraphy or visual arts) +4
9th	—
10th	Advanced Monster Summoner
11th	—
12th	Monster Summoner III
13th	—
14th	Craft (calligraphy or visual arts) +6
15th	—
16th	—
17th	Monster Summoner IV
18th	—
19th	—
20th	—

Monster Summoner I (Su): The character is able to summon a monster from ink on a scroll. Beforehand, the character must spend time drawing the desired monster on a blank scroll, requiring a Craft (calligraphy) or Craft (visual arts) check (DC 15). Each attempt uses up one page on the scroll, and takes 5 minutes. The character is fully aware of a failed check and will know whether the drawing will produce a monster.

The monster can be summoned anytime afterwards by touching the drawing and spending a full-round action concentrating that may provoke an attack of opportunity, and paying the monster's Chakra Cost (2 points of Chakra per hit dice, which can be converted; the ability counts as a rank 2 technique). Monsters with less than 1 hit die count as though they had 1 hit die for the purpose of calculating the chakra cost.

The monster summoned may go anywhere within 10 miles of the character and will follow mental orders to the letter, regardless of personal danger or current relevance. They are immune to mind-affecting effects and a Chakra Pool equal to the chakra spent during their creation. The summoned monster lasts for 1 hour per level of the character, or until killed. When killed or the duration expires, the monster simply vanishes.

The monster, when created, is obviously made of ink and paper. Though it behaves normally according to its species, it cannot be mistaken for the real creature. The summoned monster takes one-half again as much damage from sources that deal Fire or Water damage.

The summoned monster lasts 1 hour per level, retains all of its original qualities

(including massive damage threshold and spell-like abilities) and can have up to the user's level in hit dice (or up to 5 HD). It cannot be advanced.

Ink Vision (Su): By concentrating (as though a technique), the character is able to see through the eyes of a summoned monster and directly control it. This ability functions as though the user was using *Shintenshin no Jutsu* with his summoned monster, with a few differences: it cannot miss, or be resisted, and the character does not retain any of his abilities, nor does he suffer damage when the monster he controls does.

He simply inserts his conscious into the chakra construct and direct what ability it should use, sitting in the back of the monster's mind merely as a dominant 'voice in one's head'.

There is no limit to the distance from the monster to the user except that of the Summon Monster ability (10 miles).

Summon Monster II (Su): This ability is the same as Summon Monster I, except that it affects monsters of up to 10 hit dice. Drawing the monster takes 10 minutes and requires a Craft (calligraphy) or Craft (visual arts) check (DC 20) and takes 1 page of space on a blank scroll. Summon Monster II counts as a rank 7 technique for the purpose of converting it to Chakra.

Advanced Monster Summoner (Su): If a monster can be advanced by hit dice, the character is able to do so in the limits of the summon monster ability (summon monster IV cannot advance a monster beyond 20 hit dice). A monster advanced a category may require a higher Summon Monster ability to summon. Drawing an advanced monster increase the drawing time by 5 minutes and the check DC by 5, but not the time it takes to summon it.

Summon Monster III (Su): This ability is the same as Summon Monster I, except that it affects monsters of up to 15 hit dice. Drawing the monster takes 15 minutes and requires a Craft (calligraphy) or Craft (visual arts) check (DC 25) and takes 1 page of space on a blank scroll. Summon Monster III counts as a rank 12 technique for the purpose of converting it to Chakra.

Summon Monster IV (Su): This ability is the same as Summon Monster I, except that it affects monsters of up to 20 hit dice. Drawing the monster takes 20 minutes and requires a Craft (calligraphy) or Craft (visual arts) check (DC 30) and takes 1 page of space on a blank scroll. Summon Monster IV counts as a rank 17 technique for the purpose of converting it to Chakra.

Katsugan

This advanced bloodline is very popular amongst the ANBU and Hunter-Nin of the various ninja villages. It drastically improves the eyesight and allows one to easily spot a hiding foe or a concealed trap. Seeing creatures moving at high speed are also no problem for the *Katsugan*, but its one weakness also lies in its greatest strength: the eyesight becomes too good, and direct exposure to light can hurt the eyes. Nevertheless, the

Katsugan is considered the bane of many ambush.

A character having the *Katsugan* is required to have good Chakra Control, otherwise he will see his reserves mined quickly due to the constant strain on his eyes and drain of his Chakra.

Requirements:

To qualify to gain *Katsugan* bloodline levels, a character must fulfill all the following criteria.

Skills: Spot 2 ranks.

Feats: Advanced Bloodline (*Katsugan*).

TABLE: KATSUGAN BLOODLINE TRAITS

Character Level	Minor
1st	Light Sensitivity -1
2nd	—
3rd	Keen Sight +2
4th	Darkvision 30 ft.
5th	—
6th	Light Sensitivity -2
7th	Gaze of the Predator +1
8th	—
9th	Keen Sight +4
10th	High Speed Sight 1
11th	—
12th	Gaze of the Predator +2
13th	Far Sight
14th	—
15th	Keen Sight +6
16th	Light Sensitivity -3
17th	—
18th	Darkvision 90 ft.
19th	High Speed Sight 3
20th	—

Light Sensitivity (Ex): The character's eyes are naturally sensitive to bright light. He suffers a penalty to attack rolls, skill checks and ability checks when directly exposed to bright lights or sunlight on a sunny day.

When the character's penalty reaches -2 at 6th level, he must make a Fortitude check (DC 15, +1 per additional minute of exposure) when exposed to bright light for 1 minute, to avoid being blinded for 2d6 minutes.

This penalty can be negated by pulling a thin cloth—usually a silken blindfold—over the character's eyes. Doing thus reduces the Keen Sight bonus by half (maximum +2), rounded down, the Gaze of the Predator bonus by 1 (minimum 0) and the High Speed Sight by 1 (minimum 0). The range of the character's Darkvision is also halved.

The cost of the Keen Sight is also paid only every four hours if the light sensitivity is negated, rather than every two hours.

Keen Sight (Su): This ability is always active, and costs 1 point of Chakra every two hour the character remains awake. The Chakra Cost can be converted to hit points with a Chakra Control check (DC 15).

The character gains a bonus to Search and Spot checks. The Keen Sight ability cannot normally be deactivated. Blindness negates any bonuses and penalties of the Keen Sight bloodline, as well as the chakra cost.

The chakra cost of the Keen Sight ability can be reduced by pulling a thin cloth over the character's eyes (see Light Sensitivity).

Gaze of the Predator (Su): The character gains a bonus to attack rolls made when the Keen Sight ability is active.

High Speed Sight (Su): The character gains a high speed sight when the Keen Sight ability is active.

Far Sight (Su): The character suffers a penalty to spot checks of -1 every 15 feet rather than every 10 feet. This ability is negated if the character's eyes are covered to negate the Light Sensitivity ability.

Kikai Host

While not exactly a bloodline in itself, the Aburame Clan developed a special technique that allows them to use their body as host to Chakra-devouring bugs in exchange of being able to use them as tools freely. This fearsome ability alone is enough to discourage most ninja from ever making an enemy of the Aburame Clan.

Requirements:

To qualify to gain *Kikai Host* bloodline levels, a character must fulfill all the following criteria.

Feats: Advanced Bloodline (Kikai Host).

TABLE: KIKAI HOST BLOODLINE TRAITS

Character Level	Minor
1st	Kikai Host
2nd	—
3rd	—
4th	Frailty -1
5th	Reserve
6th	—
7th	—
8th	Bloodline Traits +1
9th	—
10th	—
11th	Frailty -3
12th	Bloodline Traits +2

13th	—
14th	—
15th	Frailty -5
16th	Bloodline Traits +3
17th	—
18th	—
19th	Frailty -7
20th	Bloodline Traits +4

Kikai Host (Ex): The character gains a kikaichuu at 1st level, and ever odd-numbered levels afterward (3rd, 5th, 7th and so forth). The *kikaichuu* are under direct control of the host, and know not betrayal; they will never hesitate to obey a command regardless whether it puts it at risk or not and cannot be controlled by any other than the character.

The character can release any number of kikaichuu as a free action that does not provoke an attack of opportunity. Once the character uses a technique that requires a *kikaichuu* being away from his body for the duration of a technique (for example, *Kikai Bunshin no Jutsu*), he may not use said kikaichuu for any other purpose.

The *kikaichuu* can only perform either a move action or an attack action and one free action under the character's control. If a *kikaichuu* is within 5 feet of the user, it can return to the user's body as a free action. In addition, one *kikaichuu* can be freed for Kawaremi purpose without it being destroyed.

Once a *kikaichuu* is destroyed or left behind, it will scatter after 3 days without the user's guidance and a new one will spawn in the character's body in 1d4 days. More details can be found on the *kikaichuu*, including the stat block of one swarm, in the *Creatures and NPCs* chapter. To a certain extent, the host may communicate some limited information and orders to his bugs, and his bugs to him (to the GM's discretion).

If the character does not possess a bloodline level in this bloodline, the kikai host ability does not progress beyond 6th level until a level is taken.

Bloodline Traits (Ex): The character gains a racial bonus to saves against poisons and diseases equal to the specified amount.

Reserve (Ex): The character can declare up to 1 swarm per level as reserve while they are outside his body. The reserve swarms stay in the same general area where they were left at, moving only to feed, and will not scatter for up to 1 week per level.

Reserve swarms cannot be controlled by the character until they are returned to his body for at least 1 day, but will not lose allegiance to the character. Swarms declared as reserve will be replaced by 1d4 days as though they were discarded.

Regardless of the means he employs, the character can neither host nor control an amount of kikaichuu greater than what his kikai host ability allows. Reserve swarms are generally used as a mean of quick replacement for slain kikaichuu.

Frailty (Ex): The character suffers a total penalty to hit points and chakra pool equal to the specified amount. He restores lost chakra half as fast as normal (the Chakra Restoration allows the character to restore chakra normally). The penalty isn't cumulative everytime it is applied.

Black Death

Prerequisite: Advanced Bloodline (Kikai Host), Greater Hivemind, Hivemind.

Benefit: Every hive mother born after selecting this feat deal poison damage with their bite attack.

The poison has a Fortitude save (DC 10 + 1/3 host's level + hive mother's Con modifier) and deals 1d4 points of Dexterity damage as initial and secondary damage.

Bug Host

Prerequisite: Advanced Bloodline (Kikai Host), Kikai Host and Reserve special abilities.

Benefit: You gain an additional kikaichuu.

Destruction Bugs

Prerequisite: Advanced Bloodline (Kikai Host).

Benefit: Your kikaichuu gain additional 1 hit point per hit dice, and the swarm's distraction's DC increases by +2.

Greater Hivemind

Prerequisite: Advanced Bloodline (Kikai Host), Hivemind, Kikai Host special abilities, Sense Chakra.

Benefit: A hive mother or a kikaichuu accompanied by a hive mother increases its energy resistance to cold, earth, electricity, fire, wind, and water by 5.

Hivemind

You acquire and introduce various species of kikai bugs into your hive.

Prerequisite: Advanced Bloodline (Kikai Host), Kikai Host special abilities, 1 level in Kikai Host bloodline.

Benefit: Your body produces up to 1 hive mother per 5 level (maximum 4). The hive mother can be sent with any kikaichuu.

The hive mother increases the kikaichuu's Constitution score by 2, and constantly senses chakra (20 ft. range). You can sense chakra through the hive mother by concentrating normally (see Sense Chakra for details).

If the hive mother is killed (or if the kikaichuu it was sent with is destroyed), a new one is born every day. No more than 1 hive mother can be present in a kikaichuu.

Kyuushou Kousei

With this odd bloodline, they say that you cannot die. It allows one to live longer, heal his

body and never lose consciousness.

Requirements:

To qualify to gain *Kyuushou Kousei* bloodline levels, a character must fulfill all the following criteria.

Ability Scores: Constitution 14.

Feats: Advanced Bloodline (*Kyuushou Kousei*).

TABLE: KYUUSHOU KOUSEI BLOODLINE TRAITS

Character Level	Intermediate
1st	Extended Life (10 years)
2nd	Pseudomortality 1
3rd	Deathless Fortitude +1
4th	—
5th	—
6th	Extended Life (15 years)
7th	Pseudomortality 2
8th	Deathless Fortitude +2
9th	—
10th	Ageless
11th	Extended Life (20 years)
12th	Pseudomortality 3
13th	Deathless Fortitude +3
14th	—
15th	—
16th	Extended Life (2d10+20 years)
17th	Pseudomortality 4
18th	Deathless Fortitude +4
19th	—
20th	—

Extended Life (Ex): The character adds the amount specified parenthetically to his normal lifespan, slowing the effect of aging in the age category he is currently in by the specified amount.

Pseudomortality (Su): This power can be activated as an attack action, and costs 3 points of Chakra that can't be converted every 2 rounds to maintain active, and can be deactivated as a free action. While the Pseudomortality effect lasts, the character gains a fast healing supernatural quality (see above).

Deathless Fortitude (Su): While under the effects of Pseudomortality, the character gains a bonus to Fortitude saves and Constitution checks as noted above. The character is also able to take an attack or move action each round while reduced to -1 hit points or lower, though he still dies normally when reaching -10 hit points.

Ageless (Ex): The character stops aging, and no longer suffers penalty from advancing an age category, though he still retains the benefits. Any previously applied aging penalty remain, and the character can still die of old age.

Reikyou

Bearer of impressive battle auras, the Imagawa warrior were feared indeed when the time came to do battle. Their bloodlines, nicknamed "golden energy," allowed them to drastically increase their Chakra amount in order to perform with greater efficiency and lesser costs.

Requirements:

To qualify to gain *Reikyou* bloodline levels, a character must fulfill all the following criteria.

Feats: Advanced Bloodline (Reikyou), Improved Chakra Pool.

TABLE: REIKYOU BLOODLINE TRAITS

Character Level	Intermediate
1st	Chakra Restoration
2nd	—
3rd	—
4th	Spirit Power +1
5th	Spirit Soaring (1d4)
6th	—
7th	—
8th	Spirit Soaring (2d4)
9th	Improved Chakra Pool
10th	—
11th	—
12th	Spirit Power +2
13th	Spirit Soaring (3d4)
14th	—
15th	—
16th	Spirit Soaring (4d4)
17th	Improved Chakra Pool
18th	—
19th	—
20th	Spirit Power +3

Bonus Feats: The character gains the Chakra Restoration feat at 1st level, and the Improved Chakra Pool feat at 9th and 17th level.

Spirit Power (Su): The character can activate this ability as a swift action up to three times per day. His effective chakra signature increases by a number of category (see above) and his chakra takes on a rich golden color, immediately visible to the naked eye.

A creature with the ability to See Chakra or See Through Chakra looking at the character must make a Fortitude save (DC 10 + character's Con modifier + spirit power bonus) or be blinded for 1 round. A successful save makes a creature immune to the character's spirit power for 24 hours.

In addition, the character gains his spirit power bonus to Chakra when spending an action point to gain chakra while the ability is active.

The ability lasts for 5 rounds.

Spirit Soaring (Su): When using the spirit power ability, the character can gain temporary chakra, which lasts 1 minute.

The amount of chakra gained is a number of d4 specified parenthetically, and for every 2 points of chakra gained, the character suffers 1 point of Stamina damage (round up). The number of chakra dice can be decreased at the character's wish.

Multiple results from using spirit power consecutively do not stack, use the highest result; the duration is refreshed with each use of spirit power.

Sharingan Eye

The Sharingan is the most feared ability of the Uchiha Clan. This unique ability manifests in a clan member's eyes, and while some might call it a genetic aberration or deformity, the Uchiha have used this gift to devastating effect. In some members this ability will only let them anticipate or predict the path of an attack. Other clan members even have the ability to disorient and mimic an opponent's techniques, and although this aspect isn't perfect the Uchiha still have put it to good use.

A subset ability of the mimicry ability is that of the ability to copy and learn a technique that one's opponent has used, and there are members of the clan that have grown most powerful because of this unique talent. The most secret abilities of the Sharingan are also the most feared, and have not been able to be recorded by those outside the clan for no one has survived an encounter with these abilities unscathed.

Requirements:

To qualify to gain *Sharingan Eye* bloodline levels, a character must fulfill all the following criteria.

Minor:

Skills: Intimidate or Spot 2 ranks.

Feats: Advanced Bloodline (Sharingan Eye).

Intermediate:

Elemental Affinity: Fire, Lightning or Wind.

Skills: Intimidate 4 ranks or Spot 4 ranks.

Feats: Advanced Bloodline (Sharingan Eye).

TABLE: SHARINGAN EYE BLOODLINE TRAITS

Character Level	Minor	Intermediate
1st	—	—
2nd	—	Sharingan Eye +1
3rd	Sharingan Eye +1	Offensive Foresight +1
4th	—	High Speed Sight 1
5th	Offensive Foresight +1	—
6th	—	Sharingan Eye +2

7th	High Speed Sight 1	Offensive Foresight +2
8th	—	Sharingan Eye +3
9th	Sharingan Eye +2	—
10th	—	Glare
11th	Sharingan Eye +3	Sharingan Eye +4
12th	Glare	High Speed Sight 2
13th	Offensive Foresight +2	—
14th	—	Sharingan Eye +5
15th	Sharingan Eye +4	High Speed Sight 3
16th	—	Offensive Foresight +3
17th	High Speed Sight 2	—
18th	—	High Speed Sight 4
19th	High Speed Sight 3	Sharingan Eye +6
20th	—	High Speed Sight 5

Sharingan Eye (Su): The character activates this ability as an attack action that does not provoke an attack of opportunity. He gains an insight bonus to Defense, Initiative and Spot checks and Genjutsu checks to detect illusions, as well as checks made to read lips or memorize something.

The character can concentrate for a move-equivalent action to gain the ability to See Chakra for as long as he concentrates, plus 5 rounds. Concentrating this way is the same as if he were concentrating on a spell or technique.

The sharingan eye costs 1 point of chakra per round to maintain, and cannot be converted to hit points. It can be deactivated as a free action on the character's turn. If the character is blinded, he gains none of the benefits of the sharingan.

Unless caught flat-footed, the character cannot lose his Dexterity bonus to defense while the sharingan is active. Deactivating this ability is a free action.

Variant: Regardless of the level of the character, the sharingan can only be activated for the first time when the character survives an attack that would have otherwise killed him (succeeding a save, for example) and remains conscious.

High Speed Sight (Su): When the sharingan eye is active, the character gains a high speed sight of the specified amount for as long as he can See Chakra.

Offensive Foresight (Su): The character gains an insight bonus to attack rolls and Reflex saves, and Intimidate checks when his sharingan eye is active.

Glare (Su): The character's sharingan eye evolves, and gains a third tomoe (a "comma"). The character gains a +4 bonus to perform Doujutsu techniques and detecting while his sharingan eye is active. The DC of the character's Doujutsu techniques increases by 1 while his sharingan eye is active.

Sharingan Technique Mimicry (Su): This ability allows the character to copy techniques using the Sharingan's precognitive ability, and its ability to see chakra.

The character readies an action. Any technique he sees performed within 50 feet, he may copy using his readied action. The character must meet the requirements of the technique to copy it, and if he does not, the readied action is wasted.

The technique must be a Genjutsu or Ninjutsu technique performed with hand seals or half seals components, or be a Stance subtype taijutsu technique. A Chakra Control technique, a technique performed with no hand seals or a Martial Arts or Body Arts Taijutsu technique cannot be copied.

To copy a technique, he must succeed a check to identify it and check again to Perform the technique. If both checks to identify and perform the technique, the maneuver can be initiated.

When initiating the maneuver, the character has a 80% base chance of success. If he fails, the readied action is wasted, but he spends no Chakra. If he succeeds, the character must pay the same Chakra cost as the technique that was performed (accounting for meta-chakra feats and the technique being empowered), which he may convert to hit points with the Chakra Control skill normally.

If a meta-chakra feat was applied to the technique, the chance of success is reduced by 30%. The character is able to determine if a meta-chakra feat was applied to the technique when he succeeds on identifying it.

If the victim is under the "Technique Copy" effect of the Sharingan Ougi - Shinkou Jutsu technique, the chance of success increases by 10%. If the character can See Chakra, the chance of success increases by 10%.

If the maneuver succeeds, the character can choose to Copy, Memorize or Nullify.

Copy: The character performs the technique as it was performed by the creature he copied from, and it has the same effects. The character gains a +2 bonus to Learn checks made to develop the technique for 2 weeks. If unused, the bonus fades.

Memorize: The character gains a +4 bonus to Learn checks to develop the technique for 1 month. If unused, the bonus fades. He regains one-half the chakra cost he paid to initiate the maneuver (Chakra converted to hit points is healed).

Nullify (Genjutsu or Ninjutsu only): The character counters the creature performing the technique, and the technique has no effect. The character gains a +2 bonus to Learn checks made to develop the technique for 2 weeks. If unused, the bonus fades. A technique with a Personal range cannot be nullified.

Mangekyou Sharingan (Su): The character can activate this power as a swift action that does not provoke an attack of opportunity only when his sharingan eye is active. For 1 round, the character's sharingan eye gains an additional +2 bonus, and he can *See Chakra* without needing to concentrate.

The mangekyou sharingan state allows the character to perform the *amaterasu*, *tsukuyomi* and *yominodoki* techniques, and can be used up to 1 times per day per 5 levels (up to 4 times safely).

Activating the mangekyou sharingan beyond the fourth time, if the character could activate it more than 4 times a day (25th or higher level), implies a -1 penalty to attack rolls, defense, saving throws and skill checks; the penalty is cumulative to that of *Amaterasu*, *Yominodoki*, and *Tsukuyomi*, and heals at the same rate as ability damage.

If this penalty reaches -10, the character will be blinded until at least 1 point is healed, either naturally or with a technique. The blindness is temporarily negated by activating the Mangekyou Sharingan, but renders normal Doujutsu and the Sharingan useless.

Battle Ready (Sharingan Eye) [Meta-Chakra]

You are quick in activating your Sharingan Eye in battle.

Prerequisite: Advanced Bloodline (Sharingan Eye), Sharingan Eye +2.

Benefit: The character may spend 1 meta-chakra charge to activate the Sharingan Eye ability as a swift action.

Darkbane Sharingan (Epic)

Your mangekyou sharingan evolves into its perfect form.

Prerequisite: Advanced Bloodline (Sharingan Eye), Mangekyou Sharingan, Sharingan Eye +6, Spot 27 ranks.

Benefit: The character can activate his Mangekyou Sharingan an additional 2 times per day safely, and gains a low-light vision and a darkvision 60 feet while it is active.

The mangekyou sharingan always appears to be activated, though additional bonus aren't granted. The character does not suffer mangekyou sharingan blindness penalties from using techniques (but still may from overuse of the ability), and can use mangekyou sharingan techniques even when the mangekyou sharingan isn't activated.

Mangekyou Sharingan

Through effort and powerful blood, you unlock the ultimate Sharingan Eye.

Prerequisite: Advanced Bloodline (Sharingan Eye), Sharingan Eye +4.

Benefit: Selecting this feat enables you to learn two of the following techniques: *Amaterasu*, *Tsukuyomi*, or *Yominodoki*, as well as the genjutsu *Magen - Kyouten Chiten*. You gain the mangekyou sharingan.

Special: The GM may require the character to accomplish some deeds in order to be able to select this feat (such as the assassination of a beloved one, for example).

Ninja's Mimicry

Using your keen and insightful Sharingan, you are able to pierce through your enemy's technique and copy them.

Prerequisite: Advanced Bloodline (Sharingan Eye), Sharingan Eye +2

Benefit: You gain the Sharingan Technique Mimicry.

Epic Sharingan (Epic)

Your ability at maintaining the Sharingan activated for a long time improves further, enabling you to keep your Sharingan activated, to some extent, most of the day.

Prerequisite: Sharingan Eye +4, Genjutsu 18 ranks, Ninjutsu 18 ranks, Taijutsu 18 ranks

Benefit: You gain the ability to partially activate your sharingan eye. In this state, the Sharingan Eye only grants half its standard bonus, rounded down (maximum +3), and you cannot use any abilities relevant to the sharingan eye (such as offensive foresight, glare, or high speed sight).

You may perform still techniques requiring the sharingan to be active, activate the mangekyou sharingan (bonuses from the Mangekyou Sharingan do not count towards the maximum +3 sharingan eye bonus), use technique mimicry or concentrate to See Chakra.

The cost of epic sharingan is paid every 10 minutes (1 point of Chakra that can't be converted), rather than every round.

Shikotsu Myaku

The *Kaguya* clan's power, dead bone pulse, allows its bearer to harden the skeleton and the creation of new bone tissues to replace those that have gone missing, one of the clan's specialty. In its purest form, the bloodline even allows the regeneration of lost limbs and crippling injuries at alarming rates. In the long run, there is very little that can permanently cripple the bearer of the *Shikotsu Myaku*.

Requirements:

To qualify to gain *Shikotsu Myaku* bloodline levels, a character must fulfill all the following criteria.

Minor:

Feats: Advanced Bloodline (Shikotsu Myaku), Toughness.

Intermediate:

Skills: Concentration or Intimidate 2 ranks.

Feats: Advanced Bloodline (Shikotsu Myaku), Toughness.

Major:

Base Fortitude Save: +1.

Skills: Concentration or Intimidate 2 ranks.

Feats: Advanced Bloodline (Shikotsu Myaku), Toughness.

TABLE: SHIKOTSU MYAKU BLOODLINE TRAITS

Character Level	Minor	Intermediate	Major
1st	Bone Weapon (small)	Bone Weapon (small)	Bone Weapon (small)
2nd	—	—	Bone Armor
3rd	—	Bone Armor	—
4th	Bone Armor	—	Bone Weapon (Medium)
5th	—	Bone Weapon (Medium)	Extended Life (10 years)

6th	—	—	—
7th	Bone Weapon (Medium)	Dead Bone Pulse +1	Dead Bone Pulse +1
8th	—	—	Bone Weapon (Large)
9th	—	Bone Weapon (Large)	—
10th	Dead Bone Pulse +1	—	Dead Bone Pulse +2
11th	—	Extended Life (10 years)	Deathless +1
12th	—	—	—
13th	Bone Weapon (Large)	Dead Bone Pulse +2	Dead Bone Pulse +3
14th	—	—	Extended Life (20 years)
15th	—	Dead Bone Pulse +3	—
16th	Dead Bone Pulse +2	—	Dead Bone Pulse +4
17th	—	Dead Bone Pulse +4	Dead Bone Pulse +5
18th	—	—	—
19th	Dead Bone Pulse +3	Dead Bone Pulse +5	Deathless +2
20th	—	—	Extended Life (25 years)

Bone Weapon (Ex): The character is proficient at removing strengthened bones from his body and using them as battle implements—thus creating a bone weapon. The bone weapon is a simple weapon and requires the Simple Weapons Proficiency to be wielded properly, except for the Large bone weapon wielded with one hand, which requires the Exotic Melee Weapons Proficiency (bone weapon) feat.

A bone weapon is always appropriately sized for the user's current size category. The following statistics are provided for a Medium-sized character.

A small bone weapon deals 1d4 points of piercing damage, crit 18-20/x2; it can be wielded as a one-handed, light weapon. A medium bone weapon deals 1d6 points of damage, crit 18-20/x2, and can be wielded as a large weapon. A large bone weapon deals 1d8 points of damage, crit 18-20/x2, and can be wielded as a two-handed weapon, unless the character takes the Exotic Melee Weapon Proficiency (bone weapon) feat, which allows him to wield the Large bone weapon with one hand.

To form a bone weapon, the user must spend 1 point of Chakra that can't be converted, and be unable to use the limb used in the creation of said bone weapon, for 10 rounds minus 1 per level (minimum 1).

If the limb used was an arm, the arm cannot be used during skill checks, to make hand seals or wield a weapon, and the user suffers a -2 penalty to Strength and Grapple checks.

If the limb used was a leg, the character's movement rate is halved and he cannot run. He suffers a -1 penalty to defense and a -4 penalty to any opposed checks during Bull Rush, Trip or Overrun.

Creating a bone weapon is a move-equivalent action and does not provoke an attack of opportunity. A bone weapon can be broken (it has a hardness of 10, and 4, 7 or 9 hit points, depending on the size); the character can however simply create another.

The same limb cannot be used to create another bone weapon until it becomes usable once again. The bone weapon turns to dust after 6 hours.

Bone Armor (Su): The character is able to spend Chakra to improve his defense. As an instant action, the character can spend 1 points of Chakra that can't be converted to gain a damage reduction 1/dark iron, cumulative every point of chakra spent up to 5, to gain a damage reduction 5/dark iron.

The bone armor lasts for 1 round.

Extended Life (Ex): The character adds the amount specified parenthetically to his normal lifespan, slowing the effect of aging in the age category he is currently in by the specified amount.

Dead Bone Pulse (Su): When the character creates a bone weapon, it gains an enhancement bonus to damage rolls when wielded by himself. The bonus is not applied when other creatures than the character wield the bone weapon.

Deathless (Su): The character gains a bonus to Fortitude saves against the effects of massive damage (see above).

Furthermore, he is able to regrow lost limbs (except a head), though time it takes depends on the limb. A minor regrowth, such as a finger or a toe is regrown in 1d4+2 days; a major regrowth such as a hand or a foot takes 3d4+6 days, and an extreme regrowth such as an entire arm or leg takes 4d6 weeks. The character will be fatigued during the entire limb growth (a condition which not even soldier pills or technique can allow him to ignore).

The character recovers from Strength and Dexterity damage twice as fast as normally, when resting.

Optional Bloodlines (Mibu Clan Bloodlines)

This immense clan said to be the direct descendant of God possesses more than a few bloodlines, some of which were what the very first independant Shinobi based their abilities on. The Mibu Clan has tacticians that possess the ability to read mind, soldiers with the ability to manipulate fire and water, others to make their skin into iron. The Ishimaru and Yachoumaru are direct descendants of the Mibu Clan, as is the Kyuushou Kousei bloodline. The Katsugan bloodline and Kagetsuki Clan were exiled failures of the clan's experiments.

They hold no qualm to kidnapping humans and using them as guinea pigs for their experiments, tossing the failures in the massive forest surrounding the equally massive landmass that is the Clan's castle grounds. The successes are welcomed with open arms, with promises of power and immortality, and sometimes a little more forcefully with an intense session of brainwashing.

Furthermore, the Clan has a powerful sword style at its disposal, called the Muryou Saikyou Ryu. More than a few users of the Shinmei Ryu are also known to have ties with

the Mibu.

Satori (Optional Bloodline)

This bloodline has two levels of manifestation, called Shingan and Satori. The former allows the character to communicate with bladed weapons, while the latter allows the user to not only communicate with bladed weapons but to read mind and a person's surface thoughts. If instances of the *Shingan* are considered rare amongst the Mibu, the *Satori* was only possessed by the clan's strongest blacksmith and one of the four elders, who has long since passed away after being branded a traitor.

Requirements:

To qualify to gain *Satori* bloodline levels, a character must fulfill all the following criteria.

Minor:

Skills: Craft (mechanical) or Knowledge (tactics) 2 ranks, Sense Motive 2 ranks.

Feats: Advanced Bloodline (Satori).

Major:

Skills: Craft (mechanical) 4 ranks, Knowledge (tactics) 4 ranks, Sense Motive 4 ranks.

Feats: Advanced Bloodline (Satori), Attentive.

TABLE: SATORI BLOODLINE TRAITS

Character Level	Intermediate	Major
1st	—	Sense Motive +2
2nd	Sense Motive +1	—
3rd	—	Satori (10 feet)
4th	Eye of the Heart +1	Eye of the Heart +1
5th	—	—
6th	Damage Reduction 1/bludgeoning or piercing	Damage Reduction 1/bludgeoning or piercing
7th	—	Blade Affinity +1
8th	Blade Affinity +1	—
9th	—	Sense Motive +4
10th	Sense Motive +2	Eye of the Heart +2
11th	—	—
12th	Eye of the Heart +2	Satori (20 feet)
13th	—	Blade Affinity +2
14th	Blade Affinity +2	—
15th	—	Eye of the Heart +3
16th	Sense Motive +3	Sense Motive +6
17th	—	—
18th	Eye of the Heart +3	Blade Affinity +3
19th	—	Damage Reduction 2/bludgeoning or piercing
20th	Damage Reduction 2/bludgeoning or piercing	Satori (30 feet)

Eye of the Heart (Su): The character is one with his weapons, and shares a symbiotic relationship with them, though it only extends to metal-based bladed weapons.

He gains an insight bonus to attack rolls made with bladed weapons, such as a shortsword, katana, spear or naginata.

Blade Affinity (Ex): The character's mind is like the sharp edge of a blade. He gains an insight bonus to defense against bladed weapons and an insight bonus to Will saves against mind-affecting effects.

Satori (Su): The character is able to feel and read surface thoughts. He gains the Detect Thoughts with a range specified parenthetically, rather than the typical 30 feet range.

Heart of the Blade [Meta-Chakra]

You focus your energy towards stopping incoming blades.

Prerequisite: Wis 15, Blade Affinity +1, damage reduction 1/bludgeoning or piercing, Satori (20 feet).

Benefit: The character may spend 1 meta-chakra charge to increase the insight bonus to defense of his Blade Affinity bonus by +2 and his damage reduction/bludgeoning or piercing by 2 for 1 round.

Red Eyes

The Mibu Clan's Red Eyes is a bloodline it is famous for, and is a condition that empowers the character to extreme extents when used, though extremely few individuals in the clan were known to possess it. The Red Eyes are a sign of noble blood and any who show the potential to activate it is promoted to the Noble caste of Mibu.

Requirements:

To qualify to gain *Red Eyes* bloodline levels, a character must fulfill all the following criteria.

Ability Scores: Strength 14, Dexterity 14 or Constitution 14.

Skills: Intimidate 4 ranks.

Feats: Advanced Bloodline (Red Eyes).

TABLE: RED EYES BLOODLINE TRAITS

Character Level	Intermediate
1st	—
2nd	Intimidate +2
3rd	—
4th	Red Eyes +2
5th	—
6th	High Speed Sight 1
7th	—
8th	Strong Mind, Strong Body +1
9th	—
10th	High Speed Sight 2
11th	—
12th	Swiftness (10 feet)

13th	—
14th	Strong Mind, Strong Body +2
15th	—
16th	High Speed Sight 3
17th	—
18th	Red Eyes +4
19th	—
20th	Intimidate +4

Red Eyes (Su): The character can activate this power as an attack action, and deactivate it as a free action. Maintaining the Red Eyes active costs the user 1 point of Chakra per round that can't be converted.

The character gains an enhancement bonus to his Strength, Dexterity and Constitution scores.

While the Red Eyes are active, the character becomes unable use the Concentration skill, and Intelligence-, Wisdom- and Charisma-based skills other than Intimidate. He is also unable to perform techniques requiring the Concentration component.

He remains able to Sense Chakra normally, and counts as though he was 5 levels higher than normally while doing so.

High Speed Sight (Su): While the Red Eyes are active, the character gains a high speed sight equal to the specified amount.

Strong Mind, Strong Body (Su): While the Red Eyes are active, the character gains a dodge bonus to Defense and a resistance bonus to Will saves.

Swiftness (Su): While the Red Eyes are active, the character gains a land speed increase of the amount specified parenthetically.

True Red Eyes

You are of noble Mibu blood, and your bloodline is extremely potent.

Prerequisite: Heroic character, Intimidate 4 ranks, Str 16 or Dex 16, Con 16, Advanced Bloodline (Red Eyes), can only be taken at 1st level.

Benefit: The character's ECL increases by 3 immediately when taking this feat.

The character's Red Eyes ability becomes permanent as soon as it is gained, and can never be turned off. The bonuses conferred by it are also permanent, but he retains his concentration normally, still able to perform techniques with the Concentration components, use the Concentration skill and Intelligence-, Wisdom- and Charisma-based skills.

Mark of the Red King [Meta-Chakra]

You are the Red King's flesh and blood.

Prerequisite: True Red Eyes, Intimidate 15 ranks, Advanced Bloodline (Red Eyes),

Strong Mind, Strong Body +2.

Benefit: The character can spend a meta-chakra charge to activate the true power of the red eyes as a swift action. A glowing red cross appears on the character's back when the mark is active, and his whole eye turns blood red, except for the pupil which is pure white.

The character gains a +2 bonus to his Red Eyes and Strong Mind, Strong Body abilities, 10 feet to his Swiftess ability and the ability to Sense Chakra as a free action each round without requiring normal concentration while the effects of the Mark of the Red King lasts.

This ability lasts for 2 rounds and can be used twice per day.

Subtypes and Templates

This section contains templates and subtypes used by creatures in Naruto: d20. Some templates can be gained by characters from feats, others are bloodline templates, others are templates added to creatures.

Aquatic Subtype

The creature is most at ease in water.

Traits:

—May move freely in water without needing to make a Swim check.

—Breathe Water: The creature can breathe water as it normally would air. It cannot breathe air unless it has the *amphibious* special ability.

Amphibious (Ex): Allows an aquatic creature to breathe both air and water.

Bearer of Shukaku

You hold the awesome power of the *one tail*, Shukaku. It was sealed within you before birth and has haunted you since the day you were born, preventing you from ever getting a full night of sleep without having parcels of your mind eaten away by the horrible burden you must bear.

Using the beast's power, you are able to expertly control Sand, making you a force to be reckoned with in the desert.

This inherited template can be applied to any creature.

Type: Same as base creature, but gains the Demonic subtype.

Skills: The character suffers a -2 penalty to Concentration checks and all Charisma-based skills except Genjutsu.

Feats: The base creature gains the Improved Chakra Pool for free upon receiving this template, and said feat will always be available in any Bonus Feat list to the host.

Special Attacks: Sand's Embrace, Suna Shuriken.

Special Qualities: Fear Aura, Sand Manipulation, Shukaku Metamorphosis, Soulless Slumber.

Effective Character Level Adjustment: +3

Challenge Rating: +2.

Fear Aura (Ex): Any creature that finds itself within 50 feet of the bearer of Shukaku must make a Will save (DC 15 + the bearer's Wisdom modifier) or be Shaken for 2d6+2 rounds.

Sand's Embrace: Using the sand around him, the bearer of Shukaku is able to form gigantic arms or shapes of sand to slam into his enemies. Using a nearby mass of sand equal to his own, the bearer is able to deliver *Slam* attacks within 30 feet as long as his Chakra Pool is not depleted, except they he may gain multiple attacks from his base attack bonus.

The attack deals damage as though he was a Magical Beast one size category larger than his, plus 1 per 5 character levels and his Strength score was 2 point higher per 4 character level, for both attack and damage rolls (maximum +10). The Sand's embrace also gains a +4 bonus to grapple checks, but gains no benefit from Strength or Speed ranks and other non-permanent Strength bonuses.

At 10th level, the bearer may turn the sand's embrace into a Claw attack that deals appropriate damage. Though his reach with the Sand's Embrace is large, his threatened area is not increased. The sand's embrace can be shaped at the bearer's will (being mindful of the embrace's size, at the GM's discretion), and the damage is not affected. Regardless of the shape, the sand's embrace will always appear to obviously be a sand construct.

When attacking creatures higher than 5 feet above the ground, the bearer of shukaku is not restricted in the same way he would be commanding a mass of sand to float (see below).

Sand Manipulation (Su): The bearer of Shukaku, regardless of his will, is always protected by the sand. Whenever he finds himself within 30 feet of sand, the bearer gains a +10 deflection bonus to defense against the first 1 attacks per 5 levels (minimum 1, maximum 4) in a round, after which the deflection bonus is reduced to +4, along with an immunity to ray attacks because of the sand shielding him.

He may also use sand to form Large or smaller objects, such as a wall, chair, table or other such items, including weapons, at his will. The sand can be used to carry weight with its equivalent strength score (see Sand's Embrace), so long as it remains within 30 feet of the bearer, separate from the bearer's own carrying capacity, though only as a creature of the same size as the user (typically Medium-sized, with no multiplier for being a larger creature).

Using the sand to float higher than 5 feet above the ground requires a Concentration check (DC 20) and spending 2 points of chakra that can't be converted each round to avoid the mass of sand losing shape and dropping whatever it is holding.

The user can command a mass of sand equal to five times his own weight to move at the

same speed he can, but may only command a mass equal to his own weight to follow him during transportations such as Shunshin no Jutsu or Shunpo (counts as a weightless creature).

The range of control the bearer has over the sand is limited to 30 feet. This ability is not available to the user in "Shukaku form".

Shukaku Metamorphosis (Su): The bearer constantly faces the threat of being overtaken by Shukaku. The ability works in a way similar to a frenzy effect and will be referred as such—and as such, will not stack with other frenzy abilities. The frenzy lasts for 10 minutes and is usable once per day. Whenever the bearer takes damage, he risks entering frenzy starting his next action, which can be resisted by making a Will save (DC 15) at the start of his next turn.

The bearer, when frenzied, enters a feral transformation and becomes a parody of his own self. He loses the ability to use the Sand's Embrace, and Sand Manipulation, but will gain the Fear Aura and Suna Shuriken abilities instead. In addition, bearer's unarmed attack in this form deal Claw damage as though he was one size category larger than in reality. In addition, he gains a +4 bonus to Strength and Constitution scores, natural armor bonus to Defense and a 15 feet movement increase.

While frenzied, the bearer cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Intimidate), the Concentration skill, abilities that require patience or concentration, nor can he perform *Chakra Control*, *Genjutsu*, *Ninjutsu* or *Taijutsu* techniques except *Fuuton* and *Doton* techniques, which he can perform without making a Perform check but without the ability to convert chakra into hit points.

During frenzy, the bearer must attack those he perceives as foes to the best of his ability. Should he run out of enemies before his frenzy expires, his rampage continues. He must then attack the nearest creature (determine randomly if several potential foes are equidistant) and fight that opponent without regard to friendship or health (the target's or his own). In this case, the DC to cancel the frenzy is equal a DC 25 - bearer's level (minimum 10) and can be attempted once every round.

When a frenzy ends, the bearer is fatigued and suffers 1d4 points of Wisdom damage. If the character is still under the effect of a rage ability, the fatigued condition does not apply until the rage ends—at which point the character is exhausted, not merely fatigued.

Suna Shuriken (Ex): When frenzied, the bearer of Shukaku is able to throw shuriken made from his own sand. Each shuriken require an attack roll, and he can throw 4 per round at his highest attack bonus. A Suna Shuriken deals 1d6 plus his modified Strength score points of piercing damage and has a range increment of 50 feet.

Soulless Slumber (Su): The bearer of Shukaku has a 25% chance whenever he sleeps of suffering 2d4 points of temporary Wisdom damage, halved by a successful Will save (DC 23). If the bearer's Wisdom score is reduced to 0, he is completely overtaken by Shukaku and has no control over his action until his Wisdom score is 1 or higher. At this point,

there are two possible outcomes:

-If there is a mass of sand equal to the bearer's own nearby, he fully transforms into the Shukaku (see "*Ichibi*," *Suna no Shukaku* for details), and loses all techniques, special abilities, class levels, hit points, saves and anything defined by his type, classes, hit dice, race and templates. Instead used are Shukaku's own until the control fades.

-If there is not enough or no sand nearby, the Shukaku still gains control, but the bearer retains his own qualities, techniques and abilities. He gains the Shukaku's Intelligence, Wisdom and Charisma score when overtaken, however, instead of using his own.

When the bearer is overtaken, he heals 1 point of Wisdom damage every 8 hours, at which point the Shukaku's control fades. The control also fades when the bearer becomes unconscious, and he will not awaken regardless of what is done to him until his Wisdom score is 1 or higher. The bearer gains no experience from Shukaku's rampage.

Ryuusa Bakuryuu (Desert Avalanche)

Ninjutsu (Doton; Requires Sand Manipulation (a)) [A-Rank; Rank 8]

Learn DC: 28; **Perform DC:** 25; **Time:** 1 attack action; **Components:** H, F; **Range:** 10 ft. / level (see text); **Effect:** 40-ft. wide, 10-ft. tall line attack; **Duration:** Concentration (up to 1 round / level); **Saving Throws:** Reflex negate (see text); **Chakra Cost:** 10.

Using sand as a medium to conduct his will, the user creates a gigantic wall of sand to crush his enemies. From the user's current location, a 40 feet wide and 10 feet tall wave of sand will rush onward at the speed of 45 feet per round. Any creature of Large or smaller caught in the avalanche must succeed a Reflex save or be pushed backward 1d6x5 feet. Creatures of Medium-size or smaller will be pushed backward 2d6x5 feet and must succeed a Fortitude save to avoid being sufficiently buried to be subject for *Sabaku Taiso*. Flying creatures are not affected unless the wave reaches up to them, and Huge or larger creature simply shrug it off. The wave stops once the user stops concentrating or it reaches its maximum range.

Buried creatures can escape by burrowing as a type of movement or making two Escape Artist (or Dexterity) checks (DC 22) as a full round action.

Material Focus: A huge (at least 100³ feet) source of sand or earth nearby.

Sabaku Fuuyu (Floating Desert)

Ninjutsu (Doton; requires Sand Manipulation) [B-Rank; Rank 4]

Learn DC: 20; **Perform DC:** 19; **Time:** 1 attack action; **Components:** C, P, Mas; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 2, plus 3 per 2 rounds (see text).

This technique allows the user to manipulate sand in a way that is more effective. He may float the sand he controls through the Sand Manipulation ability without needing to make a Concentration check each round, and reducing the cost to 3 points of chakra every 2 rounds that can't be converted, rather than 2 points per round. The technique's original cost (2) can be converted to hit points.

The user will be fatigued once the technique expires. The user cannot use this technique in "Shukaku form" and Shukaku cannot use this technique.

Mastery

The fifth step of Mastery in this technique allows the user to make a Fortitude save (DC 15) when the technique expires to avoid being Fatigued.

Sabaku Kyuu (Desert Coffin)

Ninjutsu (Doton; Requires Sand Manipulation (a)) [B-Rank; Rank 5]

Learn DC: 23; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C, F; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 round / 2 level; **Saving Throws:** Reflex negate (see text); **Chakra Cost:** 8.

This technique using sand as its main focus traps a creature (or one of its limb) in sand in order to crush it at a later time. If the target fails its saving throw, two things may happen: either the user targeted one of its limb with the sand and the target will be *Entangled* as per condition of the same name, or the victim is completely covered with sand and held completely immobile and helpless.

An immobilized creature cannot perform techniques requiring *Mobility*, *Half Seals* or *Hand Seals*, cannot move or perform any actions requiring freedom of movement. The creature can attempt to break through the hold each round by spending a full-round action making a Break check (DC 35).

Material Focus: A mass of sand equal to the creature to entangle, or two size category smaller than the creature for one of its limb.

Sabaku Rou (Desert Prison)

Ninjutsu (Doton; requires Sand Manipulation (a) and Sabaku Kyuu (3)) [A-Rank; Rank 11]

Learn DC: 29; **Perform DC:** 29; **Time:** 1 attack action; **Components:** C, F; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One Medium sized or smaller creature (see text); **Duration:** 1 round/level (D); **Saving Throws:** Reflex negate (see text); **Chakra Cost:** 16.

This technique allows the user to trap the target in a sphere of sand for the duration of the technique. The sphere can be moved by the Sand Manipulation ability providing it is light enough. It requires a mass of sand equal to the weight of the target. If the target was mounted, use the mount's Reflex save to determine if both creatures are caught, combining the weight of both the target and its mount. The mount cannot be larger than Large size.

If the subject fails its save, it is trapped in a compact sphere of sand. It can breathe and move freely around the tight area, perform techniques or cast spells, however, techniques with the mobility, hand seals or half seals or spells with somatic components have a 50% chance of failure. The sphere can be attacked from within at a -4 penalty (defense 12), has a hardness of 10 and 3 hit points per level of the user, but can be broken by succeeding a Break check (DC 35). Meanwhile, the sphere protects the target from all area of effects and attacks. The sphere is immune to earth damage.

The user can perform the Sabaku Sousou technique on the subject and its mount, if it had one, while it is trapped in the sphere without a perform check, as though the subject's entire body was caught. The user can spend an additional 2 points of Chakra to increase the damage by 1 die, up to 12 dice of damage (cost 20). Doing so dispels Sabaku Rou afterwards.

If the sphere suffers fire damage equal to half its hit points or higher, it turns to glass and becomes useless when the duration expires, unless it was immediately destroyed, in which case it still turns to glass.

Material Focus: A mass of sand equal to the subject's (including his mount, if any) weight.

Sabaku Sousou (Desert Funeral)

Ninjutsu (Doton; Requires Sand Manipulation (a) and Sabaku Kyuu (t)) [A-Rank; Rank 7]

Learn DC: 25; **Perform DC:** 24; **Time:** 1 attack action; **Components:** C; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature caught in *Sabaku Kyuu*; **Duration:** Instantaneous; **Saving Throws:** Fortitude half, Fortitude half; **Chakra Cost:** 8.

This technique affects only a creature caught in the user's *Sabaku Kyuu*. Although *Sabaku Kyuu* will be instantly dissipated after usage of this technique, *Sabaku Sousou* deals 6 dice of damage to the target. The damage is dealt in d10 if the target was completely immobilized with sand, or in d6 if only one of its limb was. The damage dealt by this technique can be halved with a successful Fortitude save.

If the target was fully immobilized by Sand, it must make a save against massive damage or be reduced to -1 hit points and dying.

If the target is disabled or dying after having its limb or body crushed, it will suffer 2d6 points of Strength damage (halved with a successful Fortitude save). If the user targeted a single limb with the technique, it will be unusable until either fixed by means such as regeneration or *Iryou Ninjutsu: Hiken - Nikuteki Taisha*.

Sabaku Taiso (Desert Requiem)

Ninjutsu (Doton; Requires Sand Manipulation (a) and Sabaku Sousou (t)) [S-Rank; Rank 9]

Learn DC: 25; **Perform DC:** 29; **Time:** 1 attack action; **Components:** H; **Range:** Long (30 ft. + 15 ft./2 levels); **Area:** 50 ft. radius spread (5 ft./level deep; see text); **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude half; **Chakra Cost:** 14.

By sending a huge amount of Chakra in waves through the ground, the user is able to compress soft ground (such as sand) and deal tremendous amount of damage to any creature within. Any creatures currently underground caught in the spread (which reaches up to 5 feet deep per character level or hit dice of the user) suffers 9d10 points of damage which can be halved with a successful Fortitude save. Creatures using *Dochuu Engyou no Jutsu* are also caught by Sabaku Taiso.

Suna no Muya (Sand Cocoon)

Ninjutsu (Doton; requires Sand Manipulation (a) and Sabaku Kyuu (t)) [B-Rank; Rank 4]

Learn DC: 20; **Perform DC:** 19; **Time:** 1 attack action or 1 instant action;

Components: C, F, Mas; **Range:** 30 feet or Personal; **Target:** One willing creature or You; **Duration:** 1 round/level (D); **Saving Throws:** Reflex negate (unwilling); **Chakra Cost:** 6.

The user creates a cocoon of sand around himself or a willing creature that has a hardness of 10 and 3 hit points per level. The cocoon can be attacked from within or broken with a Break check (DC 35), and is immune to earth damage. When inside the cocoon, a creature is protected from attacks and areas of effects as though it had total cover until the technique ends or the cocoon is broken. Not all techniques or effect are affected by total cover.

The user can also use the technique to shield himself or a willing creature within 30 feet from attacks and areas of effect as an instant action. By succeeding a Perform check (DC equal to the attacker's attack roll or technique or effect's save DC plus 5, minimum 20), he gains total cover against the attack providing it comes from a creature of ECL 1. The cost of the technique then cannot be converted.

If the attack is a confirmed critical, or a natural 20, the user suffers a -4 penalty to his Ninjutsu check to shield himself or an ally against the attack. If the sphere would have been destroyed by the attack, and the effect defended against wasn't an area of effect, the user suffers half the damage dealt by the technique, providing he is hit.

If the cocoon suffers fire damage equal to half its hit points or higher, it turns to glass and becomes useless when the duration expires (or immediately, if performed as an instant action), unless it was immediately destroyed, in which case it still turns to glass. The falling glass has no other effect than rendering the sand useless.

Mastery

The first step of mastery in this technique allows the character to evade attacks from opponents whose ECL are up to 5 as an instant action (see above).

The second step of mastery in this technique allows the character to evade attacks from opponents whose ECL are up to 10 as an instant action, but evading a character from an ECL 6 to 10 costs 8 points of Chakra that can't be converted to hit points.

The third step of mastery in this technique allows the character to evade attacks from opponents whose ECL are up to 15 as an instant action, but evading a character from an ECL 11 to 15 costs 10 points of Chakra that can't be converted to hit points.

The fourth step of mastery in this technique allows the character to evade attacks from opponents whose ECL are up to 20 as an instant action, but evading a character from an ECL 16 to 20 costs 12 points of Chakra that can't be converted to hit points.

The fifth step of mastery in this technique allows the character to evade attacks from opponents whose ECL are up to 25 as an instant action, but evading a character from an ECL 21 to 25 costs 14 points of Chakra that can't be converted to hit points.

Material Focus: A mass of sand equal to the subject's weight nearby.

Suna no Yoroi (Sand Armor)

Ninjutsu (Doton; Require Sand's Embrace (a) and Sand Manipulation (a)) [B-Rank; Rank 7]

Learn DC: 23; **Perform DC:** 22; **Time:** 1 attack action; **Components:** C, F; **Range:** Personal; **Target:** You; **Duration:** 1 hour/level (or until expanded) (D); **Saving Throws:** None; **Chakra Cost:** 30.

The user gains a damage reduction 10/ballistic, and a fire and electricity resistance 10 for the duration of the technique or until it is expanded. The technique can soak up to 10 points of both physical and energy damage per level (maximum 150), at which point it expires. Until the technique expires, the user will have to carry around the weight of sand used to make the technique.

Material Focus: A mass of sand equal to half his weight.

Suna Shigure (Sand Shower)

Ninjutsu (Doton; requires Sand's Embrace (a); Sabaku no Gaara Hijutsu) [B-Rank; Rank 5]

Learn DC: 22; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C, F; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 20-ft. wide, 40-ft. high cylinder (S); **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 12.

This technique allows the user to create a volley of deadly sand pellets to rain down on his enemies in a rain of death. The rain pounds down for 1 full round, dealing 2d6 points of piercing damage and 2d6 points of earth damage to any creature in the area, and halves all land and flight movement, though creatures can still run freely.

Material Focus: A nearby, medium (at least 100 pounds) mass of sand.

Tanuki Neiri no Jutsu (Spell of Fake Sleep)

Ninjutsu (Doton; Requires Shukaku Metamorphosis (a)) [S-Rank; Rank 10]

Learn DC: 30; **Perform DC:** 30; **Time:** 1 full-round action; **Components:** S, F, XP; **Range:** Personal; **Target:** You; **Duration:** 8 hours or until expired (see text) (D); **Saving Throws:** None; **Chakra Cost:** (see text).

This technique grants the bearer of the Shukaku the fearsome ability to harness the power of Shukaku. The technique costs the user's entire chakra pool but only when the transformation ends, at which point his chakra will be reduced to 0 and he will suffer from Chakra Depletion. The transformation lasts 8 hours or until the user is knocked unconscious or killed.

For as long as the bearer is in control, he gains all of Shukaku's abilities except its Intelligence, Wisdom and Charisma score, fear aura, darkvision and techniques, as well as Chakra Pool, and loses all his own except techniques directly related to the Bearer of Shukaku (see above techniques). The bearer suffers 1 points of Wisdom damage each round. When his wisdom score is reduced to 0, the Shukaku gains control and the use of all of its abilities, as well as its own chakra pool and techniques. The user may, willingly,

give control to the Shukaku as a full-round action and by this mean stop suffering Wisdom damage each round.

The user will only remember his actions for as long as he was in control. If the Shukaku is slain, then user dies also. The user gains no experience for the damage caused by Shukaku.

Material Focus: A mass of sand equal to the user's weight.

XP Cost: 2,500 XP.

Corpsewalker

The corpsewalker is an abomination, a parody of humanity. It moves from one life to the next, possessing bodies and using them until they break for their own selfish ambitions.

This template can only be applied to Humanoids or Monstrous Humanoids.

Type: The base creature's type changes to Aberration.

Abilities: See below.

Special Qualities: Possession, Vipermorph, Immobilization Aura, Pseudomortality.

Effective Character Level Adjustment: +2.

Challenge Rating: +3.

Aberration: The corpsewalker's form becomes that of a Large snake. In this form (see Vipermorph), he gains a +8 size bonus to Strength, a -2 size penalty to Dexterity and a +4 size bonus to Constitution, a +4 bonus to Grapple checks, a +2 natural armor bonus, a -4 penalty to Hide checks, as well as a -1 penalty to attack rolls and defense.

The corpsewalker gains a Darkvision 60 ft., but must still drink, eat and sleep normally. The corpsewalker cannot perform techniques while in his aberration form.

If the character was originally Small, he gains a +4 size bonus to Strength, -2 size penalty to Dexterity, +2 size bonus to Constitution, loses attack rolls, defense and hide check bonuses, but also grapple penalties from being Small size.

Rather than standard natural attacks, the corpsewalker gains 1 bite attack in his aberration form, as the snakes forming his body twist and attack. The first bite attack deals damage normally, but the additional bite attacks deal damage as though they were one size category smaller, and the corpsewalker only applies half his Strength modified to each. All attacks are made at his highest attack bonus, but additional bite attacks suffer a -5 penalty.

Vipermorph (Su): The corpsewalker may leave a body he was possessing as a full-round action that does not provoke an attack of opportunity. He stands in the same square he was previously in his aberration form, and gains the usage of his Possession and Immobilization Aura abilities, as well as the Pseudomortality ability.

In his aberration form, the corpsewalker gains a fast healing 2 and a +4 bonus to saving throws against the effects of massive damage. The corpsewalker is immune to death effects in his aberration form.

Pseudomortality (Su): In his true form of a snake, the corpsewalker suffers 1 point of temporary Constitution every 2 hours that cannot be healed until he possesses another vessel.

Possession (Su): This ability can only be used in his aberration form. The corpsewalker gains a gaze attack that allows him to attempt to possess a helpless creature up to twice per day.

The targeted creature and the user must then make opposed Will saves once every round for 5 rounds, during which neither the corpsewalker nor his victim may take any action, be it mental or physical, as they are transported within the mindscape of the corpsewalker.

If the corpsewalker wins the contest of wills by winning the most opposed saves, the creature's soul is torn to shred and discarded, and the corpsewalker is now in control of the body. If the targeted creature wins the contest of will, it will escape the mindscape and be unaffected, as the corpsewalker becomes helpless and unable to act for 1d3 rounds.

If the contest of will is a draw, both the corpsewalker and his target become helpless and unable to act for 1 round.

The corpsewalker, after the possession, will permanently enter the body of the target and the following change incurs:

- The corpsewalker's Strength, Dexterity and Constitution score, as well as its size category and type change to become that of the subject's, but he retains his Intelligence, Wisdom and Charisma score.
- The corpsewalker gains all natural weapons, movement modes and extraordinary qualities possessed by the subject.
- The corpsewalker gains all the templates and bloodline levels the subject had except Moujuu Aishou, as well as all their ECL Adjustment. The corpsewalker does not gain bloodline-related feats.
- The corpsewalker gains half the subject's permanent Power Units (minimum 0).
- The corpsewalker gains all the subject's permanent Strength and Speed Ranks.
- The corpsewalker gains any power rank the subject may have.
- The corpsewalker loses all inherent bonuses, permanent Strength and Speed Ranks, Power Units and bloodline benefits, as well as any template gained in his old body except for the Corpsewalker template, until he reassumes his aberration form.
- The corpsewalker loses all natural weapons, movement modes and extraordinary qualities possessed by its previous body or vessel.
- The corpsewalker retains all spell-like and supernatural abilities of its previous body, except for breath weapons and gaze attacks.

Even though his body changes, he still retains all his class levels, hit dice, base saves, base defense bonus and reputation, though that latter is subject to change. He retains all of his techniques.

The possession is not permanent, however, because the body's condition worsens dramatically over time without the original soul to fuel it. The possession will last for as much as 1 year per point of the body's Constitution modifier, plus 3 months every 5 hit dice it had before possession, and an additional 2 years per level of the Cursed Seal the body possessed, if it was given one. If the corpsewalker is not the origin of the cursed seal, he still gains the increased duration but is subject to the origin's compulsions.

Every month the corpsewalker remains in the possessed body after its time is up, he gains 1 permanent negative level. After possessing a new body, he will be unable to leave it safely for 1d3 years. Attempting to do so will bestow 5d6 negative levels on the corpsewalker, which can be removed either with a technique, or each resisted individually after 24 hours by making a Fortitude save (DC 30) for each negative level gained.

Immobilization Aura (Su): In his aberration form, the corpsewalker emanates a contact poison that affects any creature within a 10-ft. radius of itself. The poison's initial and secondary damage is paralysis 1d6 minutes, and the Fortitude save DC is 10 + ½ the corpsewalker's hit dice + corpsewalker Con modifier.

Cursed Seal

The character is afflicted with the Cursed Seal, which may come as either a blessing or a curse. The seal itself releases a toxin in the creature's brain that serves to grant potent short-term benefits but on a long-term basis also irreparably limits the creature's potential.

There are two levels of the cursed seal, simply named "level 1" and "level 2". To attain the level 2 cursed seal, external application of a cursed seal of great power is not sufficient. A specific shinobi drug must be ingested, which is said to put the creature in a short coma while the body is altered.

This template can only be applied to a living creature, and has no effects for constructs or undeads.

Skills: Control Cursed Seal as a class skill.

Special Qualities: Cursed Seal Level 1, Cursed Seal Level 2.

Effective Character Level Adjustment: +1 (unwilling creature) or +2 (willing creature).

Curse Seal Level 1 (Su): When this ability is manifested, the creature gains a +1 bonus Strength Rank and Speed Rank that stacks with other non-permanent increase. In addition, the creature's Chakra Pool increases by 12. Every consequent use within a 24 hours period reduce the amount of chakra gained any level by 4, minimum 0.

This ability can be manifested as an attack action or deactivated as a swift action. For an unwilling creature, it is harder to control (see Control Cursed Seal skill). The cursed seal

recedes when the creature falls unconscious.

Each round spent under the influence of the level 1 cursed seal gives the creature 1 CSP (see Consequences of Overuse below).

The level 1 or 2 cursed seal can be used a number of times every 24 hours equal to the creature's Constitution modifier. Each time after that deals 2 points of temporary Constitution damage upon activation, and puts the creature into a fatigued condition when deactivated (or exhausted if it was already fatigued).

Cursed Seal Level 2 (Sp): When manifested, this ability grants the creature a +2 bonus to Strength and Speed Ranks that stack with other non-permanent effects and a +24 increase to his maximum and current Chakra Pool. Every consequent use within a 24 hours period reduce the amount of chakra gained by any level by 8, minimum 0.

In addition, while the level 2 cursed seal is active, the creature may manifest an innate natural weapon as a swift action, and dismiss it as a swift action. The natural weapon granted by the seal is chosen upon application: bite, claw, gore, slap or talon.

- A bite attack manifests as wicked fang, and deals 1d6 points of piercing damage for a Medium-size creature.
- A claw attack manifests itself as wicked claws and deal 1d4 points of slashing damage for a Medium-size creature.
- A gore attack manifests itself as a pair of horns protruding from the creature's head, and deal 1d6 points of piercing damage for a Medium-size creature.
- A slap manifests itself as a long, scaly tail and deals 1d4 points of bludgeoning damage for a Medium-size creature.
- A talon attack manifests itself as a pair of wing that allow the creature to Fly at a speed of half his land speed, with a Clumsy maneuverability, and deal 1d3 points of slashing damage for a Medium-size creature.

If severed, natural weapons will regrow after 1 day. Until fully regrown, they cannot be manifested.

Like the level 1 cursed seal, manifesting or deactivating this ability is difficult for an unwilling creature (see Cursed Seal Level 1).

Each round spent under the influence of the level 2 cursed seal grants 2 CSP.

The level 1 or 2 cursed seal can be used a number of times every 24 hours equal to the creature's Constitution modifier. Each time after that deals 2 points of temporary Constitution damage upon activation, and puts the creature into a fatigued condition when deactivated (or exhausted if it was already fatigued).

Willing or Unwilling: An unwilling creature instinctually resists the cursed seal and though it can exert some measure of control upon it, it must constantly struggle with it.

A willing creature, however, accepts the cursed seal and embraces its power. It has

complete freedom over the process of activating or deactivating the cursed seal.

The origin of the seal gains some measure of control over the carrier of the seal. As a gaze attack, the creature who applied the Cursed Seal upon the creature may convey a single *Suggestion* (as per the spell) if the creature is willing, or cause the creature to become *sickened* (as per condition) for 1 minute. The gaze attack has a range of 30 feet and can be resisted with a Will save (DC 10 + 1/2 origin's HD + Cha modifier). The gaze attack can only be used once per day, even if it is resisted.

If the creature is unwilling, the origin may use the gaze attack instead to force the activation of the cursed seal. The origin decides which level to activate, if the creature has both.

Consequences of Overuse: The cursed seal is a double edged sword, a very sharp one. Using the cursed seal little has few long term consequences, but abusing it can do terrible damage to the cursed creature's body.

Each round spent under the cursed increases the character's Cursed Seal Pool ("CSP") by 1 or 2, depending on the seal level. A full day (24 hours) later, starting from the moment the cursed seal was used, the creature adds all CSP acquired and compares the value on the table and suffers the appropriate drawbacks for that amount of CSP (choose the highest value only).

After suffering the drawbacks, the amount of CSP a creature has is halved, and heals at rate of 1 point per level per evening of rest, doubled by complete bed rest (but not bed rest).

If the creature has a CSP pool higher than 0 but did not use the cursed seal within a 1 day period (ie, the creature is currently healing), it does not suffer daily drawbacks until it uses the seal again.

CSP	Drawback
3 or less	—
4-6	Fortitude save (DC 13) or 1d4 Con
7-9	Fortitude save (DC 15) or 1d4 Con
10-12	Fortitude save (DC 17) or 1d6 Con
13-15	Fortitude save (DC 19) or 2d4 Con
16-18	Fortitude save (DC 23) or 2d6 Con
19-24	Fortitude save (DC 25) or 2d6 Con
25-31	Afflicted by disease (see below) and Fortitude save (DC 25) or 2d6 Con
32-37	Afflicted by disease (see below) and Fortitude save (DC 27) or 2d6 Con
38-43	Afflicted by disease (see below) and Fortitude save (DC 29) or 2d6 Con
43-49	Afflicted by disease (see below) and Fortitude save (DC 33) or 3d4 Con
50 or more	Afflicted by Death God's Wrath (see below) and Fortitude save (DC 35) or 4d4 Con

Disease: The disease's incubation period is 1d4 days. Its initial damage is 1 Str, 1 Dex, and secondary damage is 1d4 Str, 1d4 Dex. The Fortitude save DC against primary and secondary damage is 16, and must be made each day after secondary damage is taken. This disease can only be removed using a Medical technique from a character of equal or higher level than the diseased creature (mastery counts). Ability damage from the disease

can still be healed normally.

Death God's Wrath: The disease's incubation period is 1d4 days. Its initial damage is 1d3 Str, 1d3 Dex, and secondary damage is 2d4 Str, 2d4 Dex. The Fortitude save DC against primary and secondary damage is 19, and must be made each day after secondary damage is taken. This disease can only be removed using a Medical technique from a character of 3 or more level higher than the diseased creature (mastery counts). Ability damage from the disease can still be healed normally.

Control Cursed Seal (Wis)

This skill is used by the unwilling recipient of the cursed seal, or by a willing recipient to enhance his use of the cursed seal. Any character possessing the cursed seal and that is aware of the condition can learn Control Cursed Seal as a class skill. The willing seal bearer does not need this skill, because it has full control over the seal, but can still make use of it.

Check (Resist Transformation): The cursed creature makes a check to resist the activation of the cursed seal. This check is made when struck in combat, or at the beginning of battle or when the creature is feeling particularly strong emotions. The difficulty varies depending on the situation.

Involuntary Transformation	Control Cursed Seal DC
Start of an encounter	15
Struck in combat	25
Powerful emotions	15
Gaze attack	10+1/2 origin HD+Cha modifier.

On a failed check at the start of an encounter, when feeling powerful emotions or from the origin's gaze attack, the character is forced to activate the cursed seal at the first opportunity as an attack action.

When injured in combat, the cursed character must make a check every time it accumulates enough damage to reduce its hit points by one-quarter and again every quarter lost.

If the character has the level 2 cursed seal ability and the level 1 seal is already active, a second failed check activates the level 2 seal.

Retry: Check to resist an involuntary transformation every time a triggering effect occurs.

Check (Force Transformation): The cursed character makes a check to forcefully activate the cursed seal.

Voluntary Transformation	Control Cursed Seal DC
Level 1	15
Level 2	20

Retry: The character can attempt to force the cursed seal to activate as often as he likes. Each attempt is an attack action.

Check (Deactivate Cursed Seal): The cursed character makes a check to attempt to deactivate the cursed seal.

Deactivate Seal	Control Cursed Seal DC
Level 1 (Voluntary)	10

Level 2 (Voluntary)	15
Level 1 (Involuntary)	15
Level 2 (Involuntary)	20

Retry: The character can retry to deactivate a voluntary transformation an unlimited amount of times, each try is an attack action. An involuntary transformation deactivates on its own as the encounter ends.

Check (Quicken Transformation): Only a willing recipient can use this skill to facilitate the transformation and deactivation process.

Quicken Transform	Control Cursed Seal DC
Activate Level 1	25
Activate Level 2	30
Deactivate Level 1	20
Deactivate Level 2	25

Retry: Each attempt at a quickened transformation is a swift action.

Check (Partial Manifestation): Only a willing recipient can use this skill to partially manifest his cursed seal at level 2. Each time the natural weapon is manifested, the willing recipient gains 1 CSP. The manifestation lasts 10 minutes, until dismissed via this skill, or until the cursed seal level 2 is activated and deactivated.

Natural Weapon	Control Cursed Seal DC
Bite or gore	25
Claw or slap	20
Talon (wings)	35
Dismiss weapon	10

Retry: Each attempt at a partial manifestation is an attack action.

Special: A character can't Take 10 or Take 20 when using this skill.

A character with 5 or more ranks in this skill gains a +2 bonus to Will save to resist the origin's gaze attack.

A character with 5 or more ranks in this skill and the True Origin feat gains a +2 bonus to Will save to cancel the frenzy if he runs out of enemies.

Cursed Toughness

Prerequisite: Toughness, Cursed Strike 2/day class ability.

Benefit: At the end of the day, your cursed seal pool decreases by 3.

True Origin

Prerequisite: Can only be taken at 1st level, heroic character.

Benefit: The character gains the Cursed Seal template at birth, and the Cursed Seal level 1 ability. The character has no "origin" and cannot be forced into the cursed seal by a creature's gaze attack.

The character always succeeds Control Cursed Seal checks made to force transformation or deactivate a voluntary transformation. Because the cursed seal is naturally occurring, the character also cannot gain cursed seal pool. The cursed seal template does not use a seal slot on the character's body, and there is no telltale mark to show for the template.

While in a cursed seal state, the ability manifests itself as a frenzy that lasts for 6 rounds plus the character's Constitution modifier. During frenzy, the character must attack those

he perceives as foes to the best of his ability.

Should he run out of enemies before his frenzy expires, his rampage continues. He must then attack the nearest creature (determine randomly if several potential foes are equidistant) and fight that opponent without regard to friendship or health (the target's or his own). In this case, the frenzy can be cancelled with a Will save (DC 25) or a Control Cursed Seal check (DC 20) if the character is willing. The character may attempt to cancel the frenzy once per round. Partial manifestation does not induce frenzy in the character.

The character's level adjustment increases by 1. The character's willingness to give in to the cursed seal still determines the use he may make of the Control Cursed Seal skill. Though he cannot curces seal pool, the character still suffers Constitution damage for using the Cursed Seal too many times in a single day.

Demonic Subtype

The demonic subtype can be applied to any creature that has chakra. The creature's chakra becomes demonic and allows it to utilize certain techniques and abilities otherwise restricted to demons.

If this subtype was not inherited but applied to a creature other than an outsider, the creature's chakra signature still appears normal for one of its race. If the subtype was inherited, the creature's chakra has a distinct evil feel to it.

Traits:

—Demonic Chakra: Can use techniques and abilities requiring demonic chakra.

—Overwhelming Chakra: When spending an action point for chakra, roll 2d4 instead. The chakra lasts for 1 minute.

—Evil: Creature has a 50% chance of having the evil allegiance if inherited. Can be resisted with a Will save (DC 15) if applied to a creature.

Ghastly Inheritance

Kyuubi, the nine-tailed fox monster, is a name that inspires fear in the heart of even the strongest Shinobi. Its fearsome and awe inspiring presence and blazing Chakra reveals its origin at the first glance: that of a terrible demon, which should be avoided at all cost. During ages long past, the fox monster used to roam these lands, leaving nothing but chaos and destruction in its wake; it was then that the great *Kage* decided to have it sealed.

Every generation, a child is born to receive this *Ghastly Inheritance*, which takes the form of a seal placed on the user's body, preventing the demon from ever leaving its host. It is left to the host himself to learn to deal with, and use the demon's power at will.

The *Ghastly Inheritance* can only be bestowed upon the host, henceforth referred to as base creature, at birth, and will leave at the host's death, only to be sealed into another body.

(This template was done according to abilities shown during the Naruto versus Sasuke fight, which ended in Chapter 233 of the manga.)

Type: Base creature's type remains unchanged, but gains the Demonic subtype.

Hit Dice: The base creature gains 1 additional hit points per level.

Abilities: +2 Constitution

Saves: +2 Fortitude saves against poison, +2 Reflex.

Skills: The base creature suffers a -2 penalty to Chakra Control and Concentration Checks.

Feats: The base creature gains the Improved Chakra Pool for free upon receiving this template, and said feat will always be available in any *Bonus Feat* list to the host.

Special Qualities: Blazing Rage, Overwhelming Chakra, Greater Health, Kyuubi Manifestation

Effective Character Level Adjustment: +3

Challenge Rating: +1

Blazing Rage (Su): When the host suffers an emotional trauma, the feral urges of the *Kyuubi* which were sealed away within the host come surging back through his body and take over; while he retain some sort of control over himself, when he enters the *Blazing Rage*, the host is likely to fight to the death and beyond with any creature he knows as a foe.

When entering the *Blazing Rage*, the host grows claws and fangs, which he may use as natural weapon without penalty, gains a +6 Strength and Constitution bonus, a +2 bonus to his Will save, a 15 foot movement increase in addition to a +4 dodge bonus to Defense. In addition, the host gains a *Fast Healing* 3 for the duration of the frenzy. For as long as 8 rounds plus his new Constitution modifier, the host will go on fighting until the enemy it is currently fighting is dead, attacking the nearest creature if it runs out of foes (roll randomly for creatures of equal proximity), including friends regardless of health and friendship until put down.

The host may make a Will save (DC 20) each round to stop himself from attacking a friend or killing or striking the dead blow to a foe to move on to the next, but cannot prematurely terminate the rage. This ability counts as a frenzy, but will not leave the host fatigued when it fades.

Once the host reaches 9th level, he may manifest the *Blazing Rage* at will. Regardless of the user's condition, the rage cannot be user more than one times per day per 5 character level or hit dice of the host.

Overwhelming Chakra (Su): Once the host reaches 3rd level, he may tap into *Kyuubi's* Chakra Pool, thus greatly increasing his own. Once per day per four character level, the host may spend an action point to increase his own Chakra Pool, as per standard rules, except that the amount is tripled and may exceed the host's maximum Chakra Pool. Since the host has the demonic subtype, he rolls 6d4 rather than 3d6.

The obtained Chakra is far more volatile and only lasts one round. After using the Overwhelming Chakra, the host opens a number of Tenketsu sealed on his body equal to four times the result of the roll.

Tapping into the Kyuubi's Chakra reserve has the side effect of enhancing the user's body, and he will gain a +2 bonus to his Strength score for 1d3 rounds. This bonus cannot be increased by using this ability two or more times in a row. A creature sensing chakra will instantly be able to notice the change in the host's signature and will feel the demonic, evil chakra easily as though it was one aura category higher than in reality.

Greater Health (Su): The host, while resting, recovers hit points and Chakra Pool twice as fast as a normal creature would during a night's rest, and he recovers from ability damage twice as fast. This also applies during Chakra Depletion. In addition, the host recovers Stamina damage naturally at the rate of 1 point per minute.

Kyuubi Manifestation (Su): Once the host reaches 8th level, he may spend an action point during the *Blazing Rage* to increase its power and manifest some of *Kyuubi's* own.

While the duration is no greater than it previously was, the host's frenzy bonus increase to +8 Strength and Constitution, +4 dodge bonus to defense, +4 deflection bonus to defense, +4 bonus to Will saves and a 25 feet movement increase. He also gains a *Fire Resistance* 10, *Fast Healing* 5 and *Damage Reduction* of 3/-, and his claws deal damage as though the host was one size category frenzy.

In addition to that, because Kyuubi's chakra is clearly the host's to control during the *Rage*, he gains an additional claw attack per round at his highest attack bonus, made by the chakra itself. He may also reach out and lash at the enemy at safe distance using the Kyuubi's chakra, and thus gains a 5 foot reach increment. Since the Kyuubi's influence is greater on the host, it gains 1 tail attack per round per 2 levels after 9th when making a full-attack action in that mode.

A tail attack deals the equivalent of a slam attack with a 15 foot reach; because that mode of attack is so powerful, the host's attack bonus decreases only by 2 each attack instead of the usual 5 (+11/+9/+7/+5, etc.); in addition, the host cannot have more than 9 tails attack.

While in the kyuubified frenzy, the host cannot stop himself from killing a foe nor attacking friends, regardless of the success of his Will saves. Because puts the host's body through a lot of strain, he must succeed a Fortitude save (DC 25) or fall unconscious for 1d4+1 hours as soon as the frenzy ends.

Ignis Vitae Subtype

The creature is born from fire. Though the ignis vitae subtype is applicable to any living creature, they are notably different from their origin of species; their skin or fur tones are darker, sometimes coal black or bronze for humans; their eyes flash dark, ember colors

when they feel powerful emotions. When agitated, angry or excited, their skins tend to reach high heat and release steam as the very air around them shifts away.

Traits:

— **Fire Affinity (Ex):** The character immediately gains a primary chakra affinity to fire. Though it has no mechanical effect, the character's chakra smells of sulfur, and feels very strongly of fire.

— **Speak with the Flame (Su):** The character is able to communicate and understand the speech of fire elementals instinctually. He gains the Speak Ignan skill for free.

— **Warm-blooded (Ex):** The character's blood is intensely warm for a living creature and he is able to tolerate heat much better than other. In climates of 80°F or warmer, the character gains a +2 bonus to ability checks and skill checks. In climates of temperature -20°F or lower, the character likewise suffers a -2 penalty to ability checks and skill checks.

Immortal Subtype

The creature is immortal and cannot be killed, regardless of how mangled its body is.

Traits:

— **Immunities (Ex):** Immunity to ability damage, ability drain, critical hits, death effects, disease, energy drain, poison, sneak attacks and the effects of massive damage.

— **Immortality (Su):** The character cannot be killed, regardless how many hit points it is reduced below 0. It cannot regrow limbs, but they can be reattached in 1d4 hours or sewn back as a full-round action by another creature (or 5 rounds, by the character himself). Even the head can be reattached by this mean.

If the character has the ability to remain conscious below 0 hit points, he can still act normally. If his head is cut off and he has the ability to remain conscious, he cannot use his body, but still retains vital functions in his head until it is reattached to the body. No matter how damaged his body is, the character can never die.

The only way to truly kill an immortal is to seal its soul inside another vessel, and destroy it, or to completely disintegrate his body with an effect such as the *Yominodoki* technique.

Chakra Vampire (Bloodline Template)

This bloodline was meant to allow one to harness its power the ability to train Chakra. Instead, during its creation, something terrible occurred that rendered the one inflicted with this curse unable to generate Chakra on his own. He must drain Chakra from living beings, or see his Chakra deplete bits by bits.

This ability thankfully manifests only a certain time after one's chakra coils develop from training, but once it does, creatures afflicted with the curse often die from Chakra exhaustion.

Saves: The character gains a +2 bonus to Fortitude saves against Chakra draining and damaging effects.

Skills: The character suffers a -2 penalty to Chakra Control checks.

Special Qualities: Suppressed Chakra Retention Disorder, Chakra Vampire.
Effective Character Level Adjustment: None.

Suppressed Chakra Retention Disorder (Su): Characters of 3rd level or higher develop this ability. More akin to a curse, the afflicted character is completely unable to recover and convert Chakra. The character recovers absolutely no chakra from resting, and he is completely unable to convert Chakra Cost into Hit Points using the Chakra Control skill. The only means to recover one's Chakra is the use of certain chemical, techniques or the Chakra Vampire ability. In addition, the player will lose 1 point of Chakra every 4 hours of the day, even during sleep.

Chakra Vampire (Su): All characters possessing this bloodline may manifest this ability. As an attack action that does not provoke an attack of opportunity, the character may make a touch attack against a creature and deal 1 point of Chakra damage. If the attack was successful, all damage dealt is added to the user's chakra pool, which may not exceed of its normal maximum by more than 1 point per level (a character with a Chakra Pool of 20 may not have a chakra pool greater than 30 if he is level 10). The character can also absorb chakra from the wildlife of sufficient size.

On all living, non sentient being of small size or larger (a big plant or a tree, for example), the character may remain in contact with it for 1 full minute and absorb 2 points of Chakra from it. For every point of Chakra, the being targeted suffers 1d6+2 point of damage that ignores all hardness. Once the target is dead, absorbing chakra from it is impossible. In addition, the character is not allowed to double his training schedule because he can replenish his Chakra Pool using this ability.

The amount drained to creatures increases to 2 at level 10, and 3 at level 15. The amount drained to living, non-sentient being increases to 5 at level 10, but the damage caused is increased to 1d12+2. This ability can be controlled by the character, and he may choose to drain less chakra at will.

Moujuu Aishou

There are some things that can not be explained, something that not even the greatest shinobi minds can crack. That is how certain ninjas are able to connect with animals so strongly that they are a bonded for life like a pair of soul mates. It is not simply master and pet, it is an equal partnership, one that both parties have to put effort in.

The animal must be a paragon of its species. It can even learn a few techniques, grow stronger, faster and smarter as well they can almost communicate with the one they bonded with. Losing one that they have bonded with the human can eventually overcome his grief and bond with another animal. The animal however, if it loses it's human partner will never recover and slowly waste away.

Special Qualities: Animal Companion
Effective Character Level Adjustment: +1

Animal Companion: The character begins play with an animal companion selected from the following list: Ape, Boar, Cheetah, Dog, Hawk, Hyena, Owl, Tiger, Wolf (see *Creatures and NPCs* chapter for more details). The character grew up with the animal, which explains their closeness and complicity.

The animal is a loyal companion that accompanies the character as he executes missions, offering aid in combat and non-combat situations as well as moral support when needed. As the character advances in level, the animal's power increases as shown on the table below.

If the animal companion dies, a new one *can* be acquired, but will need to be trained continuously, 8 hours a day, for 10 days per total level or hit dice of the character (maximum 210 days). An animal companion still benefits the ability score increase every 4 hit dice it gains, and their Chakra Pool is the same as that of Ordinaries.

Furthermore, some companion may grow slower than others, and some faster, because they are either weaker or stronger than what is considered an average. Refer to their monster entries (in the *Animal Companions (Moujuu Aishou)* section of the Special Creatures and NPCs). The actual level of the character cannot be below 1 when determining the strength of his companion.

TABLE 11-1: ANIMAL COMPANION

Character Level	Bonus HD	Natural Armor Adjustment	Str/Dex Adjustment	Bonus Tricks	Special Qualities
1-2	+0	+0	+0	1	Link
3-5	+2	+2	+1	2	Beastlord, Evasion
6-8	+4	+3	+2	3	Growth
9-11	+6	+5	+3	4	Multiattack
12-14	+8	+6	+4	5	Devotion
15-17	+10	+8	+5	6	Speech
18-20	+12	+9	+6	7	Growth
21-23	+14	+11	+7	8	Improved Evasion
24-26	+16	+12	+8	9	—
27-29	+18	+14	+9	10	Growth
30-32	+20	+15	+10	11	—
33-35	+22	+17	+11	12	—
36-38	+24	+18	+12	13	—
39-41	+26	+20	+12	14	—
42-44	+28	+21	+14	15	Epic Growth
45-47	+30	+23	+15	16	—
48-50	+32	+24	+16	17	—

Character Level: The character's total level or hit dice.

Bonus HD: Extra hit dice, each of which gains a Constitution modifier, as normal. Remember that extra hit dice improves the animal companion's base attack and base save

bonuses. An animal companion's base attack bonus is the same as that of a Fast Hero of a level equal to the animal's HD.

An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD).

An animal companion gains 2 skill points per hit die, and an additional feat once every 4 hit die. It must meet the prerequisites normally.

An animal companion does not count towards the party's experience and does not gain experience as a cohort would—it simply gains in power as its master does.

Natural Armor Adjustment: The number noted here is an improvement to the animal companion's existing natural armor bonus.

Str/Dex Adjustment: Add this value to the animal companion's Strength and Dexterity scores.

Bonus Tricks: The value given in this column is the total number of "bonus" tricks that the animal knows in addition to any that the character might choose to teach it (refer to Handle Animal skill for details). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the animal. A trick cannot be unlearned by the animal.

Link (Ex): The character may handle his animal companion as a free action, or push it as a move action, even if he doesn't have any ranks in the Handle Animal skill. In addition, he gains a +4 circumstance bonus on all Handle Animal checks made regarding the animal companion.

Beastlord (Ex): This enables the animal companion to learn a Ninjutsu or Taijutsu technique the user may teach it. The animal companion can learn one technique per 3 level of the users, and it takes double the time for an animal to learn a technique.

The animal companion's bonus to Ninjutsu or Taijutsu are equal to the character's rank - 2 + the animal companion's bonus in the relevant ability score. The animal's companion Learn bonus is equal to its total hit dice.

Evasion (Ex): If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Multiattack: The animal companion gains the Multiattack feat for free. Its penalty when using its secondary natural weapon is reduced from -5 to -2. If it does not have three or more natural attacks, the companion gains a second natural attack with its primary weapon, albeit at a -5 penalty.

Growth (Ex): When an animal gained sufficient experience over time with its master, its

body also develops. Whenever the character attains a level where the animal companion gains this ability, the animal companion's size category permanently increases by one step. An animal companion cannot grow larger than Large size.

Devotion (Ex): An animal companion gains a +4 morale bonus on Will saves against mind-affecting technique and effects.

Speech (Ex): The animal companion is now able to express itself freely in the human tongue, using the language the user employs the most often only. As can be expected from an animal mind, the companion will not be as smart as your typical human, much less shinobi, but it can still express itself freely and warn others from dangers.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Epic Growth (Ex): The animal companion gains an additional size category, and is allowed growth to Huge size. The benefits of increasing from Large to Huge size are as follow: +8 size bonus to Strength, -2 size penalty to Dexterity, +4 size bonus to Constitution, fighting space and reach increment, +4 size bonus to Grapple checks, and a -4 size penalty to Hide checks.

Nin Animal

Nin Animals are selectively bred animals serving under ninja, possessing amazing human-like intelligence and cunning, and the incredible ability to speak.

Nin Animal is an inherited template that can be applied to animals and magical beasts only, henceforth referred to as "base creature". Nin Animals cannot be used as animal companions.

Template Traits

Nin Animal

Type: The base creature's type changes to magical beast.

Hit Dice: The base creature gains 2 hit dice.

Chakra Pool: Same as the base creature.

Speed: Same as the base creature.

Defense: The base creature's natural armor increases by 1.

Attacks: Same as base creature.

Special Qualities: Magical Beasts traits, no darkvision, lifespan increases 2d20 years.

Allegiances: Same as the base creature.

Ability Scores: Intelligence increases 3d6, Charisma increases 1d4.

Skills: Speaks the language of the clan that bred them, may learn an additional bonus language. Gains 1d4x5 skill points, spent in any skill (nin animals are more partial to knowledge skills as they are more erudites than warriors).

Advancement: By hit dice.

Ripper

A creature becomes a ripper when it experiments on its body to such a degree it fails to perform as a human body anymore. The ripper is an acquired template.

This template can be applied to any humanoid or monstrous humanoid, henceforth referred to as the "ripper" or the "base creature".

Type: The base creature's type changes to Aberration.

Abilities: +2 Strength, -2 Constitution, -2 Charisma.

Special Qualities: Ageless, darkvision 60 ft., immunities, tentacle rake, improved grab, heart stealer, shapeshift, empty body.

Effective Character Level Adjustment: +6.

Challenge Rating: +8.

Aberration: The ripper's type becomes aberration—he gains a darkvision 60 ft, and still retains his need for food, drink and sleep.

Ageless (Ex): For each heart the ripper has, its current lifespan increases by 40 years. It no longer suffers penalties from aging. If the ripper went on replacing each its hearts every 40 years, it could never die of old age.

Immunities (Ex): The ripper is immune to critical hits and sneak attacks.

Tentacle Rake (Ex): The ripper gains 4 tentacle rakes per round during a full-attack action, each dealing 1d8 points of slashing damage plus the creature's Strength modifier. The tentacles have a reach of 10 feet. In addition, the ripper can extend his limb 10 feet to deliver touch attacks.

Improved Grab (Ex): The ripper may make a free grapple attempt once per round if it hits with 2 tentacle rakes, without provoking an attack of opportunity.

Heart Stealer (Ex): The ripper may make a special coup de grace action against a pinned helpless or dying creatures, with one of his tentacles. If the target fails its save, the ripper rips out its heart and integrates it into his body, providing he has enough space for an additional heart.

Shapeshift (Su): The ripper can shapeshift as a full-round action that does not provoke an attack of opportunity as long as he has three or more working hearts left in its body. The ripper gains one size category, and though he gains none of the standard bonuses from gaining a size category (such as Strength and Constitution increases), he gains 2 additional tentacle rakes and a natural bonus to defense of +8, and a size bonus to Strength of +2. Characters gazing upon the ripper's new form must make a Will save (DC 16) to avoid being Sickened for 1d6 rounds. Changing back is a move-equivalent action, though its number of working hearts dropping below 3 immediately cancels the shapeshift.

Energy Spit (Su): When shapeshifted, the ripper can spit up to 4 balls of energy as part of his full-attack action, limited by his base attack bonus. The balls of energy deal 2d6 points of energy damage on a touch attack—the damage dealt depends on the hearts used to fire them. The balls have a range increment of 20 feet.

Empty Body (Su): The ripper's body is unable to develop additional elemental affinities other than the primary affinity it began with, but it is able to contain up to 4 additional hearts—a total of 5 hearts in his body. Each heart after the first grants the ripper an elemental affinity equivalent to a primary elemental affinity of that element, and 50 hit points. Whenever the ripper takes 50 hit points of damage, he decides which one of his heart is sacrificed, and which elemental affinity to lose. Only working hearts currently inside his body can be sacrificed.

When one of his heart dies inside his body, the ripper is cured of all poisons and diseases, ability damage, ability drain, energy drain and mind-affecting effects, and the heart must be discarded to free up a heart "slot". When four hearts have been killed, the ripper's last heart contains his entire original hit points—if that heart is killed and the ripper is reduced to -10 hit points, he dies. The user can kill off a heart as a swift action and though he loses what remaining portion of its hit points it granted, he is cured regardless. Hearts heal at a rate of 5 points per round.

The ripper also gains a fast healing of 1 + the number of working heart in his body. Discarding an unwanted or useless heart is an attack action—if it wasn't already, the heart immediately becomes useless, ashen and withered.

The ripper can also extract up to 4 hearts from his body as a full-round action. Extracting a heart means that the ripper loses the bonus hit points it grants, which will automatically return when the heart rejoin his body. Each heart acts as its own creature as dictated by the ripper, and may rejoin with him as a move-equivalent action as performed by the heart, so long as it is within 10 feet of the ripper. He suffers no penalties for discarding or extracting its original heart other than the penalties that apply to every heart he takes.

When the ripper has no working heart left in his body, he dies.

Heart: Medium-sized Aberration; **hp** 50; **Mas** —; **Init** —; **Spd** 10 ft. fly (perfect); **Defense** 10, **Touch** 10, **Flat-Footed** 10; **BAB** +5; **Grap** +5; **Atk** +5 melee (1d8, tentacle rake); **Full Atk** +5 melee (1d8, 2 tentacle rakes); **FS** 5 ft by 5 ft; **Reach** 10 ft.; **SQ** fast healing 5, fragile vitality, improved grab, energy spit, element, energy immunity, immunities; **SV** Fort +4, **Ref** +4, **Will** +—; **CP** —; **Str** 10, **Dex** 10, **Con** 10, **Int** —, **Wis** —, **Cha** —.

Fragile Vitality (Ex): When a heart is moved farther than 30 feet from its host, it suffers 25 damage per round until returned to more comfortable proximity or dead.

Energy Spit (Su): A heart has the ability to spit a ball of energy once every 1d4 rounds. The spit has a 50 feet range increment, and the heart must hit with a ranged touch attack, which it makes at a +15 bonus. The energy spit deals 4d6 points of energy damage,

determined by its element. Using the energy spit is an attack action that does not provoke an attack of opportunity.

Element (Ex): A heart has an element of the same type it bestows upon its host. If the heart has the doton affinity, it is earth type, fuuton being wind, and so on. The element determine what energy type it deals and is immune to.

Energy Immunity (Su): The heart is immune to a damage type determined by its element.

Immunities (Ex): The heart is immune to poison, diseases, ability damage, ability drain, energy drain and mind-affecting effects, and all effects requiring a Will save.

Improved Grab (Ex): The heart must hit with both tentacle rake attacks to use this ability.

Sabiketsu (Bloodline Template)

The Sabiketsu, rustblood, is an uncommon ability developed by children of one who has been overly exposed to poison or radiation during his or her life, thus resulting in a mutation that make the host's blood carry various toxins that can be activated with the aid of Chakra.

This ability is often seen as a bad omen, and generally, those who carry the genes cannot live past 40, though sufficient training in physical arts is rumored to vanquish the disease to some extent.

Saves: The character gains a +2 bonus to Fortitude save against poisons.

Special Qualities: Rust Blood, Curse of Short Life, Extended Life Expectancy.

Effective Character Level Adjustment: —

Rust Blood (Su): Characters of 3rd level or higher are able to manifest this ability. At the cost of 3 points of Chakra every two rounds that can't be converted to hit points, the character is able to turn blood flowing through his vein in a dangerous toxin potentially lethal to any who does not share his Chakra Signature.

A "dose" of blood is enough to cover a Small or smaller weapon, two for a Medium-sized weapon, three for a Large weapon, and so on. Applying the poison takes a move-equivalent action per weapon, though collecting the blood may take additional actions (at the GM's discretion).

The poison is an injury poison with a Fortitude save (DC 10 + half the character's level + the character's Constitution modifier), deals a primary damage of 1d6 points of Strength damage, and the target must make an additional save 1 minute later to avoid suffering 1d6 points of Strength damage, and 1d6 points of Dexterity damage.

A character with this ability can collect up to 1 "dose" of blood per two level of the character before becoming Fatigued (or Exhausted if the character was already fatigued). Any more during fatigue caused from this ability provokes a Massive Damage save per dose. The blood becomes harmless once the ability is activated. To reactivate it, the

character must collect new blood from his body. Targets already poisoned may still take Secondary damage.

Activating this ability is an attack action that does not provoke an attack of opportunity.

Curse of Short Life (Ex): Upon entering the Middle Age (40-59) category, the character must make a Fortitude save (DC 20) every day upon waking or be fatigued. In addition, the character suffers 1 point of permanent Constitution drain every week unless it succeeds a Fortitude save (DC 25) to make the damage temporary. The cause of this disease is due to an odd cycle the character's body goes through every week.

Extended Life Expectancy: Upon attaining 15th level, the character no longer needs to make a Fortitude save every day to avoid becoming Fatigued, and the Constitution damage taken is merely temporary, with a Fortitude save (DC 15) required to negate it for another week.

Satetsu

The ability, said bloodline, of the Third Kazekage, which he created upon witnessing the powers of the Bearer of Shukaku: *Satetsu*. The Iron Sand is in many way similar to the powers of the Shukaku vessel, but also has several limitations of note, namely the number of sand the user can hold.

This template can be applied to a human puppet made from the body of a creature that possessed the template, but doing so increases the Craft (mechanical) DC by +15 and the Purchase DC by +10. A puppet cannot have more than 10 satetsu, even if the body it was made from was higher than 20th level.

Special Qualities: Satetsu, Satetsu Shield, Satetsu Sword.

Effective Character Level Adjustment: +2.

Satetsu (Su): The character's body contains 1 satetsu plus 1 every odd-numbered level. The satetsu is a fine dark iron powder (or iron sand) that the character can manipulate at will. The satetsu, if left behind, is not recovered naturally and must be recovered or recreated. One satetsu worth of dark iron has a purchase DC cost of 19. Each satetsu weighs 10 pounds, but does not count towards carried equipment as the character does not need to physically lift it.

The character can draw up to 5 satetsu as a move-equivalent action. It can be made into a simple object as a free action. The base object's size is Tiny or smaller, plus 1 size category per satetsu added to it (maximum 1 additional size category per 4 level, or Huge).

Objects made from satetsu have the same characteristics as normal items made of dark iron (15 hardness, 30 hit points per inch of thickness).

If the object is simple, it can be fashioned as a free action. If it is moderate, it can be

made as a move action. If it is complex, it can be made as an attack action. If it is advanced, it requires a full-round action to make. Satetsu can be made into an object that can grant cover.

Only non-technological objects that can be made with the Craft (mechanical) or Craft (structural) skill can be created with satetsu. The objects fall apart if the character falls unconscious, runs out of chakra or walks further than 100 feet from it.

The satetsu is lifted as though telepathically within 100 feet, and can carry 3 pounds per level of the character. The satetsu can travel 50 feet per round. All satetsu laying about within 50 feet can be animated from outside the character's body, though he cannot control more satetsu than his body can hold.

Satetsu Shield (Su): The character can fashion extracted satetsu into a shield he keeps close to his person. The shield doesn't require a hand to hold it and reacts to the character's instinctual thoughts.

With 1 satetsu, the shield grants a +1 shield bonus to defense and a fire resistance 1. With 2 satetsu, the shield grants a +2 shield bonus to defense and a fire resistance 2 but has a -1 armor penalty. With 3 satetsu, the shield grants a +3 bonus to defense and a fire resistance 3 but has a -2 armor penalty.

With 6 satetsu, the satetsu shield grants a +3 bonus and a fire resistance 3 but has an armor penalty of -1. This shield can grant cover without obscuring sight, as though a riot shield.

Additional satetsu can be added after the shield is formed as a free action.

Satetsu Sword (Su): The character can fashion extracted satetsu into a weapon of sorts, which he doesn't swing himself but appears to be controlled telepathically. This is an attack action.

It can be formed anywhere within 30 feet, and attacks only when the character commands it to (as though he was attacking normally, wielding the satetsu sword is a strenuous action). It can be moved with a move-equivalent action, but cannot charge or be used to execute a charge attack or technique to make a charge attack.

The weapon can deal any one of the following damage type: bludgeoning, slashing or piercing, and can bypass "dark iron" damage reduction. It starts at Tiny size with 1 satetsu. Additional satetsu can be added to the weapon after it is formed, as a free action.

The character can use the weapon to attack any creature within 30 feet. If the weapon is Small or smaller, it can attack from inside the creature's square. If it is Medium, Large or Huge, it occupies a 5 ft. by 5 ft. fighting space can attack adjacent foes within 5 feet. If the weapon is Gargantuan or larger, it occupies a 10 ft. by 10 ft. fighting space and can attack adjacent foes within 5 feet, and implies a -2 and -4 penalty to attack rolls for using an inappropriately sized weapon respectively.

The satetsu sword can take or provoke attacks of opportunity from creatures moving in its threatened area, or from moving in a creature's threatened area, but its maximum number of attack of opportunity is shared with the character.

The character can add his Strength modifier to attack and damage rolls. Satetsu Sword attacks are considered melee attacks. The character must always have line of sight with both his weapon and his target to attack.

The character may also create two weapons that can be of Medium size or smaller. Those weapons occupy the same 5 ft. by 5 ft. fighting space and can attack adjacent foes within 5 feet, as per Two-Weapon Fighting rules. Bonus from feats and other abilities the character may have apply.

The weapon focus feat or class ability, or other class abilities of the same type, also can be applied to the satetsu sword. If destroyed, the satetsu weapon can be reformed 3 rounds later.

Weapon Size	Damage	Satetsu	Hardness and Hit Points
Tiny	1d4	1	15 hardness, 10 hit points
Small	1d6	2	15 hardness, 20 hit points
Medium	1d8	3	15 hardness, 30 hit points
Large	1d10	4	15 hardness, 40 hit points
Huge	2d6	5	15 hardness, 50 hit points
Gargantuan	3d6	6	15 hardness, 65 hit points
Colossal	4d6	7	15 hardness, 80 hit points

Ungodly Descendance

There are individuals that are born with demonic blood; some half demon, or through some sort of forbidden ritual. These extremely rare beings are often shunned and stored away by their own people, as it is often hard for them to suppress their demonic urges.

The offsprings of an ungodly descendance often bear marks of their lineage, usually in the form of red or yellow slitted eyes, a forked tongue or even an unnatural skin complexion.

Type: The base creature's type remains unchanged, but gains the demonic subtype.

Abilities: +4 Strength and Wisdom, +2 Dexterity, Constitution and Intelligence.

Special Qualities: Cold Resistance 5, Electricity Resistance 5, Fast Healing 5, Fire Resistance 5, Scent, Ungodly Longevity.

Allegiance: Usually chaos and/or evil.

Effective Character Level Adjustment: +4

Challenge Rating: +2

Scent (Ex): Using this ability, the character is able to detect approaching enemies and sniff out hidden foes, but may not track by sense of smell.

Ungodly Longevity (Su): From Young Adult and further, the age category and thus their

penalties and bonuses, as well as the character's maximum age, are delayed 3d12 years.

Bloodline Classes

This section contains classes relating to a certain template or bloodline.

Battle Mime

The battle mime is a powerful Uchiha warrior who has trained to become more efficient than most in using his powerful Sharingan Eye.

Requirements:

To qualify to become a *battle mime*, a character must fulfill all the following criteria.

Base Attack Bonus: +2

Skills: Any 2 of the following: Genjutsu 6 ranks, Ninjutsu 6 ranks, Taijutsu 6 ranks.

Feats: Advanced Bloodline (Sharingan Eye) and any one of the following: Genius Nin, Genjutsu Adept, Ninja's Mimicry, Ninjutsu Adept, Taijutsu Adept.

Special: Sharingan Eye +1 and Offensive Foresight +1 supernatural abilities.

Primary Elemental Affinity (fire).

Uchiha Clan occupation only.

Class Information

The following information pertains to the Battle Mime advanced class.

Hit Die

The Battle Mime gains 1d8 hit points per level. The Constitution modifier applies.

Action Points

The Battle Mime gains a number of action points equal to 6 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Battle Mime's class skills are as follows.

Balance (Dex), Chakra Control (Wis), Genjutsu (Cha), Hide (Dex), Intimidate (Cha), Knowledge (behavioral science, ninja lore, tactics) (Int), Move Silently (Dex), Ninjutsu (Int), Read/Write Language (none), Sleight of Hand (Dex), Speak Language (none), Spot (Wis), Taijutsu (Str), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

TABLE: THE BATTLE MIME

	Base						
	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	Bonus
1 st	+0	+1	+1	+1	Scrolls of War	+1	+1
2 nd	+1	+2	+2	+2	Scrolls of Wisdom	+2	+1
3 rd	+2	+2	+2	+2	Scrolls of Heaven and Earth	+2	+1

Class Features

The following features pertain to the Battle Mime advanced class.

Scrolls of War

The battle mime specializes in one of three areas, choose one below.

Mirage: The battle mime gains a +2 bonus to checks made to Learn, perform, convert and copy Genjutsu techniques.

Fan: The battle mime gains a +2 bonus to checks made to Learn, perform, convert and copy *Katon* ninjutsu techniques.

Hawk: The battle mime gains a +2 bonus checks made to Learn, perform, convert and copy Taijutsu techniques (though the battle mime may still only copy stance techniques).

Scrolls of Wisdom

The following feats always figure in the battle mime's list of bonus feats: Battle Ready (Sharingan), Mangekyou Sharingan and Ninja's Mimicry.

The following feats always figure in the battle mime's list of epic bonus feats: Darkbane Sharingan and Epic Sharingan.

Scrolls of Heaven and Earth

The battle mime gains additional bonus from having his Sharingan Eye active, depending on the specialization taken from Scrolls of War.

Mirage: The battle mime gains a +2 bonus to his Charisma score while his Sharingan Eye is active.

Fan: The battle mime gains a +2 bonus to his Intelligence score while his Sharingan Eye is active.

Hawk: The battle mime gains a +2 bonus to his Strength score while his Sharingan Eye is active.

The battle mime gains a +2 bonus to Perform checks made for any *Uchiha Clan Hijutsu* or *Uchiha Clan Kinjutsu* techniques.

Cursed Warrior

The cursed warrior is a willing recipient of the cursed seal that has learned to use the seal to its advantage.

Requirements:

To qualify to become a *cursed warrior*, a character must fulfill all the following criteria.

Base Attack Bonus: +2

Skills: Control Cursed Seal 6 ranks.

Special: Cursed Seal Level 1 supernatural ability.

The character must have a Power or Evil allegiance, or the True Origin feat.

The character's Cursed Seal Pool must have been 25 or higher at least once, or the True Origin feat.

The character must be a willing recipient of the cursed seal.

Class Information

The following information pertains to the Cursed Warrior advanced class.

Hit Die

The Cursed Warrior gains 1d10 hit points per level. The Constitution modifier applies.

Action Points

The Cursed Warrior gains a number of action points equal to 6 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Cursed Warrior's class skills are as follows.

Climb (Str), Control Cursed Seal (Wis), Intimidate (Cha), Jump (Str), Knowledge (current events, ninja lore, popular culture, streetwise, tactics) (Int), Profession (Wis), Read/Write Language (none), Speak Language (none), Swim (Str) and Taijutsu (Str).

Skill Points at Each Level: 3 + Int modifier.

TABLE: THE CURSED WARRIOR

Level	Base Attack	Fort	Ref	Will	Special	Defense	Reputation
	Bonus	Save	Save	Save		Bonus	Bonus
1 st	+1	+2	+0	+0	Cursed Resilience, Bonus Chakra	+1	+0
2 nd	+2	+3	+0	+0	Cursed Strike 1/day	+2	+0
3 rd	+3	+3	+1	+1	Damage Reduction 1/chakra	+2	+0
4 th	+4	+4	+1	+1	Bonus Feat	+3	+0
5 th	+5	+4	+1	+1	Damage Reduction 2/chakra	+3	+1
6 th	+6	+5	+2	+2	Cursed Strike 2/day	+3	+1
7 th	+7	+5	+2	+2	Damage Reduction 3/chakra	+4	+1
8 th	+8	+6	+2	+2	Bonus Feat	+4	+1
9 th	+9	+6	+3	+3	Damage Reduction 4/chakra	+5	+2
10 th	+10	+7	+3	+3	Cursed Blood	+5	+2

Class Features

The following features pertain to the Cursed Warrior advanced class.

Cursed Resilience

The cursed warrior adds his class level to Control Cursed Seal checks and Fortitude saves made to resist the drawbacks of overusing the cursed seal (CSP is 4 or higher).

The character can use his Constitution modifier instead of his Wisdom modifier on Control Cursed Checks, whichever is higher.

Bonus Chakra

The Cursed Warrior gains a certain amount of bonus chakra from taking levels in this class. The amount of bonus chakra gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount of chakra gained every level from gaining an additional hit dice.

The amount of bonus chakra doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra, such as from various classes, do however stack with each other.

Class Levels	Bonus Chakra
1st	1
2nd	2
3rd	3
4th	4
5th	5
6th	6
7th	7
8th	8
9th	9
10th	10

Cursed Strike

The cursed warrior can infuse his melee attacks with the vile power of his cursed seal. He adds his cursed warrior level to the damage of the melee attack.

The cursed warrior gains 1 CSP when using this ability.

Bonus Feat

At 4th and 8th level, the Cursed Warrior gets a bonus feat. The bonus feat must be selected from the following list, and the Cursed Warrior must meet all the prerequisites of the feat to select it.

Cursed Toughness, Great Fortitude, Improved Chakra Pool, Improved Natural Attack (level 2 weapon only), Power Attack, Toughness, Vile Technique.

Damage Reduction

The cursed warrior gains a damage reduction 1/chakra at 3rd level. It increases by 1 every odd-numbered level thereafter.

Cursed Blood

The cursed warrior gains the Demonic subtype, and the Cursed Seal Level 2 ability if he did not have it already.

Elder Sage

The elder sage is a warrior of the Mibu clan who fights with the power of the mind—his enemies'. The elder sage reads minds and surface thoughts, and anticipates his enemies' moves several turns in advance.

Requirements:

To qualify to become an *elder sage*, a character must fulfill all the following criteria.

Base Attack Bonus: +2

Skills: Concentration 6 ranks, Sense Motive 6 ranks.

Feats: Advanced Bloodline (Satori), Attentive.

Special: Satori (10 feet) ability.
Must have at least 1 level in Satori bloodline.

Class Information

The following information pertains to the Elder Sage advanced class.

Hit Die

The Elder Sage gains 1d8 hit points per level. The Constitution modifier applies.

Action Points

The Elder Sage gains a number of action points equal to 6 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Elder Sage's class skills are as follows.

Bluff (Cha), Chakra Control (Wis), Concentration (Con), Knowledge (behavioral science) (Int), Listen (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 3 + Int modifier.

TABLE: THE ELDER SAGE

Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+1	+0	+0	+2	Anticipate, Combat Telepathy, Focus	+1	+0
2 nd	+2	+0	+0	+3	Mindscan	+1	+0
3 rd	+3	+1	+1	+3	Instant Mindscan, Multitask	+2	+0

Class Features

The following features pertain to the Elder Sage advanced class.

Anticipate

The elder sage is adept in combat because he can read his adversary's mind, telling him where to block or when to dodge. Because his enemies telegraph their intentions, he is able to easily anticipate them.

The elder sage adds a +1 insight bonus of his Charisma modifier per elder sage level to his Defense, saving throws or attack rolls against any creature whose surface thoughts he is reading (choose one). This bonus is negated if the elder sage is caught flat-footed or denied his Dexterity bonus to defense.

This bonus stacks with the bonus provided by Blade Affinity or Eye of the Heart, and can be changed once per round as a free action. The elder sage can gain different bonuses from different creatures he is reading with the multitask ability.

Focus

Because of the elder sage's primary focus of reading minds, he must take a Bloodline level in the Satori as soon as it becomes necessary. If he does not, he loses all the benefits of the Elder Sage class until he gains a bloodline level.

Combat Telepathy

The elder sage can make a Concentration check (DC 10+damage taken the previous round) to maintain his concentration on the Satori as a free action.

Mindscan

The elder sage is immediately aware of creatures whose mind he can and cannot read. He can detect immediately the absence or presence of thought in any creature within range of his Satori, and the Intelligence score of each thinking mind in the area, without needing to focus on one creature.

Instant Mindscan

The elder sage can begin concentration on any single thinking creature in range of his Satori as a free action and gain all information from the detect emotions (presence or absence of thought, basic emotions) and may immediately begin focusing on the target's surface thoughts as an attack action.

The elder sage's target still gets a Will save to keep its surface thoughts secret. He can attempt to read the surface thought of a creature an additional time per day per elder sage level.

Multitask

The elder sage is able to focus on two creatures at once when using his Satori. He gains anticipate bonus against both of them. Once per round as a free action, he may choose new minds to read.

Hivemaster

The hivemaster is a secret weapon of the Aburame clan, often nicknamed the "living hive." Hivemasters are hosts to a swarm of black death and destruction.

Requirements:

To qualify to become a *hivemaster*, a character must fulfill all the following criteria.

Base Will Save Bonus: +2

Skills: Listen 6 ranks.

Feats: Advanced Bloodline (Kikai Host), Destruction Bugs.

Special: Kikai Host ability.

Aburame Clan occupation only.

Class Information

The following information pertains to the Hivemaster advanced class.

Hit Die

The Hivemaster gains 1d6 hit points per level. The Constitution modifier applies.

Action Points

The Hivemaster gains a number of action points equal to 6 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Hivemaster's class skills are as follows.

Balance (Dex), Chakra Control (Wis), Climb (Str), Gather Information (Cha), Genjutsu (Cha), Hide (Dex), Investigate (Int), Knowledge (behavioral science, civics, current events, ninja lore, physical science, tactics) (Int), Listen (Wis), Move Silently (Dex), Ninjutsu (Int), Read/Write Language (none), Research (Int), Search (Int), Speak Language (none), Spot (Wis), Survival (Wis) Taijutsu (Str), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

TABLE: THE HIVEMASTER

Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+1	+0	+0	+2	Living Hive, Destruction Blast	+1	+0
2 nd	+2	+0	+0	+3	Living Hive, For the Hive	+1	+0
3 rd	+3	+1	+1	+3	Living Hive, Swarm of Doom	+2	+0

Class Features

The following features pertain to the Hivemaster advanced class.

Living Hive

The hivemaster chooses one mutation every level from the table below. His hivemaster level plus his Intelligence modifier determines the mutations from which he can choose. He cannot choose a mutation twice.

Level + Int modifier	Mutation	Effect
1	Health	Hivemaster gains 3 hit points
2	Hearing	Hivemaster gains a +2 racial bonus to Listen checks
3	Chitin	Hivemaster gains a +1 natural armor bonus to defense
4	Hivemend	Hivemaster recovers an additional point of ability damage per day
5	Vermin blood	Immunity to diseases
6	Black blood	Immunity to poison
7	Sixth sense	Blindsense 5 feet per kikaichuu in the hivemaster (maximum 30 feet)

Destruction Blast

The hivemaster can throw a destruction blast as an attack action. The destruction blast releases 1 kikaichuu from the hivemaster's body, which will return on his next turn.

The destruction blast is a ranged touch attack that deals 1d6 points of slashing damage per 4 character level (maximum 4d6) and deals 1 points of Chakra damage per 2 damage die.

The kikaichuu disperses after the destruction blast, reforms when it returns to the hivemaster's body. It cannot be damaged outside the body. Destruction Blast is a

supernatural ability.

For the Hive

The following feats will always figure in the Hivemaster's list of bonus feats: Black Death, Bug Reserve, Greater Hivemind and Hivemind.

Swarm of Doom

The hivemaster's kikaichuu deal swarm damage in addition to leeching chakra. The swarm's Strength modifier does not apply.

Size	Slashing damage
Diminutive	1d3
Tiny	1d4
Small	1d6
Medium	1d8
Large	1d10
Huge	2d6
Gargantuan or larger	3d6

Warmonger

The Warmonger is a warrior bred by the Kaguya clan, taught at a young age that war is the best way to resolve conflicts. He is known to fly into murderous rage in battle.

Requirements:

To qualify to become a *warmonger*, a character must fulfill all the following criteria.

Base Attack Bonus: +3

Skills: Knowledge (tactics) 4 ranks, Taijutsu 6 ranks.

Feats: Advanced Bloodline (Shikotsu Myaku).

Special: Bone Weapon (small) and Bone Armor abilities.

Kaguya Clan occupation only.

Class Information

The following information pertains to the Warmonger advanced class.

Hit Die

The Warmonger gains 1d12 hit points per level. The Constitution modifier applies.

Action Points

The Warmonger gains a number of action points equal to 6 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Warmonger's class skills are as follows.

Balance (Dex), Chakra Control (Wis), Intimidate (Cha), Jump (Str), Knowledge (ninja lore, tactics) (Int), Ninjutsu (Int), Read/Write Language (none), Speak Language (none), Spot (Wis), Swim (Str), Taijutsu (Str), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

TABLE: THE WARMONGER

	Base						
	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	Bonus
1 st	+1	+2	+0	+0	Frenzy 1/day	+1	+0
2 nd	+2	+3	+0	+0	Fanaticism, Bonus Feat	+2	+0
3 rd	+3	+3	+1	+1	Killing Spree	+2	+0

Class Features

The following features pertain to the Warmonger advanced class.

Frenzy

The Warmonger can enter a frenzy during combat. While frenzied, he gains a +4 bonus to his Strength and is able to create bone weapons as a free action.

However, he also takes a -4 penalty to Defense and takes 2 points of Stamina damage per round (or 2 points of non-lethal damage under the cumulative non-lethal damage rules).

A frenzy lasts for a number of rounds equal to 4 + the warmonger's Constitution modifier. To end the frenzy before its duration expires, the character may attempt a Will save (DC 20) once per round as a free action. Success ends the frenzy immediately; failure means it continues. The effects of frenzy stack with those from any rage ability the character may have. He may not use this ability more than once per encounter.

The warmonger can enter frenzy at any time as a free action. In addition, whenever he takes enough damage to equal to one quarter of his total hit points, he enters a frenzy at the start of his next action, as long as he has any daily use of the ability left. In order to avoid doing so, he must succeed a Will save (DC 20) at the start of his next turn. He must make another save every further quarter of his hit points he loses.

While frenzied, the character cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Intimidate), the Concentration skill or any abilities that require patience or concentration, nor can he perform *Chakra Control*, *Genjutsu* or *Ninjutsu* techniques. He may still perform *Taijutsu* techniques of a rank no higher than half his character level, as long as they don't require with the Concentration component. He also suffers a -4 penalty to checks made to perform *Taijutsu* techniques while frenzied.

During frenzy, the Warmonger must attack those he perceives as foes to the best of his ability. Should he run out of enemies before his frenzy expires, his rampage continues. He must then attack the nearest creature (determine randomly if several potential foes are equidistant) and fight that opponent without regard to friendship or health (the target's or his own). In this case, the DC to cancel the frenzy is equal a DC 20 - warmonger's class levels.

When a frenzy ends, the warmonger is fatigued for the duration of the encounter. If the character is still under the effect of a rage ability, the fatigued condition does not apply until the rage ends—at which point the character is exhausted, not merely fatigued.

Fanaticism

The Warmonger gains a +1 bonus to melee damage rolls when he takes enough damage to equal to one quarter of his hit points, up to +3. This bonus lasts until he recovers enough hit points to nullify the bonus or rests for 8 hours.

Bonus Feat

At 2nd level, the Warmonger gets a bonus feat. The bonus feat must be selected from the following list, and the Warmonger must meet all the prerequisites of the feat to select it. Bloodthirst, Cleave, Great Cleave, Improved Initiative, Power Attack, Whirlwind Attack.

Killing Spree

The Warmonger can take a 5-ft. step in between attacks of opportunity or cleave attacks once per round.

White Knight

The white knight is a powerful Hyuuga warrior, master of one of the world's most devastating fighting style: the Gentle Fist. Though the white knight is a warrior, a berserker he is not—his pride will not allow it. He fights to uphold the honor of the Hyuuga clan and ascertain its unwavering strength to the world.

Requirements:

To qualify to become a *white knight*, a character must fulfill all the following criteria.

Base Attack Bonus: +2

Skills: Taijutsu 6 ranks any one of the following: Search 6 ranks, Sense Motive 6 ranks or Spot 6 ranks.

Feats: Advanced Bloodline (Byakugan) and any one of the following: Byakugan Sight, Genius Nin, Taijutsu Adept.

Special: Byakugan +1 and Keen Sight +2 abilities.

Hyuuga Clan occupation only.

Class Information

The following information pertains to the White Knight advanced class.

Hit Die

The White Knight gains 1d8 hit points per level. The Constitution modifier applies.

Action Points

The White Knight gains a number of action points equal to 6 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The White Knight's class skills are as follows.

Balance (Dex), Chakra Control (Wis), Hide (Dex), Intimidate (Cha), Knowledge (behavioral science, ninja lore) (Int), Move Silently (Dex), Ninjutsu (Int), Read/Write Language (none), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak

Language (none), Spot (Wis), Taijutsu (Str), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

TABLE: THE WHITE KNIGHT

Level	Base	Fort	Ref	Will	Special	Defense	Reputation
	Attack Bonus						
1 st	+1	+0	+2	+2	Gentle Knight	+1	+0
2 nd	+2	+0	+3	+3	Prideful Knight	+2	+0
3 rd	+3	+1	+3	+3	Ruthless Knight	+2	+0

Class Features

The following features pertain to the White Knight advanced class.

Gentle Knight

The white knight moves with the flow of battle, he does not push and struggle against it. While his Byakugan is active, he may use his Wisdom modifier instead of his Strength modifier to Taijutsu checks and to determine Taijutsu saving throws DC.

Prideful Knight

The White Knight is proud of his heritage and fights to uphold the honor of the Hyuuga Clan.

The following feats always figure in the White Knight's list of bonus feats: All-Seeing Eye, Battle Ready (Byakugan), Byakugan Sight, Farseeing Eye.

Ruthless Knight

The White Knight grows wiser with each passing moment. And with added wisdom, he grows stronger.

The White Knight may use his Wisdom modifier to melee damage rolls instead of his Strength or Dexterity modifier while his Byakugan is active, whichever is higher. This bonus applies to Jyuken attacks.

CHAPTER XII: FRIENDS AND FOES

This chapter contains new heroic and ordinary NPCs, summons, monsters and other special qualities pertaining to monsters, including special attacks and abilities, feats and templates.

Reading the Entries

Each monster and NPC is represented by a block of statistics pertaining to the monsters' capabilities (statblock). Though it is mostly abbreviated, below, you will find what each entry stands for and a brief definition of each.

Name

The name of the creature, or the creature's type or race if it isn't unique. A descriptive text, if provided, may provide other names or nicknames.

Challenge Rating (CR)

The monster's challenge rating represents how much experience it yields when slain or defeated, and how it affects the encounter level (EL).

Size/Type

The monster's type determines the kind of creature it is, what effects it is affected by and whether it can be raised or not. The creature's size determine how much space it takes on the battlefield, how far it can reach, and how strong the monster's physical attacks will be.

The monster's size is directly related to its attack rolls, defense, Grapple and Hide checks, and opposed Strength checks.

Hit Dice and Hit Points (HD and HP)

A monster's hit die determine the mount of hit points it has, the strength of certain of its abilities. Bonus hit points are preceded by a "plus" (2d8+4 plus 3, for example).

The monster's hit dice counts as its level when determining how certain effects, namely spells and techniques, affect the monster, its rate of natural healing when resting or maximum ranks in a skill.

Massive Damage Threshold (MAS)

The monster's MAS is how much damage it can take in a single attack before it needs to make a massive damage save, or be reduced to -1 hit points and dying.

Initiative (Init)

This entry gives the monster's modifier on initiative check.

Speed (Spd)

This entry contains all of the creature's movement rates on a tactical scale (by round). If the monster has other types of movements, they are given after, or in place of, the land speed.

Defense

A monster's defense determines how difficult—or easy—it is to hit. Modifiers are included in parenthesis following the first digits; touch and flat-footed defense follow.

Base Attack Bonus (BAB)

This entry is directly dependant on the monster's hit dice, and determines how high the creature's attack modifier and grapple checks are.

Grapple (Grap)

The monster's grapple bonus is used when grappling or to avoid being grappled by another creature, and includes all modifiers pertaining to Strength, size, and all other applicable modifiers.

Attack (Atk)

This entry uses the mode of attack the monster is most likely to use when making an attack action. The attack bonus includes all applicable modifiers.

If the monster uses natural attacks, this entry uses the attack it is most likely to use when making an attack action. The damage each attack deals is noted in parenthesis.

Full Attack (Full Atk)

This entry shows all the attack modes used by the monster when it makes a full-attack action, including multiple attacks made with a single weapon separated by slashes. If the creature uses natural weapon and has more than one attack, it will be specified in parenthesis after the attack bonus (2d4+4, 2 claws) and makes all attacks with the given attack bonus.

Fighting Space and Reach (FS and Reach)

The monster's fighting space determines the squares it occupies on the battlefield and the monster's reach is a radius which it threatens around its fighting space (threatened area). If a creature has a fighting space of 2 1/2 feet by 2 1/2 feet, two creatures can fight in the same square without hampering one another's efforts.

Allegiances (AL)

This entry notes the creature's allegiances (up to three). These allegiances may determine how it will react to certain situations and if it is affected by certain spells, techniques or abilities.

Special Qualities (SQ)

This entry shows all of the monster's special attacks, special qualities and abilities pertaining to its type, template and statblocks, with details given parenthetically. A special ability is either extraordinary (Ex), supernatural (Su) or spell-like (Sp).

When an attack allows a saving throw, the DC is noted in the ability's descriptive text or parenthetically.

Saves (SV)

This entry notes the monster's Fortitude, Reflex and Will save modifiers.

Action Points (AP)

This entry notes how many action points the monster has, if any. If the monster has none, the entry is either left blank or removed.

Chakra Pool (CP)

This entry notes the monster's maximum chakra pool.

Reputation (Rep)

This entry shows the reputation modifier of the creature, used in making Reputation checks if an NPC recognizes it.

Wealth

This entry shows the wealth it carries on itself, not including the monster's list of specific treasures in the equipment line, if any.

Abilities

These entries show the monster's ability scores in the typical order: Str, Dex, Con, Int, Wis and Cha. Each ability score represents its total including all permanent bonuses and penalties it may have.

Nonabilities: Some creatures have a nonexistent ability score. The monster does not have an ability score of 0, it simply lacks the ability altogether. The modifier for such a nonability is +0.

Occupation

This line shows the creature's starting occupation, in the case of an NPC. If it does not have a starting occupation, it is either left blank or removed. The benefits of the occupation are noted parenthetically.

Skills

This line shows the creature's skills in which it has either ranks or a modifier of sorts, including all adjustments from ability scores, feats, racial traits or templates.

Feats

This line shows the feats a creature possesses, including all racial bonus feats, bonus feats from classes or occupations, starting feats and feats obtained from either levels or hit dice.

Any details, modifiers or the number of times the feat was taken is noted parenthetically.

Techniques

If the monster has any techniques, they are noted in this line, split by types (Chakra Control first, Genjutsu, Ninjutsu then Taijutsu), including all modifiers and modifiers pertaining to feats, abilities or degrees of mastery in a particular techniques.

Equipment

This line shows what specific gear the monster is carrying and any particular treasure it may have on its person when encountered.

Special Qualities

This section notes special qualities specific to monsters in the Naruto d20 guidebook.

Banish Resistance (Su): The creature, typically summoned creatures, gains the specified bonus to saves against effects that would banish or otherwise cause it to unsummon, such as *Tsuihou no Jutsu*. If the effect affects hit dice instead, the creature gains the specified number as bonus to its effective hit dice to resist the ability.

Blindsight/Blindsense (Ex): This ability represent the power to use non-visual senses to detect and locate creatures and operate normally without need of vision. This sense may refer to a keen sense of chakra, acute scent, sensitivity to vibration, keen hearing and so forth.

Blindsight: This ability makes invisibility and concealment (magical or not) irrelevant to the creature (though it still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object). This ability operates out to a range specified in the creature description.

The creature does not need to make Spot or Listen checks to notice creatures within range of blindsight. Unless noted otherwise, blindsight is continuous and the creature does not need to consciously focus to use it. Some forms of blindsight, however, need be triggered as a free action, so noted in the creature's description. If it must trigger the blindsight ability, the creature gains the benefits of blindsight only during its turn.

-Blindsight never allows a creature to distinguish colors or visual contrast. It cannot read using blindsight.

-Blindsight does not subject a creature to gaze attacks, unless the creature's eyes are functional and open (though darkvision does).

-Blinding attacks do not penalize creatures using blindsight.

-Deafening attacks nullify blindsight if it rely on keen hearing.

-Effects nullifying *sense chakra* nullify blindsight if it relies on a sense of chakra.

-Blindsight negates effects like displacement and blur.

Blindsense: This ability is a lesser variant of blindsight that allows the creature to notice things it cannot see, but without the pinpoint precision of blindsight. The creature with blindsense usually does not need to. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature.

Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Defense against attacks from creatures it cannot see.

Chakra Damage and Chakra Drain: Some creatures have the supernatural ability to directly deal chakra damage or drain another creature's chakra. While these attacks typically require a melee attack roll, the medium is specified in the creature's descriptive text.

If the ability was chakra damage, the target suffers the specified amount of damage to its chakra pool. Chakra damage heals normally during rest, but may still cause chakra depletion (see *Basic Game Mechanics* chapter for details.)

If the ability was chakra drain, the ability is treated as chakra damage to the victim, but each point of chakra drained adds 1 point of Chakra to the creature's chakra pool, though it cannot exceed its maximum chakra pool by this mean. If the chakra drain would exceed the creature's maximum chakra pool, or if it has no chakra pool (no constitution score), the creature gains 2 temporary hit points for every point of Chakra drained, which go away after 1 hour.

Damage Reduction (Ex or Su): Damage reduction in Naruto d20 works differently from standard d20 Modern in that it does not require certain magical enhancement but rather special material, damage type, magical- or chakra-based enhancements.

A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), techniques, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability.

Some creatures are vulnerable to piercing, bludgeoning, or slashing damage. Others are vulnerable to certain materials, such as dark iron, silver or thorium. Attacks from weapons that are not made of the correct material have their damage reduced, even if the weapon has an enhancement bonus of sorts.

Some monsters are vulnerable to chakra-enhanced weapon. Any weapon that has been permanently or temporarily enhanced with chakra, such as via a technique or a certain type of weapon seal, overcomes the damage reduction of these monsters. Such creatures' natural weapons (but not attacks with weapons) are treated as chakra-enhanced for the purpose of overcoming damage reduction.

A few very powerful creatures are vulnerable only to other epic creatures attacks; that is, an attack coming from either a magical weapon with a +4 enhancement bonus, or a creature with 21 or more levels. Such creatures' natural weapons are also treated as epic for the purpose of overcoming damage reduction.

When a damage reduction entry has a dash (-) after the slash, no weapon negates the

damage reduction. A few creatures are harmed by more than one kind of weapon. A weapon of either type overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction. A weapon must be both types to overcome this damage reduction. A weapon that is only one type is still subject to damage reduction. A projectile weapon bestows what qualities it has to its ammunition for the purpose of overcoming damage reduction.

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as injury type poison, a stunning effect, and injury type disease. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact.

Attacks that deal no damage because of the target's damage reduction do not disrupt spells or techniques. If a creature has damage reduction from more than one source, the two forms of damage reduction do not stack. Instead, the creature gets the benefit of the best damage reduction in a given situation.

Energy Drain and Negative Levels: Some creatures, such as undeads, possess the supernatural ability to drain levels or deal negative levels. Most energy drain attacks require a melee attack roll—mere physical contact is not enough. Each successful energy drain bestows one or more negative level on the target, specified in the creature's description.

If the ability was in fact an energy *drain*, the creature gains 5 hit points (10 on a critical hit) for each negative levels it bestows. If the attack merely gave the target a negative level, the drain does not occur. These hit points are temporary and last 1 hour.

A creature takes the following penalty for each negative level it has gained:

- 1 to all skill checks and ability checks.
- 1 to all attack rolls and saving throws.
- 5 hit points.
- 1 effective level (when determining the creature's level in a die roll or calculation, reduce by 1 each negative level)

If the target casts spells, it loses access to one spell as if it had cast its highest-level, currently available spell. (If it has more than one spell at her highest level, it chooses which it loses.) In addition, when the target next prepares spells or regains spell slots, it gets one less spell slot at its highest spell level.

If the target performed techniques, the maximum ranks of the techniques it can learn perform is reduced as though it was 1 level lower per negative level gained.

Negative levels remain until 24 hours have passed or until they are removed with a spell or technique. If a negative level is not removed before 24 hours have passed, the affected creature attempts a Fortitude save (DC 10 + 1/2 draining creature's racial HD + draining creature's Cha modifier, specified in the draining creature's description). On a successful

save, the negative level goes away with no harm to the creature.

On a failure, the negative level goes away, but the creature's level is also reduced by 1. A separate saving throw is required for each negative level.

A character with negative levels at least equal to her current level, or drained below 1st level, is instantly slain.

Evasion (Ex): The creature takes no damage on a successful from an ability that allows a Reflex save for half damage. This ability only functions if the creature is wearing light armor or no armor, and unencumbered. Other restrictions may apply (see creature's descriptive text for details).

Frightful Presence (Ex): This ability makes a creature's presence particularly intimidating to foes. It activates automatically when the creature performs an intimidating or dramating action, such as charging, attacking or snarling. Opponents within range who witness the action may become frightened or shaken. Actions requires to trigger the ability are gieven in the creature's description. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has.

An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's description). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. This ability is not related to the feat of the same name.

Improved Evasion (Ex): The creature takes no damage on a successful from an ability that allows a Reflex save for half damage, and only half damage on a failed save. This ability only functions if the creature is wearing light armor or no armor, and unencumbered. Other restrictions may apply (see creature's descriptive text for details).

Incorporeal (Ex or Su): The creature is incorporeal, and can only be harmed by chakra-enhanced or magical weapons, spell-like or supernatural abilities and weapons with the power to harm incorporeal creatures. It is completely immune to any nonmagical physical attack form and has 50% chance to ignore damage from techniques or spells cast from a corporeal source (except for force effects, and attacks made with a weapon with a soul flayer weapon seal on it have a 50% chance to deal damage).

It can pass through solid objects at will, though it cannot see when their eyes are in solid matters, but not force effects (such as a barrier created with an advanced seal or other such means). Attacks made by the creature ignore natural armor, armor, and shields, though deflection bonuses still work normally against it.

The creature has no scent, leaves no footprints and makes no noises unintentionally. It can move up and down regardless of solid surface as though flying at will, cannot fall or take falling damage, cannot trip or grapple, have no weight and therefore do not set off

traps triggered by weight.

Nonvisual senses, such as blindsight and scent, are completely ineffective against the creature.

Low-Light Vision (Ex): A creature with low-light vision can see twice as far as normal in poor lighting conditions. The creature can still distinguish colors, even in dim lighting.

A creature with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Natural Weapons: A natural weapon is a physical part of a creature that grants it a mode of attack. A creature making a melee attack with a natural weapon is considered armed and does not provoke attacks of opportunity. Likewise, it threatens any space it can reach (see Reach).

However, a creature does not gain multiple attacks from higher base attack bonus. The number of attacks a creature can make with natural weapons depends both on the type of attack and how many natural weapon it has. The number of natural attacks it can make is always specified in the creature's description.

Unless otherwise noted, a natural weapon threatens a critical hit on a natural roll of 20 and deals double damage.

When a creature has more than one natural weapon, one of them is the primary weapon. All the creature's remaining natural weapons are secondary.

The primary weapon is always the weapon given in the creature's Attack (Atk) entry, and the weapon it is most likely to attack with during an attack action. Typically, a creature's primary weapon is its most effective weapon, be it by virtue of training, physiology or innate talent. An attack with a primary natural weapon uses the creature's full attack bonus. Attacks with secondary natural weapons are less effective and are made with a -5 penalty on the attack roll, no matter how many there are (Creatures with the Multiattack feat take only a -2 penalty on secondary attacks.)

This penalty applies even when the creature makes a single attack with the secondary weapon as part of the attack action or as an attack of opportunity.

Natural weapons have types just as other weapons do. The most common are summarized below.

Bite: The creature attacks with its mouth, dealing piercing, slashing or bludgeoning damage.

Claw or Talon: The creature rips and tear with sharp claws or talons, dealing piercing or slashing damage.

Gore: The creature spears through opponents with antlers, horns or similar modes of

attack, dealing piercing damage.

Slam or Slap: The creature punches, slap or slams into opponent with its fist or other blunt appendage, dealing bludgeoning damage.

Sting: The creature stabs with a stinger, dealing piercing damage and often poisoning a foe.

Tentacle: The creature flails at opponents with a powerful tentacle, dealing bludgeoning or (sometimes) slashing damage.

Nonabilities: Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a nonability is +0. Other effects of nonabilities are detailed below.

Strength: Any creature that can physically manipulate other objects has at least 1 point of Strength. A creature with no Strength score can't exert force, usually because it has no physical body or because it doesn't move. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack bonus instead of a Strength modifier.

Dexterity: Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity score can't move. If it can perform actions (such as casting spells), it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The creature automatically fails Reflex saves and Dexterity checks.

Constitution: Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. A creature without constitution cannot have Chakra unless its description explicitly states otherwise.

The creature is also immune to ability damage, ability drain, chakra damage, chakra drain and energy drain, and automatically fails Constitution checks. A creature with no Constitution cannot tire and thus can run indefinitely without tiring (unless the creature's description says it cannot run).

Intelligence: Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is mindless, an automaton operating on simple instincts or programmed instructions. It has immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) and automatically fails Intelligence checks.

Mindless creatures do not gain feats or skills, although they may have bonus feats or racial skill bonuses.

Wisdom: Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score.

Charisma: Any creature capable of telling the difference between itself and things that

are not itself has at least 1 point of Charisma. Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score.

Spell-like Abilities: Using techniques in spell-like abilities allow the creature to perform the technique normally, without paying the chakra cost (though chakra is still used for the purpose of sensing chakra). The level at which the technique is performed, how many times the technique can be used, and the level of mastery are all specified in the monster's entry.

For example, "1/day—*Goukakyyuu no Jutsu*. Character level 10." would mean that the creature can use the *Goukakyyuu no Jutsu* once per day, without spending chakra, as though it was 10th level. The techniques cannot be empowered unless specified otherwise.

Possession (Su): This ability comes in a myriad of forms: gaze attacks, touch attacks, rituals or simple mind switches. The specific working of the ability, including whether it is permanent or not, is found in the creature's descriptive text. If the possession ability allows a save, it is typically a Will save (DC 10 + 1/2 hit dice + Cha modifier).

The creature takes control of the subject's body and it becomes a new vessel for the creature's soul. If the creature had a body, it falls lifeless and will die from starvation or dehydration unless properly cared for. The body is alive in the medical term but is completely unresponsive and cannot take any action or form a conscious thought. In some case, the possession seals the subject's soul in the creature's own body, and the benefits are reversed (see creature's descriptive text, and below for details on the effects of possession).

The creature incurs the following changes, and gains the following:

- The creature's Strength, Dexterity and Constitution score, as well as its size category and type change to become that of the subject's, but he retains his Intelligence, Wisdom and Charisma score.
- The creature gains all the subtypes, templates and bloodline levels the subject had except Moujuu Aishou, as well as all their ECL Adjustment. The creature does not gain bloodline-related feats.
- The creature gains all natural weapons, movement modes and extraordinary qualities possessed by the subject.
- The creature gains half the subject's permanent Power Units (minimum 0).
- The creature gains all the subject's permanent Strength and Speed Ranks.
- The creature gains any power rank the subject may have.
- The creature loses all inherent bonuses, permanent Strength and Speed Ranks, Power Units and bloodline benefits, as well as any template gained in its previous body or vessel.
- The creature loses all natural weapons, movement modes and extraordinary qualities possessed by its previous body or vessel.
- The creature gains any ability damage, ability drain, negative levels currently ailing the subject, as well as all poisons, diseases and conditions affecting it.
- The creature retains all spell-like and supernatural abilities of its previous body, except

for breath weapons and gaze attacks.

Even though his body changes, the creature still retains all class levels, hit dice, feats and skills, base saves, base defense bonus and reputation. If the creature knew had spells or spell-like abilities, or knew to perform techniques, it retains the ability to use them.

If the possession is not permanent, once the duration expires, the creature immediately reassumes its previous form or returns to its body (possession is not cancelled upon death, and cannot be dismissed). If the subject was sent into the creature's previous vessel, it returns to its own body when the creature leaves it. If the creature's previous vessel died, the creature dies with it.

Other methods and conditions may apply. See the creature's descriptive text for detail.

Soul-less Vessels and Muscle Atrophy: It is possible to preserve a body after its soul has left it with sufficient equipment, typically that which is used to support comatose patients. Every month the body is inactive, it suffers 1 point of Strength and Dexterity damage.

If possessed, the body will be unable to run or charge until all of the ability damage has been healed, either by techniques or naturally.

Powerful Charge (Ex): The creature deals additional damage on a successful charge attack. The exact amount is specified in the creature's description. If it can make multiple attacks in a charge, the damage applies only to the first, regardless whether it hit or not. Additional damage is not multiplied on a critical hit.

Regeneration (Ex): This ability makes the creature impervious to most types of damage. Any damage dealt to the creature that falls below its massive damage threshold doesn't reduce its hit points, unless that damage is of a type it is specifically vulnerable to, as mentioned in the creature's description. Massive damage that doesn't match the creature's vulnerability reduces its hit points, but such damage automatically heals at a fixed rate, as detailed in the creature's description. When the creature takes massive damage from an attack type it isn't vulnerable to, a failed save renders it dazed for 1 round (instead of reducing it to -1 hit points).

Damage the creature is vulnerable to deals damage with every successful attack. Such damage can't be regenerated, and massive damage from such an attack follows the normal massive damage rules.

Regeneration doesn't provide any benefit against attack forms that don't deal hit point damage. Regeneration also doesn't restore hit points lost to starvation, thirst, or suffocation.

Regenerating creatures can regrow and reattach severed body parts. Severed parts that aren't reattached wither and die normally. Regeneration continues to work no matter how low the creature's hit points drop, restoring lost hit points from any damage other than from attack forms the creature is specially vulnerable to.

Variant (Cumulative Non-Lethal Rules; Recommended): The creature treats all damage from types to which it is not vulnerable as non-lethal damage. Any nonlethal damage

taken is healed automatically at the rate specified in the monster entry.

Certain attack forms, dealing damage to which the creature is vulnerable, deal normal damage that does not go away and must be healed normally as per the creature's natural healing rate. A regenerating creature that has been rendered unconscious by non-lethal damage can be killed with a Coup de Grace. The attack cannot be of a type that automatically converts to non-lethal damage.

Regeneration does not restore hit points lost from thirst or starvation. Attack forms that don't deal hit points damage ignore regeneration, and a creature must have a Constitution score to have regeneration.

An attack that causes instant death only threatens the creature with death if it is delivered by a weapon that deals it lethal damage. The regeneration ability may allow the creature to reattach or regrow limbs, so specified in the creature's entry.

Rend (Ex): If the creature hits with the specified natural attack, it latches onto the target's body and rend it apart. A rend attack deals damage equal to the creature's natural attack + one and a half times its Strength modifier. The exact amount is specified in the creature's description.

Scent (Ex): This special quality allows the creature to detect approaching enemies and sniff out hidden foes. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents, generally within 30 feet, by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at triple normal range.

When a scent is detected, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. Whenever the creature comes within 5 feet of the source, it can pinpoint the source's location.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

Sense Chakra (Ex or Su): The creature can sense chakra, as per shinobi skill (see Basic Game Mechanics chapter for details). This entry is either activated or passive. If passive, the ability is always active, but can be turned off for 1 round as a free action. If activated, it functions normally.

Suppress Chakra (Ex or Su): The creature can suppress chakra as per shinobi skill (see Basic Game Mechanics chapter for details). This entry is either activated or passive. If passive, it can be turned off or lessened as a free action for 1 round, but is otherwise always active at full power, meaning that the creature's chakra is suppressed as far as its hit dice or level allows. If activated, it functions normally.

Trample (Ex): As a full-round action, the creature can use this special attack to move up to twice its speed and trample over any opponent at least one size category smaller than itself. The creature simply moves through the occupied space of any opponent in its path. Any creature whose space is completely covered by the trampling creature's space is subject to the trample attack.

If a target's space is larger than 5 feet, it is only considered trampled if the trampling creature moves over all the squares it occupies. If the trampling creature moves over only some of a target's space, the target can make an attack of opportunity against the trampling creature at a -4 penalty. A trampling creature that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there's a legal position that's closer.

A trample attack deals bludgeoning damage (the creature's slam damage + $1\frac{1}{2}$ times its Str modifier). The creature's descriptive text gives the exact amount.

Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage.

The save DC against a creature's trample attack is $10 + \frac{1}{2}$ creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Tremorsense (Ex or Su): A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range. Aquatic creatures with tremorsense can also sense the location of creatures moving through water.

If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving to be detected.

As long as the other creatures are taking physical actions, including casting spells with somatic components, or technique with the Mobility or Hand Seals (half-seals) components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

Vulnerability to Energy: The creature takes half again as much damage as normal from a certain kind of energy type (+50%), regardless whether a saving throw is allowed, or if the save is a success or a failure.

Monster Feats

This section contains the multiple feats used to improve the natural qualities of monsters.

Advanced Multiweapon Fighting [Epic]

Prerequisite: Dex 25, Multiweapon Fighting, Improved Multiweapon Fighting, base attack bonus +15, three or more hands.

Benefit: The creature may make up to three attacks with each extra weapon, albeit the second at a -5 penalty, and the third at a -10 penalty.

Normal: A creature fighting with Multiweapon Fighting only gains 1 extra attack with each extra weapon.

Special: This feat replaces the Advanced Two-Weapon Fighting feat for a creature with three or more hands, and it does not gain the benefits of said feats unless fighting with only two weapons.

Awesome Blow

Prerequisite: Str 25, Power Attack, Improved Bull Rush, Large or larger.

Benefit: As an attack action, the creature can deliver an awesome blow by taking a -4 penalty to its melee attack roll. If the creature hits a corporeal opponent smaller than itself with an awesome blow, the opponent must succeed a Reflex save (DC damage done) to avoid being knocked backwards 10 feet in a straight line, and fall prone.

Improved Banish Resistance

Prerequisite: Banish Resistance +1, Cha 13.

Benefit: The creature's banish resistance increases by 1.

Special: This feat can be selected four times, each time increasing the banish resistance by 1.

Improved Multiweapon Fighting [Epic]

Prerequisite: Dex 19, Multiweapon Fighting, base attack bonus +10, three or more hands.

Benefit: The creature gains an extra attack with each extra weapon, albeit at a -5 penalty.

Normal: A creature fighting with Multiweapon Fighting only gains 1 extra attack with each extra weapon.

Special: This feat replaces the Improved Two-Weapon Fighting feat for a creature with three or more hands, and it does not gain the benefits of said feats unless fighting with only two weapons.

Improved Natural Armor

Prerequisite: Natural armor bonus +1, Con 13.

Benefit: The creature's existing natural armor bonus increases by 1.

Special: This feat can be selected multiple times, each time the natural armor bonus increases by 1.

Improved Natural Attack

Prerequisite: Natural weapon, BAB +4

Benefit: Choose one of the creature's natural weapon. The damage for this natural weapon increases as though it had gained one size category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6 and 12d6.

If the natural attack deals 1d10 points of damage, it increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, and 12d8.

Special: This feat can be selected multiple times, but each time it applies to a different natural weapon.

Multiattack

The creature is adept at using all its natural weapons at once.

Prerequisite: Three or more natural weapons.

Benefit: The creature's secondary attacks with natural weapons take only a –2 penalty.

Normal: Without this feat, the creature's secondary natural attacks take a –5 penalty.

Multiweapon Fighting

Prerequisite: Dex 13, three or more hands.

Benefit: The creature's penalties for fighting with more than one weapon are lessened by 2 for the main hand, and 6 for each off-hand. The weapons used must be all melee or all ranged weapons.

Normal: A creature without this feat takes a –6 penalty on attacks made with its primary hand and a –10 penalty on attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting.

Special: This feat replaces the Two-Weapon Fighting feats for a creature with three or more hands, and it does not gain the benefits of said feats unless fighting with only two weapons.

Low-Level Ordinaries and Heroic Characters

This section details several low-to-mid level NPCs usable by the GM or as example.

Low-level Heroic Ninja

Strong Hero 2; CR 2; Medium Humanoid (Human); **HD** 2d8+2; **hp** 14; **Mas** 50; **Init** +2; **Spd** 30 ft; **Defense** 16 (+2 dex, +2 class, +2 armor), Touch 14, Flat-Footed 14; **BAB** +2; **Grap** +4; **Atk** +5 melee (1d8+3 lethal, ninja-to), +4 melee and ranged (damage as per weapon); **Full Atk** +5 melee (1d8+3 lethal, ninja-to), +4 melee and ranged (damage as per weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV** Fort +3, Ref +2, Will +0; **AP** 6; **CP** 6; **Rep** +0; **Wealth** +6; **Learn:** +2; **Str** 15, **Dex** 14, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8.

Occupation: Occupation (*Bonus Class Skills:* Hide, Move Silently, Ninjutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Chakra Control +3 (2), Genjutsu +0 (1), Hide +5 (3), Jump +3 (1), Knowledge (ninja lore) +3 (2), Move Silently +5 (3), Ninjutsu +3 (2), Taijutsu +6 (3).

Feats: Genin (Taijutsu), Improved Chakra Pool, Nin Weapons Proficiency, Simple Weapon Proficiency, Weapon Focus (ninja-to).

Talent (Strong): Melee Smash

Techniques Known 4: *Control (+3)-* Kinobori; *Genjutsu (+0)-*; *Ninjutsu (+3)-* Bunshin no Jutsu, Kawarimi no Jutsu; *Taijutsu (+5)-* Asshou!

Equipment: Ninja vest, shuriken holster (4 kunai or 15 shuriken), belt pouch (5 shuriken, 2 smoke bombs, 1 blank scroll), standard ninja outfit (any region), forehead protector (any village), ninja-to, various personal gear.

Low-level Ordinary Ninja

Charismatic Ordinary 2; CR 1; Medium Humanoid (Human); **HD** 2d6; **hp** 9; **Mas** 50; **Init** +1; **Spd** 30 ft; **Defense** 12 (+1 dex, +1 class), Touch 12, Flat-Footed 11; **BAB** +1; **Grap** +0; **Atk** +0 melee (1d3-1 non-lethal, unarmed); **Full Atk** +0 melee (1d3-1 non-lethal, unarmed) or +2 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV** Fort +2, Ref +3, Will +1; **AP** 0; **CP** 3; **Rep** +1; **Wealth** +8; **Learn:** +2; **Str** 8, **Dex** 12, **Con** 10, **Int** 14, **Wis** 13, **Cha** 15.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Gather Information, Ninjutsu; *Bonus Feat:* Genjutsu Adept)

Skills: Bluff +7 (5), Chakra Control +5 (4), Concentration +2 (2), Diplomacy +9 (5), Gather Information +10 (5), Genjutsu +8 (4), Jump +1 (2), Knowledge (Ninja Lore) +6 (4), Ninjutsu +6 (4), Profession +3 (2), Taijutsu +1 (2).

Feats: Genjutsu Adept, Nin Weapons Proficiency, Simple Weapons Proficiency, Trustworthy.

Techniques Known: *Genjutsu (+8)-*None; *Ninjutsu (+6)-* Bunshin no Jutsu, Henge no Jutsu, Kawarimi no Jutsu; *Taijutsu (+1)-* None.

Equipment: Shuriken holster (4 kunai or 15 shuriken), belt pouch (5 shuriken, 2 smoke bombs, 1 blank scroll), standard ninja outfit (any region), forehead protector (any village), various personal gear.

Low to Mid-level Heroic Ninja Scout

Fast Hero 3/Ninja Scout 1; CR 4; Medium Humanoid (Human); **HD** 4d8+8; **hp** 29; **Mas** 50; **Init** +3; **Spd** 30 ft; **Defense** 18 (+3 dex, +5 class), Touch 18; **BAB** +2; **Grap** +3; **Atk** +3 melee (1d3+1, Unarmed Strike); **Full Atk** +3 melee (1d3+1, Unarmed Strike) or +5 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV** Fort +3, Ref +7, Will +3; **AP** 8; **CP** 16; **Rep** +1; **Wealth** +6; **Learn:** +5; **Str** 13, **Dex** 16, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Genjutsu, Ninjutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Chakra Control +5 (4), Concentration +4 (2), Genjutsu +2 (3), Hide +5 (0), Jump +2 (1), Knowledge (Ninja Lore) +7 (7), Move Silently +6 (0), Ninjutsu +3 (3), Profession +3 (2), Survival +4 (3), Taijutsu +5 (4).

Feats: Chakra Restoration, Defensive Martial Arts, Genin (Move Silently), Nin

Weapons Proficiency, Simple Weapons Proficiency, Stealthy.

Talents (Fast Hero): Evasion, Uncanny Dodge 1.

Talent (Ninja Scout): Track

Techniques Known: *Chakra Control* (+5)- Kinobori; *Genjutsu* (+2)- None; *Ninjutsu* (+3)- Bunshin no Jutsu, Henge no Jutsu, Kawarimi no Jutsu; *Taijutsu* (+5)- Irekawari Kaze, Ryuutsuki.

Equipment: Shuriken holster (15 throwing needles or 15 shuriken), belt pouch (15 throwing needles, 1 smoke bombs, 2 blank scroll), standard ninja outfit (any region), forehead protector (any village), 3 exploding tags, various personal gear

Low to Mid-level Ordinary Ninja Law Enforcement

Dedicated Ordinary 4; CR 3; Medium Humanoid (Human); **HD** 4d6+4; **hp** 20; **Mas** 50; **Init** +0; **Spd** 30 ft; **Defense** 13 (+0 dex, +3 class), Touch 13, Flat-Footed 13; **BAB** +3; **Grap** +2; **Atk** +2 melee (by weapon), +3 ranged (by weapon); **Full Atk** +2 melee (by weapon), +3 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV** Fort +3, Ref +1, Will +4; **AP** 0; **CP** 8; **Rep** +2; **Wealth** +7; **Learn:** +5; **Str** 8, **Dex** 10, **Con** 12, **Int** 14, **Wis** 15, **Cha** 14.

Occupation: Ninja Law Enforcement (*Bonus Class Skills:* Genjutsu, Ninjutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills : Chakra Control +11 (7), Craft (calligraphy) +7 (5), Genjutsu +7 (5), Investigate +6 (4), Knowledge (ninja lore) +8 (6), Listen +5 (3), Ninjutsu +9 (5), Spot +5 (3), Survival +7 (5), Treat Injury +8 (6).

Feats: Genin (Chakra Control), Harmony, Ninjutsu Adept, Nin Weapons Proficiency, Simple Weapon Proficiency.

Techniques Known: *Control* (+11)- Kai, Kinobori (Auto-Success), Genki no Jutsu, Tadayou (Auto-Success); *Genjutsu* (+7)- None; *Ninjutsu* (+9)- Bunshin no Jutsu, Mizudama no Jutsu; *Taijutsu* (-1)- None

Equipment: Shuriken holster (4 kunai or 15 shuriken), belt pouch (7 throwing needles, 2 kunai, 2 smoke bombs, 1 blank scroll), standard ninja outfit (any region), forehead protector (any village), 1 exploding tags, various personal gear.

Mid-Level Ordinaries and Heroic Characters

Mid Level Heroic Ninja

Smart Hero 6; CR 6; Medium Humanoid (Human); **HD** 6d6; **hp** 21; **Mas** 50; **Init** +1; **Spd** 30 ft; **Defense** 13 (+1 dex, +2 class), Touch 13, Flat-Footed 12; **BAB** +3; **Grap** +2; **Atk** +2 melee (1d3-1 nonlethal, unarmed); **Full Atk** +2 melee (1d3-1 nonlethal, unarmed) or +4 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** Varies; **SV** Fort +2, Ref +3, Will +6; **AP** 8; **CP** 11; **Rep** +2; **Wealth** +11; **Learn:** +7; **Str** 8, **Dex** 12, **Con** 10, **Int** 16, **Wis** 13, **Cha** 14.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Genjutsu, Jump; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Chakra Control +11 (9), Concentration +4 (0), Decipher Script +12 (9), Disable Device +7 (4), Genjutsu +11 (9), Jump +7 (8), Knowledge (History) +11 (6), Knowledge (Ninja Lore) +14 (9), Knowledge (Theology and Philosophy) +9 (6), Ninjutsu +18 (9), Profession +10 (9), Survival +5 (4), Taijutsu +3 (4).

Feats: Chakra Restoration, Educated (Knowledge [History], Knowledge [Ninja Lore]), Genin (Ninjutsu), Harmony, Improved Chakra Pool, Iron Will, Ninjutsu Adept, Nin Weapons Proficiency, Simple Weapons Proficiency.

Talents (Smart Hero): Advanced Ninjutsu, Ninjutsu, Improved Ninjutsu.

Techniques Known: *Chakra Control (+11)*- Kinobori (Auto-Success), Tadayou (Auto-Success); *Genjutsu (+11)*- None; *Ninjutsu (+18)*- Fukurougan, Bunshin no Jutsu, Henge no Jutsu, Issui Suberi no Jutsu, Kage Bunshin no Jutsu, Kawarimi no Jutsu, Kazegama no Jutsu, Mizudama no Jutsu; *Taijutsu (+3)*- None.

Equipment: Shuriken holster (4 kunai or 15 shuriken), belt pouch (5 kunai, 1 smoke bomb, 2 blank scroll), standard ninja outfit (any region), ninja vest, forehead protector (any village), 5 exploding tags, various personal gear.

Mid Level Ordinary Ninja

Strong Ordinary 4/Fast Ordinary 2; CR 5; Medium Humanoid (Human); **HD** 4d8+4 plus 2d8+2; **hp** 33; **Mas** 50; **Init** +2; **Spd** 30 ft; **Defense** 21, 22 melee (+2 dex, +7 class, +2 armor), Touch 19, Flat-Footed 19; **BAB** +5; **Grap** +8; **Atk** +9 melee (1d4+3 lethal, unarmed), +8 melee (by weapon), +7 ranged (by weapon); **Full Atk** +9 melee (1d4+3 lethal, unarmed), +8 melee (by weapon), +7 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV** Fort +3, Ref +5, Will +2; **AP** 0; **CP** 10; **Rep** +0; **Wealth** +5; **Learn:** +6; **Str** 16, **Dex** 14, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Ninjutsu, Taijutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Chakra Control +6 (5), Climb +5 (2), Hide +7 (5), Jump +5 (2), Move Silently +6 (4), Ninjutsu +4 (4), Taijutsu +15 (9).

Feats: Combat Martial Arts, Defensive Martial Arts, Improved Chakra Pool, Nin Weapons Proficiency, Simple Weapon Proficiency, Taijutsu Adept.

Techniques Known: *Control (+6)*- None; *Genjutsu (+0)*- None; *Ninjutsu (+4)*- Gyokou, Kawarimi no Jutsu; *Taijutsu (+15)*- Asshou!, Iwa Kuzuken.

Equipment: Shuriken holster (4 kunai or 15 shuriken), belt pouch (5 kunai, 3 smoke bombs), standard ninja outfit (any region), ninja vest, forehead protector (any village), 5 exploding tags, various personal gear.

High Level Ordinaries and Heroic Characters

High Level Hunter-Nin

Strong Hero 3/Fast Hero 5/Ninja Scout 6; CR 14; Medium Humanoid (Human); **HD** 3d8+3 plus 5d8+5 plus 9d8+9; **hp** 88; **Mas** 50; **Init** +3; **Spd** 40 ft; **Defense** 25, 26 melee (+3 dex, +11 class, +1 armor), Touch 24, Flat-Footed 22; **BAB** +10; **Grap** +12; **Atk** +16 melee (1d4+3 lethal, unarmed), +13 melee (1d8+2 lethal, ninja-to), +12 melee (by weapon) or +13 ranged (by weapon); **Full Atk** +16/+11 melee (1d4+3 lethal, unarmed) +13/+8 melee (1d8+3 lethal, ninja-to), +12/+7 melee (by weapon) or +13/+8 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV** Fort +6, Ref +11, Will +6; **AP** 9; **CP** 36; **Rep** +2; **Wealth** +7; **Learn:** +16; **Str** 14, **Dex** 17, **Con** 13, **Int** 14, **Wis** 12, **Cha** 14.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Ninjutsu, Genjutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Balance +12 (9), Chakra Control +15 (14), Genjutsu +10 (8), Hide +15 (10), Jump +5 (3), Knowledge (Ninja Lore) +12 (10), Move Silently +15 (10), Ninjutsu +12

(10), Survival +9 (8), Taijutsu +20 (14), Tumble +12 (9).

Feats: Advanced Combat Martial Arts, Chuunin (Taijutsu), Combat Martial Arts, Combat Reflexes, Defensive Martial Arts, Improved Combat Martial Arts, Genin (Taijutsu), Nin Weapons Proficiency, Stealthy, Simple Weapons Proficiency, Taijutsu Adept, Weapon Finesse.

Talent (Strong Hero): Melee Smash 1, Taijutsu

Talent (Fast Hero): Evasion, Uncanny Dodge 1, Increase Speed 1

Talent (Ninja Scout): Track, Sneak Attack (+2d6), Increase Speed, Hide in Plain Sight.

Techniques Known: *Control (+15)*- Kinobori, Shinobi Kyoufu no Jutsu, Tadayou; *Genjutsu (+10)*- Taibakudou no Jutsu; *Ninjutsu (+12)*- Bunshin no Jutsu, Goukakyuu no Jutsu, Henge no Jutsu, Ishi Bunshin no Jutsu, Ishi Shuriken no Jutsu, Ishi no Teashi, Kawaremi no Jutsu; *Taijutsu (+20)*- Asshou, Nidan Kousoku, Shodan Kousoku, Irekawari Kaze, Sandan Kousoku, Yondan Kousoku.

Equipment: Ninja vest, mastercraft (+1 to hit) ninja-to, shuriken holster (4 kunai or 15 shuriken), belt pouch (6 shuriken, 2 smoke bomb, 1 blank scroll), hunter-nin mask, standard ninja outfit (any region), forehead protector (any village), various personal gear.

Popular Heroic and Ordinary Characters:

Note that these characters may not be up to date and should only be used as reference.

Aburame Shino

Smart Hero 2/Dedicated Hero 1/Ninja Police 4/Kikai Host 1; CR 7; Medium Humanoid (Human); **HD** 2d6+4 plus 1d6+2 plus 4d6+8 minus 1; **hp** 38; **Mas** 50; **Init** +1; **Spd** 30 ft; **Defense** 15 (+1 dex, +4 class), Touch 14, Flat-Footed 14; **BAB** +4; **Grap** +5; **Atk** +5 melee (by weapon) or +5 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** kikai host, frailty -1, reserve; **AL** leaf, self, comrades; **SV** Fort +4, Ref +3, Will +7; **AP** 8; **CP** 17; **Rep** +4; **Wealth** +15; **Learn**: +8; **Str** 13, **Dex** 12, **Con** 13, **Int** 16, **Wis** 14, **Cha** 14.

Occupation: Aburame Clan (*Bonus Class Skills:* Chakra Control, Hide; *Bonus Feat:* Advanced Bloodline)

Skills: Chakra Control +16 (10), Craft (chemical) +8 (5), Disable Device +8 (5), Gather Information +7 (5), Genjutsu +7 (5), Hide +11 (10), Investigate +13 (10), Knowledge (ninja lore) +11 (8), Listen +4 (2), Ninjutsu +16 (10), Search +8 (5), Sense Motive +5 (3), Spot +4 (2), Survival +6 (4), Taijutsu +3 (2).

Feats: Advanced Bloodline (Aburame Clan Kikai Host), Chakra Restoration, Genin (Ninjutsu), Harmony, Improved Chakra Pool, Nin Weapons Proficiency, Ninjutsu Adept, Simple Weapon Proficiency, Track.

Talent (Smart Hero): Ninjutsu, Bonus Feat (Ninjutsu Adept).

Talent (Dedicated Hero): Skill Emphasis (Chakra Control)

Talent (Ninja Police): Profile, Street Savvy, Contact (low-level), Bonus Feat (Track), Sneak Attack (+1d6)

Techniques Known: *Control (+16)*- Kai, Kinobori (Auto-Success), Tadayou (Auto-Success); *Genjutsu (+7)*- None; *Ninjutsu (+16)*- Bunshin no Jutsu, Dochuu Engyou no Jutsu, Henge no Jutsu, Jigen Ugoku no Jutsu, Jisatsu no Jutsu, Kawaremi no Jutsu (+18);

Proficiency), Kikai Bunshin no Jutsu, Mushi Rouka no Jutsu, Kikai Shinku no Jutsu, Shunshin no Jutsu; *Taijutsu* (+3)- None.

Equipment: Shuriken holster (4 kunai or 15 shuriken), belt pouch (4 kunai, 4 shuriken, 2 smoke bombs, 1 blank scroll), forehead protector (konoha), various personal gear.

Akimichi Chouji

Strong Hero 2/Tough Hero 5; CR 7; Medium Humanoid (Human); **HD** 2d8+6 plus 5d10+15 plus 5; **hp** 73; **Mas** 50; **Init** +0; **Spd** 30 ft; **Defense** 15 (+5 class), Touch 15, Flat-Footed 15; **BAB** +5; **Grap** +8; **Atk** +11 melee (1d8+3 nonlethal, brawl) or +8 melee (by weapon) or +5 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** shikamaru, leaf, friends; **SV** Fort +8, Ref +1, Will +2; **AP** 8; **CP** 32; **Rep** +1; **Wealth** +16; **Learn**: +7; **Str** 16, **Dex** 11, **Con** 17, **Int** 11, **Wis** 12, **Cha** 10.

Occupation: Academy Student (*Bonus Class Skills*: Chakra Control, Ninjutsu, Taijutsu; *Bonus Feat*: Genin)

Skills: Chakra Control +9 (8), Genjutsu +3 (3), Knowledge (ninja lore) +3 (3), Ninjutsu +7 (7), Taijutsu +15 (9).

Feats: Akimichi Toughness, Brawl, Genin (Taijutsu), Improved Brawl, Nin Weapons Proficiency, Power Attack, Simple Weapon Proficiency, Taijutsu Adept, Technique Focus (Baika no Jutsu).

Talent (Strong Hero): Taijutsu

Talent (Tough Hero): Robust, Second Wind, Second Chance

Techniques Known: *Control* (+7)- Kinobori; *Genjutsu* (+3)- None; *Ninjutsu* (+7)- Baika no Jutsu, Bubun Baika no Jutsu, Bunshin no Jutsu, Henge no Jutsu, Kawarimi no Jutsu; *Taijutsu* (+15)- Asshou!, Iwa Kuzuken, Nikudan Sensha

Equipment: Belt pouch (4 kunai, 5 shuriken, Akimichi Enhancement Pills), Belt pouch (10 kunai with iron wire [+4 *Nikudan Sensha* damage, one full-round action to put on]), forehead protector (leaf), shuriken holster (4 kunai or 15 shuriken), casual outfit, akimichi food pills (green, yellow and red), various personal gear.

Baki

Tough Hero 6/Ninja Scout 7/Fuuton Elementalist 2; CR 15; Medium Humanoid (Human); **HD** 6d10+24 plus 7d8+28 plus 2d6+8 plus 6; **hp** 141; **Mas** 50; **Init** +1; **Spd** 35 ft; **Defense** 23 (+1 dex, +9 class, +3 armor), Touch 20, Flat-Footed 22; **BAB** +10; **Grap** +13; **Atk** +14 melee (1d8+3, ninja-to) or +11 ranged (by weapon); **Full Atk** +14/+9 melee (1d8+3, ninja-to) or +11/+6 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** suna, duty, law; **SV** Fort +9, Ref +10, Will +10; **AP** 8; **CP** 90; **Rep** +4; **Wealth** +13; **Learn**: +16 (+14 doton); **Str** 16, **Dex** 13, **Con** 18, **Int** 13, **Wis** 12, **Cha** 13.

Occupation: Academy Student (*Bonus Class Skills*: Chakra Control, Genjutsu, Ninjutsu; *Bonus Feat*: Ninjutsu Adept)

Skills: Chakra Control +17 (16), Genjutsu +14 (13), Knowledge (ninja lore) +8 (7), Move Silently +6 (5), Ninjutsu +24 (18), Spot +6 (5), Survival +9 (8), Taijutsu +18 (13), Tumble +6 (5).

Feats: Agile Riposte, Chuunin (Ninjutsu), Combat Martial Arts, Defensive Martial Arts, Dodge, Genin (Ninjutsu), Gift of Summoning, Jounin (Ninjutsu, Taijutsu), Mobility, Nin Weapons Proficiency, Ninjutsu Adept, Simple Weapon Proficiency, Spring

Attack, Weapon Focus (ninja-to).

Talent (Tough Hero): Robust, Bonus Feat (Genin, Gift of Summoning, Nin Weapons Proficiency), Damage Reduction 1/-, Damage Reduction 2/-.

Talent (Ninja Scout): Track, Sneak Attack (+2d6), Bonus Feat (Agile Riposte, Chuunin), Increase Speed (5 feet), Hide in Plain Sight, Evasion X (Evasion).

Talent (Fuuton Elementalist): Elemental Specialization (Fuuton), Elemental Fury

Techniques Known: *Control (+17)*- Chakra no Kogasu, Gishi no Jutsu, Kai, Kakusu Nioi, Kinobori, Shinobi Kyoufu no Jutsu, Tadayou; *Genjutsu (+14)*- Jougenzou no Jutsu, Shinshin Funkyuu no Jutsu, Shougenzou no Jutsu; *Ninjutsu (+24)*- Bunshin no Jutsu, Dai Tatsumaki no Jutsu, Daisan no Me, Henge no Jutsu, Ichijin no Jutsu, Ishi Bunshin no Jutsu, Jigen Ugoku no Jutsu, Kowarimi no Jutsu (+28; Mastery), Kaze no Yaiba, Kazegama no Jutsu, Kuuha Touran no Jutsu, Kuuhazan, Shunshin no Jutsu; *Taijutsu (+18)*- Asshou!, Butsukari, Nidan Kousoku, Shodan Kousoku, Kiun Butsu, Namidatsu Kukkin!, Tetsuhaji.

Equipment: Heavy ninja vest, standard ninja outfit (desert camouflage), ninja-to, shuriken holster (4 kunai or 15 shuriken), belt pouch (4 exploding kunai, 2 smoke bombs, 8 greater exploding tags, 2 blank scrolls), various personal gear.

Fuyaguma Mizore

Tough Hero 6/Ninja Scout 1; CR 7; Medium Humanoid (Human); **HD** 6d10+24 plus 1d8+4; **hp** 73; **Mas** 50; **Init** +0; **Spd** 30 ft, fly 30 ft. *poor*; **Defense** 18, 22 ranged (+4 class, +4 armor), Touch 13, Flat-Footed 14; **BAB** +4; **Grap** +7; **Atk** +9 melee (1d6+4, snow-nin gauntlet) or +5 ranged (1d6+3, snow-nin gauntlet); **Full Atk** +9 melee (1d6+4, snow-nin gauntlet) or +5 ranged (1d6+3, snow-nin gauntlet); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** training, dotou, snow country; **SV** Fort +7, Ref +2, Will +4; **AP** 8; **CP** 57; **Rep** +2; **Wealth** +13; **Learn**: +8; **Str** 17, **Dex** 11, **Con** 18, **Int** 12, **Wis** 13, **Cha** 12.

Occupation: Academy Student (*Bonus Class Skills:* Ninjutsu, Taijutsu, Survival; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Chakra Control +6 (5), Genjutsu +3 (2), Knowledge (ninja lore) +7 (6), Ninjutsu +6 (5), Taijutsu +16 (10), Survival +6 (4).

Feats: Chuunin (Taijutsu), Genin (Taijutsu), Improved Bull Rush, Improved Chakra Pool, Nin Weapons Proficiency, Power Attack, Simple Weapon Proficiency, Taijutsu Adept, Track, Weapon Focus (snow-nin gauntlet)

Talent (Tough Hero): Cold Resistance 3, Bonus Feat (Genin, Improved Chakra Pool, Taijutsu Adept), Damage Reduction 1/-, Damage Reduction 2/-.

Talent (Ninja Scout): Track

Techniques Known: *Control (+6)*- Hakken no Jutsu, Kinobori, Tadayou, Yukigutsu; *Genjutsu (+3)*- None; *Ninjutsu (+6)*- Bunshin no Jutsu, Henge no Jutsu, Issui Suberi no Jutsu, Touketsu Koushou no Jutsu, Tousehou; *Taijutsu (+16)*- Asshou!, Bougyo Hakaisha, Iwa Kuzuken, Namidatsu Kukkin!, Ryuutsuki.

Equipment: Chakra armor, snow-nin gauntlet, belt pouch (6 instant-ice bomb), various personal gear.

Hyuuga Hinata

Dedicated Hero 3/Fast Hero 1/Ninja Scout 2/Byakugan 1; CR 6; Medium Humanoid (Human); **HD** 3d6+3 plus 1d8+1 plus 2d8+2; **hp** 38; **Mas** 50; **Init** +2; **Spd** 30 ft;

Defense 19, 20 melee (+2 dex, +7 class), Touch 19, Flat-Footed 17; **BAB** +3; **Grap** +4; **Atk** +7 melee (1d6+1, *jyuuken*); **Full Atk** +7 melee (1d6+1, *jyuuken*) or +5 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** byakugan +2, keen sight +2, combat insight +1; **AL** Naruto, konoha, friends; **SV** Fort +3, Ref +7, Will +6; **AP** ; **CP** 16; **Rep** +1; **Wealth** +9; **Learn**: +7; **Str** 11, **Dex** 14, **Con** 12, **Int** 14, **Wis** 15, **Cha** 12.

Occupation: Academy Student (*Bonus Class Skills*: Genjutsu, Ninjutsu, Taijutsu; *Bonus Feat*: Nin Weapons Proficiency)

Skills: Chakra Control +13 (10), Genjutsu +9 (8), Hide +7 (5), Knowledge (ninja lore) +8 (6), Move Silently +7 (5), Ninjutsu +11 (9), Spot +8 (6), Survival +8 (6), Taijutsu +9 (8).

Feats: Advanced Bloodline (Hyuuga Clan Byakugan), Defensive Martial Arts, Genin (Chakra Control), Harmony, Nin Weapons Proficiency, Simple Weapon Proficiency, Track, Weapon Finesse.

Talent (Dedicated Hero): Empathy, Bonus Feat (Harmony), Intuition

Talent (Fast Hero): Evasion

Talent (Class): Track, Sneak Attack (+1d6)

Techniques Known: *Control* (+13)- Kinobori (Auto-Success), Tadayou (Auto-Success); *Genjutsu* (+9)- None; *Ninjutsu* (+11)- Bunshin no Jutsu, Hakisuitoge no Jutsu, Henge no Jutsu, Kawarimi no Jutsu (+13; Proficiency); *Taijutsu* (+9)- Hyuuga Ryu - Jyuuken, Kekai Butsu.

Equipment: Shuriken holster (4 kunai or 15 shuriken), belt pouch (4 kunai, 4 shuriken, 4 exploding tags, 2 smoke bombs), forehead protector (konoha), various personal gear.

Hyuuga Neji

Fast Hero 4/Dedicated Hero 1/Taijutsu Master 3/Byakugan 1; CR 8; Medium Humanoid (Human); **HD** 4d8+8 plus 1d6+2 plus 3d10+6; **hp** 60; **Mas** 50; **Init** +3; **Spd** 30 ft; **Defense** 21, 22 melee (+3 dex, +8 class), Touch 21, Flat-Footed 18; **BAB** +6; **Grap** +8; **Atk** +13 melee (1d6+1, *jyuuken*); **Full Atk** +13/+8 melee (1d6+1, *jyuuken*); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** byakugan +2, keen sight +2, combat insight +1, telescopic eye, tenketsu sealing, enlightened byakugan; **AL** self, konoha; **SV** Fort +7, Ref +7, Will +4; **AP** 8; **CP** 27; **Rep** +2; **Wealth** +16; **Learn**: +9 (+11 Taijutsu); **Str** 14, **Dex** 17, **Con** 14, **Int** 14, **Wis** 14, **Cha** 14.

Occupation: Hyuuga Clan (*Bonus Class Skills*: Ninjutsu; *Bonus Feat*: Advanced Bloodline)

Skills: Balance +5 (2), Chakra Control +8 (6), Genjutsu +3 (1), Hide +9 (6), Jump +4 (2), Knowledge (ninja lore) +9 (7), Move Silently +9 (6), Ninjutsu +9 (7), Sense Motive +3 (1), Sleight of Hand +4 (2), Spot +8 (6), Taijutsu +15 (11), Tumble +7 (4).

Feats: Advanced Bloodline (Hyuuga Clan Byakugan), Byakugan Sight, Combat Martial Arts, Combat Reflexes, Defensive Martial Arts, Genin (Taijutsu), Genius Nin (Taijutsu), Nin Weapons Proficiency, Simple Weapon Proficiency.

Talent (Fast Hero): Evasion, Uncanny Dodge

Talent (Dedicated Hero): Empathy

Talent (Taijutsu Master): Unarmed Attack (1d6), Taijutsu Mastery (Way of Expertise)

Techniques Known: *Control* (+8)- Kinobori, Seishou Bakuha, Tadayou; *Genjutsu*

(+3)- None; *Ninjutsu* (+9)- Bunshin no Jutsu, Henge no Jutsu, Kawaremi no Jutsu (+12; Advanced Proficiency); *Taijutsu* (+13)- Asshou!, Nidan Kousoku, Shodan Kousoku, Hyuuga Ryu - Hakke Rokujuuyon Shou, Hyuuga Ryu - Hakkeshou Kaiten (+16; Advanced Proficiency), Hyuuga Ryu - Jyuken (+17; Specialization).

Equipment: Belt pouch (4 kunai, 4 shuriken, 1 smoke bombs, 4 exploding tags, 1 blank scroll), forehead protector (leaf/hyuuga), shuriken holster (4 kunai or 15 shuriken), hyuuga outfit, various personal gear.

Inuzuka Kiba

Strong Hero 2/Tough Hero 4/Ninja Scout 1/Child of the Wild 1; CR 7; Medium Humanoid (Human); **HD** 4d8+8 plus 4d10+8 plus 1d8+2; **hp** 67; **Mas** 50; **Init** +1; **Spd** 30 ft; **Defense** 19 (+1 dex, +6 class, +2 armor), Touch 17, Flat-Footed 18; **BAB** +5; **Grap** +7; **Atk** +7 melee (by weapon); **Full Atk** +8 melee (1d4+2 claws, *shikakyu no jutsu*) or +7 melee (1d4+2 bite, *shikakyu no jutsu*); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** scent (least), aware +2; **AL** konoha, Akamaru, friends; **SV** Fort +6, Ref +4, Will +3; **AP** 8; **CP** 29; **Rep** +1; **Wealth** +11; **Learn**: +8; **Str** 14, **Dex** 12, **Con** 15, **Int** 10, **Wis** 12, **Cha** 11.

Occupation: Academy Student (*Bonus Class Skills*: Chakra Control, Ninjutsu, Survival; *Bonus Feat*: Nin Weapons Proficiency)

Skills: Chakra Control +7 (6), Genjutsu +1 (1), Handle Animal +2 (0), Knowledge (ninja lore) +6 (6), Ninjutsu +7 (7), Survival +4 (3), Taijutsu +14 (9).

Feats: Armor Proficiency (light), Genin (Taijutsu), Improved Chakra Pool, Moujuu Aishou (Dog), Nin Weapons Proficiency, Power Attack, Simple Weapon Proficiency, Technique Focus (Juuin Bunshin no Jutsu), Weapon Focus (claws).

Talent (Strong Hero): Taijutsu, Bonus Feat (Weapon Focus - claws)

Talent (Tough Hero): Robust, Bonus Feat (Improved Chakra Pool, Power Attack), Second Wind

Talent (Ninja Scout): Track

Techniques Known: *Control* (+7)- Chouyaku no Jutsu, Hakken no Jutsu, Kinobori; *Genjutsu* (+1)- None; *Ninjutsu* (+7)- Bunshin no Jutsu, Henge no Jutsu, Juuin Bunshin no Jutsu (+11), Kawaremi no Jutsu, Shikakyu no Jutsu; *Taijutsu* (+14)- Asshou!, Tsuuga

Equipment: Shuriken holster (4 kunai or 15 shuriken), belt pouch (6 kunai, 5 shuriken, 3 smoke bombs, 5 soldier pills), casual clothes, forehead protector (konoha), battle vest

Akamaru: CR 2; Small animal; HD 5d8+5; hp 28; Mas 50; Init +3; Spd 40 ft.; Defense 19, touch 14, flat-footed 15 (+1 size, +3 Dex, +5 natural); BAB +3; Grap +1; Atk +6 melee (1d4+3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ low-light vision, scent, link, beastlord, evasion; AL companion; SV Fort +5, Ref +7, Will +2; AP 0; CP 6; Rep +0; Str 15, Dex 17, Con 12, Int 3, Wis 12, Cha 6.

Skills: Jump +2, Listen +7, Ninjutsu +1, Spot +7, Survival +5 (+9 when tracking by scent), Swim +4, Taijutsu +9.

Feats: Weapon Focus (bite).

Skill Bonus: Dogs gain a +2 species bonus on Jump checks. Dogs also gain a +4 species bonus on Survival checks when tracking by scent.

Kakuyoku Fubuki

Fast Hero 3/Charismatic Hero 2/Ninja Scout 2; CR 7; Medium Humanoid (Human); **HD** 3d8+3 plus 2d6+2 plus 2d8+2; **hp** 41; **Mas** 50; **Init** +3; **Spd** 30 ft, fly 30 ft. *poor*; **Defense** 24, 28 ranged (+3 dex, +7 class, +4 armor), Touch 20, Flat-Footed 24; **BAB** +4; **Grap** +5; **Atk** +5 melee (by weapon) or +7 ranged (by weapon); **Full Atk** +5 melee (by weapon) or +7 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** self, snow country, dotou; **SV** Fort +4, Ref +10, Will +5; **AP** 8; **CP** 30; **Rep** +2; **Wealth** +13; **Learn**: +8; **Str** 12, **Dex** 16, **Con** 13, **Int** 13, **Wis** 14, **Cha** 16.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Craft (chemical), Ninjutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Chakra Control +10 (8), Craft (chemical) +11 (10), Genjutsu +9 (6), Hide +10 (7), Knowledge (ninja lore) +9 (8), Move Silently +10 (7), Ninjutsu +14 (10), Survival +6 (4).

Feats: Agile Riposte, Armor Proficiency (medium), Craft Poisons, Chuunin (Ninjutsu), Dodge, Genin (Ninjutsu), Nin Weapons Proficiency, Simple Weapon Proficiency, Track.

Talent (Fast Hero): Evasion, Uncanny Dodge I, Bonus Feat (Dodge)

Talent (Charismatic Hero): Fast-talk, Bonus Feat (Agile Riposte)

Talent (Ninja Scout): Track, Sneak Attack (+1d6)

Techniques Known: *Control (+10)*- Chouyaku no Jutsu, Kai, Kinobori, Tadayou, Yukigutsu; *Genjutsu (+9)*- Ikaku no Jutsu, Jukusui no Jutsu, Nakimane no Jutsu, Shitsukentou no Jutsu; *Ninjutsu (+14)*- Bunshin no Jutsu, Fubuki no Jutsu, Henge no Jutsu, Hyourou no Jutsu, Issui Suberi no Jutsu, Joushou Hyoukouken, Kawarimi no Jutsu (+16; Proficiency), Tsubame Fubuki; *Taijutsu (+1)*- None.

Equipment: Chakra armor, shuriken holster (4 kunai or 15 shuriken), belt pouch (6 kunai, 6 instant-ice bombs), various personal gear.

Kazahana Dotou

Strong Hero 4/Tough Hero 6; CR 10; Medium Humanoid (Human); **HD** 4d8+12 plus 6d10+18 plus 6; **hp** 100; **Mas** 50; **Init** +1; **Spd** 30 ft, fly 30 ft. *poor*; **Defense** 23, 24 melee, 27 ranged (+1 dex, +6 class, +6 armor), Touch 17, Flat-Footed 22; **BAB** +8; **Grap** +11; **Atk** +12 melee (1d4+4, unarmed) or +9 ranged (by weapon); **Full Atk** +12/+7 melee (1d4+4, unarmed) or +9/+4 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** self, power, money; **SV** Fort +10, Ref +4, Will +4; **AP** 8; **CP** 70; **Rep** +2; **Wealth** +26; **Learn**: +10; **Str** 17, **Dex** 12, **Con** 16, **Int** 13, **Wis** 12, **Cha** 13.

Occupation: Ninja Law Enforcement (*Bonus Class Skills:* Chakra Control, Ninjutsu, Taijutsu; *Bonus Feat:* Armor Proficiency)

Skills: Chakra Control +10 (9), Climb +10 (7), Concentration +12 (7), Jump +10 (7), Ninjutsu +14 (12), Taijutsu +13 (10).

Feats: Armor Proficiency (heavy), Cleave, Combat Martial Arts, Defensive Martial Arts, Focused, Genin (Ninjutsu), Great Fortitude, Nin Weapons Proficiency, Power Attack, Simple Weapon Proficiency, Technique Focus (Souryuu Boufuuetsu).

Talent (Strong Hero): Bonus Feat (Power Attack, Combat Martial Arts)

Talent (Tough Hero): Endurance, Bonus Feat (Great Fortitude, Improved Bull Rush, Improved Chakra Pool), Cold Resistance 3, Improved Endurance

Techniques Known: *Control (+10)*- Chouyaku no Jutsu, Kinobori, Yukigutsu; *Genjutsu (+0)*- None; *Ninjutsu (+14)*- Kokuryuu Boufuuetsu, Souryuu Boufuuetsu

(+18), Touketsu Koushou no Jutsu, Tousehou; *Taijutsu (+13)*- Asshou!, Shodan Kousoku, Iwa Kuzuken, Namidatsu Kukkin!.

Equipment: Advanced chakra armor, designer outfit, various personal gear.

Maito Gai

Strong Hero 3/Taijutsu Master 10/Ninja Scout 4; CR 17; Medium Humanoid (Human); **HD** 3d8+9 plus 10d10+30 plus 4d8+12; **hp** 152; **Mas** 50; **Init** +2; **Spd** 35 ft; **Defense** 27, 28 melee (+2 dex, +12 class, +3 armor), Touch 24, Flat-Footed 25; **BAB** +16; **Grap** +19; **Atk** +23 melee (2d6+6, unarmed) or +18 ranged (by weapon); **Full Atk** +23/+18/+13/+8 melee (2d6+6, unarmed) or +18/+13/+8/+3 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** Lee, friends, konoha; **SV** Fort +13, Ref +12, Will +6; **AP** 8; **CP** 72; **Rep** +2; **Wealth** +20; **Learn** +19; **Str** 17, **Dex** 15, **Con** 16, **Int** 14, **Wis** 10, **Cha** 13.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Genjutsu, Ninjutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Balance +9 (7), Chakra Control +15 (15), Climb +10 (7), Genjutsu +9 (8), Jump +16 (13), Knowledge (ninja lore) +13 (11), Ninjutsu +21 (17), Taijutsu +30 (20), Tumble +12 (10).

Feats: Armor Proficiency (light), Blood Pact (Turtle), Chuunin (Taijutsu), Combat Martial Arts, Defensive Martial Arts, Genin (Taijutsu), Gift of Summoning, Gouken, Improved Combat Martial Arts, Jounin (Ninjutsu, Taijutsu), Nin Weapons Proficiency, Simple Weapon Proficiency, Specialist's Gaze Counter, Track.

Talent (Strong Hero): Taijutsu, Bonus Feat (Combat Martial Arts), Improved Taijutsu.

Talent (Taijutsu Master): Unarmed Attack (1d12), Taijutsu Mastery (Weapon Focus (unarmed), Weapon Specialization (unarmed), Flying Kick, Critical Strike, Improved Critical (unarmed)), Bonus Feat (Gouken, Improved Combat Martial Arts), Sneak Attack (+1d6)

Talent (Ninja Scout): Track, Sneak Attack (+1d6), Bonus Feat (Gift of Summoning), Increase Speed.

Techniques Known: *Control (+15)*- Chakra no Kogasu, Chouyaku no Jutsu, Kai, Kinobori, Tadayou; *Genjutsu (+9)*- None; *Ninjutsu (+21)*- Bunshin no Jutsu, Henge no Jutsu, Kage Bunshin no Jutsu, Kaisoku no Jutsu, Kawarimi no Jutsu (+25; Specialization), Kuchiyose no Jutsu, Nawanuke no Jutsu; *Taijutsu (+30)*- Asshou!, Bakuhatsumyoku, Bougyo Hakaisha, Nidan Kousoku, Daijinryoku, Gouken, Shodan Kousoku, Iwa Kuzuken, Kage Buyou, Konoha Gouriki Senpuu, Konoha Reppuu, Konoha Senpuu, Kyouran Suji!, Sandan Kousoku, Namidatsu Kukkin!, Omote Renge, Rekka Arashi, Renzuki (unarmed), Ryuutsuki, Shundou (+33; Advanced Proficiency), Shunpo, Taijutsu Ougi - Rendan Kidouki, Ura Renge, Yondan Kousoku.

Equipment: Green spandex suit, heavy ninja vest, weights (ankle, 75 pounds each), shuriken holster (4 kunai or 15 shuriken), belt pouch (4 kunai, 5 shuriken, 2 blank scrolls, 1 smoke bombs), forehead protector (konoha), various personal gear.

Mitarashi Anko

Fast 3/Charismatic 2/Ninja Scout 6/Ninja Operation Counter 3 (ECL 15); CR 14; Medium Humanoid (Human, Cursed Seal Template); **HD** 3d8+3 plus 2d6+2 plus 6d8+6 plus 3d6+3; **hp** 83; **Mas** 50; **Init** +3; **Spd** 35 ft; **Defense** 24, 25 ranged, 27 vs. traps (+3

dex, +11 class), Touch 24, Flat-Footed 21; **BAB** +9; **Grap** +10; **Atk** +10 melee (by weapon) or +12 ranged (by weapon); **Full Atk** +10/+5 melee (by weapon) or +12/+7 melee (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** cursed seal level 1 (unwilling); **AL** leaf, comrades, revenge on Orochimaru; **SV** Fort +8, Ref +14 (+17 vs. traps), Will +8; **AP** 8; **CP** 39; **Rep** +4; **Wealth** +13; **Learn**: +16; **Str** 13, **Dex** 16, **Con** 12, **Int** 14, **Wis** 14, **Cha** 16.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Genjutsu, Ninjutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Bluff +9 (4), Chakra Control +20 (16), Control Cursed Seal +12 (10), Genjutsu +16 (12), Hide +18 (14), Knowledge (ninja lore) +14 (12), Listen +10 (6), Move Silently +18 (14), Ninjutsu +25 (16), Search +6 (+10 vs. traps) (4), Spot +10 (+14 vs. traps) (6), Survival +8 (6), Taijutsu +11 (10).

Feats: Alertness, Blood Pact (snake), Chuunin (Ninjutsu), Jounin (Chakra Control, Ninjutsu), Genin (Ninjutsu), Gift of Summoning, Nin Weapons Proficiency, Ninjutsu Adept, Simple Weapon Proficiency, Stealthy, Talented Shinobi, Track.

Talent (Fast Hero): Evasion, Bonus Feat (Stealthy), Deflect.

Talent (Charismatic Hero): Genjutsu, Bonus Feat (Deceptive).

Talent (Ninja Scout): Track, Sneak Attack (+2d6), Bonus Feat (Gift of Summoning, Talented Shinobi), Increase Speed (5 feet), Hide in Plain Sight.

Talent (Ninja Operation Counter): Technique Counter, Trap Sense, Plan X, Swift Tracker, Tenketsu Freeze.

Techniques Known: *Control (+20)*- Chakra no Kogasu, Gishi no Jutsu, Hakken no Jutsu, Kai, Kinobori, Ryokujun no Jutsu, Tadayou, Yukigutsu; *Genjutsu (+16)*- Funran no Jutsu, Jougenzou no Jutsu, Jukusui no Jutsu, Musou no Jutsu, Saimin no Jutsu, Shougenzou no Jutsu; *Ninjutsu (+25)*- Bunshin no Jutsu, Doryuudan, Doryuu Taiga no Jutsu, Henge no Jutsu, Housenka no Jutsu, Ichijin no Jutsu, Jigen Ugoku no Jutsu, Kage Bunshin no Jutsu (+28; Advanced Proficiency), Karyuu Endan, Kasumi Enbu no Jutsu, Kawarimi no Jutsu (+28; Advanced Proficiency), Kouryuu no Jutsu, Kuchiyose - Dokubimaru, Kuchiyose no Jutsu (+31; Mastery), Meisaigakure no Jutsu, Mukidou Sanpo no Jutsu, Nawanuke no Jutsu, Sennei Jashuu (+28; Advanced Proficiency), Shunshin no Jutsu, Souja Sousai no Jutsu, Suitai no Jutsu; *Taijutsu (+11)*- Asshou!, Butsukari, Nidan Kousoku, Shodan Kousoku, Kiun Butsu.

Equipment: Shuriken holster (4 kunai or 15 shuriken), belt pouch (4 kunai, 2 poisoned shuriken (turtle's dexterity), 4 greater exploding tag, 4 red smoke bombs), standard ninja outfit (forest camouflage), forehead protector (leaf).

Momochi Zabuza

Strong Hero 3/Ninja Scout 3/Elite Shinobi Swordsman 10; CR 16; Medium Humanoid (Human); **HD** 3d8+6 plus 2d8+4 plus 10d10+20; **hp** 122; **Mas** 50; **Init** +2; **Spd** 30 ft; **Defense** 21, 22 melee (+2 dex, +9 class), Touch 21, Flat-Footed 19; **BAB** +15; **Grap** +16; **Atk** +22 melee (2d6+8, greatsword) or +16 ranged (by weapon); **Full Atk** +22/+17/+12 melee (2d6+8, greatsword) or +16/+11/+6 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** dream, power, Haku; **SV** Fort +12, Ref +9, Will +9; **AP** 8; **CP** 54; **Rep** +2; **Wealth** +18; **Learn**: +18; **Str** 15, **Dex** 15, **Con** 14, **Int** 14, **Wis** 16, **Cha** 15.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Hide, Ninjutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Chakra Control +19 (14), Genjutsu +7 (5), Hide +20 (16), Knowledge (ninja lore) +8 (6), Listen +15 (12), Move Silently +20 (16), Ninjutsu +18 (13), Survival +6 (3), Taijutsu +15 (13).

Feats: Armor Proficiency (light), Archaic Weapon Proficiency, Blind-Fight, Chuunin (Chakra Control), Cleave, Combat Reflexes, Genin (Ninjutsu), Great Cleave, Jounin (Ninjutsu, Taijutsu), Monkey Grip, Nin Weapons Proficiency, Power Attack, Simple Weapon Proficiency, Stealthy, Track.

Talent (Strong Hero): Melee Smash, Bonus Feat (Genin), Melee Smash 2.

Talent (Ninja Scout): Track, Sneak Attack (+1d6).

Talent (Elite Shinobi Swordsman): Weapon Focus (greatsword), Quick Draw, Invisible Strike, Bonus Feat (Chuunin, Monkey Grip, Power Attack), Sneak Attack (+2d6), Weapon Specialization, Greater Weapon Focus, Power of the Elite, Improved Critical, Greater Weapon Specialization.

Techniques Known: *Control (+17)*- Kinobori, Mugen Ibuki no Jutsu, Shinobi Kyoufuu no Jutsu, Tadayou; *Genjutsu (+7)*- Taibakudou no Jutsu; *Ninjutsu (+18)*- Akuma no Tsubasa, Bunshin no Jutsu, Daibakufu no Jutsu, Henge no Jutsu, Issui Suberi no Jutsu, Kawaremi no Jutsu (+22; Specialization), Kirigakure no Jutsu (+24; Mastery), Kirigakure Shuriken no Jutsu, Mizu Bunshin no Jutsu (+24; Mastery), Suijinheki no Jutsu, Suirou no Jutsu, Suiryuudan no Jutsu, Suizou no Jutsu (+24; Mastery); *Taijutsu (+15)*- Asshou!, Bougyo Hakaisha, Nidan Kousoku, Shodan Kousoku (+21; Mastery), Ryuutsuki.

Equipment: Greatsword ("kubikiri" mastercraft +3 to hit greatsword), shuriken holster (4 kunai or 15 shuriken), belt pouch (6 kunai, 4 shuriken, 1 smoke bomb, 4 exploding tags), forehead protector (kiri), various personal gear.

Morino Ibiki

Smart Hero 4/Charismatic Hero 3/Ninja Police 10; CR 17; Medium Humanoid (Human); **HD** 4d6+8 plus 3d6+6 plus 10d6+20; **hp** 93; **Mas** 50; **Init** +; **Spd** 30 ft; **Defense** 19 (+7 class, +2 armor), Touch 17, Flat-Footed 19; **BAB** +10; **Grap** +12; **Atk** +12 melee (by weapon) or +10 ranged (by weapon); **Full Atk** +12/+7 melee (by weapon) or +10/+5 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** ; **SV** Fort +10, Ref +8, Will +13; **AP** 8; **CP** 64; **Rep** +11; **Wealth** +16; **Learn**: +18; **Str** 14, **Dex** 11, **Con** 14, **Int** 17, **Wis** 16, **Cha** 18.

Occupation: Ninja Law Enforcement (*Bonus Class Skills*: Chakra Control, Genjutsu; *Bonus Feat*: Nin Weapons Proficiency)

Skills: Bluff +20 (14), Chakra Control +20 (17), Demolitions +9 (6), Diplomacy +12 (6), Disable Device +13 (10), Forgery +13 (10), Gather Information +16 (10), Genjutsu +33 (20), Intimidate +23 (17), Investigate +27 (18), Knowledge (ninja lore) +10 (7), Ninjutsu +23 (16), Research +9 (6), Search +13 (10), Sense Motive +22 (17), Survival +6 (3), Taijutsu +4 (2).

Feats: Attentive, Chuunin (Genjutsu), Confident, Deceptive, Frightful Presence (DC 27), Genin (Genjutsu), Genjutsu Adept, Heroic Surge, Jounin (Genjutsu, Ninjutsu) Nin Weapons Proficiency, Renown, Simple Weapon Proficiency, Trustworthy.

Talent (Smart Hero): Savant (Investigate), Bonus Feat (Iron Will, Ninjutsu Adept), Exploit Weakness.

Talent (Charismatic Hero): Genjutsu, Bonus Feat (Genjutsu Adept), Improved Genjutsu.

Talent (Ninja Police): Profile, Contact (low-level), Bonus Feat (Chuunin, Confident, Deceptive), Sneak Attack (+2d6), Contact (mid-level), Contact (high-level), Anticipate

Techniques Known: *Control* (+20)- Gishi no Jutsu, Kai, Kakusu Nioi, Kinobori, Shinobi Kyoufuu no Jutsu, Tadayou; *Genjutsu* (+33)- Hichishi Kyoubou no Jutsu, Ikaku no Jutsu, Jougenzou no Jutsu, Jukusui no Jutsu, Kanguenzou no Jutsu, Magen - Kyuuten Jikaichou, Magen - Shinsenjou no Jutsu, Makai Kyuudou - Hakkyou Gyoushi, Nehan Shouja no Jutsu, Saimin no Jutsu, Shinkai Satsujin no Jutsu, Shinshin Funkyuu no Jutsu, Shitsukentou no Jutsu, Shougenzou no Jutsu, Tsutakazura Genzou no Jutsu; *Ninjutsu* (+23)- Bakuretsu Junjiru no Jutsu, Bunshin no Jutsu, Fujiru no Koe, Fuuka Houin, Gogyou Fuuin, Henge no Jutsu, Hiruyuu, Jigen Ugoku no Jutsu, Jisatsu no Jutsu, Juuryoku Gachan, Kage Bunshin no Jutsu, Kawarimi no Jutsu (+27; Specialization), Kazegama no Jutsu, Koemane no Jutsu, Nawanuke no Jutsu, Shunshin no Jutsu; *Taijutsu* (+4)- Kiun Butsu, Zentai Bougyo.

Equipment: Ninja vest, standard ninja outfit (night camouflage), black overcoat, shuriken holster (4 kunai or 15 shuriken), belt pouch (8 greater exploding tags, 4 sunburst tags, 4 blood increasing pills, 4 soldier pills, 2 smoke bombs), various personal gear.

Nara Shikamaru

Smart Hero 3/Charismatic Hero 3/Ninja Scout 1; CR 7; Medium Humanoid (Human); **HD** 3d6+6 plus 3d6+6 plus 1d8+2; **hp** 41; **Mas** 50; **Init** +2; **Spd** 30 ft; **Defense** 17 (+2 dex, +3 class, +2 armor), Touch 15, Flat-Footed 15; **BAB** +2; **Grap** +3; **Atk** +3 melee (by weapon) or +4 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** konoha, friends, self; **SV** Fort 5, Ref +5, Will +8; **AP** 8; **CP** 25; **Rep** +3; **Wealth** +18; **Learn:** +8; **Str** 12, **Dex** 15, **Con** 14 **Int** 18, **Wis** 15, **Cha** 16.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Genjutsu, Survival; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Bluff +13/16 (8), Chakra Control +12 (10), Craft (structural) +8 (4), Craft (calligraphy) +12 (8), Disable Device +10 (6), Diplomacy +6/9 (3), Genjutsu +12 (9), Hide +7 (5), Investigate +8 (6), Intimidate +6 (3), Knowledge (ninja lore) +10 (6), Knowledge (tactics) +13 (6), Move Silently +3 (1), Ninjutsu +15 (10), Research +10 (6), Spot +5 (3), Survival +11 (9).

Feats: Armor Proficiency (Medium), Deceptive, Chuunin (Bluff), Genin (Ninjutsu), Iron Will, Nin Weapons Proficiency, Shadow Arts, Simple Weapon Proficiency

Talent (Smart Hero): Savant (Knowledge - tactics), Bonus Feat (Combat Expertise), Plan

Talent (Charismatic Hero): Coordinate, Bonus Feat (Deceptive), Fast-talk

Talent (Ninja Scout): Track

Techniques Known: *Control* (+12)- Chakra no Kogasu, Gishi no Jutsu, Kai, Kinobori; *Genjutsu* (+12)- None; *Ninjutsu* (+15)- Bunshin no Jutsu, Henge no Jutsu, Kawarimi no Jutsu (+17; Proficiency), Kage Kubishibari no Jutsu, Kage Mane no Jutsu (+21; Mastery), Nekonome; *Taijutsu* (+1)- None.

Equipment: Belt pouch (4 kunai, 4 shuriken, 2 smoke bombs, 4 exploding tags and 4 sunburst tags), forehead protector (leaf), ninja vest, shuriken holster (4 kunai or 15 shuriken), standard ninja outfit, various personal gear.

Rock Lee

Strong Hero 3/Fast Hero 1/Taijutsu Master 6; CR 10; Medium Humanoid (Human); **HD** 3d8+6 plus 1d8+2 plus 6d10+12; **hp** 74; **Mas** 50; **Init** +3; **Spd** 30 ft; **Defense** 22, 23 melee (+3 dex, +9 class), Touch 22, Flat-Footed 19; **BAB** +9; **Grap** +12; **Atk** +17 melee (1d8+6 lethal, unarmed), +12 melee or ranged (by weapon); **Full Atk** +17/+12 melee (1d8+6 lethal, unarmed), +12/+7 melee or ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** Dreams, friends, hidden leaf; **SV** Fort +9, Ref +7, Will +7; **AP** 8; **CP** 33; **Rep** +1; **Wealth** +15; **Learn**: +11 (+15 when taking 1½ the normal time); **Str** 16, **Dex** 16, **Con** 15, **Int** 12, **Wis** 14, **Cha** 9.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Jump, Taijutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Balance +8 (5), Chakra Control +15 (13), Hide +5 (2), Jump +12 (8), Knowledge (ninja lore) +7 (6), Move Silently +5 (2), Taijutsu +25 (13), Tumble +8 (5).

Feats: Combat Martial Arts, Defensive Martial Arts, Determined Genius/Chakra Coil Disorder, Genin (Taijutsu), Gouken, Hachimon Tonkou, Nin Weapons Proficiency, Simple Weapon Proficiency.

Talent (Strong): Taijutsu, Bonus Feat (Genin), Improved Taijutsu.

Talent (Fast): Evasion

Talent (Taijutsu Master): Unarmed Attack (1d8), Taijutsu Mastery (Weapon Focus - unarmed, Weapon Specialization - unarmed, Critical Strike), Bonus Feat (Taijutsu Adept), Sneak Attack (+1d6).

Techniques Known: *Control (+15)*- None; *Genjutsu (+0)*- None; *Ninjutsu (+0)*- None; *Taijutsu (+25)*- Asshou!, Butsukari, Nidan Kousoku (+31; Mastery), Gouken, Shodan Kousoku (+31; Mastery), Kage Buyou, Kekkaï Butsu, Kiun Butsu, Konoha Reppuu, Konoha Senpuu, Konoha Shoufuu, Sandan Kousoku, Omote Renge, Renzuki (unarmed), Shundou (+28; Advanced Proficiency), Suiken Dachi, Ura Renge, Zentai Bougyo; *Hachimon Tonkou* - Kai-mon Kai, Kyu-mon Kai, Sei-mon Kai, Seishun no Chikara!!!, Shou-mon Kai, To-mon Kai.

Equipment: Shuriken holster (4 kunai or 15 shuriken), standard ninja outfit (forest camouflage), forehead protector (konoha), belt pouch (4 kunai, 4 shuriken, 2 smoke bombs (purple), 4 exploding tags), 2 shin weights (60 pounds each), various personal gear.

Rouga Nadare

Fast Hero 4/Smart Hero 1/Ninja Scout 7/Hyouton Elementalist 3; CR 15; Medium Humanoid (Human); **HD** 4d8 plus 1d6 plus 7d8 plus 3d6; **hp** 71; **Mas** 50; **Init** +3; **Spd** 30 ft, fly 30 ft. *poor*; **Defense** 29, 33 ranged (+3 dex, +12 class, +4 armor), Touch 25, Flat-Footed 29; **BAB** +10; **Grap** +11; **Atk** +11 melee (by weapon) or +13 ranged (by weapon); **Full Atk** +11/+6 melee (by weapon) or +13/+8 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** snow country, dotou, self; **SV** Fort +4, Ref +13, Will +10; **AP** 8; **CP** 54; **Rep** +3; **Wealth** +21; **Learn**: +18 (+22 ninjutsu, +17 taijutsu, +16 katon); **Str** 13 **Dex** 17, **Con** 11, **Int** 15, **Wis** 12, **Cha** 14.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Genjutsu, Ninjutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Balance +12 (9), Chakra Control +21 (18), Disable Device +14 (12), Genjutsu +18 (16), Hide +10 (7), Jump +7 (6), Knowledge (ninja lore) +17 (15), Move Silently +7 (4), Ninjutsu +28 (18), Sleight of Hands +9 (6), Survival +4 (3), Taijutsu +5 (4), Tumble

+12 (9).

Feats: Armor Proficiency (medium), Blood Pact (Frost Dragon), Chakra Affinity (Good Ninjutsu, Poor Taijutsu), Chuunin (Ninjutsu), Dodge, Genin (Ninjutsu), Genius Nin (Ninjutsu), Gift of Summoning, Jounin (Chakra Control, Ninjutsu), Nin Weapons Proficiency, Ninjutsu Adept, Simple Weapon Proficiency, Track, Will over Flesh.

Talent (Fast): Evasion, Uncanny Dodge I, Bonus Feat (Genin, Dodge)

Talent (Smart Hero): Ninjutsu

Talent (Ninja Scout): Track, Sneak Attack (+2d6), Bonus Feat (Chuunin, Gift of Summoning), Increase Speed (5 feet), Hide in Plain Sight, Evasion X (Improved Evasion).

Talent (Hyouton Elementalist): Elemental Specialization (Hyouton), Elemental Fury, Limitless Fury

Techniques Known: *Control* (+21)- Chakra no Kogasu, Chouyaku no Jutsu, Kai, Kinobori, Shinobi Kyoufu no Jutsu, Ryokujun no Jutsu, Tadayou, Yukigutsu; *Genjutsu* (+18)- Shitsukentou no Jutsu, Shougenzou no Jutsu; *Ninjutsu* (+28)- Bunshin no Jutsu, Dochuu Engyou no Jutsu, Fubuki no Jutsu (+30), Haryuu Muukou (+30), Henge no Jutsu, Itsukaku Hakuegei no Jutsu (+34), Jigen Ugoku no Jutsu, Jisatsu no Jutsu, Joushou Hyoukouken, Kaisoku no Jutsu, Kawarimi no Jutsu (+32; Specialization), Koori Tanjou no Jutsu (+30), Kuchiyose no Jutsu, Mizu Bunshin no Jutsu, Rouga Nadare no Jutsu (+30), Shunshin no Jutsu, Suijinheki no Jutsu, Toudou (+30), Katawa Haijin no Jutsu (+30); *Taijutsu* (+5)- Shodan Kousoku.

Equipment: Chakra armor, belt pouch (6 kunai, 6 instant-ice bomb), shuriken holster (4 kunai or 15 shuriken), various personal gear.

Sabaku no Gaara

Tough Hero 5/Ninja Scout 5; CR 12; Medium Humanoid (Demonic); **HD** 5d10+20 plus 5d8+16 plus 5 **hp** 94; **Mas** 50; **Init** +1; **Spd** 30 ft; **Defense** 28 (first 2 attacks) or 22 (after 2 attacks) (+1 dex, +7 class, +10 or +4 deflection), Touch 24, Flat-Footed 23; **BAB** +6; **Grap** +8; **Atk** +11 melee (1d8+4, *sand's embrace*) or +7 ranged (by weapon) or +7 ranged (1d6+2, *suna shuriken*); **Full Atk** +11/+6 melee (1d8+4, *sand's embrace*) or +7/+2 ranged (by weapon) or +7 ranged (1d6+2, 4 *suna shuriken*); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** sand's embrace, suna shuriken, fear aura, sand manipulation, shukaku metamorphosis, soulless slumber, demonic subtype (inherited); **AL** massacre, self, power; **SV** Fort +8, Ref +6, Will +6; **AP** 8; **CP** 74; **Rep** +2; **Wealth** +14; **Learn:** +11; **Str** 14, **Dex** 12, **Con** 19, **Int** 13, **Wis** 14, **Cha** 12.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Hide, Ninjutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Chakra Control +14 (12), Genjutsu +4 (3), Hide +16 (13), Knowledge (ninja lore) +7 (6), Move Silently +9 (6), Ninjutsu +15 (11), Survival +5 (3), Taijutsu +7 (5).

Feats: Combat Throw, Defensive Martial Arts, Genin (Ninjutsu), Improved Chakra Pool, Improved Combat Throw, Nin Weapons Proficiency, Ninjutsu Adept, Power Attack, Simple Weapon Proficiency, Stealthy, Track.

Talent (Tough Hero): Robust, Bonus Feat (Improved Chakra Pool, Power Attack), Endurance, Improved Endurance

Talent (Ninja Scout): Track, Sneak Attack (+1d6), Bonus Feat (Stealthy), Increase Speed (5 feet), Hide in Plain Sight

Techniques Known: *Control* (+14)- Kinobori, Tadayou; *Genjutsu* (+4)- None; *Ninjutsu* (+15)- Daisan no Me, Henge no Jutsu, Ishi Bunshin no Jutsu, Ishi Nanka no Jutsu, Jigen Ugoku no Jutsu, Kawarimi no Jutsu (+18; Advanced Proficiency), Mugen Sajin Daitoppa, Ryuusa Bakuryuu, Sabaku Kyuu (+21; Mastery), Sabaku Sousou (+21; Mastery), Sabaku Taiso, Shouchihou no Jutsu, Shunshin no Jutsu, Suna no Yoroi, Suna Shigure (+21; Mastery), Tanuki Neiri no Jutsu; *Taijutsu* (+7)- None.

Equipment: Designer outfit, shuriken holster (4 kunai or 15 shuriken), forehead protector (suna), sand gourd (medium-sized sand mass), various personal gear.

"Suna no Kazekage," Sabaku no Gaara (After Timeskip)

Tough Hero 5/Ninja Scout 7/Doton Elementalist 5 (ECL 20); CR 19; Medium Humanoid (Demonic); **HD** 5d10+25 plus 7d8+35 plus 5d6+25 plus 5; **hp** 181; **Mas** 50; **Init** +1; **Spd** 35 ft; **Defense** 34, 35 melee (first 3 attacks) or 28, 29 melee (after 3 attacks) (+1 dex, +13 class, +10 or +4 deflection), Touch 34, Flat-Footed 33; **BAB** +11; **Grp** +13 (+23 sand's embrace); **Atk** +17 melee (2d8+6, *sand's embrace*); **Full Atk** +17/+12/+7 melee (2d8+6, *sand's embrace*) or +12/+7/+2 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft (30 ft. sand's embrace); **SQ** sand's embrace, suna shuriken, fear aura, sand manipulation, shukaku metamorphosis, soulless slumber, demonic subtype (inherited); **AL** Sunagakure, friends and family, honor; **SV** Fort +11, Ref +10, Will +11; **AP** 8; **CP** 136; **Rep** +3; **Wealth** +28; **Learn**: +19; **Str** 14, **Dex** 12, **Con** 20, **Int** 14, **Wis** 14, **Cha** 14.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Hide, Ninjutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Chakra Control +24 (20), Concentration +15 (10), Genjutsu +10 (8), Hide +18 (15), Knowledge (ninja lore) +15 (13), Move Silently +13 (10), Ninjutsu +27 (20), Survival +5 (3), Taijutsu +7 (5).

Feats: Combat Throw, Defensive Martial Arts, Chuunin (Ninjutsu), Elemental Shaping, Genin (Ninjutsu), Improved Chakra Pool, Improved Combat Throw, Jounin (Chakra Control, Ninjutsu), Nin Weapons Proficiency, Ninjutsu Adept, Power Attack, Simple Weapon Proficiency, Stealthy, Track.

Talent (Tough Hero): Robust, Bonus Feat (Improved Chakra Pool, Power Attack), Endurance, Improved Endurance

Talent (Ninja Scout): Track, Sneak Attack (+2d6), Bonus Feat (Stealthy), Increase Speed (5 feet), Hide in Plain Sight, Evasion X (Evasion)

Talent (Doton Elementalist): Elemental Specialization, Elemental Fury, Limitless Fury, Bonus Feat (Elemental Shaping), Rage of the Elements

Techniques Known: *Control* (+24)- Kai, Kinobori, Tadayou; *Genjutsu* (+10)- None; *Ninjutsu* (+27)- Dai Tsuchiryuu no Jutsu, Daisan no Me, Henge no Jutsu, Ishi Bunshin no Jutsu, Ishi Nanka no Jutsu, Jigen Ugoku no Jutsu, Kawarimi no Jutsu (+31; Specialization), Mugen Sajin Daitoppa, Ryuusa Bakuryuu, Sabaku Fuuyu (+33; Mastery), Sabaku Kyuu (+33; Mastery), Sabaku Rou (+31; Specialization), Sabaku Sousou (+33; Mastery), Sabaku Taiso, Shouchihou no Jutsu, Shunshin no Jutsu, Suna no Yoroi, Suna Shigure (+33; Mastery), Tanuki Neiri no Jutsu, Tsuchiryuu no Jutsu; *Taijutsu* (+7)- None.

Equipment: Designer outfit, shuriken holster (4 kunai or 15 shuriken), forehead protector (suna), sand gourd (medium-sized sand mass), kazekage garb, various personal gear.

Sandaime Hokage (The Professor, God of All Ninja)

Smart Hero 3/Fast Hero 1/Ninja Scout 10/Dedicated Hero 3/Ninja Operations Counter 5/Doton Elementalist 5 (ECL 28; 2 Power Units); CR 27; Medium Humanoid (Venerable Human); **HD** 1d8+1 plus 3d6+3 plus 3d6+3 plus 3d6+3 plus 10d8+10; **hp** 105; **Mas** 50; **Init** +6; **Spd** 45 ft; **Defense** 30, 33 vs traps (+2 dex, +15 class, +2 epic, +1 power units), Touch 30, Flat-Footed 28; **BAB** +12; **Grap** +16; **Atk** +16 melee (by weapon) or +19 melee (1d6+2, kongou nyoi) or +18 ranged (by weapon); **Full Atk** +16/+11/+6 melee (by weapon) or +19/+14/+9 melee (1d6+2, kongou nyoi) or +18/+13/+8 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft (up to 15 feet with Kongou Nyoi); **AL** Konoha, Friends and Family, Hope; **SV** Fort +12, Ref +18 (+21 vs traps), Will +24; **AP** 8; **CP** 59; **Rep** +12 (+14 in Konoha); **Wealth** +31; **Learn**: +35 (+37 Ninjutsu); **Str** 10, **Dex** 14, **Con** 11, **Int** 21, **Wis** 18, **Cha** 19.

Occupation: Mentored (*Bonus Class Skills:* Chakra Control, Genjutsu, Taijutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Chakra Control +40 (30), Concentration +12 (12), Craft (calligraphy) +15 (10), Craft (chemical) +20 (15), Disable Device +18 (13), Genjutsu +36 (30), Hide +20 (12), Investigate +11 (6), Knowledge (earth and life science) +15 (10), Knowledge (ninja lore) +35 (30), Listen +14 (+26 vs. surprise) (10), Move Silently + (12), Ninjutsu +44 (30), Search +18 (+22 vs. traps) (13), Spot +14 (+18 vs. traps, +26 vs. surprise) (10), Survival +14 (10), Taijutsu +32 (30), Tumble +18 (10).

Feats: Blood Pact (Monkey), Chuunin (Ninjutsu), Genjutsu Adept, Genin (Ninjutsu), Genius Nin (Ninjutsu), Gift of Summoning, Harmony, Heroic Surge, Improved Chakra Pool, Jounin (Chakra Control, Ninjutsu), Nin Weapons Proficiency, Ninjutsu Adept, Simple Weapon Proficiency, Stealthy, Taijutsu Adept, Track, Weapon Focus (quarterstaff).

Epic Feats: Elemental Specialization (Doton), Epic Technique - Shiki Fuujin, Epic Will.

Talent (Smart Hero): Ninjutsu, Bonus Feat (Genin), Improved Ninjutsu

Talent (Fast Hero): Evasion

Talent (Ninja Scout): Track, Sneak Attack (+3d6), Bonus Feat (Chuunin, Gift of Summoning, Stealthy), Increase Speed (10 feet), Hide in Plain Sight, Evasion X (Improved Evasion), Quicken Technique

Talent (Dedicated Hero): Skill Emphasis (Chakra Control), Bonus Feat (Harmony), Aware

Talent (Ninja Operations Counter): Technique Counter, Trap Sense, Plan X, Evasion X (Improved Evasion), Swift Tracker, Tenketsu Freeze, Bonus Feat (Jounin), Greater Technique Counter

Talent (Doton Elementalist): Element Specialization (Doton), Elemental Fury, Limitless Fury, Bonus Feat (Improved Chakra Pool), Rage of the Elements

Techniques Known: *Control (+40)*- Bouenkyou Shikaku no Jutsu, Chakra no Kogasu, Chakramane no Jutsu, Chounouryoku, Chouyaku no Jutsu, Doku Hakken no Jutsu, Hakken no Jutsu, Kai, Kakusu Nioi, Kinobori (Auto-Success), Ryokujun no Jutsu, Seishou Bakuha, Shinobi Kyofu no Jutsu, Shirizokeru, Tadayou (Auto-Success), Yukigutsu; *Genjutsu (+36)*- Funran no Jutsu, Genzou Jishin no Jutsu, Hasamiuchi, Hichishi Kyoubou no Jutsu, Ishikika Kasseika no Jutsu, Jougenzou no Jutsu, Jukusui no

Jutsu, Kanguzen no Jutsu, Nakimane no Jutsu, Saimin no Jutsu, Shinshin Funkyuu no Jutsu, Shitsukentou no Jutsu, Shougenzou no Jutsu, Taibakudou no Jutsu; *Ninjutsu* (+44)- Kage Bunshin Sai, Bakuretsu Kowarimi no Jutsu (+50; Mastery), Bunshin no Jutsu, Chi Hakaiha no Jutsu, Chi Katame no Jutsu, Chihou no Jutsu, Chirou no Jutsu, Dairyuudan, Deishouha no Jutsu, Dochuu Engyou no Jutsu, Doroku Gaeshi, Doryuu Taiga, Doryuudan, Doryuuheki, En'en no Shuriken, Entou no Jutsu, Fukurougan, Fuuin Jutsu - Chuuzouin, Fuuin Jutsu - Gesouin, Fuuja Houin, Fuuka Houin, Gekata no Fuukatsu, Gouka Kasui no Jutsu, Goukakyuu no Jutsu, Henge no Jutsu, Hiakahou, Hisen no Jutsu, Ichijin no Jutsu, Isogi no Aori, Ishi Shuriken no Jutsu, Jigen Ugoku no Jutsu, Joukata no Fuukatsu, Jishin no Jutsu, Kaigeki Chite no Jutsu (+50; Mastery), Kage Bunshin no Jutsu (+50; Mastery), Kakureimino no Jutsu, Kanashibari no Jutsu, Karyuu Endan, Karyuudan, Kowarimi no Jutsu (+50; Mastery), Kazegama no Jutsu, Kuchiyose - Enkouou Enma, Kuchiyose no Jutsu, Meisaigakure no Jutsu, Mikan Seiha no Jutsu, Mizudama no Jutsu, Mukidou Sanpo no Jutsu, Nawanuke no Jutsu, Ninpou Wana - Kunai Jouwana, Ninpou Wana - Kunai Kanwana, Ninpou Wana - Kunai Wana, Ninpou Wana - Kunai Shouwana, Raite no Jutsu, Ryuuka no Jutsu, Sarutobi no Jutsu, Shiki Fuujin, Shinobi no Jutsu, Shouchihou no Jutsu, Shouchite no Jutsu, Shunshin no Jutsu, Shuriken Kage Bunshin no Jutsu, Suigadan no Jutsu, Tajuu Kage Bunshin no Jutsu, Takitsuke, Tomegane no Jutsu, Touton no Jutsu, Tsuchi Yadori no Jutsu, Tsuchiryuu no Jutsu, Unki Tate no Jutsu, Utsusemi no Jutsu, Yaibaki no Kuchiyose, Yomi Numa, Youso Fuuin no Jutsu, Yutsuba no Jutsu; *Taijutsu* (+32)- Asshou!, Kage Buyou, Kage Shuriken no Jutsu, Keikai Butsu, Kiun Butsu, Konoha Reppuu, Konoha Senpuu, Namidatsu Kukkin!, Nidan Kousoku, Omote Renge, Ryuutsuki, Renzuki (quarterstaff), Shodan Kousoku, Shundou (+25; Advanced Proficiency), Soujutsu Ougi - Hassun, Zentai Bougyo.

Equipment: Shuriken holster (4 kunai), shuriken holster (15 shuriken plus 1 kunai), belt pouch (2 smoke bomb, 2 kousen, 5 soldier pills, 5 blood increasing pills, 8 exploding tags), forehead protector (konoha), standard shinobi outfit (night camouflage), various personal gear.

Sarutobi Asuma

Strong Hero 3/Taijutsu Master 6/Ninja Scout 5; CR 14; Medium Humanoid (Human); **HD** 3d8+6 plus 6d10+12 plus 5d8+10; **hp** 105; **Mas** 50; **Init** +2; **Spd** 30 ft; **Defense** 25 (+2 dex, +10 class, +3 armor), Touch 22, Flat-Footed 23; **BAB** +12; **Grp** +16; **Atk** +18 melee (1d8+7, knuckle blades) or +14 ranged (by weapon); **Full Atk** +16/+11/+6 melee (1d8+7, knuckle blades [primary hand]) and +16/+11 melee (1d8+5, knuckle blades [off-hand]) or +14 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** friends, konoha, duty; **SV** Fort +11, Ref +10, Will +7; **AP** 8; **CP** 50; **Rep** +2; **Wealth** +12; **Learn:** +15; **Str** 18, **Dex** 15, **Con** 14, **Int** 14, **Wis** 14, **Cha** 14.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Ninjutsu, Survival; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Chakra Control +17 (15), Genjutsu +6 (4), Hide +5 (3), Jump +21 (17), Knowledge (ninja lore) +10 (8), Move Silently +6 (4), Ninjutsu +20 (16), Survival +14 (12), Taijutsu +28 (16).

Feats: Armor Proficiency (light), Chuunin (Taijutsu), Combat Martial Arts, Genin (Taijutsu), Improved Two-Weapon Fighting, Jounin (Ninjutsu, Taijutsu), Nin Weapons Proficiency, Simple Weapon Proficiency, Taijutsu Adept, Two-Weapon Fighting.

Talent (Strong Hero): Extreme Efforts, Bonus Feat (Combat Martial Arts), Taijutsu.

Talent (Taijutsu Master): Unarmed Attack (1d8), Taijutsu Mastery (Weapon Focus - unarmed, Critical Strike), Bonus Feat (Chuunin), Sneak Attack (+1d6).

Talent (Ninja Scout): Track, Sneak Attack (+1d6), Bonus Feat (Gift of Summoning), Increase Speed (5 feet), Hide in Plain Sight.

Techniques Known: *Control (+17)*- Chouyaku no Jutsu, Kai, Kinobori, Seishou Bakuha, Shinobi Kyoufu no Jutsu, Tadayou; *Genjutsu (+6)*- None; *Ninjutsu (+20)*- Bunshin no Jutsu, Dochuu Engyou no Jutsu, Haisekishou (+26; Mastery), Henge no Jutsu, Hien Jutsu: Ippo, Kage Bunshin no Jutsu, Kaisoku no Jutsu, Kawarimi no Jutsu (+23; Advanced Proficiency), Nawanuke no Jutsu, Sarutobi no Jutsu; *Taijutsu (+28)*- Asshou!, Bougyo Hakaisha, Nidan Kousoku, Shodan Kousoku, Kiun Butsu, Namidatsu Kukkin!, Renzuki (knuckle blade), Ryuutsuki, Shundou, Shunpo, Zentai Bougyo.

Equipment: Two knuckle blades, heavy ninja vest, standard ninja outfit (night camouflage), shuriken holster (4 kunai or 15 shuriken), belt pouch (4 kunai, 4 shuriken, 2 smoke bombs, 4 greater exploding tags), cigarettes, various personal gear.

Temari

Smart Hero 3/Ninja Scout 3/Fuuton Elementalist 2; CR 8; Medium Humanoid (Human); **HD** 3d6+6 plus 3d8+6 plus 2d6+4; **hp** 50; **Mas** 50; **Init** +2; **Spd** 30 ft; **Defense** 16 (+2 dex, +4 class), Touch 16, Flat-Footed 14; **BAB** +4; **Grap** +5; **Atk** +5 melee (1d8+1, large tessen) or +6 ranged (by weapon); **Full Atk** +5 melee (1d8+1, large tessen) or +6 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** suna, duty, friends; **SV** Fort +4, Ref +8, Will +8; **AP** 8; **CP** 33; **Rep** +2; **Wealth** +12; **Learn:** +9; **Str** 12, **Dex** 14, **Con** 14, **Int** 16, **Wis** 12, **Cha** 14.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Genjutsu, Taijutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Balance +8 (6), Chakra Control +10 (9), Craft (calligraphy) +7 (6), Genjutsu +9 (7), Hide +6 (4), Investigate +8 (6), Knowledge (ninja lore) +8 (6), Knowledge (tactics) +7 (5), Listen +5 (4), Move Silently +6 (4), Ninjutsu +18 (11), Search +12 (6), Spot +5 (4), Survival +4 (3), Taijutsu +7 (6), Tumble +8 (6).

Feats: Chuunin (Ninjutsu), Genin (Ninjutsu), Gift of Summoning, Dodge, Nin Weapons Proficiency, Ninjutsu Adept, Scribe Chakra Symbols, Simple Weapon Proficiency.

Talent (Smart Hero): Savant (Search), Bonus Feat (Ninjutsu Adept), Plan.

Talent (Ninja Scout): Track, Sneak Attack (+1d6), Bonus Feat (Gift of Summoning).

Talent (Fuuton Elementalist): Elemental Specialization (Fuuton), Elemental Fury.

Techniques Known: *Control (+10)*- Kai, Kinobori, Tadayou; *Genjutsu (+9)*- Ikaku no Jutsu; *Ninjutsu (+18)*- Bunshin no Jutsu, Henge no Jutsu, Kamaitachi, Kawarimi no Jutsu (+20; Proficiency), Kazegama no Jutsu; *Taijutsu (+7)*- Asshou!, Butsukari.

Equipment: Large tessen, forehead protector (suna), casual outfit, shuriken holster (4 kunai or 15 shuriken), belt pouch (4 kunai, 4 shuriken, 4 exploding tags, 1 smoke bomb), various personal gear.

Tenten

Fast Hero 3/Shuriken Expert 4; CR 7; Medium Humanoid (Human); **HD** 3d8+6 plus 4d6+8; **hp** 56; **Mas** 50; **Init** +3; **Spd** 30 ft; **Defense** 20 (+3 dex, +7 class), Touch 20,

Flat-Footed 17; **BAB** +5; **Grap** +6; **Atk** +9 ranged (1d4+1 lethal, kunai), +6 melee (by weapon) or +8 ranged (by weapon); **Full Atk** +9 ranged (1d4+1 lethal, kunai), +7/+7 ranged (1d4+1 lethal, kunai), +6 melee (by weapon) or +8 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** leaf, friends, self; **SV** Fort +2, Ref +9, Will +2; **AP** 8; **CP** 24; **Rep** +0; **Wealth** +15; **Learn**: +7; **Str** 12, **Dex** 17, **Con** 14, **Int** 13, **Wis** 13, **Cha** 14.

Occupation: Academy Student (*Bonus Class Skills*: Hide, Ninjutsu, Sleight of Hands; *Bonus Feat*: Nin Weapons Proficiency)

Skills : Balance +10 (7), Chakra Control +3 (2), Climb +5 (4), Genjutsu +3 (1), Hide +13 (10), Move Silently +13 (10), Ninjutsu +7 (6), Sleight of Hand +9 (6), Tumble +10 (7).

Feats: Dodge, Mobility, Nin Weapons Proficiency, Point Blank Shot, Precise Shot, Shot on the Run, Simple Weapon Proficiency

Talent (Fast): Evasion, Deflect

Talent (Shuriken Expert): Thrown Weapon Focus, Rapid Shot, Sneak Attack (+1d6), Quick Draw

Techniques Known: *Control* (+3)- Kai, Kinobori; *Genjutsu* (+3)- None; *Ninjutsu* (+7)- Bunshin no Jutsu, Fukurougan, Henge no Jutsu, Hiryou, Kawaremi no Jutsu (+9; Proficiency), Nekonome, Tobi Kunai; *Taijutsu* (+0)- None.

Equipment: Shuriken holster (4 kunai or 15 shuriken), casual clothes, belt pouch (10 kunai, 2 scrolls), forehead protector (konoha), various personal gear.

Tenten (After Timeskip)

Fast Hero 3/Shuriken Expert 7/Weaponmaster 2; CR 12; Medium Humanoid (Human); **HD** 3d8+6 plus 7d6+14 plus 2d10+4; **hp** 86; **Mas** 50; **Init** +4; **Spd** 30 ft; **Defense** 24, 25 ranged (+4 dex, +10 class), Touch 20, Flat-Footed 17; **BAB** +9; **Grap** +11; **Atk** +15 ranged (1d4+4 plus 1d4, kunai), +14 melee (1d6+5, quarterstaff); **Full Atk** +15/+10 ranged (1d4+4, kunai), +13/+13/+8 ranged (1d4+4 plus 1d4, kunai), +12/+7 melee (1d6+5, quarterstaff) and +12 melee (1d6+4, quarterstaff); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** leaf, friends, self; **SV** Fort +7, Ref +10, Will +4; **AP** 12; **CP** 39; **Rep** +2; **Wealth** +15; **Learn**: +13; **Str** 14, **Dex** 18, **Con** 14, **Int** 14, **Wis** 14, **Cha** 14.

Occupation: Academy Student (*Bonus Class Skills*: Chakra Control, Knowledge (tactics), Ninjutsu; *Bonus Feat*: Nin Weapons Proficiency)

Skills: Chakra Control +13 (11), Hide +13 (10), Knowledge (tactics) +11 (10), Knowledge (ninja lore) +6 (5), Move Silently +13 (10), Ninjutsu +15 (13), Sleight of Hand +9 (6), Taijutsu +16 (14), Tumble +14 (10).

Feats: Archaic Weapon Proficiency, Dodge, Heroic Surge, Mobility, Nin Weapons Proficiency, Point Blank Shot, Precise Shot, Shot on the Run, Simple Weapon Proficiency, Two-Weapon Fighting, Weapon Adaptation Training.

Talent (Fast): Evasion, Deflect

Talent (Shuriken Expert): Thrown Weapon Focus, Rapid Shot, Sneak Attack (+1d6), Quick Draw, Bonus Feat (Far Shot, Shot on the Run), Precision (+1d4), Greater Thrown Weapon Focus, Thrown Weapon Specialization.

Talent (Weaponmaster): Weapon Focus (quarterstaff), Weapon Specialization.

Techniques Known: *Control* (+13)- Kai, Kinobori, Tadayaou; *Genjutsu* (+2)- None; *Ninjutsu* (+15)- Bunshin no Jutsu, Fukurougan, Fuuin Jutsu - Chuuzouin, Henge no Jutsu, Hiryou, Fuuin Jutsu - Gesouin, Kawaremi no Jutsu (+17; Proficiency), Nekonome,

Shunten Kaihou, Tobi Kunai; *Taijutsu (+16)*- Namidatsu Kukkin!, Nidan Kousoku (+17; Competance), Renzuki (quarterstaff), Shodan Kousoku (+22; Mastery), Soujutsu Ougi - Daijuugeki (+17; Competance), Soujutsu Ougi - Juugeki (+22; Mastery).

Equipment: Shuriken holster (15 shuriken) plus 1 kunai, casual clothes, belt pouch (10 kunai, 2 scrolls), belt pouch (25 kunai), forehead protector (konoha), sealing scroll (4 belt pouch containing 25 kunai, mastercraft +2 to-hit quarterstaff), various personal gear.

Umino Iruka

Charismatic Hero 3/Smart Hero 3/Ninja Scout 5; CR 11; Medium Humanoid (Human); **HD** 3d6+6 plus 3d6+6 plus 5d8+10; **hp** 75; **Mas** 50; **Init** +2; **Spd** 30 ft; **Defense** 20 (+2 dex, +6 class, +2 armor), Touch 18, Flat-Footed 18; **BAB** +5; **Grap** +6; **Atk** +6 melee (by weapon) or +7 ranged (by weapon); **Full Atk** +6 melee (by weapon) or +7 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** friends, konoha, good; **SV** Fort +5, Ref +9, Will +8; **AP** 8; **CP** 41; **Rep** +4; **Wealth** +14; **Learn:** +13; **Str** 13, **Dex** 14, **Con** 14, **Int** 15, **Wis** 14, **Cha** 16.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Ninjutsu, Survival; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Bluff +7 (4), Chakra Control +18 (14), Diplomacy +7 (4), Disable Device +10 (8), Disguise +7 (4), Forgery +7 (3), Gather Information +9 (6), Genjutsu +20 (14), Hide +9 (5), Investigate +7 (5), Knowledge (ninja lore) +16 (14), Move Silently +9 (5), Ninjutsu +20 (14), Search +9 (5), Survival +8 (6), Taijutsu +8 (7).

Feats: Chuunin (Ninjutsu), Genin (Chakra Control), Genjutsu Adept, Harmony, Meticulous, Nin Weapons Proficiency, Point Blank Shot, Rapid Shot, Simple Weapon Proficiency, Stealthy.

Talent (Charismatic Hero): Genjutsu, Bonus Feat (Genin), Fast Talk.

Talent (Smart Hero): Ninjutsu, Bonus Feat (Genjutsu Adept), Improved Ninjutsu.

Talent (Ninja Scout): Track, Sneak Attack (+1d6), Bonus Feat (Chuunin), Increase Speed (5 feet), Hide in Plain Sight.

Techniques Known: *Control (+18)*- Chouyaku no Jutsu, Kai, Kinobori (Auto-Success), Tadayou (Auto-Success); *Genjutsu (+20)*- Byouretsuo no Jutsu, Hasamiuchi, Jisoku no Jutsu, Jougenzou no Jutsu, Jukusui no Jutsu, Magen - Gousenjjin, Nakimane no Jutsu, Shougenzou no Jutsu, Tsutakazura Genzou no Jutsu; *Ninjutsu (+20)*- Bunshin no Jutsu (+26; Mastery), Fukurougan (+24; Specialization), Goukakyuu no Jutsu (+21; Competence), Henge no Jutsu (+26; Mastery), Ishi Shuriken no Jutsu (+24; Specialization), Jigen Ugoku no Jutsu (+22; Proficiency), Kawarimi no Jutsu (+23; Advanced Proficiency), Mizudama, Nawanuke no Jutsu, Raite no Jutsu, Rakurai no Jutsu, Shunshin no Jutsu (+26; Mastery); *Taijutsu (+8)*- Butsukari, Shodan Kousoku, Zentai Bougyo.

Equipment: Ninja vest, standard ninja outfit (forest camouflage), shuriken holster (4 kunai or 15 shuriken), belt pouch (4 kunai, 4 shuriken, 2 blank scrolls, 1 ninja bombs, 4 exploding tags), various personal gear.

Yamanaka Ino

Fast Hero 3/Charismatic Hero 3; CR 6; Medium Humanoid (Human); **HD** 3d8+3 plus 3d6+3; **hp** 43; **Mas** 50; **Init** +3; **Spd** 30 ft; **Defense** 18 (+3 dex, +5 class), Touch 18, Flat-Footed 18; **BAB** +3; **Grap** +5; **Atk** +5 melee (by weapon) or +6 ranged (by

weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** sasuke, konoha, friends; **SV** Fort +4, Ref +7, Will +3; **AP** 8; **CP** 12; **Rep** +3; **Wealth** +15; **Learn**: +7; **Str** 14, **Dex** 16, **Con** 12, **Int** 13, **Wis** 13, **Cha** 16.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Genjutsu, Ninjutsu; *Bonus Feat:* Genin)

Skills: Balance +9 (6), Chakra Control +7 (6), Diplomacy +11 (8), Escape Artist +6 (3), Genjutsu +12 (8), Hide +9 (3), Knowledge (ninja lore) +7 (6), Move Silently +8 (3), Ninjutsu +7 (6), Sleight of Hand +8 (5), Taijutsu +8 (6).

Feats: Agile Riposte, Archaic Weapon Proficiency, Armor Proficiency (Light), Genin (Genjutsu), Nin Weapons Proficiency, Simple Weapon Proficiency, Stealthy.

Talent (Fast Hero): Evasion, Bonus Feat (Stealthy), Uncanny Dodge 1

Talent (Charismatic Hero): Charm (men), Bonus Feat (Dodge), Fast-talk

Techniques Known: *Control* (+7)- Kai, Kinobori; *Genjutsu* (+12)- Ikaku no Jutsu, Taibakudou no Jutsu; *Ninjutsu* (+7)- Bunshin no Jutsu, Henge no Jutsu, Kawarimi no Jutsu (+9; Proficiency), Shintenshin no Jutsu (+9; Proficiency); *Taijutsu* (+8)- Namidatsu Kukkin!

Equipment: Belt pouch (4 kunai, 5 shuriken, 1 smoke bombs, 2 blank scrolls), forehead protector (leaf), shuriken holster (4 kunai or 15 shuriken), casual outfit, various personal gear.

Creatures

Chakra Wraith

This abomination is the result of terrible experiments in possession and demonic chakra. When hunting, Chakra Wraiths usually target the largest chakra signatures that avail themselves to them.

Chakra Wraiths look vaguely human, but cannot possibly be mistaken for a human being. They stand generally between 5 and 6 feet tall, with decaying flesh, billowing robes and empty eyesockets.

Species Trait

Blindsight (Ex): A chakra wraith has a blindsight that extends to 360 feet. It is directly dependant on its ability to sense chakra.

Fear Aura (Su): All creatures within 100 feet of a chakra wraith become Shaken unless they succeed a Will save (DC 10 + 1/2 chakra wraith's HD + chakra wraith's Cha modifier). Only creatures with less than the chakra wraith's hit dice are affected; stronger creatures have a slightly uneasy feeling but are otherwise unaffected. A successful save makes the target immune to the chakra wraith's fear aura for 24 hours.

Damage Reduction (Su): A chakra wraith has a damage reduction 10/chakra.

Immunities: A chakra wraith is immune to fear effects.

Leech (Su): The chakra wraith may drain 2 points of Chakra on a successful slam attack. Each point of chakra drained cures the chakra wraith 2 hit points.

Psychic Scream (Sp): A chakra wraith can scream in a 30-ft. long cone once every encounter. Each creature caught in the cone must make a Will save (DC 10 + 1/2 chakra wraith's HD + chakra wraith's Charisma modifier). A failed save means the target is

stunned for 1d4 rounds.

Sense Chakra (Su): The chakra wraith can sense chakra as a passive ability, with a range of 360 feet.

Skill Bonus: A chakra wraith gains a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus to Sense Motive checks.

Soul Leech (Su): A chakra wraith that has pinned an opponent may attempt to suck out its soul. If it pins its foe, it drains 10 points of Chakra each round the pin is maintained. A creature slain by Soul Leech has a 5% chance (1 on a d20) to return as a chakra wraith 24 hours later.

Telepathy (Su): A chakra wraith cannot speak, nor can it speak telepathically, but can share thoughts, feelings and simple concepts via mental images with any willing creature with an Intelligence score of 3 or higher.

Chakra Wraith: CR 9; Medium undead; HD 8d12; hp 52; Mas —; Init +1; Spd 20 ft., fly 40 ft. (good); Defense 18, touch 11, flat-footed 17 (+1 Dex, +7 natural); BAB +4; Grap +7; Atk +7 melee (1d8+4 slam plus leech); Full Atk +7 melee (1d8+4, 2 slams plus leech); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ blindsight 360 ft., fear aura (DC 18), damage reduction 10/chakra, immunities, leech, psychic scream (DC 16), sense chakra 360 ft., soul leech, telepathy, undead traits; AL chaos and neutral or evil; SV Fort +2, Ref +3, Will +6; CP —; Str 17, Dex 12, Con —, Int 8, Wis 13, Cha 14.

Skills: Hide +7, Move Silently +12, Sense Motive +18.

Feats: Ability Focus (fear aura), Improved Natural Weapon (slam).

Advancement: 9-14 HD (Medium-size); 15-24 HD (Large).

Elemental Spirits

Elemental Spirits are unnatural manifestation of elemental chakra unleashed by nature itself for reasons unknown. Some theorize that chakra contained in fallen bodies accumulate in the environment they are laid to rest in and is one day released in a fury of elemental devastation. Elemental Spirits cannot speak, the only exception being Elder Spirits.

Elemental Spirits assume a vaguely humanoid shape when created, that constantly shifts and distorts as it moves or is attacked.

Species Trait

Blindsight (Ex): An elemental spirit does not see as living creatures do, and have senses and instincts beyond the ken of mortal creatures. An elemental spirit has blindsight extending to 60 feet.

Sense Chakra (Su): An elemental spirit can sense chakra as an active ability, with a range of 100 feet.

Damage Reduction (Su): All elemental spirits have a damage reduction 20/chakra.

Elemental Immunity (Su): All elemental spirits are immune to damage from their natural element (living blaze, for instance, is immune to fire).

Elemental Vulnerability (Su): All elemental spirits are vulnerable to their elemental opposites and take half again as much damage from it (+50%).

Elemental Traits: Elementals are immune to poison, sleep, paralysis, and stunning. They

are not subject to critical hits, flanking, or the effects of massive damage. Elementals cannot be raised from the dead.

Elder Spirits: Some powerful elementals, usually with 30 or more hit dice, ascend to become Elder Spirits. Elder spirits have no elemental vulnerability, gain Int +4, Wis +8 and Cha +8, as well as the following abilities:

Alter Self (Su): Elder Spirits can shapeshift as an attack action to match any shape of their sizes—the shape must be a humanoid, animal, construct of some sort and cannot be an object. This has no other effect on their abilities, attacks or defenses.

Manyspeak (Ex): Elder Spirits can read, write and speak all mortal languages, as well as draconic. They do not naturally understand sign language, unless they specifically learn it.

Telepathy (Su): Elder Spirits can communicate telepathically with any creatures within 100 feet.

Some more powerful Elder Spirits may have other abilities not listed in the above list.

Living Blaze: CR 6; Medium elemental; HD 10d8+20; hp 65; Mas —; Init +7; Spd 30 ft; Defense 18, touch 12, flat-footed 16 (+2 Dex, +6 natural); BAB +7; Grap +9; Atk +10 melee (1d6+3 fire, slam); Full Atk +10 melee (1d6+3 fire, slams); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ sear, heat wave, blindsight 60 ft., damage reduction 20/chakra, fire immunity, water vulnerability, sense chakra 100 ft., elemental traits; AL —; SV Fort +3, Ref +8, Will +2; CP 33; Str 14, Dex 16, Con 14, Int 10, Wis 8, Cha 12.

Skills: Listen +6, Speak Ignan, Spot +6.

Feats: Dodge, Improved Initiative, Mobility, Weapon Finesse.

Advancement: 10-18 HD (Medium-size); 19-45 HD (Large); 46+ HD (Huge).

The living blaze cannot enter or cross a body of water unless he has a mean to jump over it.

Sear (Su): The Living Blaze's touch sets fire to combustibles. Those hit by the lizing blaze's slam attack must make a Reflex save to avoid catching on fire for 1d4 rounds. The save DC is 12 (Medium), 15 (Large) or 18 (Huge).

Heat Wave (Su): A Living Blaze is able to spit a cone of fire in front of it with a range of 30 feet (Medium), 60 feet (Large) or 90 feet (Huge). The living fire deals 1d6 points of fire damage per 5 Chakra spent in the ability (maximum 5d6 for Medium, 10d6 for Large or 20d6 for Huge). The damage dealt can be halved with a Reflex save (DC 15). The save is Constitution-based. This ability is an attack action.

Living Rockfall: CR 6; Medium elemental; HD 10d8+20; hp 65; Mas —; Init +2; Spd 20 ft, burrow 30 ft.; Defense 15, touch 9, flat-footed 16 (-1 Dex, +6 natural); BAB +7; Grap +10; Atk +10 melee (1d6+4 earth, slam); Full Atk +10 melee (1d6+4 earth, slams); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ rock toss, blindsight 60 ft., damage reduction 20/chakra, earth immunity, electricity vulnerability, sense chakra 100 ft., elemental traits; AL —; SV Fort +8, Ref +2, Will +4; CP 33; Str 17, Dex 8, Con 14, Int 10, Wis 13, Cha 12.

Skills: Listen +8, Speak Terran, Spot +8.

Feats: Power Attack.

Advancement: 10-15 HD (Medium-size); 16-24 HD (Large); 25-34 HD (Huge); 35-45 HD (Gargantuan); 46+ HD (Colossal).

The living rockfall is able to move swiftly through stone, dirt, or almost any sort of earth except metal, as easily as a fish swims in water. It does not leave tunnels, holes or create ripples when it burrows through earth.

Push (Ex): The living rockfall may make a bull-rush attempt without provoking an attack of opportunity.

Rock Toss (Su): The Living Rockfall can create and immediately toss a heavy rock with a range increment of 60 feet (Medium), 80 feet (Large), 100 feet (Huge), 120 feet (Gargantuan) or 140 feet (Colossal). The throw is a ranged attack to which the living earth applies its Dexterity modifier, and deals 1d6 points of earth damage plus 1d6 per size category after Medium, plus the living earth's Strength modifier. This ability is an attack action and costs 6 points of Chakra.

Living Tsunami: CR 6; Medium elemental; HD 10d8+10; hp 55; Mas —; Init +2; Spd 5 ft, swim 70 ft.; Defense 17, touch 11, flat-footed 16 (+1 Dex, +6 natural); BAB +7; Grap +9; Atk +9 melee (1d6+3 water, slam); Full Atk +9 melee (1d6+3 water, slams); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ drench, tsunami blast, blindsight 60 ft., damage reduction 20/chakra, water immunity, earth vulnerability, sense chakra 100 ft., elemental traits; AL —; SV Fort +7, Ref +5, Will +6; CP 22; Str 14, Dex 14, Con 12, Int 10, Wis 16, Cha 8.

Skills: Listen +10, Speak Aquan, Spot +10.

Feats: None.

Advancement: 10-18 HD (Medium-size); 19-45 HD (Large); 46+ HD (Huge).

Drench (Ex): The living tsunami's touch is able to put out torches, campfire or other exposed sources of fire that are Large size or smaller. It can dispel flames created by Amaterasu as an attack action if it is Large or larger.

Tsunami Blast (Su): The Living Tsunami can throw a blast of rapidly spinning water at a target as a ranged touch attack with a range of 200 feet. If the attack hits, it deals 3d6 points of water damage (Medium), 6d6 (Large) or 12d6 (Huge) and knocks the target back 5 feet per die of damage dealt, and knocks it prone unless it made a Fortitude save (DC 5+damage dealt). The damage is doubled if the target is partially submerged in water (more than waist-deep).

Skills: The living typhoon gains a +8 racial bonus to swim checks to perform a special action or avoid a hazard. It may always take 10 on a swim check even when distracted. It can use the run action while swimming, provided it swims in a straight line.

Living Typhoon: CR 6; Medium elemental; HD 10d8; hp 45; Mas —; Init +7; Spd fly 60 ft. (perfect); Defense 19, touch 13, flat-footed 16 (-1 Dex, +6 natural); BAB +9; Grap +9; Atk +10 melee (1d6+3 wind, slam); Full Atk +10 melee (1d6+3 wind, slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ tornado rush, blindsight 60 ft., damage reduction 20/chakra, wind immunity, cold vulnerability, sense chakra 100 ft., elemental traits; AL —; SV Fort +3, Ref +9, Will +3; CP 11; Str 14, Dex 17, Con 10, Int 12, Wis 10, Cha 8.

Skills: Listen +7, Speak Auran, Spot +7.

Feats: Flyby Attack, Improved Initiative, Weapon Finesse.

Advancement: 10-15 HD (Medium-size); 16-24 HD (Large); 25-34 HD (Huge); 35-45 HD (Gargantuan); 46+ HD (Colossal).

Tornado Rush (Su): Once per three rounds, the Living Typhoon can charge at any target within 60 feet and not provoke attacks of opportunity from moving through a creature's threatened area. If the charge hits, it deals double damage and knocks all adjacent

creatures upwards 1d4x5 feet (Medium), 1d6x5 (Large), 1d8x5 (Huge), 1d10x5 (Gargantuan) or 1d12x5 feet (Colossal) unless they succeed a Reflex save (DC 16). The creatures suffer falling damage normally (if applicable). This ability is an attack action and costs 4 points of Chakra. The save is Dexterity-based.

Living Snowstorm: CR 6; Medium elemental; HD 10d8+30 plus 3; hp 78; Mas —; Init +2; Spd 30 ft., burrow (ice) 30 ft.; Defense 18, touch 12, flat-footed 16 (+2 Dex, +6 natural); BAB +9; Grap +9; Atk +9 melee (1d6+3 cold, slam); Full Atk +9 melee (1d6+3 cold, slams); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ frost nova, blindsight 60 ft., damage reduction 20/chakra, cold immunity, fire vulnerability, sense chakra 100 ft., elemental traits; AL —; SV Fort +9, Ref +5, Will +3; CP 44; Str 14, Dex 14, Con 16, Int 12, Wis 10, Cha 8.

Skills: Listen +7, Speak Aquan, Spot +7.

Feats: Toughness.

Advancement: 10-18 HD (Medium-size); 19-45 HD (Large); 46+ HD (Huge).

The living snowstorm is able to move swiftly through snow, ice, or almost any sort of frozen water except liquid, as easily as a fish swims in water. It does not leave tunnels, holes or create ripples when it burrows through ice.

Frost Nova (Su): The Living Snowstorm is able to unleash a wave of cold in a 10-ft. radius burst (Medium), 20-ft. radius burst (Large) or 30-ft. radius burst (Huge) centered upon itself. Frost nova deals 1d6 points of cold damage per 5 points of Chakra the living ice puts into it, up to a maximum of 5d6 (Medium), 10d6 (Large) or 20d6 (Huge). The damage can be halved with a Reflex save (DC 17). The save is Constitution-based.

Living Thunder: CR 6; Medium elemental; HD 10d8+20; hp 65; Mas —; Init +3; Spd fly 60 ft. (perfect); Defense 19, touch 13, flat-footed 16 (-1 Dex, +6 natural); BAB +9; Grap +9; Atk +10 melee (1d6+3 wind, slam); Full Atk +10 melee (1d6+3 wind, slams); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ call lightning, blindsight 60 ft., damage reduction 20/chakra, electricity immunity, wind vulnerability, sense chakra 100 ft., elemental traits; AL —; SV Fort +3, Ref +9, Will +3; CP 33; Str 14, Dex 16, Con 14, Int 10, Wis 8, Cha 12.

Skills: Listen +6, Speak Auran, Spot +6.

Feats: Dodge, Flyby Attack, Weapon Finesse.

Advancement: 10-18 HD (Medium-size); 19-45 HD (Large); 46+ HD (Huge).

Call Lightning (Su): The Living Thunter is able to call down a bolt of lightning to fall down in a 10-ft. radius, 300-ft. high cylinder at any location within 100 feet. The lightning bolt deals 1d6 points of damage per 4 points of Chakra the living thunder puts into it (up to 4d6 for Medium, 8d6 for Large or 12d6 for Huge), and can be halved with a Reflex save (DC 16). The living thunder can call 1 lightning bolt if it is Medium, 2 if it is Large or 3 if it is Huge. If the sky is rainy, the save DC increases by 2; if the sky is stormy, the save DC increases by 2 and the damage is increased by one-half (+50%). The save is Dexterity-based.

Huge Swarm: Huge construct; **HD** 15d10 plus 20; **hp** 102; **Mas** —; **Init** -1; **Spd** 30 ft. fly (poor); **Defense** 22 (-1 dex, -2 size, +15 natural), **Touch** 7, **Flat-Footed** 21; **BAB** +11; **Grap** —; **Atk** swarm (2d8+10, swarm); **Full Atk** swarm (2d8+10, swarm); **FS** 20 ft by

20 ft; **Reach** 0 ft.; **SQ** swarm trait, swarm, distraction (DC 15), damage type; **AL**—; **SV** Fort +—, Ref +4, Will +—; **CP** 35; **Str** 24, **Dex** 8, **Con** —, **Int** —, **Wis** —, **Cha** —.

Distraction (Ex): The distraction's DC for puppet swarms is as though the puppet was 10 HD lower.

Damage Type: The swarm's damage type (bludgeoning, piercing or slashing) is determined when the performance scroll is created.

Gargantuan Swarm: Gargantuan construct; **HD** 18d10 plus 40; **hp** 139; **Mas** —; **Init** -2; **Spd** 30 ft. fly (poor); **Defense** 24 (-2 dex, -4 size, +20 natural), Touch 4, Flat-Footed 24; **BAB** +13; **Grap** —; **Atk** swarm (3d8+16, swarm); **Full Atk** swarm (3d8+16, swarm); **FS** 30 ft by 30 ft; **Reach** 0 ft.; **SQ** swarm trait, swarm, distraction (DC 18), damage type; **AL**—; **SV** Fort +—, Ref +4, Will +—; **CP** 50; **Str** 32, **Dex** 6, **Con** —, **Int** —, **Wis** —, **Cha** —.

Colossal Swarm: Gargantuan construct; **HD** 21d10 plus 60; **hp** 174; **Mas** —; **Init** -2; **Spd** 30 ft. fly (poor); **Defense** 26 (-2 dex, -8 size, +26 natural), Touch 0, Flat-Footed 26; **BAB** +15; **Grap** —; **Atk** swarm (4d8+22, swarm); **Full Atk** swarm (4d8+22, swarm); **FS** 50 ft by 50 ft; **Reach** 0 ft.; **SQ** swarm trait, swarm, distraction (DC 21), damage type; **AL** —; **SV** Fort +—, Ref +5, Will +—; **CP** 80; **Str** 40, **Dex** 6, **Con** —, **Int** —, **Wis** —, **Cha** —.

Kikai Hive Mother: CR1/8; Fine vermin; **HD** ½d8; **hp** 1; **Mas** 50; **Init** +4; **Spd** 15 ft., fly 60 ft. (perfect); **Defense** 22, touch 22, flat-footed 14 (+8 size, +4 Dex); **BAB** +0; **Grap** -; **Atk** +12 melee (1, bite); **FS** 2 ½ ft. by 2 ½ ft.; **Reach** 0 ft.; **SQ** evasion, scent, sense chakra, vermin traits, telepathy; **AL** the host; **SV** Fort +4, Ref +8, Will +2; **AP** 0; **CP** 1; **Rep** +0; **Str** 1, **Dex** 19, **Con** 14, **Int** —, **Wis** 10, **Cha** 4.

Skills: Hide +20, Move Silently +6.

Feats: None.

A kikai hive mother, if produced by a host's body, follows the order of the host without fail and has no self-preservation instincts beyond the orders.

Sense Chakra (Su): The hive mother can sense chakra as a passive ability, with a range of 20 feet.

Telepathy (Su): The hive mother can communicate with its Kikai Host via telepathy if it is within 100 feet. Though it is not intelligent enough to make reasoning, it can communicate exactly what it is seeing. The hive mother has no memory whatsoever.

Kikaichuu: CR1/8; Diminutive vermin; **HD** 1d8; **hp** 4; **Mas** 50; **Init** +3; **Spd** 15 ft., fly 50 ft. (poor); **Defense** 17, touch 17, flat-footed 14 (+4 size, +3 Dex); **BAB** +0; **Grap** -; **Atk** swarm (*chakra leech*); **FS** 2 ½ ft. by 2 ½ ft.; **Reach** 0 ft.; **SQ** chakra leech, darkvision 20ft., immunity to mind-affecting effects, scent, swarm traits, energy resistance, vermin traits, join; **AL** the host; **SV** Fort +2, Ref +3, Will -2; **AP** 0; **CP** 1; **Rep** +0; **Str** 1, **Dex** 16, **Con** 10, **Int** -, **Wis** 6, **Cha** 1.

Skills: Hide +12, Move Silently +12, Survival +6 (+12 while tracking by scent)

Feats: None.

Chakra Leech (Su): A creature whose space it occupies is vulnerable to this attack. Everytime a creature is damaged by this ability, it suffers 1 point of chakra drain.

Up to two kikaichuu can occupy one square (unless the kikaichuu is large enough to occupy a square of its own). If the creature had failed its save for distraction the previous round, the damage dealt by the Chakra Leech is increased by 1.

The chakra leech damage increases by 1 for every 5 levels of the host, maximum 4.

Energy Resistance (Su): The kikaichuu gain a resistance to cold, earth, electricity, fire, wind, and water equal to 1 per level of the host (if any), maximum up to twice its hit dice or 10, whichever is lower.

Swarm Traits: A kikaichuu possess most, but not all, swarm traits. Those that it has are as follow:

Swarm: The swarm of kikaichuu are not subject to critical hits or flanking. It takes half damage from ballistic, slashing, and piercing weapons, and has a 50% chance not to suffer any weapon damage at all. It is immune to any spell, technique or effect that targets a specific number of creatures (including single-target spells such as *disintegrate* or *hyouki no jutsu*). A swarm takes a –10 penalty on saving throws against spells, techniques or effects that affect an area, such as many evocation spells or elemental techniques or grenade-like weapons. If the area effect attack does not allow a saving throw, the swarm takes double damage instead.

Swarms don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarms cannot attempt trip or grapple checks, nor can they be tripped or grappled themselves.

Swarms do not threaten creatures in their square and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Join: A kikaichuu can join with another while outside or inside its host's body. For every swarm that joins with another, the kikaichuu gains 1 hit die. Every 2 hit dice, the kikaichuu gains 1 size category, and its fighting space increases by 5 feet, rounding down to the nearest 5-foot unit. Every hit dice the swarm gains, its fly speed decreases by 5 feet, minimum 10 feet.

The host cannot command the kikaichuu to join if they are farther than 100 feet from himself.

Increasing the swarm's hit dice also increases the potency of its chakra leech ability. It increases the amount drained by 1 point every 5 hit dice of the swarm, up to 8.

Distraction (Ex): Any intelligent creature vulnerable to a swarm's damage that begins its

turn with a swarm in its fighting space is distracted. The target must attempt a Fortitude save (DC 10 + swarm's Hit Dice) or become nauseated for 1 round by the intense pain of countless bites, stings, and pinches. A creature that takes no damage from the swarm's attack is not subject to distraction. Nauseated creatures are unable to attack or do anything else requiring attention or concentration; the only action a nauseated creature can take is a single move action per turn.

Even if the target creature succeeds at a Fortitude save, it is still vulnerable to the swarm's distraction. It is difficult to undertake complex actions while covered by a swarm. Performing or concentrating on a technique requires a Concentration check (DC 20 + technique rank). Using skills requiring patience and concentration (such as moving silently or opening a lock) requires a Concentration check (DC 20). If the check fails, the target creature is unable to complete the action.

Thunder God Avatar

CR 17; Medium-sized Outsider; **HD** 22d8+66; **hp** 131; **Mas** 50; **Init** +20; **Spd** 60 ft; **Defense** 34 (+8 dex, +8 natural, +8 dodge), Touch 26, Flat-Footed 26; **BAB** +20; **Grap** +23; **Atk** +23 melee (2d6+3 slam [electricity]) or +28 ranged (3d8, thunder javelin); **Full Atk** +23 melee (2d6+3, 3 slam [electricity]) or +28 ranged (3d8, 3 thunder javelin); **FS** 5 ft by 5 ft; **Reach** 10 ft; **SQ** immunity to mind affecting effect, immunity to critical hits and sneak attack, evasion, thunder avatar, thunder javelin; **AL** none or master; **SV Fort** +16, Ref +21, Will +16; **CP** 23; **Str** 17, **Dex** 26, **Con** 16, **Int** 14, **Wis** 17, **Cha** 21.

Skills: Chakra Control +23, Genjutsu +27, Jump +28, Ninjutsu +24, Taijutsu +13.

Feats: Archaic Weapon Proficiency, Improved Chakra Pool, Improved Initiative, Run, Superior Initiative.

Thunder Avatar (Su): Being one with thunder, the Thunder God Avatar is completely immune to all *electricity* damage. In addition, the Thunder Avatar can use all *raiton* technique, including Hijutsu and Epic Techniques (minus Raijin Riki - Jigen Jutsu (Might of the Thunder God - Avatar Technique)) except the ones created recently without ever making a Ninjutsu check. He can also use *Bakuhatsuryoku*, *Mugen Shunpo*, *Shundou*, *Shunpo* and *Hirameku* without ever needing to make a Taijutsu check, though he can still convert Chakra Cost to hit points normally. In addition, in the hand of the Thunder Avatar, *Raijin no Ken* deals double damage and cannot be destructed. Because he is nothing more than thunder, the avatar can extend his limbs to reach up to 10 feet and attack any enemy within range if needed. The avatar has a fixed amount of chakra that cannot increase.

Thunder Javelin (Su): The Thunder Avatar can shoot 3 thunder javelin per round as a full-attack action. Each javelin has an attack bonus of +28, a range of 50 feet and deals 3d8 points of electricity damage.

Animal Companions (Moujuu Aishou)

Advancement: All animal companions advance by HD and as shown on table 11-1.

TABLE 12-1: ANIMAL COMPANION SPEED BY SIZE

Companion (level adjustment)	<i>Speed by Size (feet)</i>				
	Tiny	Small	Medium	Large	Huge
Ape (level - 1)	—	30	30	40	50
Bear (level - 2)	—	30	30	40	50
Boar (level - 1)	30	40	50	50	60
Cheetah (level - 2)	40	50	60	70	80
Dog (level + 1)	30	40	50	60	60
Hawk (level + 1)	10, fly 50 (good)	10, fly 60 (good)	10, fly 70 (average)	10, fly 75 (average)	10, fly 80 (poor)
Hyena (level + 0)	30	40	50	60	60
Owl (level + 1)	10, fly 40 (good)	10, fly 50 (good)	10, fly 60 (average)	10, fly 70 (average)	10, fly 75 (poor)
Snake (level - 1)	—	20, climb 20	30, climb 30	40, climb 30	50, climb 30
Tiger (level - 3)	—	40	50	50	50
Wolf (level + 0)	—	40	50	50	50

Ape Companion (level-1): CR 1/4; Small animal; HD 1d8; hp 4; Mas 50; Init +4; Spd 30 ft., climb 30 ft.; Defense 16, touch 15, flat-footed 11 (+1 size, +4 Dex, +1 natural); BAB +0; Grap -4; Atk +1 melee (1d3, claw); Full Atk +1 melee (1d3, 2 claws) and -4 melee (1d3, bite), or +1 ranged; FS 2 1/2 ft. by 2 1/2 ft.; Reach 5 ft.; SQ low-light vision, scent; AL companion; SV Fort +2, Ref +6, Will +1; AP 0; CP 1; Str 10, Dex 19, Con 10, Int 2, Wis 12, Cha 7.

Skills: Climb +6, Listen +3, Spot +3.

Feats: None.

Scent (Ex): This ability allows an ape to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Bear Companion (level-2): CR 1/4; Small animal; HD 1d8+1; hp 5; Mas 50; Init +3; Spd 30 ft.; Defense 15, touch 13, flat-footed 12 (+1 size, +3 Dex, +1 natural); BAB +0; Grap -3; Atk +2 melee (1d3+1, claw); Full Atk +2 melee (1d3+1, 2 claws) and -3 melee (1d4+1, bite); FS 2 1/2 ft. by 2 1/2 ft. (coiled); Reach 5 ft.; SQ improved grab, low-light vision, scent; AL companion; SV Fort +3, Ref +5, Will +1; AP 0; CP 2; Str 12, Dex 16, Con 13, Int 2, Wis 12, Cha 6.

Skills: Climb +4, Listen +3, Spot +3.

Feats: None.

Boar Companion (level-1): CR 1/4; Tiny animal; HD 1d8+2; hp 6; Mas 50; Init +2; Spd 30 ft.; Defense 18, touch 14, flat-footed 14 (+2 size, +2 Dex, +4 natural); BAB +2; Grap +4; Atk +4 melee (1d3+0, gore); Full Atk +4 melee (1d3+0, gore); FS 2 1/2 ft. by 2 1/2 ft.; Reach 5 ft.; SQ ferocity, scent, low-light vision; AL companion; SV Fort +4, Ref +4, Will +1; AP 0; CP 3; Str 7, Dex 14, Con 15, Int 2, Wis 13, Cha 4.

Skills: Listen +4, Spot +3.

Feats: None.

Ferocity (Ex): Boars are such tenacious combatants that they continue to fight without penalty until reduced to -10 hit points. At -10 hit points, they are slain.

Low-Light Vision (Ex): Boars can see twice as far as a human in starlight, moonlight,

torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Cheetah Companion (level-2): CR 1/4; Tiny animal; HD 1d8; hp 4; Mas 15; Init +5; Spd 40 ft.; Defense 18, touch 17, flat-footed 11 (+5 Dex, +2 size, +1 natural); BAB +0; Grap -9; Atk +7 melee (1d3-1, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ scent, low-light vision, sprint; AL companion; SV Fort +2, Ref +7, Will +1; AP 0; CP 1; Str 8, Dex 21, Con 10, Int 2, Wis 12, Cha 6.

Skills: Hide +6, Listen +3, Move Silently +2, Spot +3

Feats: Alertness, Weapon Finesse.

Trip (Ex): A cheetah that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the hyena.

Sprint (Ex): Once per hour, a cheetah can move ten times its normal speed (500 feet) when it makes a charge.

Dog Companion (level+1): CR 1/4; Tiny animal; HD 1d8; hp 4; Mas 50; Init +3; Spd 30 ft.; Defense 16, touch 15, flat-footed 13 (+2 size, +3 Dex, +1 natural); BAB +0; Grap -4; Atk +1 melee (1d3-1, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ low-light vision, scent; AL companion; SV Fort +2, Ref +5, Will +1; AP 0; CP 1; Str 9, Dex 17, Con 11, Int 3, Wis 12, Cha 6.

Skills: Jump +2, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +4.

Feats: None.

Skill Bonus: Dogs gain a +2 species bonus on Jump checks. Dogs also gain a +4 species bonus on Survival checks when tracking by scent.

Hawk Companion (level+1): CR 1/4; Tiny animal; HD 1d8; hp 4; Mas 50; Init +3; Spd 10 ft., fly 60 ft. (good); Defense 17, touch 15, flat-footed 14 (+2 size, +3 Dex, +2 natural); BAB +0; Grap -10; Atk +5 melee (1d4-2, claw); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; AL companion; SV Fort +2, Ref +5, Will +2; AP 0; CP 1; Rep +0; Str 6, Dex 17, Con 10, Int 3, Wis 14, Cha 6.

Skills: Listen +6, Spot +6 (+14 in daylight).

Feats: Weapon Finesse.

Skill Bonus: Hawks gain a +8 species bonus on Spot checks in daylight.

Bonus Feat: Hawks gain the bonus feat Weapon Finesse.

Hyena Companion (level+0): CR 1/4; Tiny animal; HD 1d8; hp 4; Mas 15; Init +2; Spd 30 ft.; Defense 16, touch 15, flat-footed 11 (+3 Dex, +2 size, +1 natural); BAB +0; Grap -10; Atk +0 melee (1d3, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ scent, low-light vision, trip; AL companion; SV Fort +2, Ref +5, Will +1; AP 0; CP 1; Str 6, Dex 17, Con 10, Int 2, Wis 12, Cha 6.

Skills: Hide +2 (+6 when hiding in an undergrowth), Listen +3, Spot +2

Trip (Ex): A hyena that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the hyena.

Skill Bonuses: Hyenas receive a +4 species bonus on Hide checks when hiding in an

undergrowth.

Owl Companion (level+1): CR 1/4; Tiny animal; HD 1d8; hp 4; Mas 50; Init +3; Spd 10 ft., fly 40 ft. (good); Defense 17, touch 15, flat-footed 14 (+2 size, +3 Dex, +2 natural); BAB +0; Grap -10; Atk +5 melee (1d2-2, claw); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ low-light vision; AL companion; SV Fort +2, Ref +5, Will +2; AP 0; CP 1; Str 7, Dex 16, Con 10, Int 3, Wis 14, Cha 4.

Skills: Listen +14, Move Silently +20, Spot +6 (+14 in dusk and darkness).

Feats: Weapon Finesse.

Skill Bonuses: Owls receive a +8 species bonus on Listen checks and a +14 species bonus on Move Silently checks. They receive a +8 species bonus on Spot checks in dusk and darkness.

Bonus Feat: Owls gain the bonus feat Weapon Finesse.

Snake Companion (level-1): CR 1/4; Small animal; HD 1d8; hp 4; Mas 50; Init +3; Spd 20 ft., climb 20 ft.; Defense 15, touch 13, flat-footed 12 (+1 size, +4 Dex, +1 natural); BAB +0; Grap -3; Atk +2 melee (1d4+1, bite); Full Atk +2 melee (1d4+1, bite); FS 2 1/2 ft. by 2 1/2 ft. (coiled); Reach 5 ft.; SQ improved grab, constrict 1d3+1, low-light vision, scent; AL companion; SV Fort +2, Ref +6, Will +1; AP 0; CP 1; Str 13, Dex 17, Con 11, Int 1, Wis 12, Cha 3.

Skills: Balance +11, Climb +3, Hide +7, Listen +6, Spot +6.

Feats: None.

Improved Grab (Ex): To use this ability, a snake must hit with its bite attack. If it gets a hold, it can constrict (see below). See Improved Grab.

Constrict (Ex): With a successful grapple check against a creature of its size or smaller, a snake deals damage equal to its bite damage.

Skill Bonuses: Snakes receive a +8 species bonus on Balance checks and a +4 species bonus on Hide, Listen, and Spot checks. Snakes apply either their Strength or Dexterity modifier, whichever is higher, to Climb checks.

Tiger Companion (level-3): CR 1/4; Small animal; HD 1d8; hp 4; Mas 50; Init +4; Spd 40 ft.; Defense 16, touch 15, flat-footed 11 (+1 size, +4 Dex, +1 natural); BAB +0; Grap -4; Atk +1 melee (1d3+0, claw); Full Atk +1 melee (1d3+0, 2 claws), +1 melee (1d4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 5 ft.; SQ pounce, improved grab, rake 1d3, low-light vision; AL companion; SV Fort +2, Ref +6, Will +1; AP 0; CP 1; Str 11, Dex 19, Con 11, Int 2, Wis 12, Cha 6.

Skills: Balance +9, Hide +9 (+13 in tall grass or undergrowth), Listen +2, Move Silently +9, Spot +2, Swim +2.

Feats: None.

Pounce (Ex): If a tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the tiger must hit with a claw or bite attack. If it gets a hold, it can rake (see below).

Rake (Ex): A tiger that gets a hold of its target can make two rake attacks (+1 melee) with its hind legs for 1d3 points of damage each. If the tiger pounces on an opponent, it can also rake.

Skill Bonuses: Tigers receive a +4 species bonus on Balance, Hide, and Move Silently checks. In areas of tall grass or heavy undergrowth, their Hide bonus improves to +8.

Wolf Companion (level+0): CR 1/4; Small animal; HD 1d8; hp 4; Mas 15; Init +2; Spd 40 ft.; Defense 14, touch 13, flat-footed 12 (+2 Dex, +1 size, +1 natural); BAB +0; Grap -4; Atk +0 melee (1d4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ scent, low-light vision, trip; AL none; SV Fort +2, Ref +4, Will +1; AP 0; CP 1; Str 10, Dex 15, Con 10, Int 2, Wis 12, Cha 6.

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4, Survival +1 (+5 when tracking by scent).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skill Bonuses: Wolves receive a +4 species bonus on Survival checks when tracking by scent.

Special Creatures (Summoning)

Byakko (Level 10 Tiger Avatar): CR 16; Huge Magical Beast; HD 20d8+180; hp 284; Mas 50; Init +3; Spd 30 ft.; Defense 28, touch 13, flat-footed 23 (-2 size, +5 Dex, +15 natural); BAB +20; Grap +42; Atk +34 melee (2d6+21, bite); Full Atk +34 melee (2d6+21, bite) and +32 melee (2d4+14, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ pounce, improved grab, rake (2d4+14), darkvision 60ft., banish resistance +4; AL none; SV Fort +21, Ref +17, Will +10; AP 0; CP 12; Rep +0; Str 38, Dex 20, Con 28, Int 10, Wis 18, Cha 11.

Skills: Balance +14, Hide +7 (+11 in tall grass or undergrowth), Listen +9, Move Silently +12, Spot +9, Swim +20.

Feats: Cleave, Combat Reflexes, Great Cleave, Multiattack, Power Attack.

Dokubimaru: CR 7; Medium-size Magical Beast; HD 9d8+9; hp 45; Mas 50; Init +2; Spd 20 ft., climb 20 ft., swim 20 ft.; Defense 16, touch 13, flat-footed 13 (+3 Dex, +3 natural); BAB +9; Grap +12; Atk +12 melee (1d6+3, bite); Full Atk +12/+10/+7/+5 melee (1d6+3, bite); FS 5 ft. by 5 ft. (coiled); Reach 5 ft.; SQ improved grab, constrict 1d6+8, scent, low-light vision, poison (DC 16), immunity to poisons; AL summoner; SV Fort +4, Ref +9, Will +4; AP 0; CP 20; Rep +0; Str 17, Dex 16, Con 13, Int 9, Wis 13, Cha 14.

Skills: Balance +8, Chakra Control +8, Climb +11, Genjutsu +9, Hide +14, Listen +9, Move Silently +8, Ninjutsu +11, Spot +9, Swim +9.

Feat: Multiattack, Ninjutsu Adept.

Techniques Known: *Control* (+8)- Kinobori, Tadayou; *Genjutsu* (+9)- Funran no Jutsu, Saimin no Jutsu; *Ninjutsu* (+11)- Dokukiri no Jutsu, Dokutsume no Jutsu, San Ibuki no Jutsu; *Taijutsu* (+3)- None.

Enma (Fast Hero 3): CR 11; Medium-sized Magical Beast; HD 12d6+36 plus 3d8+9; hp 109; Mas 50; Init +6; Spd 40 ft.; Defense 26, touch 16, flat-footed 26 (+2 dex, +10 natural, +4 class); BAB +14; Grap +17; Atk +17 melee (1d4+3, claw) or +18 melee

(1d6+3, bite); Full Atk +15 melee (1d4+3, claws) and +18 melee (1d6+4, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ henge - kongou nyoi, speech; AL none; SV Fort +12, Ref +11, Will +7; AP 0; CP 64; Rep +0; Str 16, Dex 15, Con 16, Int 17, Wis 14, Cha 13.

Skills: Chakra Control +12, Balance +18, Chakra Control +14, Climb +16, Genjutsu +8 Hide +16, Jump +9, Listen +9, Move Silently +11, Ninjutsu +13, Spot +11, Taijutsu +10.

Feats: Improved Initiative, Multiattack, Nin Weapons Proficiency, Weapon Focus (bite).

Talents (Fast Hero): Evasion, Uncanny Dodge I.

Techniques: *Control (+12)*- Chakra no Kogasu, Kai, Kinobori; *Genjutsu (+8)*- None; *Ninjutsu (+14)*- Henge no Jutsu, Kage Bunshin no Jutsu, Kazegama no Jutsu, Sarutobi no Jutsu; *Taijutsu (+18)*- Asshou!, Nidan Kousoku, Shodan Kousoku.

Henge - Kongou Nyoi (Sp): Using *Henge no Jutsu*, Enma is able to transform itself into *Kongou Nyoi* for the duration of the technique. See *Ninja Tools - Relics and Artifact* chapter for more details.

Gama Kenshin: CR 3; Small Magical Beast; HD 5d6+5; hp 26; Mas 50; Init +3; Spd 25 ft.; Defense 17, touch 14, flat-footed 14 (+3 Dex, +2 armor, +1 natural, +1 size); BAB +5; Grap +6; Atk +9 melee (1d8+1, katana); Full Atk +9 melee (1d10+1, katana); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ constrict, darkvision 60ft., evasion, speech, tongue; AL none; SV Fort +5, Ref +7, Will +3; AP 0; CP 12; Rep +0; Str 12, Dex 16, Con 12, Int 12, Wis 14, Cha 7.

Skills: Hide +15, Jump +18, Listen +7, Spot +6.

Feats: Exotic Melee Weapon Proficiency (katana), Weapon Finesse, Weapon Focus (katana).

Equipment: Katana, battle armor.

Gamabunta: CR 15; Colossal Magical Beast; HD 17d6+204; hp 263; Mas 50; Init +0; Spd 50 ft.; Defense 14, touch 2, flat-footed 14 (+12 natural, -8 size); BAB +17; Grap +23; Atk +25 melee (6d6+21, colossal shortsword) or +11 ranged (by weapon); Full Atk +25/+20/+15/+10 melee (6d6+21, colossal shortsword) or +11/+6/+1 ranged (by weapon); FS 50 ft. by 50 ft.; Reach 30 ft.; SQ constrict, darkvision 60ft., evasion, speech, tongue; AL none; SV Fort +19, Ref +10, Will +9; AP 0; CP 234; Rep +0; Str 39, Dex 11, Con 34, Int 14, Wis 15, Cha 11.

Skills: Chakra Control +17, Intimidate +20, Jump +74, Listen +10, Ninjutsu +14, Spot +5, Taijutsu +18.

Feats: Archaic Weapon Proficiency, Iron Will, Technique Focus (Teppoudama no Jutsu).

Techniques: *Control (+16)*- Chouyaku no Jutsu, Daichouyaku no Jutsu; *Genjutsu (+0)*- None; *Ninjutsu (+14)*- Mizudama, Teppoudama no Jutsu (+18); *Taijutsu (+18)*- Butsukari, Kenjutsu Ougi - Kiritsuki.

Equipment: Casual clothes, colossal shortsword.

Gozaemon Senzusanosuke Shiroujou: CR 7; Medium-size Humanoid (human); HD 8d10+48; hp 88; Mas 50; Init +10; Spd 30 ft.; Defense 32, touch 25, flat-footed 32 (+2 dex, +7 armor, +11 insight, +2 speed rank); BAB +8; Grap +15; Atk +21 melee (1d10+10, naginata) or +14 ranged (by weapon); Full Atk +21/+16 melee (1d10+10, naginata) or +14/+9 ranged (by weapon); FS 5 ft. by 5 ft.; Reach 10 ft.; SQ battle arsenal +5, battle senses +11, evasion, permanent speed rank 1; AL summoner; SV Fort +12, Ref

+12, Will +11; AP 0; CP 63; Rep +0; Str 24, Dex 22, Con 22, Int 18, Wis 22, Cha 20.

Skills: Balance +8, Climb +8, Jump +14, Listen +14, Spot +14, Swim +8, Taijutsu +17, Tumble +15.

Feats: Improved Initiative, Power Attack, Weapon Focus (naginata).

Techniques: *Control (+0)*- None; *Genjutsu (+0)*- None; *Ninjutsu (+0)*- None; *Taijutsu (+17)*- Butsukari, Kirikaesu no Waza, Soujutsu Ougi - Hassun.

Equipment: Mastercraft +5 to-hit naginata, o-yoroi, katana, wakizashi.

Katsuyu (Dedicated Hero 3/Medical Specialist 1): CR 12; Gargantuan Vermin; HD 11d6+55 plus 3d6+15 plus 1d6+5; hp 132; Mas 50; Init -3; Spd 30 ft.; Defense 13, touch 3, flat-footed 13 (-4 size, -3 Dex, +10 natural); BAB +10; Grap +32; Atk +16 melee (1d8+10 slam); FS 20 ft. by 60 ft.; Reach 10 ft.; SQ acid resistance 15, breath weapon (15d8, reflex DC 20), darkvision 60 ft., immune to mind-affecting attacks, escape artist, speech; AL none; SV Fort +13, Ref +1, Will +8; AP 0; CP 97; Rep +0; Str 31, Dex 4, Con 21, Int 13, Wis 15, Cha 10.

Skills: Chakra Control +17, Diplomacy +7, Genjutsu +11, Knowledge (earth and life science) +10, Listen +8, Ninjutsu +16, Spot +8, Treat Injury +13.

Feats: None.

Techniques Known: *Control (+17)*- Seishou Bakuha, Tadayou; *Genjutsu (+11)*- Shougenzou no Jutsu, Shitsukentou no Jutsu; *Ninjutsu (+16)*- Iryou Ninjutsu: Chiyu - Shodan Jutsu, Iryou Ninjutsu: Chiyu - Nidan Jutsu, Iryou Ninjutsu: Ryoji - Dokukeshi, Dokukiri no Jutsu, Henge no Jutsu, Nawanuke no Jutsu, San Ibuki no Jutsu, Iryou Ninjutsu: Iji - Shiketsu; *Taijutsu (+0)*- None.

Kagemusha: CR —; Medium-sized Construct; HD 2d10; hp 11; Mas -; Init +5; Spd 30 ft.; Defense 15, touch 15, flat-footed 10 (+5 Dex); BAB +1; Grap -; Atk +6 melee (1d4 negative energy plus energy drain, ghastly blade); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ incorporeal, construct immunities, energy drain, light vulnerability; AL none; SV Fort -, Ref +5, Will -; AP 0; CP 2; Rep +0; Str —, Dex 20, Con —, Int —, Wis —, Cha —.

Skills: Hide +8 (+16 in darkness or dark places).

A Kagemusha is an humanoid creature draped in shadow. If not for the aura of mysteries surrounding it and for the fact that it can move through objects, it could well be mistaken for a dark-clad, masked human, likely a shinobi. It wields a shadowy blade that constantly waves and shudders menacingly.

Energy Drain (Su): The kagemusha bestows 1 negative level on a successful ghastly blade attack. This amount is not doubled on a critical hit. For each negative level inflicted, the kagemusha heals fully.

The targeted creature however cannot gain more negative level than half its level by this method, meaning that it cannot be killed through energy drain. The negative levels remain for 1 minute only and cannot become permanent.

Light Vulnerability (Ex): A light-based attack has a 50% chance of slaying a kagemusha, regardless of its effects or source. It suffers a -10 penalty to saves against light-based attacks.

Incorporeal (Ex): A kagemusha can only be harmed by another incorporeal body, +1 or better magic weapons, techniques, spell-like or supernatural abilities and weapons with the power to harm incorporeal creatures. It is completely immune to any nonmagical physical attack form and has a 50% chance to ignore damage from techniques or spells cast from a corporeal source (except for force effects, and attacks made with a weapon with a soul flayer weapon seal on it have a 50% chance to deal damage). It can pass through solid objects at will, as long as it has a shadow (and therefore cannot move through walls or doors), but not force effects (such as a barrier created with an advanced seal or other such means). Attacks made by the kagemusha ignore natural armor, armor, and shields, though deflection bonuses still work normally against it.

A Kagemusha moves silently and cannot be heard with listen checks. It has no Strength score, so its dexterity modifier applies both to its melee and ranged attacks. Nonvisual senses, such as blindsight and scent, are completely ineffective against a kagemusha. It also cannot be tripped or grappled by a corporeal creature, nor can its equipment be affected by one.

Level 2 War Hero Soldier (Juunishinshou): CR 3; Medium-size Humanoid (human); HD 4d10+8; hp 30; Mas 50; Init +6; Spd 40 ft.; Defense 15, touch 15, flat-footed 15 (+2 dex, +3 insight); BAB +4; Grap +7; Atk +8 melee (1d10+3, katana) or +6 ranged (by weapon); Full Atk +8 melee (1d10+3, katana) or +6 ranged (by weapon); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ battle arsenal +1, battle senses +3, evasion; AL summoner; SV Fort +6, Ref +6, Will +7; AP 0; CP 15; Rep +0; Str 16, Dex 14, Con 14, Int 12, Wis 16, Cha 16.
Skills: Balance +5, Climb +4, Listen +4, Spot +7, Swim +4, Tumble +8.
Feats: Improved Initiative.

Level 2 War Hero Protector (Juunishinshou): CR 4; Medium-size Humanoid (human); HD 4d10+12; hp 34; Mas 50; Init +8; Spd 40 ft.; Defense 19, touch 19, flat-footed 19 (+4 dex, +5 insight); BAB +4; Grap +9; Atk +11 melee (1d10+5, katana) or +8 ranged (by weapon); Full Atk +11 melee (1d10+5, katana) or +8 ranged (by weapon); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ battle arsenal +2, battle senses +5, evasion; AL summoner; SV Fort +7, Ref +8, Will +8; AP 0; CP 20; Rep +0; Str 20, Dex 18, Con 16, Int 14, Wis 18, Cha 16.
Skills: Balance +7, Climb +6, Listen +5, Spot +8, Swim +6, Tumble +11.
Feats: Improved Initiative.

Level 3 War Hero Guardian (Juunishinshou): CR 6; Medium-size Humanoid (human); HD 6d10+24; hp 59; Mas 50; Init +8; Spd 40 ft.; Defense 21, touch 21, flat-footed 21 (+4 dex, +7 insight); BAB +6; Grap +12; Atk +15 melee (1d10+9, naginata) or +10 ranged (by weapon); Full Atk +15/+10 melee (1d10+9, naginata) or +10/+5 ranged (by weapon); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ battle arsenal +3, battle senses +7, evasion; AL summoner; SV Fort +9, Ref +10, Will +10; AP 0; CP 35; Rep +0; Str 22, Dex 20, Con 18, Int 16, Wis 20, Cha 18.
Skills: Balance +7, Climb +6, Listen +7, Spot +8, Swim +6, Tumble +11.
Feats: Improved Initiative.

Level 4 War Hero Elite (Juunishinshou): CR 8; Medium-size Humanoid (human); HD

8d10+32; hp 76; Mas 50; Init +8; Spd 40 ft.; Defense 23, touch 23, flat-footed 23 (+4 dex, +9 insight); BAB +8; Grap +14; Atk +18 melee (1d10+6, katana) or +13 ranged (by weapon); Full Atk +18/+13 melee (1d10+6, katana) or +14/+9 melee (1d10+6, katana) and +14 melee (1d10+3, katana) or +13/+8 ranged (by weapon); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ battle arsenal +4, battle senses +9, evasion, nittoryu; AL summoner; SV Fort +10, Ref +11, Will +11; AP 0; CP 45; Rep +0; Str 22, Dex 20, Con 18, Int 16, Wis 20, Cha 20.

Skills: Balance +8, Climb +6, Listen +9, Spot +11, Swim +6, Tumble +15.

Feats: Improved Initiative.

Manda: CR 16; Colossal Magical Beast; HD 17d8+119; hp 217; Mas 50; Init -2; Spd 40 ft., climb 40 ft., swim 40 ft.; Defense 21, touch 1, flat-footed 21 (-2 Dex, -8 size, +21 natural); BAB +17; Grap +36; Atk +20 melee (4d6+11, bite); Full Atk +20/+15/+10/+5 melee (4d6+11, bite); FS 50 ft. by 50 ft. (coiled); Reach 20 ft.; SQ improved grab, constrict 4d6+11, scent, low-light vision, poison (DC 26, 1d6 str primary, 2d6 str secondary), immunity to poisons; AL none; SV Fort +14, Ref +8, Will +7; AP 0; CP 144; Rep +0; Str 32, Dex 7, Con 24, Int 11, Wis 15, Cha 13.

Skills: Balance +7, Chakra Control +11, Climb +21, Genjutsu +11, Hide +8, Listen +10, Ninjutsu +13, Spot +10, Swim +19.

Feats: Power Attack, Weapon Focus - Bite.

Techniques: *Control (+11)*- None; *Genjutsu (+11)*- Shougenzou no Jutsu, Taibakudou no Jutsu; *Ninjutsu (+13)*- Dochuu Engyou no Jutsu, Dokukiri no Jutsu, Henge no Jutsu, Kawaremi no Jutsu, Tobikiri Kawaremi no Jutsu; *Taijutsu (+0)*- None.

Nin Cat: CR 1; Tiny magical beast (nin animal); HD 2d8; hp 9; Mas 10; Init +2; Spd 30 ft.; Defense 15, touch 14, flat-footed 13 (+2 size, +2 Dex, +1 natural); BAB +2; Grap -10; Atk +6 melee (1d2-4, claw); Full Atk +6 melee (1d2-4, 2 claws), +1 melee (1d3-4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ low-light vision; AL clan; SV Fort +2, Ref +4, Will +1; AP 0; CP 1; Rep +0; Str 3, Dex 15, Con 10, Int 14, Wis 12, Cha 9.

Skills: Balance +10, Climb +5, Hide +17 (+21 in tall grass or heavy undergrowth), Jump +6, Knowledge (ninja lore) +7, Listen +6, Move Silently +9, Read/Write Language, Speak Language, Spot +6.

Feats: Weapon Finesse.

Advancement: By HD.

Nin Dog: CR 1; Small animal; HD 3d8+6; hp 19; Mas 15; Init +3; Spd 40 ft.; Defense 15, touch 14, flat-footed 12 (+1 size, +3 Dex, +1 natural); BAB +3; Grap +0; Atk +5 melee (1d4+1, bite); Full Atk +5 melee (1d4+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; AL none or owner; SV Fort +4, Ref +5, Will +1; AP 0; Rep +0; Str 13, Dex 17, Con 15, Int 11, Wis 12, Cha 8.

Skills: Jump +3, Knowledge (ninja lore) +5, Listen +5, Read/Write Language, Speak Language, Spot +5, Survival +6 (+10 when tracking by scent), Swim +5.

Feats: None.

Advancement: By HD.

Pakkun (Level 4 Dog Sire Guardian): CR 3; Tiny Animal; HD 8d8; hp 33; Mas 50; Init +2; Spd 35 ft.; Defense 15, touch 13, flat-footed 13 (+5 Dex, +5 natural, +2 size); BAB

+6; Grap -1; Atk +9 melee (1d3+1, bite); Full Atk +9 melee (1d3+1, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ darkvision 60 ft., scent; AL none; SV Fort +2, Ref +11, Will +5; AP 0; CP 9; Rep +0; Str 12, Dex 20, Con 10, Int 12, Wis 17, Cha 13.

Skills: Jump +5, Listen +7, Hide +17, Move Silently +9, Spot +7, Survival +10 (+18 when tracking by scent), Swim +3.

Feats: Erudite, Keen Scent, Tiny Size.

Yatai Kuzushi: CR 9; Large Magical Beast; HD 10d8+60; hp 112; Mas 50; Init +2; Spd 30 ft.; Defense 21, touch 11, flat-footed 20 (-1 size, +2 Dex, +2 armor, +8 natural); BAB +10; Grap +23; Atk +23 melee (1d10+9, longsword); Full Atk +23/+18 melee (1d10+9, longsword) or +19/+14 melee (1d10+9, longsword) and +19 melee (1d10+3, longsword); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ constrict, darkvision 60ft., tongue; AL none; SV Fort +9, Ref +8, Will +7; AP 0; CP 77; Rep +0; Str 28, Dex 14, Con 22, Int 11, Wis 13, Cha 8.

Skills: Balance +9, Jump +21, Listen +7, Spot +6.

Feats: Archaic Weapon Proficiency, Two-Weapon Fighting.

Equipment: Large longswords (2), battle armor.

Wanizame: CR 8; Large Magical Beast; HD 16d10+112; hp 193; Mas 50; Init +7; Spd swim 80 ft.; Defense 24, touch 12, flat-footed 21 (-1 size, +3 Dex, +11 natural); BAB +2; Grap +3; Atk +24 melee (2d6+13, bite); Full Atk +24 melee (2d6+13, bite); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ keen scent, power charge, aquatic subtype; AL Hoshigaki Kisame; SV Fort +17, Ref +13, Will +8; AP 0; CP 68; Rep +0; Str 29, Dex 17, Con 24, Int 10, Wis 16, Cha 8.

Skills: Listen +12, Spot +12, Swim +17.

Feats: Improved Initiative, Power Attack, Weapon Finesse.

Wanizame is Hoshigaki Kisame's personal summon and obeys only to him, regardless of who summoned him.

Tailed Demon Beasts (Bijuu)

This section contains the dangerous tailed beasts, including standard bijuu traits and standard abilities (see below).

Bijuu (standards):

Traits: Bijuu possess the following traits in addition to its own unique abilities.

- Magical Beast (Demonic subtype inherited).
- Gargantuan or Colossal.
- Land speed of 50 feet.
- Good Fortitude, Reflex and Will.
- Proficient with all natural weapons.
- Usually of Chaos and Evil allegiance, may differ.
- Darkvision 120 ft.
- 1 energy immunity or 3 energy resistances 10
- A bijuu gains a number of tail attacks each full attack action equal to the number of tail it has.
- Fast healing 10 + number of tails.

- Damage Reduction 11 + number of tails/chakra and epic
- Fear Aura
- Bijuu Regeneration

Fear Aura (Ex): Any creature that finds itself within 50 feet of a Bijuu must make a Will save (DC 10 + 1/2 bijuu's HD + bijuu's Wisdom modifier) or be Shaken for 2d6+2 rounds.

Bijuu Regeneration (Ex): A bijuu regenerates lost limbs (except the head) so long as it has 0 or more hit points. The regeneration takes 10 rounds - the number of tails (9 rounds for Shukaku, 1 round for Kyuubi). This is due to the bijuu being a mass of concentrated chakra.

"Ichibi," Suna no Shukaku ("One-tail," Shukaku of the Sands)

CR 20; Colossal Magical Beast (Demonic); **HD** 37d10+518; **hp** 739; **Mas** 50; **Init** +3; **Spd** 50 ft; **Defense** 28 (-1 dex, -8 size, +15 natural, +10 deflection), **Touch** 11, **Flat-Footed** 28; **BAB** +37; **Grap** +67; **Atk** +51 melee (2d6+14 slam); **Full Atk** +51 melee (2d6+14, 4 slams) and +49 melee (3d6+14, tail) or +36 ranged (2d6+14, 4 suna shurikens); **FS** 55 ft by 55 ft; **Reach** 25 ft. (40 ft. with tail); **SQ** darkvision 120ft., fear aura, great size, sand affinity, sand incarnation, sand manipulation, suna shuriken, fast healing 11, damage reduction 12/chakra and epic; **AL** chaos, evil, self; **SV** Fort +38, Ref +23, Will +14; **CP** 602; **Str** 38, **Dex** 8, **Con** 39, **Int** 14, **Wis** 14, **Cha** 14.

Skills: Chakra Control +20, Intimidate +18, Jump +20.

Feats: Cleave, Dire Charge, Epic Chakra Pool (x3), Great Cleave, Improved Chakra Pool (x1), Improved Initiative, Multiattack, Power Attack

Fear Aura (Ex): Any creature that finds itself within 50 feet of Shukaku must make a Will save (DC 30) or be Shaken for 2d6+2 rounds.

Great Size (Ex): Due to its overwhelming size, all of Shukaku's attack target a 10-foot square instead of a single creature.

Sand Affinity (Sp): Due to its nature, "Ichibi" knows and is able to perform any *Fuuton* as well as *Sabaku Kyuu*, *Sabaku Sousou* and *Sabaku Taisou* without having to make a Ninjutsu check. He may not however perform *Hijutsu*, newly created techniques or techniques that require a special ability to work, but this limitation does not apply to epic techniques. He must still pay the Chakra cost normally, and can freely convert Chakra Cost to hit points with the Chakra Control skill.

Sand Incarnation (Su): Due to Shukaku's nature and body, he can very well be cut but not wounded. Shukaku has a Slashing, Piercing, Ballistic, Fire and Electricity Resistance of 10. In addition, damage dealt from any of these source heals at a rate of 11 hit points per round. Shukaku will not regenerate if its hit point are reduced to 0 or below.

Sand Manipulation (Su): Shukaku, can declare to be protected by the sand at will.

Shukaku will gain a +10 deflection bonus to defense, along with an immunity to ray attacks because of the sand shielding him. He may also use sand to form Large or smaller objects, such as a wall, chair, table or other such items, including weapons, at his will, from either his body or nearby mass of sand.

Suna Shuriken (Ex): Shukaku is able to throw shuriken made from his own sand. Each shuriken require an attack roll, and he can throw 4 per round at his highest attack bonus. A Suna Shuriken deals 2d6+14 points of piercing damage and has a range of 200 feet.

"Kyuubi" no Youko (Nine-tailed Demon Fox)

CR 27; Colossal Magical Beast (Demonic); **HD** 41d10+738; **hp** 958; **Mas** 50; **Init** -2; **Spd** 50 ft; **Defense** 30 (-2 dex, -8 size, +22 natural, +8 deflection), Touch 8, Flat-Footed 30; **BAB** +41; **Grap** +70; **Atk** +56 melee (6d6+22, bite); **Full Atk** +54 melee (2d8+15, 2 claws) and +56 melee (6d6+15, bite) and +54 melee (1d8+15, 9 tails); **FS** 45 ft by 45 ft; **Reach** 25 ft (125 ft. with tails); **SQ** chakra deflection, darkvision 120ft., demonic chakra, fast healing 19, fear aura, fire element affinity, fire immunity, great size, scent, damage reduction 20/chakra and epic; **AL** power, chaos, evil; **SV** Fort +42, Ref +21, Will +16; **CP** 874; **Str** 41, **Dex** 7, **Con** 46, **Int** 17, **Wis** 19, **Cha** 16.

Skills: Chakra Control +23, Jump +18, Survival +27 (+37 when tracking by scent).

Feats: Cleave, Epic Chakra Pool (x6), Improved Chakra Pool (x3), Multiattack, Power Attack.

Chakra Deflection (Su): As long as Kyuubi's Chakra Pool more than 50% full, it gains a +8 deflection bonus to defense against all attacks.

Fast Healing (Ex): Kyuubi regenerates damage at the rate of 19 points per round, though it will not regenerate if it is reduced below 0 hit points.

Fear Aura (Ex): Any creature that finds itself within 50 feet of Kyuubi must make a Will save (DC 34) or be Shaken for 2d6+2 rounds.

Fire Element Affinity (Sp): Due to its nature, the Kyuubi knows and is able to perform any *Katon* technique without having to make a Ninjutsu check. He may not perform *Hijutsu*, however, or techniques that require a special ability he does not have, newly created techniques, but this limitation does not apply to epic techniques. He must still pay the Chakra cost normally, and can freely convert Chakra Cost to hit points with the Chakra Control skill.

Demonic Chakra (Su): The Kyuubi is able to learn and perform any techniques requiring the Overwhelming Chakra ability. In addition, the demonic Chakra is so potent that 1 point of the Kyuubi's Chakra equates to 2 points of chakra when performing techniques, meaning that the Chakra cost is halved. In addition, Chakra damage is also halved, and each point of Chakra absorbed deals 4 points of negative energy damage to the target and threatens to render it Fatigued unless it succeeds a Fortitude save (DC 15 + amount of Chakra absorbed), unless the target has the Demonic subtype.

Great Size (Ex): Due to its overwhelming size, all of Kyuubi's attack target a 10-foot

square instead of a single creature.

Scent (Ex): Kyuubi's senses are extremely accurate, and as such he is able to sniff out hidden foes and track by scent.

The Sannins

The legendary three shinobi of Konoha, who rose to fame in the first Great Shinobi War. They are the student of the legendary Third Hokage of Konoha, nicknamed the Professor, for being a living technique library and one of the most powerful Shinobi to have ever lived.

Jiraiya

Tough Hero 4/Charismatic Hero 7/Ninja Scout 7/Smart Hero 3/Ninja Police 4; CR 25; Medium Humanoid (Human); **HD** 4d10+12 plus 7d6+21 plus 7d8+21 plus 3d6+9 plus 4d6+12; **hp** 181; **Mas** 50; **Init** +1; **Spd** 30 ft; **Defense** 23 (+1 dex, +11 class, +1 epic), Touch 23, Flat-Footed 22; **BAB** +12; **Grp** +15; **Atk** +15 melee (by weapon) or +15 ranged (by weapon); **Full Atk** +15/+10/+5 melee (by weapon) or +15/+10/+5 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** friends, self, konoha; **SV** Fort +13, Ref +14, Will +16; **AP** 8; **CP** 93; **Rep** +15; **Wealth** +31; **Learn:** +28; **Str** 14, **Dex** 12, **Con** 15, **Int** 16, **Wis** 15, **Cha** 17.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Hide, Ninjutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Chakra Control +31 (26), Craft (calligraphy) +13 (10), Gather Information +32 (27), Genjutsu +18 (15), Hide +18 (17), Investigate +23 (18), Knowledge (ninja lore) +21 (18), Ninjutsu +40 (26), Research +6 (3), Search +13 (10), Sense Motive +9 (5), Spot +26 (22), Survival +8 (6), Taijutsu +6 (4).

Feats: Alertness, Armor Proficiency (Light), Attentive, Blood Pact (Toad), Chuunin (Ninjutsu), Genin (ninjutsu), Gift of Summoning, Harmony, Improved Chakra Pool, Iron Will, Jounin (Chakra Control, Ninjutsu), Nin Weapons Proficiency, Ninjutsu Adept, Renown, Scribe Chakra Symbols, Simple Weapon Proficiency, Technique Focus (Rasengan), Track, Trustworthy, Windfall.

Epic Feats: Epic Ninjutsu Adept, Epic Technique Focus (Rasengan).

Talent (Tough Hero): Robust, Bonus Feat (Alertness, Genin), Stamina.

Talent (Charismatic Hero): Charm (women), Bonus Feat (Iron Will, Renown, Windfall), Fast-talk, Dazzle, Taunt.

Talent (Ninja Scout): Track, Sneak Attack (+2d6), Bonus Feat (Chuunin, Gift of Summoning), Increase Speed (5 feet), Hide in Plain Sight, Evasion X (Evasion).

Talent (Smart Hero): Ninjutsu, Bonus Feat (Ninjutsu Adept), Improved Ninjutsu.

Talent (Ninja Police): Profile, Contact (low-level), Bonus Feat (Trustworthy), Sneak Attack (+1d6).

Techniques Known: *Control (+31)*- Chakra no Kogasu, Chouyaku no Jutsu, Hakken no Jutsu, Kai, Kakusu Nioi, Kinobori (Auto-Success), Mugen Ibuki no Jutsu, Shirizokeru, Tadayou (Auto-Success); *Genjutsu (+18)*- Hasamiuchi, Jougenzou no Jutsu, Shougenzou no Jutsu; *Ninjutsu (+40)*- Bunshin no Jutsu, Chacha no In, Chi Katame no Jutsu, Chihou no Jutsu, Chitenraisou, Daisukebei no Kaze (+46; Mastery), Doryuuheki,

Enka Rasengan (+46; Mastery), Fuuin Jutsu - Chuuzouin, Fuuin Jutsu - Gesouin, Fuuja Houin, Fuuka Houin, Gamayu Endan, Gekata no Fuukatsu, Gogyou Fuuin, Gogyou Kaiin, Goukakyuu no Jutsu, Hari Jizou, Henge no Jutsu, Issui Suberi no Jutsu, Jigen Ugoku no Jutsu, Joukata no Fuukatsu, Kage Bunshin no Jutsu, Kanashibari no Jutsu, Fuuin Jutsu - Gesouin, Kawarimi no Jutsu, Kuchiyose - Gama Kenshin, Kuchiyose - Gamabunta, Kuchiyose - Yatai Kuzushi, Kuchiyose no Jutsu, Meisaigakure no Jutsu, Mizudama no Jutsu, Mukidou Sanpo no Jutsu, Nawanuke no Jutsu, Ninpou Wana - Kunai Jouwana, Ninpou Wana - Kunai Wana, Ninpou Wana - Kunai Shouwana, Rasengan (+37; Mastery), Sarutobi no Jutsu, Shunda, Shuntou no Jutsu, Sourei Saiji no Jutsu, Shunshin no Jutsu, Touton no Jutsu (+46; Mastery), Tsuchiryuu no Jutsu, Yomi Numa; *Taijutsu* (+6)- Asshou!, Butsukari, Kyouran Suji! (+12; Mastery), Namidatsu Kukkin! (+12; Mastery), Sennen Goroshi, Shime, Shodan Kousoku (+12; Mastery).

Equipment: Casual outfit, toad contract, various personal gear.

Orochimaru

Charismatic Hero 5/Ninja Scout 8/Fast Hero 4/Smart Hero 4/Ninja Operations Counter 5 (ECL 29); CR 29; Medium Humanoid (Human; Cursed Seal Template); **HD** 5d6+10 plus 8d8+16 plus 4d8+10 plus 4d6+8 plus 5d6+10; **hp** 152; **Mas** 50; **Init** +3; **Spd** 40 ft; **Defense** 29, 30 melee, 32 traps (+3 dex, +14 class, +2 epic), Touch 29, Flat-Footed 29; **BAB** +12; **Grp** +17; **Atk** +17 melee (by weapon) or +18 ranged (by weapon) or +18 melee (1d10+5, kusanagi no tsurugi); **Full Atk** +17/+12/+7 melee (by weapon) or +18/+13/+8 ranged (by weapon) or +18/+13/+8 melee (1d10+5, kusanagi no tsurugi) or +15/+15/+10/+5 melee (1d10+5, kusanagi no tsurugi); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** cursed seal level 1, cursed seal level 2, willing (origin self), vipermorph; **AL** self, power, evil; **SV** Fort +11, Ref +18 (+21 vs. traps), Will +14; **AP** 8; **CP** 94; **Rep** +12; **Wealth** +22; **Learn**: +32 (+34 Ninjutsu); **Str** 14, **Dex** 16, **Con** 15, **Int** 18, **Wis** 16, **Cha** 18.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Genjutsu, Ninjutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Bluff +10 (6), Chakra Control +32 (29), Control Cursed Seal +11 (8), Craft (calligraphy) +15 (11), Disable Device +15 (11), Disguise +8 (4), Escape Artist +8 (5), Gather Information +12 (8), Genjutsu +44 (29), Hide +19 (14), Intimidate +15 (11), Knowledge (earth and life science) +30 (24), Knowledge (ninja lore) +35 (29), Listen +9 (6), Move Silently +19 (14), Ninjutsu +39 (29), Search +10 (+14 vs. traps) (6), Sleight of Hand +8 (5), Spot +13 (+17 vs. traps) (10), Survival +11 (8), Taijutsu +16 (14), Tumble +6 (3).

Feats: Armor Proficiency (light), Blood Pact (Snake), Chuunin (Genjutsu), Combat Expertise, Combat Martial Arts, Deceptive, Defensive Martial Arts, Educated (earth and life science, ninja lore), Exotic Melee Weapon Proficiency (katana), Genin (Genjutsu), Genius Nin (Ninjutsu), Genjutsu Adept, Jounin (Genjutsu, Ninjutsu), Nin Weapons Proficiency, Ninjutsu Adept, Shadow Arts, Simple Weapon Proficiency, Stealthy, Track, Weapon Focus (katana).

Epic Feats: Epic Technique - Edo Tensei, Epic Technique - Fushi Tensei no Jutsu.

Talent (Charismatic Hero): Genjutsu, Bonus Feat (Deceptive, Genjutsu Adept), Improved Genjutsu, Advanced Genjutsu.

Talent (Ninja Scout): Track, Sneak Attack, Bonus Feat (Chuunin, Stealthy), Increase Speed (10 feet), Hide in Plain Sight, Evasion X (Improved Evasion).

Talent (Fast Hero): Evasion, Bonus Feat (Defensive Martial Arts, Combat Expertise), Uncanny Dodge I.

Talent (Smart Hero): Ninjutsu, Bonus Feat (Ninjutsu Adept, Educated), Improved Ninjutsu.

Talent (Ninja Operations Counter): Technique Counter, Trap Sense, Plan X (Plan), Evasion X (-), Swift Tracker, Tenketsu Freeze, Bonus Feat (Jounin), Greater Technique Counter.

Techniques Known: *Control (+32)*- Chakra no Kogasu, Chouyaku no Jutsu, Gishi no Jutsu, Hakken no Jutsu, Kai, Kinobori, Mugen Ibuki no Jutsu, Ryokujun no Jutsu, Tadayou; *Genjutsu (+44)*- Akumu no Jutsu, Chiyokubou no Jutsu, Funran no Jutsu, Hasamiuchi, Hichishi Kyoubou no Jutsu, Ikkaku no Jutsu, Isshikika Kasseika no Jutsu, Jougenzou no Jutsu, Jukusui no Jutsu, Kanguenzou no Jutsu, Kyougaku no Jutsu, Kyouhaku Warai no Jutsu, Kyoushitsu no Jutsu, Makai Kyuudou - Hakkyou Gyoushi, Kokuangyou no Jutsu, Magen - Narakumi no Jutsu, Nakimane no Jutsu, Nehan Shouja no Jutsu, Saimin Jutsu - Musou no Jutsu, Saimin no Jutsu, Shimenuchi, Shinkai Satsujin no Jutsu, Shinshin Funkyuu no Jutsu, Shitsukentou no Jutsu, Shougenzou no Jutsu, Taibakudou no Jutsu, Tenkyou no Jutsu, Tsutakazura Genzou no Jutsu; *Ninjutsu (+39)*- Akuma no Tsubasa, Bunshin no Jutsu, Dochuu Engyou no Jutsu, Douka Dorodomu no Jutsu, Edo Tensei, Fushi Tensei no Jutsu, Fukurougan, Fuuin Jutsu - Ninjou Kan, Fuuja Saisei no Jutsu, Fujiiru no Koe, Gekata no Fuukatsu, Gogyou Fuuin, Gogyou Kaiin, Goukakyuu no Jutsu, Gokan Ranchou no Jutsu, Henge no Jutsu, Hiakahou, Hijou Kawarimi no Jutsu, Hiryou, Houden no Jutsu, Ichijin no Jutsu, Ishi Shuriken no Jutsu, Issui Suberi no Jutsu, Jakuden, Jigen Ugoku no Jutsu, Jisatsu no Jutsu, Joukata no Fuukatsu, Joushou Hyoukouken, Joushou Ootori no Jutsu, Juuin Jutsu, Kage Bunshin no Jutsu, Kagebaku Shuriken no Jutsu, Kagehouyou no Jutsu, Kaisoku no Jutsu, Kanashibari no Jutsu, Kawarimi no Jutsu, Kazegama no Jutsu, Koori Tanjou no Jutsu, Kuchiyose no Jutsu (+45; Mastery), Kuchiyose - Dokubimaru (+45; Mastery), Kuchiyose - Manda (+45; Mastery), Kuuhazan, Mashouheki, Meisaigakure no Jutsu, Mizu Bunshin no Jutsu, Mizudama, Nan Kaizou no Jutsu, Nawanuke no Jutsu, Nekonome, Ninpou Wana - Kunai Jouwana, Ninpou Wana - Kunai Kanwana, Ninpou Wana - Kunai Wana, Ninpou Wana - Kunai Shouwana, Otobakuha no Jutsu, Rakurai no Jutsu, Rousuru Onpa no Jutsu, Ryuuka no Jutsu, San Ibuki no Jutsu, Seidenki Renki no Jutsu, Seihouken Fuuin, Sekijun Hayashi no Jutsu, Sennei Jashuu (+45; Mastery), Sennei Tajashuu (+45; Mastery), Shinjuu Zanshu no Jutsu, Shoushagan no Jutsu, Shunshin no Jutsu, Shuriken Kage Bunshin no Jutsu, Souja Sousai no Jutsu; *Taijutsu (+16)*- Asshou!, Butsukari, Nidan Kousoku, Shodan Kousoku, Kenjutsu Ougi - Kiritsuki, Kenjutsu Ougi - Tsuki, Kiun Butsu, Mikazuki no Mai, Namidatsu Kukkin, Renzuki (katana), Shime.

Equipment: Casual clothes, kusanagi no tsurugi, forehead protector (sound), various personal gear.

Orochimaru (Aberration Form)

Large Aberration; **HD** 5d6+20 plus 8d8+32 plus 4d8+16 plus 4d6+16 plus 5d6+20; **hp** 204; **Mas** 50; **Init** +2; **Spd** 40 ft; **Defense** 29, 30 melee, 32 traps (+2 dex, -1 size, +14 class, +2 epic, +2 natural), Touch 27, Flat-Footed 29; **Grap** +25; **Atk** +20 melee (2d6+6, bite); **Full Atk** +20 melee (2d6+6, bite) and +15 melee (2d4+3, 4 bites); **FS** 10 ft by 10 ft; **Reach** 10 ft; **SQ** possession, immobilization aura, pseudomortality; **SV** Fort +13, Ref +17 (+20 vs. traps), Will +14; **CP** 148; **Str** 22, **Dex** 14, **Con** 19, **Int** 18, **Wis** 16, **Cha** 18.

Tsunade-hime

Strong Hero 10/Dedicated Hero 1/Medical Specialist 10/Epic Strong Hero 4; CR 25; Medium Humanoid (Human); **HD** 10d8+20 plus 1d6+2 plus 10d6+20 plus 4d8+8; **hp** 170; **Mas** 50; **Init** +0; **Spd** 30 ft; **Defense** 22, 23 melee (+11 class, +1 epic), Touch 22, Flat-Footed 22; **BAB** +16; **Grap** +25; **Atk** +28 melee (1d4+14, unarmed) or +17 ranged (by weapon); **Full Atk** +28/+23/+18/+13 melee (1d4+14, unarmed) or +18/+13/+8/+3 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** loved ones, good, konoha; **SV** Fort +13, Ref +10, Will +16; **AP** 8; **CP** 97; **Rep** +11; **Wealth** +0; **Learn**: +26 (+28 ninjutsu, +25 taijutsu); **Str** 24, **Dex** 11, **Con** 15, **Int** 14, **Wis** 16, **Cha** 16.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Genjutsu, Ninjutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Chakra Control +39 (28), Concentration +7 (5), Craft (chemical) +10 (8), Craft (pharmaceutical) +20 (16), Genjutsu +15 (12), Knowledge (earth and life science) +20 (18), Knowledge (ninja lore) +10 (8), Ninjutsu +34 (28), Taijutsu +20 (12), Treat Injury +24 (19).

Feats: Armor Proficiency (light), Blood Pact (Slug), Chakra Affinity (Good Ninjutsu, Poor Taijutsu), Chuunin (Chakra Control), Combat Martial Arts, Defensive Martial Arts, Forensics Training, Genin (Chakra Control), Gift of Summoning, Harmony, Heroic Surge, Jounin (Chakra Control, Ninjutsu), Medical Expert, Nin Weapons Proficiency, Ninjutsu Adept, Power Attack, Simple Weapon Proficiency, Surgery, Weapon Focus (unarmed).

Epic Feats: Epic Technique - Souzou Saisei, Great Strength (x3).

Talent (Strong Hero): Melee Smash 1, Bonus Feat (Armor Proficiency, Combat Martial Arts, Genin, Power Attack, Weapon Focus - unarmed), Melee Smash 2, Melee Smash 3, Ignore Hardness 1, Taijutsu

Talent (Dedicated Hero): Chakra Control.

Talent (Medical Specialist): Medical Ability, Chakra Scalpel (1d6), Expert Healer, Bonus Feat (Chuunin, Gift of Summoning, Surgery), Sneak Attack (+2d6), Chakra Scalpel Expertise, Medical Mastery, Empower Healing.

Talent (Epic Strong Hero): Epic Melee Smash 1, Bonus Epic Feat (Great Strength, Great Strength), Epic Melee Smash 2

Techniques Known: *Control* (+39)- Banryoku (+45; Mastery), Chakra no Kogasu, Chouyaku no Jutsu, Tenshu Kyaku (+45; Mastery), Doku Hakken no Jutsu, Kai, Kakusu Nioi, Kinobori (Auto-Success), Ranshinshou, Ryokujun no Jutsu, Tadayou (Auto-Success); *Genjutsu* (+18)- Ikaku no Jutsu, Jukusui no Jutsu, Shitsukentou no Jutsu, Shougenzou no Jutsu; *Ninjutsu* (+34)- Bunshin no Jutsu, Dochuu Engyou no Jutsu, Dokukiri no Jutsu, Furoufushi no Jutsu (+40; Mastery), Henge no Jutsu, Jigen Ugoku no Jutsu, Kage Bunshin no Jutsu, Kawarimi no Jutsu, Kuchiyose no Jutsu, Nawanuke no Jutsu, Ninpou Wana - Kunai Wana, Ninpou Wana - Kunai Shouwana, Shinjuu Zanshu no Jutsu, Shunshin no Jutsu, Souzou Saisei, Tobikiri Saisei no Jutsu

Iryou Ninjutsu: Chiyu - Nidan Jutsu (+45; Mastery), Iryou Ninjutsu: Chiyu - Yondan Jutsu (+45; Mastery), Iryou Ninjutsu: Chiyu - Shodan Jutsu (+45; Mastery), Iryou Ninjutsu: Chiyu - Sandan Jutsu (+45; Mastery), Iryou Ninjutsu: Ryoji - Dokukeshi (+45; Mastery), Iryou Ninjutsu: Ryoji - Dokuyoke (+45; Mastery), Iryou Ninjutsu: Hiken - Katawa Juushou, Iryou Ninjutsu: Hiken - Katou Saisei (+45; Mastery), Iryou Ninjutsu: Ryoji - Juuki, Iryou Ninjutsu: Ryoji - Kekki (+45; Mastery), Iryou Ninjutsu: Ryoji -

Kentai (+45; Mastery), Iryou Ninjutsu: Ryoji - Mannouyaku (+45; Mastery), Iryou Ninjutsu: Ryoji - Nanroume, Iryou Ninjutsu: Iji - Mashujutsu (+45; Mastery), Iryou Ninjutsu: Iji - Shiketsu (+45; Mastery), Iryou Ninjutsu: Iji - Shinryou Jutsu (+45; Mastery), ; *Taijutsu* (+20)- Daijinryoku, Juuriki, Kyouran Suji!, Namidatsu Kukkin!, Shin Taihouken, Shodan Kousoku, Suiken Dachi, Taihouken, Uke Rendan.

Equipment: Casual outfit, precious necklace, various personal gear.

Akatsuki

These 9 elite S-Rank Criminals are immensely powerful even among other criminals of matching rank. Their goal is the gathering of all bijuu and to create a world of war eternal. Known members, and ex-members, of the akatsuki include: Orochimaru the Leaf-nin, Zetsu the Grass-nin, Uchiha Itachi the Leaf-nin, Hoshigaki Kisame the Mist-nin, Kakuzu the Waterfall-nin, Hidan, Sasori of the Red Sands the Sand-nin, Deidara the Rock-nin and finally Tobi.

Hidan

Tough Hero 7/Undying Shinobi 10; CR 17; Medium Humanoid (Immortal subtype); **HD** 7d10+28 plus 10d12+40 plus 10; **hp** 205; **Mas** 50; **Init** +0; **Spd** 30 ft; **Defense** 19 (+9 class), Touch 19, Flat-Footed 19; **BAB** +12; **Grap** +15; **Atk** +16 melee (2d4+7, scythe); **Full Atk** +16/+11/+6 melee (2d4+7, scythe); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** immortal traits; **AL** Jashin, chaos, evil; **SV** Fort +17, Ref +5, Will +9; **AP** 8; **CP** 90; **Rep** +5; **Wealth** +6; **Learn**: +20; **Str** 16, **Dex** 11, **Con** 18, **Int** 12, **Wis** 19, **Cha** 14.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Craft (calligraphy), Ninjutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Chakra Control +20 (15), Concentration +18 (10), Craft (calligraphy) +11 (10), Knowledge (ninja lore) +16 (15), Knowledge (theology and philosophy) +19 (18), Ninjutsu +25 (20), Taijutsu +15 (10).

Feats: Chuunin (Ninjutsu), Focused, Genin (Ninjutsu), Great Fortitude, Harmony, Nin Weapons Proficiency, Ninjutsu Adept, Power Attack, Simple Weapons Proficiency, Taijutsu Adept, Talented Shinobi, Weapon Focus (scythe).

Talent (Tough Hero): Robust, Damage Reduction 3/—, Bonus Feat (Great Fortitude, Taijutsu Adept, Talented Shinobi).

Talent (Undying Shinobi): Remain Conscious, Harm's Way, Bonus Feat (Chuunin, Focused), Wings of the Undying 1, Damage Reduction 2/-, Sneak Attack (+1d6), Wings of the Undying 2, Wings of the Undying 3

Techniques Known: *Control* (+20)- Kinobori, Tadayou; *Genjutsu* (+2)- —; *Ninjutsu* (+25)- Bunshin no Jutsu, Henge no Jutsu, Kami no Sabaki (+31; Mastery), Kawaremi no Jutsu (+29; Specialization), Ninpou - Sendachi; *Taijutsu* (+15)- Daijinryoku, Juuriki, Kyouran Suji!, Namidatsu Kukkin!.

Equipment: Mastercraft +3 damage scythe (containment seal), standard ninja outfit (night camouflage), akatsuki cloak, akatsuki ring, various personal gear.

Note: Hidan is able to make a single ranged attack at his highest attack bonus as a full-attack action because of the rope attached to his scythe. The range is 15 feet.

Hidan (Shouten no Jutsu)

CR 10; Medium Humanoid (Human); **hp** 68; **Mas** 50; **Init** +0; **Spd** 30 ft; **Defense** 15 (+9 class, -4 inherent), Touch 15, Flat-Footed 15; **Grap** +11; **Atk** +12 melee (2d4+7, scythe); **Full Atk** +12/+7/+2 melee (2d4+7, scythe); **SV** Fort +13, Ref +0, Will +5; **CP** 30; **Str** 16, **Dex** 11, **Con** 18, **Int** 12, **Wis** 19, **Cha** 14.

Skills: Chakra Control +15, Concentration +13, Craft (calligraphy) +6, Knowledge (ninja lore) +11, Knowledge (theology and philosophy) +14, Ninjutsu +20, Taijutsu +13.

Techniques Known: *Control (+15)*- Kinobori, Tadayou; *Genjutsu (-3)*- —; *Ninjutsu (+20)*- Bunshin no Jutsu, Henge no Jutsu, Kawarimi no Jutsu (+24; Specialization), Ninpou - Sendachi; *Taijutsu (+10)*- Daijinyoku, Juuriki, Kyouran Suji!, Namidatsu Kukkin!.

"Kiri no Kaijin," Hoshigaki Kisame

Strong Hero 8/Elite Shinobi Swordsman 10/Suiton Elementalist 4; CR 22; Medium Humanoid (Human, Aquatic); **HD** 8d8+24 plus 10d10+30 plus 4d6+12; **hp** 211; **Mas** 50; **Init** +1; **Spd** 30 ft, swim 30 ft.; **Defense** 23 (+1 dex, +10 class, +2 armor), Touch 21, Flat-Footed 22; **BAB** +19; **Grap** +25; **Atk** +30 melee (2d6+15, samehada) or +21 ranged (by weapon); **Full Atk** +30/+25/+20/+15 melee (2d6+15, samehada) or +21/+16/+11/+6 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** self, power, akatsuki; **SQ** aquatic subtype, breathe water, amphibious; **SV** Fort +15, Ref +9, Will +9; **AP** 8; **CP** 134; **Rep** +8; **Wealth** +11; **Learn:** +22 (+20 raiton); **Str** 22, **Dex** 13, **Con** 18, **Int** 13, **Wis** 10, **Cha** 13.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Move Silently, Ninjutsu; *Bonus Feat:* Archaic Weapon Proficiency)

Skills: Chakra Control +22 (20), Genjutsu +9 (8), Hide +20 (17), Jump +8 (2), Move Silently +23 (20), Ninjutsu +27 (22), Swim +10 (4), Taijutsu +21 (14), Tumble +5 (4).

Feats: Archaic Weapon Proficiency, Armor Proficiency (light), Blind-Fight, Blood Pact (shark), Chuunin (Ninjutsu), Cleave, Combat Expertise, Genin (Taijutsu), Improved Chakra Pool (x3), Improved Combat Expertise, Improved Power Attack, Jounin (Chakra Control, Ninjutsu), Monkey Grip, Nin Weapons Proficiency, Ninjutsu Adept, Power Attack, Simple Weapon Proficiency, Stealthy.

Epic Feats: Elemental Specialization (Suiton).

Talent (Strong Hero): Melee Smash 1, Bonus Feat (Genin, Armor Proficiency, Power Attack, Cleave), Melee Smash 2, Melee Smash 3, Ignore Hardness 1.

Talent (Elite Shinobi Swordsman): Weapon Focus (greatsword), Quick Draw, Invisible Strike, Bonus Feat (Monkey Grip, Blind-Fight, Combat Reflexes), Sneak Attack (+2d6), Weapon Specialization, Greater Weapon Focus, Power of the Elite, Improved Critical, Greater Weapon Specialization.

Talent (Suiton Elementalist): Elemental Specialization, Elemental Fury, Limitless Fury, Bonus Feat (Jounin).

Techniques Known: *Control (+22)*- Chakra no Kougasu, Chouyaku no Jutsu, Kai, Kayou Yuugyou, Kinobori, Shinobi Kyoufu no Jutsu, Tadayou; *Genjutsu (+9)*- Ikaku no Jutsu, Shougenzou no Jutsu; *Ninjutsu (+27)*- Bunshin no Jutsu, Daibakufu no Jutsu, Gekirou no Jutsu, Goshokusame, Henge no Jutsu, Jigen Ugoku no Jutsu, Issui Suberi no Jutsu, Kawarimi no Jutsu (+33; Mastery), Kirigakure no Jutsu (+33; Mastery), Kuchiyose no Jutsu, Kuchiyose - Wanizame (+33; Mastery), Meisaigakure no Jutsu, Mizu Bunshin

no Jutsu, Mizudama, Oouzumatoi, Shunshin no Jutsu, Suikoudan no Jutsu (+33; Mastery), Suikousandan no Jutsu (+33; Mastery), Suirou no Jutsu, Suishouha no Jutsu, Tobikomi no Jutsu (+33; Mastery), Yutsuba no Jutsu; *Taijutsu* (+21)- Bougyo Hakaisha, Butsukari, Shodan Kousoku, Kiun Butsu, Namidatsu Kukkin!, Ryuutsuki.

Equipment: Akatsuki cloak, akatsuki ring, standard ninja outfit (night camouflage), Samehada, belt pouch (4 kunai, 5 shuriken, 4 exploding tags, 2 blank scrolls), various personal gear.

"Kiri no Kaijin," Hoshigaki Kisame (Shouten no Jutsu)

CR 15; **hp** 70; **Defense** 19 (+1 dex, +10 class, +2 armor, -4 inherent), Touch 17, Flat-Footed 18; **Grap** +21; **Atk** +26 melee (2d6+15, samehada) or +17 ranged (by weapon); **Full Atk** +26/+21/+16/+11 melee (2d6+15, samehada) or +17/+12/+7/+2 ranged (by weapon); **SV** Fort +11, Ref +5, Will +5; **AP** 8; **CP** 44; **Str** 22, **Dex** 13, **Con** 18, **Int** 11, **Wis** 8, **Cha** 11.

Skills: Chakra Control +17, Genjutsu +4, Hide +16, Jump +4, Move Silently +19, Ninjutsu +22, Swim +6, Taijutsu +17, Tumble +1.

Techniques Known: *Control* (+17)- Chakra no Kougasu, Chouyaku no Jutsu, Kai, Kayou Yuugyou, Kinobori, Shinobi Kyoufu no Jutsu, Tadayou; *Genjutsu* (+4)- Ikaku no Jutsu, Shougenzou no Jutsu; *Ninjutsu* (+22)- Bunshin no Jutsu, Dochuu Engyou no Jutsu, Gekirou no Jutsu, Goshokusame, Henge no Jutsu, Jigen Ugoku no Jutsu, Issui Suberi no Jutsu, Kawarimi no Jutsu (+28; Mastery), Kirigakure no Jutsu (+28; Mastery), Kuchiyose no Jutsu, Kuchiyose - Wanizame (+28; Mastery), Meisaigakure no Jutsu, Mizu Bunshin no Jutsu, Mizudama, Tobikomi no Jutsu (+28; Mastery), Yutsuba no Jutsu, Shunshin no Jutsu, Suikoudan no Jutsu, Suirou no Jutsu; *Taijutsu* (+17)- Bougyo Hakaisha, Butsukari, Shodan Kousoku, Kiun Butsu, Namidatsu Kukkin!, Ryuutsuki.

Kakuzu

Smart Hero 4/Ninja Scout 10/Suiton Elementalist 7 (ECL 27); **CR** 25; Medium Aberration (Ripper); **HD** 4d6+4 plus 10d8+10 plus 7d6+7 plus 200; **hp** 310; **Mas** 50; **Init** +6; **Spd** 40 ft; **Defense** 25, 26 melee (+2 dex, +11 class, +2 armor), Touch 23, Flat-Footed 23; **BAB** +13; **Grap** +19; **Atk** +18 melee (1d8+4, tentacle rake); **Full Atk** +18 melee (1d8+4, 4 tentacle rakes); **FS** 5 ft by 5 ft; **Reach** 10 ft; **SQ** ageless, darkvision 60 ft., immunities, tentacle rake, improved grab, heart stealer, shapeshift, empty body (water, fire, wind, lightning, earth); **AL** money, self, evil; **SV** Fort +7, Ref +13, Will +15; **AP** 8; **CP** 127; **Rep** +7; **Wealth** +35; **Learn:** +25; **Str** 18, **Dex** 14, **Con** 12, **Int** 16, **Wis** 16, **Cha** 13.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Genjutsu, Taijutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Chakra Control +29 (24), Concentration +17 (16), Disable Device +16 (13), Forgery +14 (11), Genjutsu +13 (12), Hide +12 (10), Knowledge (ninja lore) +31 (24), Knowledge (streetwise) +21 (18), Move Silently +12 (10), Ninjutsu +34 (24), Search +16 (13), Survival +7 (4), Taijutsu +15 (11).

Feats: Agile Riposte, Chuunin (Ninjutsu), Combat Throw, Defensive Martial Arts, Dodge, Genin (Ninjutsu), Heighten Technique, Improved Initiative, Jounin (Chakra Control, Ninjutsu), Light Sleeper, Nin Weapons Proficiency, Ninjutsu Adept, Simple

Weapons Proficiency, Supercharged Technique, Track, Weapon Focus (tentacle rake), Widen Technique.

Epic Feats: Elemental Specialization (Suiton).

Talent (Smart Hero): Savant (knowledge - ninja lore), Bonus Feat (Ninjutsu Adept, Weapon Focus), Plan.

Talent (Ninja Scout): Track, Sneak Attack (+2d6), Bonus Feat (Chuunin, Defensive Martial Arts, Dodge), Increase Speed (10 feet), Hide in Plain Sight, Evasion X (Evasion), Quicken Technique.

Talent (Suiton Elementalist): Elemental Specialization, Elemental Fury, Limitless Fury, Bonus Feat (Supercharged Technique), Rage of the Elements, Elemental Focus, Elemental Surge

Techniques Known: *Control* (+29—+35; *Mastery*)- Chouyaku no Jutsu, Daichouyaku no Jutsu, Inuhana no Jutsu, Kai, Kinobori, Tadayou, Yukigutsu; *Genjutsu* (+13—+18; *Mastery*)- Ikaku no Jutsu, Kyougaku no Jutsu, Magen - Narakumi no Jutsu, Magen - Shinkei Nigai, Shitsunen no Jutsu; *Ninjutsu* (+34—+40; *Mastery*)- Bunshin no Jutsu, Daibakufu no Jutsu, Dairyuudan no Jutsu, Dai Tsuchiryuu no Jutsu, Dokukiri no Jutsu, Doroku Gaeshi, Henge no Jutsu, Jigen Ugoku no Jutsu, Joushouu Ootori, Karyuu Endan, Kawarimi no Jutsu, Kirigakure no Jutsu, Kyuuden no Jutsu, Mizu no Muchi, Mizudama no Jutsu, Mukidou Sanpo no Jutsu, Raite no Jutsu, Rakurai no Jutsu, Renkuu Dan, Ryoutou Suiryuudan no Jutsu, Shunshin no Jutsu, Suiro no Jutsu, Suiryuudan no Jutsu, Suiryuuretsu no Jutsu, Suisendan no Jutsu, Tsuchiryuu no Jutsu, Unagitsume no Jutsu, Youso Fuuin no Jutsu, Zankidan, Zentenkou no Waza; *Taijutsu* (+15—+21; *Mastery*)- Asshou!, Namidatsu Kukkin!, Renzuki (tentacle rake), Shodan Kousoku, Tetsuhaji.

Equipment: Akatsuki cloak, akatsuki ring, standard ninja outfit (night camouflage), various personal gear.

Note: Kakuzu has mastery in every single technique he has learned, up to the last step, or the last step he has available to him.

Kakuzu (Shapeshifted)

Defense 32, 33 melee (-1 size, +2 dex, +11 class, +2 armor, +8 natural), Touch 22, Flat-Footed 30; **Grp** +23; **Atk** +18 melee (2d6+5, tentacle rake); **Full Atk** +18 melee (2d6+5, 6 tentacle rakes) or +15/+10/+5 ranged (2d6, energy spit); **FS** 10 ft by 10 ft; **Reach** 15 ft; **Str** 20, **Dex** 14, **Con** 12, **Int** 16, **Wis** 16, **Cha** 13.

Kakuzu (Shouten no Jutsu)

CR 18; **hp** 103; **Mas** 50; **Init** +6; **Spd** 40 ft; **Defense** 21, 22 melee (+2 dex, +11 class, +2 armor, -4 inherent), Touch 23, Flat-Footed 23; **Grp** +15; **Atk** +18 melee (1d8+4, tentacle rake); **Full Atk** +14 melee (1d8+4, 4 tentacle rakes); **FS** 5 ft by 5 ft; **Reach** 10 ft; **SQ** ageless, darkvision 60 ft., immunities, tentacle rake, improved grab, heart stealer, shapeshift, empty body (water, fire, wind, lightning, earth); **SV** Fort +7, Ref +13, Will +15; **AP** 8; **CP** 42; **Rep** +7; **Str** 18, **Dex** 14, **Con** 12, **Int** 16, **Wis** 16, **Cha** 13.

Skills: Chakra Control +25, Concentration +13, Disable Device +12, Forgery +10, Genjutsu +9, Hide +8, Knowledge (ninja lore) +27, Knowledge (streetwise) +17, Move Silently +8, Ninjutsu +30, Search +12, Survival +3, Taijutsu +11.

Techniques Known: *Control* (+29—+35; *Mastery*)- Chouyaku no Jutsu,

Daichouyaku no Jutsu, Inuhana no Jutsu, Kai, Kinobori, Tadayou, Yukigutsu; *Genjutsu* (+13—+18; *Mastery*)- Ikaku no Jutsu, Kyougaku no Jutsu, Magen - Narakumi no Jutsu, Magen - Shinkei Nigai, Shitsunen no Jutsu; *Ninjutsu* (+34—+40; *Mastery*)- Bunshin no Jutsu, Dairyuudan no Jutsu, Dokukiri no Jutsu, Doroku Gaeshi, Henge no Jutsu, Jigen Ugoku no Jutsu, Joushouu Ootori, Kawarimi no Jutsu, Kirigakure no Jutsu, Kyuuden no Jutsu, Mizu no Muchi, Mizudama no Jutsu, Mukidou Sanpo no Jutsu, Raite no Jutsu, Rakurai no Jutsu, Renkuu Dan, Shunshin no Jutsu, Suirou no Jutsu, Suiryuudan no Jutsu, Suisendan no Jutsu, Tsuchiryuu no Jutsu, Unagitsume no Jutsu, Youso Fuuin no Jutsu, Zankidan, Zentenkou no Waza; *Taijutsu* (+15—+21; *Mastery*)- Asshou!, Namidatsu Kukkin!, Renzuki (tentacle rake), Shodan Kousoku, Tetsuhaji.

Kakuzu (Shouten no Jutsu; Shapeshifted)

Defense 28, 29 melee (-1 size, +2 dex, +11 class, +2 armor, +8 natural, -4 inherent), Touch 22, Flat-Footed 26; **Grap** +19; **Atk** +14 melee (2d6+5, tentacle rake); **Full Atk** +14 melee (2d6+5, 6 tentacle rakes) or +14/+9/+4 ranged (2d6, energy spit); **FS** 10 ft by 12 ft; **Reach** 15 ft; **Str** 20, **Dex** 14, **Con** 12, **Int** 16, **Wis** 16, **Cha** 13.

Uchiha Itachi

Fast 4/Ninja Scout 10/Ninja Operations Counter 1/Shuriken Expert 10/Sharingan Eye (Intermediate) 2; CR 25; Medium Humanoid (Human); **HD** 4d8+4 plus 10d8+10 plus 1d6+1 plus 10d6+10; **hp** 151; **Mas** 50; **Init** +5; **Spd** 30 ft; **Defense** 33, 34 melee, 36 vs traps (+5 dex, +17 class, +1 epic), Touch 33, Flat-Footed 33; **BAB** +13; **Grap** +17; **Atk** +22 ranged (1d4+4 plus 2d4, kunai); **Full Atk** +17/+12/+7 melee (by weapon) or +20/+15/+10 ranged (by weapon) or +22/+17/+12 ranged (1d4+4, kunai) or +20/+20/+15/+10 ranged (1d4+4 plus 2d4, kunai); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** sharingan eye +6, offensive foresight +3, high speed sight 5, glare, ninja mimicry, mangekyou sharingan 5/day; **AL** self, power; **SV** Fort +10, Ref +22 (+25 vs traps), Will +13; **AP** 30; **CP** 63; **Rep** +10 (+12 in Konoha); **Wealth** +24; **Learn**: +27 (+29 Ninjutsu); **Str** 14, **Dex** 21, **Con** 13, **Int** 18, **Wis** 15, **Cha** 16.

Occupation: Academy Student (Chakra Control, Genjutsu, Ninjutsu; Nin Weapons Proficiency)

Skills: Balance +11 (6), Chakra Control +28 (26), Disable Device +19 (15), Genjutsu +22 (19), Hide +27 (20), Jump +9 (7), Knowledge (ninja lore) +14 (10), Listen +12 (10), Move Silently +27 (20), Ninjutsu +34 (28), Sleight of Hands +12 (7), Search +21 (+25 vs traps) (17), Spot +12 (+16 vs traps) (10), Survival +10 (8), Taijutsu +20 (18) and Tumble +17 (12).

Feats: Advanced Bloodline (Uchiha Clan Sharingan), Combat Martial Arts, Chuunin (Ninjutsu), Defensive Martial Arts, Far Shot, Genin (Ninjutsu), Genius Nin (Ninjutsu), Gift of Summoning, Mangekyou Sharingan, Ninja Mimicry, Ninjutsu Adept, Nin Weapons Proficiency, Point Blank Shot, Precise Shot, Stealthy, Technique Focus (Tsukuyomi)

Epic Feats: Epic Sharingan, Epic Technique Focus (Tsukuyomi)

Talent (Fast Hero): Evasion, Bonus Feat (Defensive Martial Arts, Genin), Uncanny Dodge 1

Talent (Ninja Scout): Tracker, Sneak Attack (+3d6), Bonus Feat (Combat Martial

Arts, Chuunin, Gift of Summoning), Increase Speed (10 feet), Hide in Plain Sight, Evasion X (Improved Evasion), Quicken Technique

Talent (Ninja Operations Counter): Technique Counter, Trap Sense

Talent (Shuriken Expert): Thrown Weapon Focus, Rapid Shot, Sneak Attack (+2d6), Bonus Feat (Dodge, Far Shot, Precise Shot), Quick Draw, Precision (+2d4), Greater Thrown Weapon Focus, Thrown Weapon Specialization, Precise Throw, Bullseye.

Techniques Known: *Control* (+28)- Chikara no Kogasu, Chouyaku no Jutsu, Kai, Kakusu Nioi, Kinobori, Mugen Ibuki no Jutsu, Shinobi Kyoufu no Jutsu, Tadayou; *Genjutsu* (+22)- Douta no Jutsu, Hasamiuchi, Jukusui no Jutsu, Sharingan Ougi - Shinkou Jutsu, Magen - Kyuuten Chiten, Nakimane no Jutsu, Tsukuyomi (Auto Success); *Ninjutsu* (+34)- Amaterasu, Kage Bunshin Sai (+39; Mastery), Bunshin no Jutsu, Dairyuudan (+39; Mastery), Gouenkyuu (+39; Mastery), Goukakyuu no Jutsu (+39; Mastery), Henge no Jutsu, Housenka no Jutsu (+39; Mastery), Ishi Shuriken no Jutsu, Jigen Ugoku no Jutsu, Jikoku Kage Bunshin no Jutsu (+39; Mastery), Jisatsu no Jutsu, Jishin no Jutsu, Kage Bunshin no Jutsu (+39; Mastery), Karyuudan (+39; Mastery), Kawarimi no Jutsu (+39; Mastery), Kazegama no Jutsu, Ryuuka no Jutsu (+39; Mastery), Shunshin no Jutsu, Suigadan no Jutsu, Tenkou Bunshin no Jutsu (+39; Mastery); *Taijutsu* (+20)- Asshou!, Nidan Kousoku, Shodan Kousoku, Sandan Kousoku, Shundou and Shunpo.

Equipment: Belt pouch (8 kunai, 3 shuriken, 2 smoke bombs), shuriken holster (4 kunai or 15 shuriken), standard ninja outfit (night camouflage), akatsuki cloak, akatsuki ring, various personal gear.

Uchiha Itachi (Shouten no Jutsu)

CR 18; **hp** 50; **Defense** 29, 30 melee, 32 vs traps (+5 dex, +17 class, +1 epic, -4 inherent), Touch 29, Flat-Footed 29; **Grap** +13; **Atk** +13 melee (by weapon) or +16 ranged (by weapon) or +18 ranged (1d4+6, kunai); **Full Atk** +13/+8/+3 melee (by weapon) or +16/+11/+6 ranged (by weapon) or +18/+13/+8 ranged (1d4+4 plus 2d4, kunai) or +16/+16/+11/+6 ranged (1d4+4 plus 2d4, kunai); **SV** Fort +6, Ref +18 (+21 vs traps), Will +9; **AP** 30; **CP** 21; **Str** 14, **Dex** 21, **Con** 13, **Int** 16, **Wis** 13, **Cha** 14.

Skills: Balance +7, Chakra Control +23, Disable Device +14, Genjutsu +17, Hide +23, Jump +5, Knowledge (ninja lore) +9, Listen +7, Move Silently +23, Ninjutsu +29, Sleight of Hands +8, Search +16 (+20 vs traps), Spot +7 (+11 vs traps), Survival +5, Taijutsu +16 and Tumble +13.

Techniques Known: *Control* (+23)- Chikara no Kogasu, Chouyaku no Jutsu, Kai, Kakusu Nioi, Kinobori, Mugen Ibuki no Jutsu, Shinobi Kyoufu no Jutsu, Tadayou; *Genjutsu* (+17)- Douta no Jutsu, Hasamiuchi, Jukusui no Jutsu, Sharingan Ougi - Shinkou Jutsu, Nakimane no Jutsu; *Ninjutsu* (+29)- Kage Bunshin Sai, Bunshin no Jutsu, Goukakyuu no Jutsu, Henge no Jutsu, Housenka no Jutsu, Ishi Shuriken no Jutsu, Jigen Ugoku no Jutsu, Jisatsu no Jutsu, Kage Bunshin no Jutsu, Kawarimi no Jutsu (+35; Mastery), Kazegama no Jutsu, Ryuuka no Jutsu, Shunshin no Jutsu, Suigadan no Jutsu, Tenkou Bunshin no Jutsu; *Taijutsu* (+16)- Asshou!, Nidan Kousoku, Shodan Kousoku, Sandan Kousoku, Shundou.

Main Cast

This section contains the four characters of the main cast, and their advancement.

Haruno Sakura

Dedicated Hero 3/Smart Hero 2/Medical Specialist 1; CR 6; Medium Humanoid (Human); **HD** 3d6 plus 2d6 plus 1d6; **hp** 18; **Mas** 50; **Init** +2; **Spd** 30 ft; **Defense** 16 (+2 dex, +4 class), Touch 16, Flat-Footed 14; **BAB** +3; **Grap** +3; **Atk** +4 melee (by weapon) or +5 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** Sasuke, friends, hidden leaf; **SV** Fort +2, Ref +4, Will +11; **AP** 8; **CP** 8; **Rep** +3; **Wealth** +15; **Learn**: +7; **Str** 12, **Dex** 14, **Con** 11, **Int** 16, **Wis** 16, **Cha** 12.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Genjutsu, Ninjutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Chakra Control +18 (9), Genjutsu +11 (9), Hide +5 (4), Investigate +7 (4), Knowledge (earth and life science) +12 (9), Knowledge (ninja lore) +14 (9), Listen +8 (5), Ninjutsu +14 (9), Read/Write Language, Speak Language, Spot +7 (4), Survival +6 (3), Treat Injury +14 (9), Tumble +5 (3).

Feats: Educated (history, ninja lore), Genin (Chakra Control), Harmony, Heroic Surge, Iron Will, Medical Expert, Nin Weapons Proficiency, Simple Weapon Proficiency

Talent (Dedicates): Chakra Control, Improved Chakra Control

Talent (Smart): Ninjutsu

Talent (Medical Specialist): Medical Ability, Chakra Scalpel (1d4)

Techniques Known: *Control (+18)*- Kai, Kinobori (Auto-Success), Tadayou (Auto-Success); *Genjutsu (+11)*- Magen - Shitsuenjou no Jutsu, Shougenzou no Jutsu; *Ninjutsu (+14)*- Bunshin no Jutsu, Henge no Jutsu, Kawarimi no Jutsu (+16; Proficiency)

Iryou Ninjutsu: Chiyu - Shodan Jutsu, Iryou Ninjutsu: Ryoji - Kekki, Iryou Ninjutsu: Ryoji - Kentai; *Taijutsu (+1)*- None.

Equipment: Shuriken holster (4 kunai or 15 shuriken), belt pouch (2 kunai, 15 throwing needles, 2 blank scroll), casual clothes, forehead protector (konoha), soldier pills (5), blood increasing pills (5), various personal gear.

Hokage's Apprentice Haruno Sakura (After Timeskip)

Dedicated Hero 3/Smart Hero 2/Medical Specialist 4/Taijutsu Master 3; CR 12; Medium Humanoid (Human); **HD** 3d6+6 plus 2d6+4 plus 6d6+12 plus 1d10+2; **hp** 81; **Mas** 50; **Init** +2; **Spd** 30 ft; **Defense** 19 (+2 dex, +7 class), Touch 19, Flat-Footed 17; **BAB** +9; **Grap** +12; **Atk** +14 melee (1d6+6, unarmed) or +10 ranged (by weapon); **Full Atk** +14/+9 melee (1d6+6, unarmed) or +17/+12 melee (1d6+9, unarmed and banryoku) **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** Sasuke, friends, hidden leaf; **SV** Fort +8, Ref +7, Will +14; **AP** 8; **CP** 46; **Rep** +4; **Wealth** +15; **Learn**: +15; **Str** 16, **Dex** 14, **Con** 14, **Int** 16, **Wis** 17, **Cha** 12.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Genjutsu, Ninjutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Chakra Control +26 (15), Craft (pharmaceutical) +19 (14), Genjutsu +11 (9), Hide +7 (5), Investigate +7 (4), Knowledge (earth and life science) +17 (12), Knowledge (ninja lore) +20 (15), Listen +8 (5), Ninjutsu +20 (15), Read/Write Language, Speak Language, Spot +7 (4), Survival +6 (3), Treat Injury +19 (14), Taijutsu +13 (10), Tumble +5 (3).

Feats: Combat Martial Arts, Chuunin (Chakra Control), Defensive Martial Arts,

Educated (earth and life science, ninja lore), Genin (Chakra Control), Harmony, Heroic Surge, Iron Will, Medical Expert, Nin Weapons Proficiency, Power Attack, Simple Weapon Proficiency, Talented Shinobi, Weapon Focus (unarmed).

Talent (Dedicates): Chakra Control, Improved Chakra Control.

Talent (Smart): Ninjutsu.

Talent (Medical Specialist): Medical Ability, Chakra Scalpel (1d4), Expert Healer, Bonus Feat (Chuunin, Talented Shinobi), Sneak Attack (+1d6)

Talent (Taijutsu Master): Unarmed Attack (1d6), Taijutsu Mastery (Weapon Specialization - Unarmed), Bonus Feat (Power Attack).

Techniques Known: *Control* (+26)- Banryoku, Tenshu Kyaku, Kai, Kinobori (Auto-Success), Tadayou (Auto-Success); *Genjutsu* (+11)- Magen - Shitsuenjou no Jutsu, Shougenzou no Jutsu; *Ninjutsu* (+20)- Bunshin no Jutsu, Henge no Jutsu, Kawarimi no Jutsu (+16; Proficiency)

Iryou Ninjutsu: Chiyu - Shodan Jutsu, Chiyu - Nidan Jutsu, Chiyu - Sandan Jutsu, Iji - Mashujutsu, Iji - Shiketsu, Iji - Shinryou Jutsu, Iji - Shousen Jutsu, Ryoji - Dokukeshi, Ryoji - Juuki (+26; Mastery), Ryoji - Kekki, Ryoji - Kentai; *Taijutsu* (+13)- Asshou!, Iwa Kuzuken (+19; Mastery), Namidatsu Kukkin!, Nigeki Rendai - Hana, Nigeki Rendai - Haru no Shuurai, Shin Taihouken, Shodan Kousoku, Taihouken (+19; Mastery).

Equipment: Shuriken holster (15 shuriken plus 1 kunai), belt pouch (10 kunai, 1 blank scroll), casual clothes, forehead protector (konoha), soldier pills (5), blood increasing pills (5), various personal gear.

Beautiful Ninja Haruno Sakura (After Timeskip)

Dedicated Hero 3/Smart Hero 2/Medical Specialist 7/Taijutsu Master 3; CR 15; Medium Humanoid (Human); **HD** 3d6+6 plus 2d6+4 plus 9d6+18 plus 1d10+2; **hp** 99; **Mas** 50; **Init** +2; **Spd** 30 ft; **Defense** 21 (+2 dex, +9 class), Touch 19, Flat-Footed 17; **BAB** +12; **Grap** +15; **Atk** +17 melee (1d6+6, unarmed) or +13 ranged (by weapon); **Full Atk** +17/+12 melee (1d6+6, unarmed) or +21/+16/+11 melee (1d6+10, unarmed and banryoku) **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** Sasuke, friends, hidden leaf; **SV** Fort +9, Ref +8, Will +15; **AP** 8; **CP** 58; **Rep** +5; **Wealth** +15; **Learn:** +18; **Str** 16, **Dex** 14, **Con** 14, **Int** 16, **Wis** 17, **Cha** 12.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Genjutsu, Ninjutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills 24: Chakra Control +26 (15), Craft (pharmaceutical) +19 (14), Genjutsu +11 (9), Hide +7 (5), Investigate +7 (4), Knowledge (earth and life science) +17 (12), Knowledge (ninja lore) +20 (15), Listen +8 (5), Ninjutsu +20 (15), Read/Write Language, Speak Language, Spot +7 (4), Survival +6 (3), Treat Injury +19 (14), Taijutsu +13 (10), Tumble +5 (3).

Feats: Combat Martial Arts, Chuunin (Chakra Control), Defensive Martial Arts, Educated (earth and life science, ninja lore), Forensics Training, Genin (Chakra Control), Harmony, Heroic Surge, Improved Combat Martial Arts, Iron Will, Medical Expert, Nin Weapons Proficiency, Power Attack, Simple Weapon Proficiency, Talented Shinobi, Weapon Focus (unarmed).

Talent (Dedicates): Chakra Control, Improved Chakra Control.

Talent (Smart): Ninjutsu.

Talent (Medical Specialist): Medical Ability, Chakra Scalpel (1d4), Expert Healer,

Bonus Feat (Chuunin, Forensics Training, Talented Shinobi), Sneak Attack (+1d6), Chakra Scalpel Expertise, Medical Mastery.

Talent (Taijutsu Master): Unarmed Attack (1d6), Taijutsu Mastery (Weapon Specialization - Unarmed), Bonus Feat (Power Attack).

Nigeki Rendan - Hana (Two-hit Combo - Flower)

Taijutsu (Martial Arts) [Haruno Sakura Hijutsu]

Rank: 4 (C-Class); **Learn DC:** 17, 3 success; **Perform DC:** 17; **Time:** 1 full-attack action; **Components:** M, E; **Range:** Melee Attack; **Target:** One creature; **Duration:** 1 round; **Saving Throws:** Fortitude partial; **Chakra Cost:** 6.

This technique is the first step of a two-part combo, and can only be performed under the effects of *Banryoku*. The user makes a single unarmed attack that, if it hits, deals normal damage. The subject must make a Fortitude save to avoid being knocked back 30 feet and be unable to act for 1 round. This technique can only be used once per encounter.

Empower

The save DC of the technique can be increased by 1 for every additional point of Chakra spent into it (maximum +5).

Nigeki Rendan - Haru no Shuurai (Two-hit Combo - Fall of the Blossom)

Taijutsu (Martial Arts; Requires Nigeki Rendan - Hana (t)) [Haruno Sakura Hijutsu]

Rank: 6 (C-Class); **Learn DC:** 19, 3 success; **Perform DC:** 19; **Time:** 1 full-attack action; **Components:** M, E; **Target:** One creature affected by *Nigeki Rendan - Hana*; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 10.

This technique can only be used on a target who failed to resist *Nigeki Rendan - Hana* 1 round prior, and can only be performed under the effects of *Banryoku*. As part of the technique, the user must have a straight path to charge to a square adjacent to the target's new position. The user makes a single unarmed charge attack that, if it hits, deals an additional 5d6 points of damage not multiplied on a critical hit and knock the target prone.

Empower

The user may spend an additional 1.5 points of chakra (rounded up) to increase the damage by 1 die, maximum 1 die per level or 11d6. This technique can only be used once per encounter.

Hatake Kakashi

Fast Hero 3/Ninja Scout 8/Smart Hero 3/Ninja Operation Counter 5/Sharingan Eye (Intermediate) 2; CR 19; Medium Humanoid (Human); **HD** 3d8+3 plus 8d8+8 plus 3d6+3 plus 5d6+5; **hp** 111; **Mas** 50; **Init** +4; **Spd** 45 ft; **Defense** 30 (33 vs traps) (+4 dex, +15 class, +1 armor), Touch 29, Flat-Footed 26; **BAB** +12; **Grap** +14; **Atk** +14 melee (by weapon) or +16 ranged (by weapon); **Full Atk** +14/+9/+4 melee (by weapon) or +16/+11/+6 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** sharingan eye +6,

offensive foresight +3, high speed sight 4, glare, ninja mimicry; **AL** konoha, friends, good; **SV** Fort +9, Ref +16 (+19 vs traps), Will +14; **AP** 8; **CP** 53; **Rep** +3; **Wealth** +21; **Learn**: +21 (+23 Ninjutsu); **Str** 14, **Dex** 18, **Con** 13, **Int** 18, **Wis** 17, **Cha** 16.

Occupation: Academy Student (*Bonus Class Skills*: Chakra Control, Genjutsu, Ninjutsu; *Bonus Feat*: Nin Weapons Proficiency)

Skills: Balance +10 (6), Chakra Control +25 (22), Craft (calligraphy) +10 (6), Disable Device +18 (14), Genjutsu +27 (22), Hide +23 (17), Investigate +12 (8), Knowledge (ninja lore) +15 (11), Listen +13 (8), Move Silently +23 (17), Ninjutsu +33 (22), Search +25 (+29 vs traps) (16), Sleight of Hand +10 (6), Spot +13 (+17 vs traps) (8), Survival +11 (8), Taijutsu +12 (10), Tumble +15 (11).

Feats: Advanced Bloodline (Uchiha Clan Sharingan), Alertness, Armor Proficiency (light), Blood Pact (Dog), Chuunin (Ninjutsu), Combat Martial Arts, Genin (Ninjutsu), Genius Nin (Ninjutsu), Gift of Summoning, Jounin (Genjutsu, Ninjutsu), Nin Weapons Proficiency, Ninjutsu Adept, Ninja Mimicry, Simple Weapon Proficiency, Stealthy, Track.

Talent (Fast Hero): Evasion, Bonus Feat (Genin), Increase Speed.

Talent (Ninja Scout): Track, Sneak Attack (+2d6), Bonus Feat (Chuunin, Gift of Summoning), Increase Speed (10 feet), Hide in Plain Sight, Evasion X (Improved Evasion).

Talent (Smart Hero): Savant (Search), Bonus Feat (Ninjutsu Adept), Plan.

Talent (Ninja Operation Counter): Technique Counter, Trap Sense, Evasion X (Improved Evasion), Plan X, Swift Tracker, Tenketsu Freeze, Bonus Feat (Jounin), Greater Technique Counter.

Techniques Known: *Control* (+25)- Chouyaku no Jutsu, Kai, Kinobori, Mugen Ibuki no Jutsu, Shinobi Kyofu no Jutsu, Shirizokeru, Tadayou, Yukigutsu; *Genjutsu* (+27)- Jougenzou no Jutsu, Sharingan Ougi - Shinkou Jutsu, Magen - Narakumi no Jutsu, Shougenzou no Jutsu; *Ninjutsu* (+33)- Bakuretsu Junjiru no Jutsu, Bunshin no Jutsu, Chidori (+39; Mastery), Daibakufu no Jutsu, Dochuu Engyou no Jutsu, Doton - Tsuiga no Jutsu (+39; Mastery), Gekata no Fuukatsu (+36; Advanced Proficiency), Haryuu Mouko, Henge no Jutsu, Hijou Kawarimi no Jutsu (+36; Advanced Proficiency), Itsukaku Hakuegi no Jutsu, Jigen Ugoku no Jutsu, Jisatsu no Jutsu, Kage Bunshin no Jutsu, Kawarimi no Jutsu (+38; Mastery), Kuchiyose no Jutsu, Mizu Bunshin no Jutsu, Raikiri (+39; Mastery), Shinjuu Zanshu no Jutsu, Shunshin no Jutsu, Shuurai no Jutsu, Suijinheki no Jutsu, Suiryuudan no Jutsu, Tajuu Kage Bunshin no Jutsu, Yominodoki; *Taijutsu* (+12)- Nidan Kousoku, Shodan Kousoku, Sandan Kousoku, Ryuutsuki, Sennen Goroshi, Shundou, Shunpo, Taijutsu Ougi - Rendan Kidouki.

Equipment: Light ninja vest, camouflage outfit (forest), forehead protector (konoha), shuriken holster (4 kunai or 15 shuriken), belt pouch (4 kunai, 5 shuriken, 4 exploding tags, icha icha paradise), various personal gear.

Notes: Kakashi was allowed to select the Advanced Bloodline feat after first level. Because of that, Kakashi's body cannot fully adapt to the Sharingan, and its Chakra Cost is doubled.

Uchiha Sasuke

Fast Hero 3/Ninja Scout 3/Taijutsu Master 2/Sharingan Eye (Intermediate) 1; CR 8; Medium Humanoid (Human; Cursed Seal Template); **HD** 3d8+6 plus 3d8+6 plus

2d10+4; **hp** 57; **Mas** 50; **Init** +3; **Spd** 35 ft; **Defense** 21, 22 melee (+3 dex, +8 class), Touch 21, Flat-Footed 18; **BAB** +6; **Grap** +8; **Atk** +9 melee (1d6+2, unarmed strike); **Full Atk** +9/+4 melee (1d6+2, unarmed strike) or +9/+4 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** sharingan eye +3, offensive foresight +1, high speed sight 1, cursed seal level 1, cursed seal level 2; **AL** power, revenge, Uchiha Clan; **SV** Fort +7, Ref +10, Will +4; **AP** 10; **CP** 27; **Rep** +2; **Wealth** +16; **Learn**: +9 (+11 Ninjutsu); **Str** 14, **Dex** 16, **Con** 15, **Int** 14, **Wis** 13, **Cha** 13.

Occupation: Uchiha Clan (*Bonus Class Skills:* Ninjutsu; *Bonus Feat:* Advanced Bloodline; *Bonus Technique:* Goukakyuu no Jutsu)

Skills: Balance +8 (3), Chakra Control +6 (5), Concentration +4 (2), Control Cursed Seal +5 (4), Genjutsu +6 (5), Hide +5 (2), Knowledge (Ninja Lore) +7 (6), Move Silently +4 (1), Ninjutsu +11 (8), Sleight of Hand +8 (5), Survival +4 (3), Taijutsu +8 (6), Tumble +5 (2).

Feats: Advanced Bloodline (Uchiha Clan Sharingan), Combat Martial Arts, Defensive Martial Arts, Focused, Genin (Ninjutsu), Genius Nin (Ninjutsu), Nin Weapons Proficiency, Simple Weapon Proficiency

Talents (Fast Hero): Evasion, Increase Speed

Talents (Ninja Scout): Track, Sneak Attack (+1d6)

Talents (Taijutsu Master): Unarmed Attack (1d6), Taijutsu Mastery (Martial Arts Master)

Techniques Known: *Chakra Control* (+6)- Chouyaku no Jutsu, Kinobori, Tadayaou; *Genjutsu* (+6)- None; *Ninjutsu* (+11)- Bunshin no Jutsu, Chidori, Goukakyuu no Jutsu (+14; Advanced Proficiency), Henge no Jutsu, Housenka no Jutsu, Kawarimi no Jutsu (+13; Proficiency), Kousen Shibari no Jutsu, Ryuuka no Jutsu; *Taijutsu* (+8)- Asshou!, Nidan Kousoku, Shodan Kousoku, Kage Buyou, Ryuutsuki, Shishi Rendan.

Equipment: Shuriken holster (4 kunai or 15 shuriken), forehead protector (konoha), uchiha clan outfit, belt pouch (6 kunai, 4 shuriken, 2 smoke bombs), various personal gear.

Uzumaki Naruto

Tough Hero 5/Dedicated Hero 3 (Ghastly Inheritance; ECL 11); CR 9; Medium Humanoid (Demonic); **HD** 5d10+25 plus 3d6+15 plus 8; **hp** 90; **Mas** 50; **Init** +1; **Spd** 30 ft; **Defense** 15 (+1 dex, +4 class), Touch 15, Flat-Footed 14; **BAB** +5; **Grap** +7; **Atk** +8 melee (1d8+2 nonlethal, brawl); **Full Atk** +8 melee (1d8+2 nonlethal, brawl); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Blazing Rage, Greater Health, Kyuubi Manifestation, Outstanding Ability, Overwhelming Chakra, demonic subtype (applied); **AL** dreams, friends, good; **SV** Fort +9, Ref +8, Will +4; **AP** 12; **CP** 73; **Rep** +2; **Wealth** +16; **Learn**: +8; **Str** 14, **Dex** 13, **Con** 21, **Int** 13, **Wis** 9, **Cha** 14.

Occupation: Academy Student (*Bonus Class Skills:* Ninjutsu, Survival, Taijutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Chakra Control +8 (11), Concentration +8 (6), Genjutsu +4 (2), Knowledge (ninja lore) +4 (3), Listen +2 (3), Ninjutsu +10 (8), Survival +3 (4), Taijutsu +11 (9).

Feats: Blood Pact (Toad), Brawl, Genin (Ninjutsu), Gift of Summoning, Improved Brawl, Improved Chakra Pool, Nin Weapons Proficiency, Power Attack, Simple Weapon Proficiency, Technique Focus (Tajuu Kage Bunshin no Jutsu).

Talent (Tough Hero): Endurance, Improved Endurance, Advanced Endurance

Talent (Dedicated Hero): Empathy, Intuition

Techniques Known: *Control* (+8)- Kinobori, Seishou Bakuha, Tadayou; *Genjutsu* (+4)- None; *Ninjutsu* (+10)- Henge no Jutsu, Kage Bunshin no Jutsu (+14; Specialization), Kakureimino no Jutsu, Kawarimi no Jutsu (+11; Competence), Kuchiyose no Jutsu, Kuroi Rasengan, Rasengan, Tajuu Kage Bunshin no Jutsu (+17; Advanced Proficiency); *Taijutsu* (+11)- Asshou!, Sennen Goroshi, Uzumaki Naruto Rendan

Equipment: Shuriken holster (4 kunai or 15 shuriken), forehead protector (konoha), casual clothes, belt pouch (4 kunai, 4 shuriken, 2 smoke bombs, various ninja scrolls, 1 blank scroll), hokage crystal necklace, various personal gear.

Note: Despite being of insufficient level, Naruto is still able to use *Kage Bunshin* and *Tajuu Kage Bunshin no Jutsu* without problem.

Outstanding Ability (Ex): When creating clone using the *Kage Bunshin* or *Tajuu Kage Bunshin no Jutsu* technique, Naruto's clones are sentient and able to act on their own. They cannot be told apart from the user, regardless of the ability used.

Uzumaki Naruto (Blazing Rage)

hp 117; **Mas** 50; **Spd** 45 ft; **Defense** 19 (+1 dex, +4 class, +4 dodge), Touch 19, Flat-Footed 14; **Grap** +10; **Atk** +10 melee (1d4+5, 2 claws); **Full Atk** +10 melee (1d4+5, 2 claws) and +5 melee (1d4+5, bite); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Kyuubi Manifestation, Overwhelming Chakra, Fast Healing 3, demonic subtype; **SV** Fort +12, Ref +8, Will +6; **CP** 115; **Str** 20, **Dex** 13, **Con** 27, **Int** 13, **Wis** 9, **Cha** 14.

Uzumaki Naruto (Kyuubi Manifestation)

hp 126; **Mas** 50; **Init** +1; **Spd** 55 ft; **Defense** 23 (+1 dex, +4 class, +4 dodge, +4 deflection), Touch 23, Flat-Footed 18; **Grap** +11; **Atk** +11 melee (1d6+6, claws); **Full Atk** +11 melee (1d6+6, 2 claws) and +6 melee (1d6+6, bite) or +11 melee (1d4+6, tail); **FS** 5 ft by 5 ft; **Reach** 10 ft; **SQ** Kyuubi Manifestation, Overwhelming Chakra, Fast Healing 5, Fire Resistance 10, Damage Reduction 3/-, demonic subtype; **SV** Fort +13, Ref +8, Will +8; **CP** 125; **Str** 22, **Dex** 13, **Con** 29, **Int** 13, **Wis** 9, **Cha** 14.

Uzumaki Naruto (After Timeskip)

Tough Hero 5/Dedicated Hero 3/Ninja Scout 5 (Ghastly Inheritance; ECL 16); CR 14; Medium Humanoid (Demonic); **HD** 5d10+30 plus 3d6+18 plus 5d8+30 plus 13; **hp** 153; **Mas** 50; **Init** +2; **Spd** 35 ft; **Defense** 20 (+2 dex, +8 class), Touch 20, Flat-Footed 18; **BAB** +8; **Grap** +10; **Atk** +12 melee (1d8+3 nonlethal, brawl); **Full Atk** +12/+7 melee (1d8+3 nonlethal, brawl); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Blazing Rage, Greater Health, Kyuubi Manifestation, Overwhelming Chakra, demonic subtype; **AL** dreams, friends, good; **SV** Fort +11, Ref +13, Will +8; **AP** 12; **CP** 124; **Rep** +3; **Wealth** +16; **Learn:** +14; **Str** 14, **Dex** 14, **Con** 22, **Int** 14, **Wis** 10, **Cha** 14.

Occupation: Academy Student (*Bonus Class Skills:* Ninjutsu, Survival, Taijutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Chakra Control +14 (16), Concentration +12 (6), Genjutsu +9 (7), Knowledge (ninja lore) +8 (6), Listen +6 (6), Ninjutsu +19 (16), Spot +3 (3), Survival +7 (7),

Taijutsu +15 (13).

Feats: Blood Pact (Toad), Brawl, Genin (Ninjutsu), Gift of Summoning, Improved Brawl, Improved Chakra Pool (3), Nin Weapons Proficiency, Power Attack, Simple Weapon Proficiency, Technique Focus (Tajuu Kage Bunshin no Jutsu), Track.

Talent (Tough Hero): Endurance, Improved Endurance, Advanced Endurance

Talent (Dedicated Hero): Empathy, Intuition

Talent (Ninja Scout): Track, Sneak Attack (+1d6), Bonus Feat (Improved Chakra Pool), Increased Speed (5 feet), Hide in Plain Sight

Techniques Known: *Control (+14)*- Kai, Kinobori, Majin Kousei no Jutsu, Seishou Bakuha, Tadayou; *Genjutsu (+9)*- Shougenzou no Jutsu; *Ninjutsu (+19)*- Bunshin no Jutsu, Enka Rasengan, Henge no Jutsu, Kage Bunshin no Jutsu (+25; Mastery), Naruto Ryuu: Senjutsu - Hiriyaku (+31; Mastery), Kage Bunshin no Tate, Kakureimino no Jutsu, Fuuin Jutsu - Gesouin, Kawarimi no Jutsu, Kuchiyose no Jutsu, Kuchiyose - Gamabunta, Kuroi Rasengan, Oodama Rasengan, Rasengan (+25; Mastery), Tajuu Kage Bunshin no Jutsu (+29; Mastery); *Taijutsu (+15)*- Asshou!, Sennen Goroshi, Shodan Kousoku, Uzumaki Naruto Rendan.

Equipment: Shuriken holster (4 kunai or 15 shuriken), forehead protector (konoha), casual clothes, belt pouch (4 kunai, 4 shuriken, 2 smoke bombs, various ninja scrolls, 1 blank scroll), hokage crystal necklace, various personal gear.

Uzumaki Naruto (After Timeskip; Blazing Rage)

hp 202; **Mas** 50; **Init** +2; **Spd** 50 ft; **Defense** 24 (+2 dex, +8 class, +4 dodge), Touch 24, Flat-Footed 18; **Grap** +14; **Atk** +14 melee (1d4+5, claws); **Full Atk** +14 melee (1d4+5, 2 claws) and +9 melee (1d4+5, bite); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Greater Health, Kyuubi Manifestation, Overwhelming Chakra, fast healing 3, demonic subtype; **SV** Fort +14, Ref +13, Will +10; **CP** 166; **Str** 20, **Dex** 14, **Con** 28, **Int** 14, **Wis** 10, **Cha** 14.

Uzumaki Naruto (After Timeskip; Kyuubi Manifestation)

hp 215; **Mas** 50; **Init** +2; **Spd** 60 ft; **Defense** 28 (+2 dex, +8 class, +4 dodge, +4 deflection), Touch 28, Flat-Footed 22; **Grap** +15; **Atk** +15 melee (1d6+6, claws); **Full Atk** +15 melee (1d6+6, 3 claws) and +10 melee (1d6+6, bite) or +15/+13 melee (1d4+6, tails); **FS** 5 ft by 5 ft; **Reach** 10 ft; **SQ** Greater Health, Overwhelming Chakra, fast healing 5, damage reduction 3/-, fire resistance 10, demonic subtype; **SV** Fort +15, Ref +13, Will +12; **CP** 180; **Str** 22, **Dex** 14, **Con** 30, **Int** 14, **Wis** 10, **Cha** 14.

Future Hokage Uzumaki Naruto (After Timeskip)

Tough Hero 5/Dedicated Hero 3/Ninja Scout 9 (Ghastly Inheritance; ECL 20); CR 18; Medium Humanoid (Demonic); **HD** 5d10+30 plus 3d6+18 plus 9d8+54 plus 13; **hp** 199; **Mas** 50; **Init** +2; **Spd** 40 ft; **Defense** 22 (+2 dex, +10 class), Touch 22, Flat-Footed 20; **BAB** +11; **Grap** +13; **Atk** +15 melee (1d8+3 nonlethal, brawl); **Full Atk** +15/+10/+5 melee (1d8+3 nonlethal, brawl); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Blazing Rage, Greater Health, Kyuubi Manifestation, Overwhelming Chakra, demonic subtype; **AL** dreams, friends, good; **SV** Fort +13, Ref +15, Will +9; **AP** 17; **CP** 160; **Rep** +4; **Wealth** +19; **Learn:** +20; **Str** 14, **Dex** 14, **Con** 22, **Int** 14, **Wis** 10, **Cha** 14.

Occupation: Academy Student (*Bonus Class Skills:* Ninjutsu, Survival, Taijutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Chakra Control +18 (20), Concentration +15 (9), Genjutsu +12 (10), Knowledge (ninja lore) +17 (15), Listen +6 (6), Ninjutsu +25 (20), Spot +6 (6), Survival +7 (7), Taijutsu +17 (15).

Feats: Blood Pact (Toad), Brawl, Genin (Ninjutsu), Gift of Summoning, Improved Brawl, Improved Chakra Pool (4), Nin Weapons Proficiency, Ninjutsu Adept, Power Attack, Simple Weapon Proficiency, One Man Army, Technique Focus (Tajuu Kage Bunshin no Jutsu), Track.

Talent (Tough Hero): Endurance, Improved Endurance, Advanced Endurance

Talent (Dedicated Hero): Empathy, Intuition

Talent (Ninja Scout): Track, Sneak Attack (+2d6), Bonus Feat (Improved Chakra Pool (2), 1), Increased Speed (5 feet), Hide in Plain Sight, Evasion X (Evasion).

Techniques Known: *Control* (+18)- Kai, Kinobori, Majin Kousei no Jutsu, Seishou Bakuha, Tadayou; *Genjutsu* (+12)- Shougenzou no Jutsu; *Ninjutsu* (+25)- Bunshin no Jutsu, Enka Rasengan (+31; Mastery), Fuuton - Rasen Shuriken, Henge no Jutsu, Kage Bunshin no Jutsu (+31; Mastery), Naruto Ryuu: Senjutsu - Hiryaku (+31; Mastery), Kage Bunshin no Tate, Kakureimino no Jutsu, Fuuin Jutsu - Gesouin, Kawarimi no Jutsu, Kuchiyose no Jutsu, Kuchiyose - Gamabunta, Kuroi Rasengan (+31; Mastery), Oodama Rasengan (+31; Mastery), Rasengan (+31; Mastery), Shuugyou: Hokage Izou no Wana, Tajuu Kage Bunshin no Jutsu (+31; Mastery); *Taijutsu* (+17)- Asshou!, Namidatsu Kukkin!, Sennen Goroshi, Shodan Kousoku, Uzumaki Naruto Rendan.

Equipment: Shuriken holster (4 kunai or 15 shuriken), forehead protector (konoha), casual clothes, belt pouch (4 kunai, 4 shuriken, 2 smoke bombs, various ninja scrolls, 1 blank scroll), hokage crystal necklace, various personal gear.

Future Hokage Naruto (Blazing Rage)

hp 250; **Spd** 55 ft; **Defense** 26 (+2 dex, +10 class, +4 frenzy), **Touch** 26, **Flat-Footed** 20; **BAB** +11; **Grap** +16; **Atk** +16 melee (1d4+5, claw); **Full Atk** +16 melee (1d4+5, 2 claws) and +11 melee (1d4+5, bite); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Greater Health, Kyuubi Manifestation, Overwhelming Chakra, fast healing 3, demonic subtype; **SV** Fort +16, Ref +15, Will +11; **CP** 217; **Str** 20, **Dex** 14, **Con** 28, **Int** 14, **Wis** 10, **Cha** 14.

Future Hokage Naruto (Kyuubi Manifestation)

hp 267; **Spd** 65 ft; **Defense** 30 (+2 dex, +10 class, +4 frenzy, +4 deflection), **Touch** 30, **Flat-Footed** 24; **BAB** +11; **Grap** +17; **Atk** +17 melee (1d6+6, claw); **Full Atk** +17 melee (1d6+6, 3 claws) and +12 melee (1d6+6, bite) or +17/+15/+13/+11 melee (1d4+6, tails); **FS** 5 ft by 5 ft; **Reach** 10 ft; **SQ** Greater Health, Overwhelming Chakra, fast healing 5, damage reduction 3/-, fire resistance 10, demonic subtype; **SV** Fort +17, Ref +15, Will +13; **CP** 235; **Str** 22, **Dex** 14, **Con** 30, **Int** 14, **Wis** 10, **Cha** 14.

Outstanding Ability (Ex): When creating clone using the *Kage Bunshin* or *Tajuu Kage Bunshin no Jutsu* technique, Naruto's clones are sentient and able to act on their own.

Fuuton - Rasen Shuriken (Wind Release - Spiral Shuriken)

Ninjutsu (Fuuton; requires Chakra Control 20 ranks, Ninjutsu 20 ranks, Wind Affinity (Primary), Oodama Rasengan (5) and Rasengan (5)) [Uzumaki Naruto Kinjutsu]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform DC:** 39; **Time:** 1 full-

round action; **Duration:** Instantaneous plus 2 rounds (see text); **Saving Throws:** Fortitude partial; **Chakra Cost:** 40.

This technique is the pinnacle of Rasengan, and the same as the technique as the same name, except as noted above and as follow. The damage cap of the rasengan is increased to 40d8, and the perform DC of the technique does not increase. The maximum damage dealt is also not limited by the user's level.

In addition to being knocked back 2d6x5 feet, the target is caught in a vortex of lethal wind for 2 rounds on a failed Fortitude save. Every round spent in the vortex, the subject can take no action and suffers 3d6 points of wind damage and 1d6 points of permanent chakra coil damage. Creatures in a 10-foot radius burst suffer 2d6 points of wind damage every round until they move out of the vortex's radius.

The Rasen Shuriken can only be kept for up to 3 rounds before using it, at which point it fades into nothingness.

When using the rasen shuriken, if the attack connects, the user suffers 4d6 points of temporary chakra coil damage (Fortitude save DC 25 for half) and 1d10 points of Strength damage (Fortitude save DC 20 for half).

Mastery

The first, third and fifth step of mastery increase the duration of the vortex by 1 round. No chakra coil damage is dealt after the first two rounds.

Note: This technique is very optional, and SHOULD be denied to any player characters.

Shuugyou: Hokage Izou no Wana (Training: Hokage Legacy Training)

Ninjutsu (Training; requires Kage Bunshin no Jutsu (5), Tajuu Kage Bunshin no Jutsu (5), One-Man Army (f) and Chakra Pool 145) [Uzumaki Naruto Kinjutsu]

Rank: 12 (A-Class); **Learn DC:** 27, 6 success.

This training allows the character to spend an action point to reduce the training time of a technique by half, before reducing the time for beating the Learn DC by a certain amount (minimum a half day, or 0.5 day).

The character also gains a +10 bonus to that Learn check. This training can only be used to Learn new techniques, and not master existing ones.

At the end of a training day, the user suffers 40d6 points of Stamina damage (20d6 if a half-day). A character cannot be reduced below 0 hit points by suffering Stamina damage.

Note: This training method is very optional, and SHOULD be denied to any player characters.

Other Characters

Hitokiri Battousai

Fast Hero 6/Shade 5/Weaponmaster 5; CR 16; Medium Humanoid (Human); **HD** 6d8+6 plus 5d6+5 plus 5d10+5; **hp** 87; **Mas** 50; **Init** +10; **Spd** 30 ft; **Defense** 27, 28 melee (+6 Dex, +11 class), Touch 27, Flat-Footed 27; **BAB** +12; **Grap** +14; **Atk** +20 melee (1d10+10, katana); **Full Atk** +20/+15/+10 melee (1d10+10, katana); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** the patriots, peace, good; **SV** Fort +7 (+10 vs. poison), Ref +14, Will +7; **AP** 16; **CP** 34; **Rep** +5; **Wealth** +4; **Learn**: +16 (+18 Taijutsu); **Str** 14, **Dex** 23, **Con** 13, **Int** 17, **Wis** 16, **Cha** 14.

Occupation: Mentored (*Bonus Class Skills:* Listen, Spot, Taijutsu; *Bonus Feat:* Genius Nin)

Skills: Balance +15, Hide +22, Jump +21, Listen +15, Knowledge (tactics) +13, Move Silently +22, Sleight of Hands +15, Spot +20, Taijutsu +24, Tumble +20.

Feats: A Sword that Never Kills, Ability Focus (Death Attack), Archaic Weapon Proficiency, Combat Reflexes, Defensive Martial Arts, Exotic Melee Weapon Proficiency (katana), Flawless Form, Genius Nin (Taijutsu), Improved Initiative, Light Sleeper, Stealthy, Taijutsu Adept, Weapon Finesse.

Talent (Fast Hero): Evasion, Uncanny Dodge, Uncanny Dodge 2, Bonus Feat (Defensive Martial Arts, Stealthy, Combat Finesse).

Talent (Shade): Death Attack (DC 20), Sneak Attack +4d6, +3 saves vs. poison, Sure Kill.

Talent (Weaponmaster): Weapon Focus (katana), Weapon Specialization, Greater Weapon Focus, Bonus Feat (Flawless Form), Greater Weapon Specialization, Improved Critical.

Techniques Known: *Control* (+3)- None; *Genjutsu* (+2)- None; *Ninjutsu* (+3)- None; *Taijutsu* (+24)- Namidatsu Kukkin!, Nidan Kousoku, Sandan Kousoku, Shodan Kousoku.

Hiten Mitsurugi Ryu - Do Ryu Sen, Hi Ryu Sen, Mou Ryu Sen, Ryu Kan Sen, Ryu Kan Sen Kogarashi, Ryu Kan Sen Tsumuji, Ryu Mei Sen, Ryu Shou Sen, Ryu Sou Sen, Ryu Sou Sen Garami, Ryu Tsui Shou Sen, Ryu Tsui Sen, Ryu Tsui Sen Zan, Shi Ryu Sen, Sou Ryu Sen (+30; Mastery), Sou Ryu Sen Ikazuchi (+30; Mastery), Ougi - Shinkousoku.

Kenjutsu Ougi - Battoujutsu (+30; Mastery), Iaido (+30; Mastery), Iainuki (+30; Mastery), Tsuki (+27; Advanced Proficiency).

Equipment: Dark samurai's garb, mastercraft (+3 damage) katana (*blood thirster* and *lesser concealment* weapon seals).

Tetsutei Kai

Tough Hero 10/Elite Shinobi Swordsman 10/Epic Tough Hero 5; CR 25; Medium Humanoid (Human); **HD** 10d10+70 plus 10d10+70 plus 5d10+35 plus 10 plus 15 plus 3; **hp** 367; **Mas** 50; **Init** +1; **Spd** 30 ft; **Defense** 22 (+1 dex, +10 class, +1 epic), Touch 22, Flat-Footed 21; **BAB** +17; **Grap** +23; **Atk** +25 melee (1d10+12, katana) or +18 ranged (by weapon); **Full Atk** +25/+20/+15/+10 melee (1d10+12, katana) or +18/+13/+8/+3 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** strength rank 1 (epic feat, suppressed by eye patch); **AL** battle, corruption, power; **SV** Fort +24, Ref +10, Will +14; **AP** 8; **CP** 128 (228 without the eyepatch); **Rep** +10; **Wealth** +9; **Learn**: +25; **Str** 19, **Dex** 13, **Con** 24, **Int** 12, **Wis** 16, **Cha** 13.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Genjutsu,

Ninjutsu; *Bonus Feat*: Nin Weapons Proficiency)

Skills: Chakra Control +26 (21), Concentration +19 (12), Genjutsu +11 (10), Hide +10 (7), Move Silently +10 (7), Ninjutsu +22 (16), Spot +18 (18), Taijutsu +21 (16).

Feats: Alertness, Archaic Weapon Proficiency, Blood Pact (Bear), Chakra Presence (DC 22 with the eyepatch, DC 30 without), Chakra Restoration, Chuunin (Ninjutsu, Taijutsu), Exotic Melee Weapon Proficiency (katana), Genin (Ninjutsu), Gift of Summoning, Great Fortitude, Improved Chakra Pool, Iron Will, Jounin (Chakra Control, Ninjutsu), Monkey Grip, Nin Weapons Proficiency, Power Attack, Simple Weapon Proficiency, Stealthy, Toughness.

Epic Feats: Epic Chakra Pool II, Great Strength, Extreme Strength.

Talent (Tough Hero): Endurance, Bonus Feat (Alertness, Chuunin, Improved Chakra Pool, Genin), Improved Endurance, Advanced Endurance, Damage Reduction 1/-, Damage Reduction 2/-

Talent (Elite Shinobi Swordsman): Weapon Focus (katana), Quick Draw, Invisible Strike, Bonus Feat (Epic Melee Weapon Proficiency, Monkey Grip, Power Attack), Sneak Attack (+2d6), Weapon Specialization, Greater Weapon Focus, Power of the Elite, Improved Critical, Greater Weapon Specialization.

Talent (Epic Tough Hero): Robust, Bonus Feat (Epic Chakra Pool x2), Epic Toughness, Epic Stamina.

Techniques Known: *Control (+26)*- Chouyaku no Jutsu, Kawa no Yoroi, Kinobori, Shinobi Kyoufuu no Jutsu, Ryokujun no Jutsu, Tadayou; *Genjutsu (+11)*- Kyougaku no Jutsu, Magen - Narakumi no Jutsu, Shougenzou no Jutsu; *Ninjutsu (+22)*- Akuma no Tsubasa, Bakusuihou, Bunshin no Jutsu, Dochuu Engyou no Jutsu, Doryou Dango, Doryuudan, Doryu Taiga no Jutsu, Fuuin Jutsu - Gesouin, Gouka no Jutsu, Hakisuitoge no Jutsu, Henge no Jutsu, Ishi Bunshin no Jutsu, Ishi Shuriken no Jutsu, Juuryoku Gachan, Kakureimino no Jutsu, Kawarimi no Jutsu, Kuchiyose no Jutsu, Kuuhazan, Mikan Seiha no Jutsu, Mukidou Sanpo no Jutsu, Shinjuu Zanshu no Jutsu, Shunshin no Jutsu; *Taijutsu (+21)*- Daijinryoku, Shodan Kousoku, Kenjutsu Ougi - Iaido, Kenjutsu Ougi - Kiritsuki, Kiun Butsu, Kyouran Suji!, Namidatsu Kukkin!, Ryuutsuki, Zentai Bougyo.

Equipment: Casual clothes, Chakra Sealing Eyepatch, old beat up katana (mastercraft +4 to damage), backpack (4 kunai, 1 camouflage blanket (10x10, forest), 2 blank scroll, writing materials, 4 greater exploding tags).

Mission Card:

D-Rank: 185

C-Rank: 37

B-Rank: 19

A-Rank: 241 (137 solo)

S-Rank: 57 (11 solo)

This expert hunter-nin from the *Hidden Village of Cloud* is world-famous for never letting his pray escape. No matter how fast one is, *Zanshi of the Winds* is faster. This special jounin, while young, has already completed more missions than people twice his age. He is also considered as one of the experts in *Kenjutsu* of the Thunder Country.

He's more commonly known as "Tenken no Zanshi", Zanshi of the Heaven Sword. He usually can be found approximately anywhere in the world, wearing a gas mask, samurai clothes and his katana. When on a mission, he will use any means necessary to accomplish his task. No peace treaty, no agreement or promises will keep him from retrieving (or killing) his target. His mastery of the sword is rarely matched by anyone or anything. He escaped death many times alone and with his teammates, back in the "Three man team" days. He can and likely will ally himself with the worst scum or the most pious noble without remorse or second thoughts if it might benefit. For him, the adage: "True ninjas lies in deception" is a motto.

Back in the Academy, he was a quiet student with few friends and no rivals. Girls didn't look at him much and he was glad not to draw too much attention. His father was a good jounin, with a preference for Genjutsu, as he was disappointed when Zanshi told him that he would sooner carry the sword than try to fool people with stupid illusions. As Chuunin at 12 and a Jounin at 14, he was one of the youngest of his village and one of the most feared. His missions are usually given directly by the Raikage and he will answer only to him.

Normally, people tends to back off when they see him roaming the streets of the *Hidden Cloud*. His mask and outfits are well known and a few still call him Zanshi around a cup of warm sake, but they are a rarity indeed. His parents died about a year ago on a mission, the bodies have been retrieved but no indications of who is responsible for that. Zanshi is still searching.

Zanshi of the Winds

Fast Hero 7/Elite Shinobi Swordsman 8; CR 15; Medium Humanoid (Human); **HD** 7d8+21 plus 8d10+24; **hp** 121; **Mas** 50; **Init** +8; **Spd** 45 ft; **Defense** 25, 26 melee (+4 dex, +11 class), Touch 25, Flat-Footed 21; **BAB** +15; **Grap** +16; **Atk** +21 melee (1d10+7, katana) or +19 ranged (by weapon); **Full Atk** +21/+16/+11 melee (1d10+7, katana) or +19/+14/+9 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** kumogakure, duty, training; **SV** Fort +12, Ref +11, Will +7; **AP** 12; **CP** 64; **Rep** +4; **Wealth** +11; **Learn**: +16; **Str** 12, **Dex** 19, **Con** 16, **Int** 14, **Wis** 14, **Cha** 14.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Genjutsu, Ninjutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Balance +9 (5), Chakra Control +18 (16), Genjutsu +11 (9), Hide +18 (12), Knowledge (ninja lore) +8 (6), Move Silently +18 (12), Ninjutsu +20 (16), Taijutsu +26 (18), Tumble +18 (14).

Feats: Archaic Weapon Proficiency, Armor Proficiency (light), Chuunin (Taijutsu), Defensive Martial Arts, Dodge, Exotic Melee Weapon Proficiency (katana), Genin (Taijutsu), Improved Initiative, Jounin (Ninjutsu, Taijutsu), Mobility, Nin Weapons Proficiency, Simple Weapon Proficiency, Spring Attack, Stealthy.

Talent (Fast Hero): Increased Speed, Bonus Feat (Defensive Martial Arts, Dodge, Stealthy), Improved Increase Speed, Advanced Increased Speed, Evasion.

Talent (Elite Shinobi Swordsman): Weapon Focus (katana), Quick Draw, Invisible Strike, Bonus Feat (Chuunin, Genin), Sneak Attack (+2d6), Weapon Specialization, Greater Weapon Focus, Power of the Elite.

Techniques Known: *Control (+18)*- Chakra no Kogasu, Chouyaku no Jutsu,

Daichouyaku no Jutsu, Gishi no Jutsu, Hanten Chouyaku, Kai, Kakusu Nioi, Kinobori, Sorapo no Jutsu, Tadayou; *Genjutsu* (+9)- Kokuangyou no Jutsu, Shougenzou no Jutsu; *Ninjutsu* (+20)- Bunshin no Jutsu, Henge no Jutsu, Jakuden no Jutsu, Kowarimi no Jutsu, Meisaigakure no Jutsu, Nawanuke no Jutsu, Rakurai no Jutsu, Seidenki Reiki no Jutsu, Shuurai no Jutsu; *Taijutsu* (+26)- Asshou!, Bakuhatsumyoku, Butsukari, Nidan Kousoku, Shodan Kousoku, Godan Kousoku, Kekai Butsu, Kenjutsu Ougi - Iaido, Kenjutsu Ougi - Iainuki, Kenjutsu Ougi - Shinken, Kenjutsu Ougi - Kiritsuki, Kenjutsu Ougi - Shinken, Kenjutsu Ougi - Tenken, Kenjutsu Ougi - Tsuki, Kiun Butsu, Sandan Kousoku, Mugen Shunpo, Renzuki (katana), Ryuutsuki, Ryuusei Masai, Shiden, Shime, Shotei Uchi, Shundou, Shunpo, Souhazan, Yondan Kousoku.

Equipment: "Ma Kaze" (+2 damage) mastercraft katana (quickblade weapon seal), black samurai outfit, belt pouch (6 kunai, 4 sunburst tags, 8 greater exploding tags, 5 soldier pills, 5 blood increasing pills, 1 spirit bottle), various personal gear.

Mission Card:

D-Rank: 59

C-Rank: 46

B-Rank: 92

A-Rank: 56

S-Rank: 39

CHAPTER XIII: SUMMONING

Summary

Summoning is yet another handy tool at the disposition of ninjas lucky enough to have signed a blood pact with a creature, allowing for him to call upon their power in time of need.

Name (Japanese Translation)

This entry indicates the creature type's name.

Creature Type

This entry represents the creature type of the summoned creature, and what benefits it gains every time it gains a hit dice (base attack bonus, for example). If a creature's saving throws differ from its original type, saves made poor or good, and altered base attack bonus will be specified parenthetically (for example: Magical Beast (Good Fortitude) where the summon has a Good Fortitude, but a Poor Reflex and Will saves).

A summon's intelligence may be greater than its type indicates. Added to this entry is the creature's good and poor saves in parenthesis, if any change was made.

Hit Dice

The creature's hit dice. The hit dice granted to a creature may not match that of the creature's type. Use this entry instead.

Rank

Each summoned creature belongs to a particular rank, which in turn serves to determine its abilities as well as, typically, its size. From strongest to weakest, these ranks are: Soldier, Protector, Guardian, Elite and Avatar. Each rank has a different ECL requirement for the summoner to be able to call upon creatures of that rank, specified parenthetically with each summon type.

- *Soldier (Bushi)*: Soldiers are often called to perform the most mundane tasks, such as fighting an enemy or creating a diversion. Soldiers are compelled to obey the summoner's commands.

- *Protector (Hogosha)*: Protectors, like soldier, performs its duty with greater efficiency but is harder to summon. From this rank on, all summons are capable of speech and are able to summon a blood pact contract at will as a full-round action or dismiss it as a free action.

Some bloodpacts may be incapable of speech (such as Insect), or have all ranks capable of speech (or War hero). Protectors are compelled to obey the summoner's commands, but cannot be forced to summon a blood pact contract.

- *Guardian (Shugorei)*: The guardians are strong, typically larger summons with even greater abilities. Guardians are compelled to obey the summoner's commands.

- *Elite (Seihei)*: Elite summons are rarely encountered in battle, for they require not only much chakra to summon but also a great deal of skill. Summoned creatures of this rank have free will but are almost always partial to taking their summons' orders, though not always at its own personal risk.

- *Avatar (Shingen)*: The greatest of the summons—the Avatar—towers over its peers, a pillar of strength unrivaled by the other ranks. Avatar summons have been known to grow to outrageous size and power, and as such are very difficult and costly to summon.

The avatar summon is able to share energy with its summoner: As a full-round action, the Avatar summon may deal 2 points of damage or chakra damage to himself, to return 1 hit point or 1 point of Chakra to its summoner. This ability may provoke an attack of opportunity, and requires physical contact.

The Avatar summon always has free will and may not always obey orders or requests.

The Avatar summon may sometimes ask for compensation (Purchase DC 10 + summon level) or blood sacrifice (15 XP/level of summon), or even human sacrifice—for more evil summons (1 hit dice/level of the summon). A strenuous task (fighting an opponent of equal challenge rating) increases its effective level by 2, and a dangerous task (fighting an opponent of higher challenge rating, performing a risky diversion, etc.) increases the effective summon level by 4. Payment is generally dealt with later on.

Chakra Cost

This entry notes the chakra cost of each rank to summon. If the cost has a one-half chakra value, round up (1.5 becomes 2).

Level

A summon's level is what determines the number of hit dice and skill points it has, as well as the chakra cost required to summon it. Every level, a summon gains 2 hit dice, 2+Int modifier (minimum 1) skill points as well as a title. A summon cannot have more than 10 levels, or 20 hit dice. Refer to the table below for each title by ranks.

Summon Level	Title	Summon Level	Title
1 (2 HD)	Mundane	6 (12 HD)	Knight
2 (4 HD)	Grunt	7 (14 HD)	Baron
3 (6 HD)	Soldier	8 (16 HD)	Lord
4 (8 HD)	Squire	9 (18 HD)	General
5 (10 HD)	Lieutenant	10 (20 HD)	Hero

When summoning a creature, the character has a 10% chance to call upon a greater power: a Sire, or a Broodlord. These summons are unusually powerful, but cost more chakra. See Sires and Broodlords for more detail.

The character cannot summon a creature with more hit dice than himself, though some conditions may temporarily increase his effective level, such as summoning scrolls.

Special Qualities

This entry contains a list of special qualities pertaining to a certain summon type, including what natural weapons it is proficient in, racial skill bonuses, special attacks and the like.

Mechanics

The following entries describe the basic mechanics involved in summoning, including the proper way to advance a summon's levels, the details pertaining to the summon's free will and death, and the duration of the summoning. Also included in this section are the mechanics involved in summoning a Sire or Broodlord creature.

Summon Advancement

In each summon type entry, you will find an example level 1 soldier summon. You must use this entry as a base to advance the summon according to its' new rank and level. Rank bonuses are not cumulative.

A summoned creature does not gain feats and skills normally. Each level (not hit die), the summon gains 2+Int modifier (minimum 1) skill points, and only gains feat as bonus feats specified with every summon types (each bonus feats from previous ranks are gained as a summon advances a rank). A summoned creature does not gain ability score increases every 4 hit dice.

Every rank, the summon may gain a special ability, and a bonus feat, in addition to increased size category and ability bonuses. The natural armor bonus specified is not a progression of, but in addition to, the armor bonus presented in the Soldier entry. Natural armor, size increments and ability bonus from previous ranks do not stack.

Summons of higher ranks retain all bonus feats and special abilities granted by lower ranks, unless specified otherwise. Summons do not gain elemental affinities.

Blood Pacts and Obedience

A summoned creature capable of summoning a blood pact contract can never be forced to do so, and will usually be extremely reluctant to do so unless either the summoner or the person to sign the contract has performed an extraordinary deed for or is especially notorious among said blood pact.

Death and Injury

Typically, when a summon is defeated (reaches -1 hit points or lower), it does not die but simply returns to its original plane of existence (see Sires and Broodlord below). Even if the summoner is slain or falls unconscious, the summoned creature will follow whatever order it was given, or do as it pleases, depending on its personality (at the GM's discretion).

A summon can spend a full-round action to return to its original plane of existence by itself. If the summon does not have free will, the summoner must order it or be slain (some orders may contradict this) before it is able.

The summon cannot rest and heal normally until it returns to its original plane of

existence, effectively ending the summoning technique.

Chakra Pool, Depletion and Summon Duration

A summoned creature always has the same Chakra Pool as an heroic character (Constitution modifier (minimum 0) plus 1 times its hit dice, doubled for the first hit die) and loses 1 point of Chakra every 10 minutes when summoned.

When the summoned creature's Chakra Pool hits 0, whether it was through normal depletion or because it spent or was drained of its chakra, it does not suffer typical Chakra Depletion—it simply immediately unsummons. A summoned creature cannot regain Chakra by any means while summoned, though it is able to rest to regain hit points normally, provided it has enough Chakra to last an evening of rest.

If the creature was a Unique summon, its Chakra Pool is brought back to 1 immediately after it unsummons, and it recovers Chakra at a normal rate until summoned again.

A Sire loses 1 point of Chakra every 20 minutes. A Broodlord loses 1 point of Chakra every 30 minutes.

Multiple Summons

A character can summon up to five creatures whose total summon level do not exceed his total level or hit dice, or 15 (whichever is lower). Any attempt to summon more creatures will result in too much strain being put on the character and the creature with the lowest summon level (roll randomly for equal levels) being instantly banished.

Some circumstances, like the "Kuchiyose - Juunishinshou" techniques may allow the character to summon more than five creatures at any one time.

Sires and Broodlords

Every time a creature is summoned, there is a 10% chance that a special creature will be summoned. If a special creature was summoned, the summoner must roll another d%: 1-90 will summon a Sire creature, and 91-100 will summon a Broodlord.

The character immediately knows that the cost to pay is increased and that a stronger pull upon the link he feels with creatures of his Blood Pact is felt. The character is able to refuse to summon a special creature and instead choose to summon a normal creature without penalty or drawback.

- *Sire (Chakra Cost: +1/level)*: The Sire summon gains 1 bonus feat when summoned, and an additional feat every 4 HD. It gains an ability score increase every 4 hit dice, and an additional skill point every level of summoning. The Sire summon is able to take [Summon] feats may take ranks in the Chakra Control, Genjutsu, Knowledge (ninja lore), Ninjutsu and Taijutsu skills. The Sire loses 1 point of Chakra every 20 minutes when it is summoned.

- *Broodlord (Chakra Cost: +2/level)*: The Broodlord summon also gains a bonus feat when summoned, and a feat every 3 hit dice. The Broodlord gains an ability score

increase every 4 hit dice, and two additional skill points every level of summoning. The Broodlord may take [Summon] feats and may take ranks in the Chakra Control, Genjutsu, Knowledge (ninja lore), Ninjutsu and Taijutsu skills. The Broodlord loses 1 point of Chakra every 30 minutes when it is summoned.

When summoning a Sire or a Broodlord, the summoner gains the ability to summon them at will with a technique, without needing to spend time learning it. The technique is an equivalent of *Kuchiyose no Jutsu*, but has an increased rank (Rank 6 + ½ the summon's level (rounded down), plus 1 if the summoned creature is a Sire or +2 if it is a Broodlord) and Chakra Cost depending on whether it is a Broodlord or a Sire (see above). The technique to summon a particular creature can be taught to another summoner of the same bloodpact.

Free Will and Character

When summoning a Sire, there is a 50% chance the creature will be Unique. A unique summon always has free will and a personality of its own, and is capable of speech (unless its summon type prevents it).

Broodlord creatures are always Unique.

Death and Injury

Special summonings are not all subject to the same rules as normal summons. When a Unique summon is reduced to -1 hit points or lower, it falls unconscious and has a 10% chance every round to return to its original plane, where it stabilizes automatically. If a Unique summon is slain (reduced to -10 hit points), there is only a 10% chance it will return to its original plane—failure on either count means the summon is slain and can never be summoned again. The slain summon is left to decompose where it was killed, which it will do in 1d4 hours.

A Unique summon must heal normally in its original plane. If summoned after being dismissed without being given time to heal (either partially or fully), it will appear in its current condition and will be unable to heal naturally or rest until it returns to its original plane.

A non-unique Sire creature returns to its original plane when defeated.

Summon Feats

This section contains a list of feats with the [Summon] suffix available only to special creatures—Sires and Broodlords. Summons also have free access to monster feats.

Aquatic [Summon]

Prerequisite: Summon level 3, Dragon, Insect, Lizard, Slug or Snake summon only.

Benefit: The summon gains the Aquatic subtype, as well as the amphibious quality. The summon also gains a swim speed equal to its land speed, or 20 feet if it doesn't have a land speed.

Advanced Ninja Training [Summon]

Prerequisite: Summon level 4, Ninja Training, 9 ranks in either of these skills: Chakra Control, Genjutsu, Ninjutsu or Taijutsu.

Benefit: The summon is able to learn 2 techniques of any type it has at least 9 ranks in, of up to Rank 7 or complexity rating "B-Rank".

Chakra Armor [Summon]

Prerequisite: Summon level 2, Protector or higher.

Benefit: The summon gains a damage reduction 5/chakra.

Erudite [Summon]

Benefit: The summon gains an additional skill point per level.

Special: This feat can be selected multiple times, its effect stack. It also works regressively, and the summon gains a bonus skill point equal to its total level everytime it takes the feat.

Evasion [Summon]

Benefit: Summon level 4, Dex 16.

Special: The summon gains the Evasion ability. Whenever the summon makes a Reflex save to take half damage against an ability, he takes no damage on a successful save.

Guardian Weapon [Summon]

Benefit: The summon enters play with a melee weapon. The weapon is determined when the summon is created, and it is immediately proficient in its use. The weapon's size is adjusted to that of the summon.

Special: This feat can be selected more than once. Each time, the summon gains an additional weapon, which can be of the same type as previously selected weapons.

Giant Size [Summon]

Prerequisite: Summon level 4.

Benefit: The summon gains 1 size category.

Special: This summon's size cannot be increased beyond Gargantuan with this feat.

Keen Scent [Summon]

Prerequisite: Summon level 2, scent.

Benefit: The range of the summon's Scent ability doubles.

The summon gains an additional +2 bonus to Survival checks made when tracking by scent.

Ninja Training [Summon]

Prerequisite: 4 ranks in either of these skills: Chakra Control, Genjutsu, Ninjutsu or Taijutsu.

Benefit: The summon is able to learn 2 techniques of any type it has at least 4 ranks in, of up to Rank 4 or complexity rating "C-Rank".

Oversized Weaponry [Summon]

Prerequisite: Must start with a weapon, Str 19, summon level 3.

Benefit: The summon enters play with a weapon one size category larger than it would otherwise be, and it is able to wield it without penalty.

Resilient Summoning [Summon]

Prerequisite: Protector or higher.

Benefit: The time required for the summon to lose 1 point of Chakra increases by 10 minutes.

Stampede [Summon]

Prerequisite: Summon level 3, trample special attack.

Benefit: The summon's trample deals an additional die of damage.

Spoken Word [Summon]

Prerequisite: Soldier only.

Benefit: The summon is capable of speech.

Summon Toughness [Summon]

Prerequisite: Summon level 2, Protector or higher.

Benefit: The summon gains 2 additional hit points per level.

Special: This feat can be selected twice, its effect stacks. The required summon level increases to 4 and can only be taken by Elite or higher summons the second time.

Swiftness [Summon]

Prerequisite: Summon level 2.

Benefit: The summon's land, burrow, swim, climb and flying speed increase by 10 feet.

Tiny Size [Summon]

Prerequisite: Summon level 1.

Benefit: The summon loses 1 size category.

Special: This summon's size cannot be decreased past Tiny with this feat. This feat can be taken multiple times, its effect stacks; but everytime this feat is taken, the required summon level increases by 2.

Titanic Size [Summon]

Prerequisite: Summon level 9, Giant Size, Broodlord only.

Benefit: The summon gains 1 size category.

Special: This summon's size cannot be increased beyond Gargantuan with this feat.

Bear (Kuma)

This powerful animal is one of the strongest of mother nature's creation. Bane of hunters and even fierce woodland creatures, its pride forces it to charge head first and tear apart any enemy that stands in its way. This feared animal will not accept a coward for a

master, but can be otherwise a very dependable and loyal ally.

Creature Type: Magical Beast (Good Fortitude)

Hit Dice: 1d10

Rank: Soldier (ECL 8), Protector (ECL 10), Guardian (ECL 12), Elite (ECL 14), Avatar (ECL 20).

Chakra Cost: Soldier—3/level; Protector—3/level plus 3; Guardian—3/level plus 10; Elite—3.5/level plus 15; Avatar—5/level plus 20.

Darkvision (Ex): The bear can see in total darkness, out to 60 feet. Darkvision is black-and-white only, but is otherwise like normal light.

Improved Grab (Ex): To succeed with improved grab, the bear must hit with its claw attack.

Natural Weapons: The Bear is proficient with claws and bite attack.

Scent (Ex): This ability allows a bear to detect approaching enemies and sniff out hidden foes. Bears cannot track by sense of smell.

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	—	+4	—	+2	—	+2	—	+3	—	—
Guardian	+1	+4	+2	+4	+2	+2	+2	+5	Multiattack	—
Elite	+1	+6	+2	+4	+4	+4	+4	+7	Toughness	—
Avatar	+2	+6	+4	+4	+6	+6	+6	+10	—	Damage Reduction 1/chakra per level

Level 1 Bear (Soldier): CR 1; Large Magical Beast; HD 2d10+4; hp 15; Mas 50; Init +0; Spd 40 ft.; Defense 12 (–1 size, +3 natural) touch 9, flat-footed 12; BAB +2; Grap +11; Atk +8 melee (1d6+7, claw); Full Atk +8 melee (1d6+5, 2 claws) and +3 melee (1d8+2, bite); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ improved grab, darkvision 60 ft., scent; AL summoner; SV Fort +5, Ref +0, Will +1; AP 0; CP 9; Rep +0; Str 20, Dex 10, Con 14, Int 5, Wis 12, Cha 6.

Skills: Climb +8, Listen +4, Spot +4.

Feats: Weapon Focus - Claw.

Boar (Osu-buta)

A boar may not be the smartest of creatures but it does possess one redeeming quality, its almost single-minded dedication to a task or ideal. Once a boar has decided on a course of action their attention and dedication are not easily averted or diverted. They will serve those that dedicated themselves to a purpose or ideal. They will not, however, serve those who lack focus and determination within them.

Creature Type: Animal (Good Fortitude)

Hit Dice: 1d12

Rank: Soldier (ECL 6), Protector (ECL 8), Guardian (ECL 10), Elite (ECL 12), Avatar (ECL 16).

Chakra Cost: Soldier—2.5/level; Protector—3/level plus 3; Guardian—3/level plus 10; Elite—3/level plus 15; Avatar—4.5/level plus 20.

Darkvision (Ex): The boar can see in total darkness, out to 60 feet. Darkvision is black-

and-white only, but is otherwise like normal light.

Natural Weapons: The boar is proficient with gore attacks.

Scent (Ex): This ability allows a boar to detect approaching enemies and sniff out hidden foes.

Trample (Ex): The boar may trample foes. The damage is equal to its gore damage.

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	—	+2	—	+4	—	+2	—	+4	Toughness	—
Guardian	+1	+2	+2	+4	+2	+2	+2	+6	Improved Natural Attack (gore)	—
Elite	+1	+2	+2	+6	+2	+4	+4	+8	Toughness	—
Avatar	+2	+4	+4	+6	+4	+4	+4	+12	Multiattack	—

Level 1 Boar Soldier: CR 1; Small animal; HD 2d12+6; hp 19; Mas 50; Init -1; Spd 30 ft.; Defense 14, (-1 Dex, +1 size, +4 natural) touch 10, flat-footed 14; BAB +1; Grap +0; Atk +5 melee (1d6+4, gore); Full Atk +5 melee (1d6+4, gore); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., trample; AL summoner; SV Fort +6, Ref +0, Will +0; AP 0; CP 12; Rep +0; Str 16, Dex 9, Con 17, Int 4, Wis 10, Cha 3.

Skills: Listen +4, Spot +4.

Feats: None.

Dog (Inu)

A dog is a loyal and dedicated animal. It is a kind, loving, and protective soul that will defend its friends and family when the situation calls for it. It will serve anyone that will treat it with kindness and respect. If neither of these qualities are found within a person then the dog will not serve them.

Creature Type: Animal (Good Reflex)

Hit Dice: 1d8

Rank: Soldier (ECL 6), Protector (ECL 8), Guardian (ECL 10), Elite (ECL 12), Avatar (ECL 14).

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 7; Elite—3/level plus 12; Avatar—4/level plus 18.

Darkvision (Ex): The dog can see in total darkness, out to 60 feet. Darkvision is black-and-white only, but is otherwise like normal light.

Natural Weapons: The dog is proficient with bite attacks.

Scent (Ex): This ability allows a dog to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skill Bonuses: A dog gains a +2 racial bonus to Jump checks and a +6 racial bonus to Survival checks when tracking by the sense of smell.

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	—	—	+4	+2	+2	+2	+4	+1	Alertness	—
Guardian	—	+2	+4	+2	+2	+4	+4	+3	Guide	—
Elite	+1	+2	+6	+4	+4	+6	+4	+5	—	—

Avatar	+2	+4	+6	+4	+4	+6	+4	+6	Improved Natural Attack (bite)	+6 to Jump and Survival checks

Level 1 Dog Soldier: CR 1; Small Animal; HD 2d8; hp 9; Mas 50; Init +2; Spd 35 ft.; Defense 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size); BAB +1; Grap -2; Atk +3 melee (1d4+1, bite); Full Atk +3 melee (1d4+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., scent; AL none; SV Fort +0, Ref +5, Will +1; AP 0; CP 3; Rep +0; Str 12, Dex 14, Con 10, Int 8, Wis 13, Cha 9.

Skills: Jump +5, Listen +3, Spot +3, Survival +4 (+10 when tracking by scent), Swim +3.

Feats: None.

Dragon (Ryu)

These mythical creatures are thought to nothing but legends. The oldest are often gifted with vast intelligence and power. A dragon values values courage as well as honor. It is a beast to be feared and will not serve a coward, or one who lies to save themselves. Once their service, and friendship, is gained it is a bond that will not easily be broken. There are six types of dragon: Cold, Earth, Electricity, Fire, Water and Wind. The user must specify which type he makes a pact with when he does; the Dragon's breath weapon and resistance are based on this type.

Creature Type: Dragon.

HD: 1d10

Rank: Soldier (ECL 10), Protector (ECL 12), Guardian (ECL 14), Elite (ECL 18), Avatar (ECL 22).

Cost Per Rank: Soldier (4), Protector (6.5), Guardian (7.5), Elite (9.5), Avatar (12).

Chakra Cost: Soldier—4/level; Protector—5/level plus 5; Guardian—5/level plus 15; Elite—6/level plus 20; Avatar—7/level plus 30.

Breath Weapon (Su): A breath weapon attack causes energy damage (of the selected type) equal to 1d8 per two Dragon hit dice. The breath may be either a 40-feet-long cone, or a 60-feet-long line. It allows a Reflex save for half damage with a DC equal to 10 + $\frac{1}{2}$ Dragon's HD + Dragon's Constitution modifier. A creature is immune to its own breath weapon and those of others of its kind unless noted otherwise. A Dragon can only breath once per 1d6 rounds.

Energy Resistance (Ex): A dragon has a resistance to energy of his given type (fire dragon has fire resistance, etc) equal to 5 + the dragon's hit dice.

Flight (Ex): A Dragon can fly at its normal speed with poor maneuverability, except Wind dragon who have a Good maneuverability and a speed half again as high (multiply by 1.5 times).

Darkvision (Ex): The Dragon can see in total darkness, out to 90 feet. Darkvision is black-and-white only, but is otherwise like normal light.

Natural Weapons: The Dragon is proficient with claws and bite attacks.

Bonus Feat: All dragons have the Alertness feat.

Earth Dragon:

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	—	+4	—	+4	—	+2	—	+4	—	—
Guardian	+1	+4	—	+4	—	+2	—	+6	Improved Natural Attack (bite)	—
Elite	+2	+4	—	+4	—	+2	+2	+8	Multiattack	—
Avatar	+3	+4	+2	+6	+2	+4	+4	+11	—	+6 to Fortitude saves

Fire Dragon:

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	—	+4	+2	+2	—	—	+4	+2	—	—
Guardian	+1	+4	+2	+2	—	—	+4	+4	Multiattack	—
Elite	+2	+4	+2	+2	+2	—	+4	+6	Improved Natural Attack (bite)	—
Avatar	+3	+6	+4	+4	+4	+2	+4	+8	—	+4 to Fortitude and Reflex saves

Frost Dragon:

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	—	—	+2	+4	—	+2	+4	+3	—	—
Guardian	+1	—	+2	+4	—	+2	+4	+5	Improved Natural Attack (bite)	—
Elite	+2	+2	+2	+4	—	+2	+4	+7	Multiattack	—
Avatar	+3	+4	+4	+6	+2	+4	+4	+9	—	+4 to Fortitude and Will saves

Lightning Dragon:

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	—	+2	+4	+2	+4	—	—	+2	—	—
Guardian	+1	+2	+4	+2	+4	—	—	+4	Multiattack	—
Elite	+2	+2	+4	+2	+4	+2	—	+6	Improved Natural Attack (bite)	—
Avatar	+3	+4	+6	+4	+4	+4	+2	+8	—	+4 to Reflex and Will saves

Water Dragon:

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	—	—	+4	+4	+2	+2	—	+2	—	—
Guardian	+1	—	+4	+4	+2	+2	—	+4	Improved Natural Attack (bite)	—
Elite	+2	+2	+4	+4	+2	+2	—	+6	Multiattack	—
Avatar	+3	+4	+6	+4	+4	+4	+2	+8	—	+4 to Reflex and Will saves

Wind Dragon:

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	—	+4	+4	—	+2	—	+2	+2	—	—
Guardian	+1	+4	+4	—	+2	—	+2	+4	Multiattack	—

Elite	+2	+4	+4	+2	+2	—	+2	+6	Imroved Natural Attack (bite)	—
Avatar	+3	+4	+6	+4	+4	+2	+4	+8	—	+6 to Reflex saves

Level 1 Earth Dragon Soldier: CR 2; Small Dragon; HD 2d10+4; hp 15; Mas 50; Init -2; Spd 30 ft., fly 30 ft. (poor); Defense 14, touch 9, flat-footed 16 (-2 Dex, +1 size, +5 natural); BAB +2; Grap +0; Atk +6 melee (1d6+4 bite); Full Atk +6 melee (1d6+3 bite) and +1 melee (1d4+3, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ breath weapon (1d8 earth DC 13), earth resistance 7, darkvision 90 ft; AL none; SV Fort +5, Ref +1, Will +3; AP 0; CP 9; Rep +0; Str 16, Dex 6, Con 14, Int 4, Wis 10, Cha 9.

Skills: Concentration +4, Listen +5, Spot +5.

Feats: Alertness.

Level 1 Fire Dragon Soldier: CR 2; Small Dragon; HD 2d10+2; hp 13; Mas 50; Init -1; Spd 30 ft., fly 30 ft. (poor); Defense 14, touch 10, flat-footed 15 (-1 Dex, +1 size, +4 natural); BAB +2; Grap +1; Atk +6 melee (1d6+4 bite); Full Atk +6 melee (1d6+3 bite) and +1 melee (1d4+3, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ breath weapon (1d8 fire DC 12), fire resistance 7, darkvision 90 ft; AL none; SV Fort +4, Ref +2, Will +3; AP 0; CP 6; Rep +0; Str 16, Dex 8, Con 12, Int 6, Wis 10, Cha 9.

Skills: Concentration +3, Listen +5, Spot +5.

Feats: Alertness.

Level 1 Frost Dragon Soldier: CR 2; Small Dragon; HD 2d10+4; hp 15; Mas 50; Init -1; Spd 30 ft., fly 30 ft. (poor); Defense 14, touch 10, flat-footed 15 (-1 Dex, +1 size, +4 natural); BAB +2; Grap +0; Atk +5 melee (1d6+3 bite); Full Atk +5 melee (1d6+2 bite) and +0 melee (1d4+2, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ breath weapon (1d8 cold DC 13), cold resistance 7, darkvision 90 ft; AL none; SV Fort +5, Ref +2, Will +3; AP 0; CP 9; Rep +0; Str 14, Dex 8, Con 14, Int 4, Wis 10, Cha 9.

Skills: Concentration +4, Listen +5, Spot +5.

Feats: Alertness.

Level 1 Electricity Dragon Soldier: CR 2; Small Dragon; HD 2d10+2; hp 13; Mas 50; Init +0; Spd 30 ft., fly 30 ft. (poor); Defense 15, touch 11, flat-footed 15 (+1 size, +4 natural); BAB +2; Grap +0; Atk +5 melee (1d6+3 bite); Full Atk +5 melee (1d6+2 bite) and +0 melee (1d4+2, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ breath weapon (1d8 electricity DC 13), electricity resistance 7, darkvision 90 ft; AL none; SV Fort +4, Ref +3, Will +2; AP 0; CP 6; Rep +0; Str 14, Dex 10, Con 12, Int 6, Wis 8, Cha 9.

Skills: Concentration +3, Listen +4, Spot +4.

Feats: Alertness.

Level 1 Water Dragon Soldier: CR 2; Small Dragon; HD 2d10+4; hp 15; Mas 50; Init +0; Spd 30 ft., fly 30 ft. (poor); Defense 15, touch 11, flat-footed 15 (+0 Dex, +1 size, +4 natural); BAB +2; Grap +0; Atk +5 melee (1d6+3 bite) Full Atk +5 melee (1d6+2 bite) and +0 melee (1d4+2, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ breath weapon (1d8 water DC 13), water resistance 7, darkvision 90 ft; AL none; SV Fort +5, Ref +3, Will +3; AP 0; CP 9; Rep +0; Str 14, Dex 10, Con 14, Int 4, Wis 10, Cha 9.

Skills: Concentration +4, Listen +5, Spot +5.

Feats: Alertness.

Level 1 Wind Dragon Soldier: CR 2; Small Dragon; HD 2d10+2; hp 13; Mas 50; Init +0; Spd 30 ft., fly 45 ft. (good); Defense 15, touch 10, flat-footed 15 (+0 Dex, +1 size, +4 natural); BAB +2; Grap +0; Atk +6 melee (1d6+4 bite); Full Atk +6 melee (1d6+3 bite) and +1 melee (1d4+3, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ breath weapon (1d8 wind DC 12), wind resistance 7, darkvision 90 ft; AL none; SV Fort +4, Ref +3, Will +3; AP 0; CP 6; Rep +0; Str 16, Dex 10, Con 12, Int 4, Wis 10, Cha 9.

Skills: Concentration +3, Listen +5, Spot +5.

Feats: Alertness.

Hare (Usagi)

A hare is a swift and agile creature that has been known to elude even the most tenacious of pursuers. Although the hare is not an animal that is good in combat, it however makes an excellent messenger. It will serve those that find the spreading of knowledge that will help others to be a great service. They will however not serve those that seek to horde information for themselves.

Creature Type: Animal (Good Reflex and Will)

HD: 1d8

Rank: Soldier (ECL 6), Protector (ECL 8), Guardian (ECL 9), Elite (ECL 11), Avatar (ECL 13).

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 7; Elite—3/level plus 12; Avatar—3.5/level plus 18.

Darkvision (Ex): The hare can see in total darkness, out to 60 feet. Darkvision is black-and-white only, but is otherwise like normal light.

Natural Weapons: The hare is proficient with bite and claws attacks.

Scent (Ex): This ability allows a hare to detect approaching enemies and sniff out hidden foes.

Skill Bonuses: A hare gains a +8 racial bonus to Hide, Jump, Listen and Spot checks, as well as a +4 racial bonus to Move Silently checks.

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	—	—	+4	—	+2	+4	+2	+1	Alertness	—
Guardian	—	+2	+4	+2	+4	+4	+4	+2	Stealthy	—
Elite	+1	+2	+6	+2	+4	+6	+4	+3	Improved Natural Attack (bite)	—
Avatar	+2	+4	+6	+4	+4	+6	+4	+5	Multiattack	Hide in Plain Sight

Level 1 Hare Soldier: CR ¼; Tiny Animal; HD 2d6-4; hp 3; Mas 50; Init +4; Spd 30 ft.; Defense 17, touch 16, flat-footed 13 (+2 size, +4 Dex, +1 natural); BAB +1; Grap -1; Atk +0 melee (1, claw), +7 melee (1d3-3 bite); Full Atk +0 melee (1, claw), +7 melee (1d3-3 bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ darkvision 60 ft., scent; AL summoner; SV Fort -2, Ref +7, Will +4; AP 0; CP 3; Rep +0; Str 4, Dex 18, Con 6, Int 8, Wis 12, Cha 8.

Skills: Balance +7, Hide +22, Jump +6, Listen +10, Move Silently +9, Spot +10.
Feats: Weapon Finesse (bite).

Hawk (Taka)

Swift, silent, and deadly are the methods and tools for survival that a hawk employs. They are known for their keen eyesight and ability to strike without warning on their unsuspecting prey. A hawk is also fierce when guarding its home and family. A hawk will serve anyone who embodies its methods when on the battlefield or when protecting those that are considered close and family.

Creature Type: Animal (Good Reflex)

HD: 1d6

Rank: Soldier (ECL 6), Protector (ECL 8), Guardian (ECL 10), Elite (ECL 12), Avatar (ECL 14).

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 7; Elite—3/level plus 12; Avatar—4/level plus 18.

Darkvision (Ex): The hawk has great eyesight and can see in total darkness, out to 180 feet. Darkvision is black-and-white only, but is otherwise like normal light.

Fling (Ex): Using its powerful talons, a hawk can drop a creature it has grabbed or use an attack action to fling it aside. The creature must be one size category smaller than the hawk for this maneuver to work. A flung creature travels 30 feet and takes 3d6 points of damage. If the hawk flings it while flying, the creature takes this amount or falling damage, whichever is greater.

Natural Weapons: The hawk is proficient with talon attacks.

Skill Bonuses: A hawk gains a +8 racial bonus to Spot and Survival checks during daylight.

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	—	+2	+4	—	+2	+4	—	+1	Alertness	—
Guardian	—	+4	+4	+2	+4	+4	+2	+2	—	Darkvision 210 ft.
Elite	+1	+4	+6	+4	+4	+6	+4	+3	—	—
Avatar	+2	+4	+6	+4	+4	+6	+4	+5	—	Darkvision 360 ft.

Level 1 Hawk Soldier: CR ¼; Tiny Animal; HD 2d6; hp 7; Mas 50; Init +3; Spd 10 ft., fly 50 ft. (average); Defense 16, touch 15, flat-footed 13 (+2 size, +3 Dex, +1 natural); BAB +1; Grap -9; Atk +6 melee (1d2-1, talon); Full Atk +6 melee (1d2-1, talon); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ darkvision 180ft., fling; AL summoner; SV Fort +0, Ref +6, Will +1; AP 0; CP 3; Rep +0; Str 6, Dex 17, Con 10, Int 7, Wis 13, Cha 8.

Skills: Listen +2, Spot +3 (+11 in daylight), Survival +2 (+10 in daylight).

Feats: Weapon Finesse (talon).

Horse (Uma)

There are few creatures in nature that can rival the horse's speed and splendor. A horse is a creature of determination, often willing to be pushed to their death by fatigue, rather

then buckle under the pressure their rider puts on them. Many think a horse is useless in combat, but its kicks can be deadly to the unprepared. Horses can't stand laziness and will not accept a master if they don't show similar determination.

Creature Type: Magical Beast (Good Fortitude and Will)

HD: 1d8

Rank: Soldier (ECL 6), Protector (ECL 8), Guardian (ECL 10), Elite (ECL 14), Avatar (ECL 16).

Cost Per Rank: Soldier (2), Protector (3.5), Guardian (4.5), Elite (6), Avatar (8).

Chakra Cost: Soldier—2/level; Protector—3/level plus 3; Guardian—3/level plus 10; Elite—3/level plus 18; Avatar—4.5/level plus 20.

Bonus Feat: The horse gains the Endurance bonus feat for free.

Darkvision (Ex): The horse can see in total darkness, out to 60 feet. Darkvision is black-and-white only, but is otherwise like normal light.

Increased Carrying Capacity (Ex): The horse is able to bear greater charge, and its carrying capacity increases as though it was one size category larger than in reality.

Natural Weapons: The horse's most devastating weapon is most definitely its hooves. As such, a horse can deal slam damage with them as though it was one size category larger than in reality.

Scent (Ex): This ability allows a horse to detect approaching enemies and sniff out hidden foes.

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	—	+4	+2	+4	—	—	+2	+2	—	—
Guardian	—	+6	+2	+4	—	+2	+2	+4	Run	—
Elite	—	+6	+4	+6	+2	+2	+4	+6	Improved Natural Attack (hoof)	—
Avatar	+1	+6	+4	+6	+4	+4	+4	+8	—	Land speed 60 ft., Run up to x6 speed

Level 1 Horse Soldier: CR 1; Large Magical Beast; HD 2d8+4; hp 13; Mas 50; Init +1; Spd 40 ft.; Defense 13, touch 11, flat-footed 12 (+1 Dex, +2 natural); BAB +2; Grap +10; Atk +5 melee (1d6+4, hoof); Full Atk +5 melee (1d6+4, 2 hooves); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ darkvision 60 ft, increased carrying capacity, scent; AL summoner; SV Fort +5, Ref +1, Will +2; AP 0; CP 9; Rep +0; Str 19, Dex 13, Con 14, Int 6, Wis 9, Cha 5.

Skills: Listen +4, Spot +4.

Feats: Endurance.

Insect (Mushi)

The creatures of this bloodpact are mindless soldiers that follow their masters' orders without questions or concern to their personal safety, if loyalty is earned. Unwavering faith in the brood are all that is required of most summoners of the Insect blood pact.

Creature Type: Vermin

HD: 1d8

Rank: Soldier (ECL 6), Protector (ECL 10), Guardian (ECL 14), Elite (ECL 17), Avatar (ECL 19).

Chakra Cost: Soldier—2/level; Protector—3/level plus 3; Guardian—3/level plus 10; Elite—3/level plus 18; Avatar—4.5/level plus 20.

Armored Chitin (Ex): In addition to their existing natural armor bonus, insects gain a +1 natural armor bonus every level of summoning they have.

Darkvision (Ex): All insects can see in total darkness, out to 90 feet. Darkvision is black-and-white only, but is otherwise like normal light.

Telepathy (Su): Insects cannot speak, but instead can communicate basic thoughts telepathically. Soldiers, protectors and guardians may only communicate as such with their summoners, whereas Elite insects may communicate with any sentient creature within 30 feet. Avatars have a telepathy range of 100 feet. Creatures that cannot communicate via telepathy must respond orally.

Summon Wasp: All soldier insects are enormous wasps, their wicked stings dripping with deadly poison. Wasps are proficient with sting attacks and may poison their targets on a successful hit.

Poison (Ex): The wasp forces its target to make a fortitude save against poison on each successful sting attack that deal damage. The initial and secondary damage is 1d6 Dex, and the Fortitude save DC is 10 + half of the wasp's HD + wasp's Constitution modifier.

Skill Bonuses: The wasp gains a +4 racial bonus to Spot checks, and a +4 racial bonus to Survival checks made to orient itself.

Summon Centipede: All protector insects are giant centipedes, their bodies strong enough to crush even a bull's powerful body. It is proficient with bite attacks and able to use its body to put foes in a grapple.

Improved Grab (Ex): Whenever the centipede scores a successful bite attack against a creature of its size or smaller, it may attempt a Grapple without provoking an attack of opportunity.

Constrict (Ex): The centipede may make a Grapple check each round to a grappled creature to deal damage equal to its' bite attack.

Skill Bonuses: The centipede gains a +4 racial bonus to Climb, Hide and Spot checks. It can use either its Strength or Dexterity modifier for Climb checks, whichever is higher. Centipedes can take 10 on Climb checks, even if threatened or distracted.

Summon Giant Beetle: All insect guardians are giant beetles the size of a young horse, with thick, gleaming armored bodies strong enough to stop the sharpest of blades. It is proficient with gore attacks and able to trample any foes in its way.

Trample (Ex): The giant beetle may trample any creature in its path, dealing 2d6 damage plus 1 and a half times the beetle's strength modifier. The reflex save DC is 10 + half the Beetle's HD + the Beetle's Str modifier.

Improved Armored Chitin (Ex): The giant beetle's armored chitin grants an additional one-half natural armor bonus (rounded down).

Summon Scorpion: The elite insects are all enormous black scorpion whose stingers carry the deadliest of venoms. It is proficient with claws and sting attacks, able to poison

foes and crush victims within its deadly claws.

Poison (Ex): The scorpion forces the target of any successful sting attack to make a fortitude save against poison. The initial and secondary damage is 1d6 Str, and the Fortitude save DC is 10 + half the scorpion's HD + the scorpion's Con modifier.

Improved Grab (Ex): To use this ability, the scorpion must hit with both claw attacks.

Constrict (Ex): A scorpion's constrict deals automatic claw damage.

Skill Bonuses: The scorpion gains a +4 racial bonus to Climb, Hide and Spot checks.

Summon Mantis: The insectoid avatars, black praying mantises of immense size, bear sharp, deadly scythe-like claws and powerful jaws to maim and rend their foes. It is proficient with claw and bite attacks, able to rend its foes' flesh and make deadly charge attacks.

Rend (Ex): The mantis must hit with two claw attacks. The damage dealt is 1d8 plus one and a half times the mantis' strength modifier.

Powerful Charge (Ex): The mantis deals an additional 2d6 points of damage on a charge.

Skill Bonuses: The mantis gains a +4 racial bonus to Listen, Move Silently and Spot checks, and a +8 racial bonus to Hide checks during nighttime.

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	—	—	—	—	—	—	—	—	—	Summon Centipede, Improved Grab, Constrict
Guardian	—	—	—	—	—	—	—	—	—	Summon Giant Beetle, Trample, Improved Armored Chitin
Elite	—	—	—	—	—	—	—	—	—	Summon Scorpion, Improved Grab, Scorpion
Avatar	—	—	—	—	—	—	—	—	—	Summon Mantis, Rend, Powerful Charge

Level 1 Insect Soldier (Wasp): CR 1; Small Vermin; HD 2d8; hp 9; Mas 50; Init +3; Spd fly 50 ft. (good); Defense 16, touch 13, flat-footed 13 (+3 Dex, +3 natural); BAB +1; Grap -3; Atk +4 melee (1d3+1 plus poison, sting); Full Atk +4 melee (1d3+1 plus poison, sting); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ armored chitin +1, poison (DC 11), vermin traits, darkvision 60ft., telepathy (summoner); AL summoner; SV Fort +3, Ref +3, Will -1; AP 0; CP 3; Rep +0; Str 13, Dex 17, Con 10, Int —, Wis 9, Cha 2.

Skills: Spot +6, Survival +2.

Feats: Weapon Finesse (sting).

Level 1 Insect Protector (Centipede): CR 1; Medium-sized Vermin; HD 2d8+2; hp 11; Mas 50; Init +2; Spd 30 ft., climb 30 ft.; Defense 17, touch 13, flat-footed 12 (+2 Dex, +5 natural); BAB +1; Grap +3; Atk +3 melee (1d8+3, bite); Full Atk +3 melee (1d8+3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ armored chitin +1, improved grab, constrict 1d8+3, darkvision 60ft., vermin traits, telepathy (summoner); AL summoner; SV Fort +4, Ref +2, Will +1; AP 0; CP 6; Rep +0; Str 15, Dex 14, Con 13, Int —, Wis 12, Cha 3.

Skills: Climb +7, Hide +6, Spot +6.

Feats: Improved Natural Attack (bite).

Level 1 Insect Guardian (Giant Beetle): CR 1; Large Vermin; HD 2d8+6; hp 15; Mas 50; Init +1; Spd 30 ft.; Defense 17, touch 10, flat-footed 16 (+1 Dex, -1 size, +7 natural); BAB +1; Grap +9; Atk +4 melee (2d6+6, gore); Full Atk +4 melee (2d6+6, gore); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ trample 2d6+6, improved armored chitin +1, vermin traits, darkvision 60ft., telepathy (summoner); AL summoner; SV Fort +6, Ref +1, Will +1; AP 0; CP 12; Rep +0; Str 19, Dex 12, Con 17, Int —, Wis 13, Cha 4.

Skills: —

Feats: Improved Natural Attack (gore).

Level 1 Insect Elite (Scorpion): CR 1; Medium-sized Vermin; HD 2d8+4; hp 13; Mas 50; Init +2; Spd 30 ft.; Defense 19, touch 12, flat-footed 17 (+2 Dex, +7 natural); BAB +1; Grap +4; Atk +4 melee (1d4+3, claw); Full Atk +4 melee (1d4+3, 2 claws) and +2 melee (1d6+3 plus poison, sting); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ improved grab, constrict 1d4+3, poison (DC 13), armored chitin +1, vermin traits, darkvision 60ft., telepathy 30 ft.; AL summoner; SV Fort +5, Ref +2, Will +2; AP 0; CP 12; Rep +0; Str 16, Dex 15, Con 16, Int —, Wis 14, Cha 5.

Skills: Climb +5, Hide +6, Spot +7.

Feats: Multiattack.

Level 1 Insect Avatar (Mantis): CR 2; Large Vermin; HD 2d8+4; hp 13; Mas 50; Init +5; Spd 50 ft.; Defense 20, touch 14, flat-footed 15 (+5 Dex, -1 size, +6 natural); BAB +1; Grap +8; Atk +5 melee (1d8+3, claw); Full Atk +5 melee (1d8+3, 3 claws) and +1 melee (1d8+3, bite); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ armored chitin +1, powerful charge +2d6, rend 1d8+3, vermin traits, darkvision 90 ft., telepathy 50 ft.; AL summoner; SV Fort +5, Ref +5, Will +2; AP 0; CP 9; Rep +0; Str 16, Dex 21, Con 14, Int —, Wis 14, Cha 6.

Skills: Listen +7, Hide +2 (+10 during nighttime), Move Silently +10, Spot +7.

Feats: Improved Natural Attack (claw), Multiattack, Weapon Finesse (claw).

Lizard (Eki)

The lizard is a patient and combat-able animal. It can be both a biped and quadruped, and is able to perform a large number of tasks. The Lizard is often used as a substitute for the rare dragon-type summon, and they tend to dislike being compared to them. It does not consider itself a silver medal, and will not obey a master who looks down on the weak.

Creature Type: Animal (Good Reflex)

HD: 1d8

Rank: Soldier (ECL 6), Protector (ECL 8), Guardian (ECL 10), Elite (ECL 12), Avatar (ECL 15).

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 7; Elite—3/level plus 12; Avatar—4.5/level plus 18.

Darkvision (Ex): The Lizard can see in total darkness, out to 60 feet. Darkvision is black-and-white only, but is otherwise like normal light.

Natural Weapons: The lizard is proficient in bite and claw attacks.

Posture (Ex): Using this ability, the lizard is able to switch between two modes of movement: biped, and quadruped. Doing so requires a move-equivalent action that does not provoke an attack of opportunity. As a biped, by default, the lizard can use both bite and claws attack or wield hand-held weapons. As a quadruped, the Lizard's carrying capacity doubles, his speed increases by 10 feet, but he can only use bite attacks.

Scent (Ex): This ability allows a lizard to detect approaching enemies and sniff out hidden foes, and track by sense of smell.

Skill Bonuses: Lizards use their Dexterity modifier for Climb checks. They gain a +8 species bonus on Balance checks and a +4 species bonus on Hide and Move Silently checks. In wooded or overgrown areas, the species bonus on Hide checks improves to +8.

Bonus Feat: The lizard gains the Weapon Finesse (bite, claw) bonus feat for free, and the Simple Weapons Proficiency feat for free.

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	—	+4	+4	—	+2	+4	—	+1	Archaic Weapon Proficiency	—
Guardian	+1	+4	+4	—	+2	+4	—	+2	—	—
Elite	+1	+6	+6	+2	+4	+6	+2	+3	—	—
Avatar	+2	+6	+6	+4	+4	+6	+4	+4	—	Cold and Water Resistance 15

Level 1 Lizard Soldier: CR 1; Small Animal; HD 2d8; hp 9; Mas 50; Init +3; Spd 20 ft., climb 20 ft.; Defense 14, touch 14, flat-footed 11 (+3 Dex, +1 size); BAB +1; Grap -5; Atk +5 melee (1d3-1, claw); Full Atk +0 melee (1d4-1, bite) or +5 melee (1d3-1, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60ft., posture, scent; AL summoner; SV Fort +0, Ref +5, Will +1; AP 0; CP 3; Rep +0; Str 8, Dex 17, Con 10, Int 6, Wis 12, Cha 4.

Skills: Balance +7, Climb +6, Hide +7 (+11 in wooded or overgrown areas), Listen +5, Move Silently +7, Spot +6.

Feats: Simple Weapons Proficiency, Weapon Finesse (bite, claw).

Monkey (Saru)

Normally a playful, intelligent and shy animal, it can become a fierce combatant when angered. The closest rival to humans in terms of intelligence, monkeys are able to use almost any weapon or tool that a human could. This means, that a monkey will be a fierce opponent for any enemy to deal with. A monkey will only take a creative master that also likes to have fun, as they have little patience for those without imagination.

Creature Type: Magical Beast (Good Reflex and Will)

HD: 1d6

Rank: Soldier (ECL 6), Protector (ECL 8), Guardian (ECL 10), Elite (ECL 12), Avatar (ECL 18).

Chakra Cost: Soldier—2/level; Protector—3/level plus 3; Guardian—3/level plus 10; Elite—3/level plus 18; Avatar—4.5/level plus 20.

Darkvision (Ex): The monkey can see in total darkness, out to 60 feet. Darkvision is black-and-white only, but is otherwise like normal light.

Natural Weapons: The monkey is proficient in both bite and claw attacks, and as such deals damage as per its size category.

Bonus Feat: The monkey gains the Simple Weapons Proficiency feat.

Skill Bonuses: The monkey gains a +4 racial bonus to Balance and Climb checks.

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	—	+2	+4	—	+4	—	+2	+1	—	—
Guardian	+1	+2	+4	+2	+4	—	+2	+3	—	—
Elite	+2	+4	+4	+4	+4	+2	+4	+5	—	—
Avatar	+3	+6	+6	+4	+6	+4	+4	+6	—	<i>Henge no Jutsu</i> at will, no skill check or chakra required

Level 1 Monkey Soldier: CR ½; Tiny Magical Beast; HD 2d6-2; hp 5; Mas 50; Init +3; Spd 30 ft., climb 30 ft.; Defense 16, touch 15, flat-footed 13 (+2 size, +3 Dex, +1 natural); BAB +2; Grap -8; Atk +7 melee (1d3-1, bite); Full Atk +2 melee (1d2-2, 2 claws) and +7 melee (1d3-2, bite); FaceS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ darkvision; AL summoner; SV Fort -1, Ref +6, Will +4; AP 0; CP 3; Rep +0; Str 6, Dex 16, Con 8, Int 9, Wis 12, Cha 8.

Skills: Balance +12, Climb +7, Hide +6, Listen +5, Spot +5.

Feats: Simple Weapons Proficiency, Weapon Finesse (bite).

Ogre (Oni)

This extremely rare type of summon obeys only to the strong and those evil to the core. It likes nothing more than to rip apart and inflict havoc and destruction on those it consider weak. It is a long forgotten blood pact and rarely answers to the call of a human. The Ogre will not answer to a master who is either weak willed, lacks power or wishes for the well being of others.

Creature Type: Outsider

HD: 1d12

Rank: Soldier (ECL 12), Protector (ECL 14), Guardian (ECL 16), Elite (ECL 19), Avatar (ECL 24).

Chakra Cost: Soldier—3/level; Protector—3/level plus 5; Guardian—4.5/level plus 10; Elite—5/level plus 18; Avatar—7.5/level plus 20.

Darkvision (Ex): The Ogre can see in total darkness, out to 90 feet. Darkvision is black-and-white only, but is otherwise like normal light.

Natural Weapons: The Ogre is proficient in claw attacks.

Resistance to Energy (Ex): The Ogre possess an Acid, Cold and Fire resistance equal to its number of hit dice.

Scent (Ex): Using its sense of smell, the Ogre is able to detect approaching enemies and sniff out hidden foes.

Kanabo: Every Ogre carries a kanabo with which it is proficient. The kanabo, in the hand of the ogre, gains a +1 enhancement bonus to attack rolls per rank of the summon—+1 for a soldier, +2 for a protector, and so on.

Fear Aura (Su): Ogres of Avatar ranks have an automatic Fear Aura that extends to 50 feet. A creature that finds itself in its area of effect must make a Will save (DC 10 + 1 per

summon level + ogre's wisdom modifier) or become *Shaken* for 2d6 rounds.

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	—	+4	—	+4	+2	+2	—	+2	—	Kanabou +2
Guardian	—	+6	+2	+6	+4	+4	+2	+4	—	Kanabou +3
Elite	+1	+6	+2	+6	+4	+4	+2	+6	—	Kanabou +4
Avatar	+2	+6	+4	+6	+4	+4	+4	+8	—	Kanabou +5, Fear Aura

Level 1 Ogre Soldier: CR 1; Medium-size Outsider; HD 2d12+6; hp 19; Mas 50; Init -3; Spd 30 ft.; Defense 16, touch 10, flat-footed 16 (+6 natural); BAB +2; Grap +5; Atk +5 melee (1d4+3, claw) or +6 melee (1d12+4, kanabo); Full Atk +5 melee (1d4+3, claw) or +6 melee (1d12+4, kanabou); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ acid resistance 2, cold resistance 2, darkvision 90ft., fire resistance 2, scent; AL none; SV Fort +6, Ref +3, Will +5; AP 0; CP 12; Rep +0; Str 16, Dex 11, Con 17, Int 12, Wis 14, Cha 9.

Skills: Concentration +9, Listen +8, Spot +8

Feats: Power Attack

Ox (O-ushi)

The most notable characteristic of an ox is its great fortitude and strength. These creatures can push themselves for many long hours without tiring. Oxen are quite slow to anger, but are powerhouses once enraged. The frail have no chance of being accepted by an ox, only the hearty are accepted.

Creature Type: Animal (Good Fortitude)

HD: 1d10

Rank: Soldier (ECL 6), Protector (ECL 8), Guardian (ECL 10), Elite (ECL 12), Avatar (ECL 16).

Chakra Cost: Soldier—3/level; Protector—3/level plus 3; Guardian—3/level plus 10; Elite—3.5/level plus 15; Avatar—5/level plus 20.

Darkvision (Ex): The ox can see in total darkness, out to 60 feet. Darkvision is black-and-white only, but is otherwise like normal light.

Natural Weapons (Ex): The ox is proficient in gore attacks, and as such deals damage as per its size category.

Rushing Charge (Ex): If the Ox succeeds a Charge attack, he may attempt to execute a rushing charge at the target once per encounter. If it does not succeed a Strength check (DC 10 + half the Ox's HD + Ox's Str modifier), the target is knocked prone and the charge attack deals double damage.

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	—	+4	—	+4	—	—	—	+2	—	—
Guardian	+1	+4	+2	+4	+2	+2	—	+4	Improved Natural Attack (gore)	—
Elite	+1	+4	+4	+4	+4	+4	+2	+6	—	—
Avatar	+2	+6	+4	+6	+4	+4	+4	+8	—	Strength Ranks +1

Level 1 Ox Soldier: CR 1; Medium-size animal; HD 2d10+10; hp 21; Mas 50; Init -3; Spd 30 ft.; Defense 9, touch 7, flat-footed 9 (-3 dex, +2 natural); BAB +1; Grap +5; Atk +5 melee (1d6+4 gore); Full Atk +5 melee (1d6+4 gore); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60ft., trample; AL summoner; SV Fort +8, Ref -3, Will -3; AP 0; CP 18; Rep +0; Str 18, Dex 5, Con 20, Int 4, Wis 4, Cha 3.

Skills: Concentration +7, Swim +9

Feats: Improved Bull Rush

Ram (O-hitsuji)

The ram is a very headstrong and brash animal. Often charging head first at a problem, it won't quit until it has overcome the obstacle. That fact alone makes them a creature not to be trifled with on the battlefield. Many have fallen to a ram's horns and will. The meek sicken a ram; in its eyes if a person is not willing to stand by itself, it does not deserve its services.

Creature Type: Animal (Good Fortitude)

HD: 1d8

Rank: Soldier (ECL 8), Protector (ECL 10), Guardian (ECL 12), Elite (ECL 14), Avatar (ECL 17).

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 10; Elite—3/level plus 15; Avatar—5/level plus 20.

Darkvision (Ex): The ram can see in total darkness, out to 60 feet. Darkvision is black-and-white only, but is otherwise like normal light.

Natural Weapons: The ram is proficient in gore attacks.

Scent (Ex): This ability allows a ram to detect approaching enemies and sniff out hidden foes.

Skill Bonuses: The ram gains a +4 racial bonus to Balance, Climb and Jump checks.

Rushing Charge (Ex): If the Ram succeeds a Charge attack, it may attempt to execute a rushing charge at the target once per encounter. If it does not succeed a Strength check (DC 10 + half the Ram's HD + Ram's Str modifier), the target is knocked prone and the charge attack deals double damage.

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	—	+4	+4	+4	—	+2	—	+1	—	—
Guardian	+1	+4	+4	+4	—	+2	—	+3	Improved Natural Attack (gore)	—
Elite	+1	+6	+6	+6	+2	+4	+2	+5	—	—
Avatar	+2	+6	+6	+6	+4	+4	+4	+7	—	+15 bonus to Balance, Climb and Jump checks

Level 1 Ram Soldier: CR 1; Small Animal; HD 2d8+4; hp 13; Mas 50; Init +1; Spd 35 ft.; Defense 14, touch 12, flat-footed 13 (+1 Dex, +1 size, +2 natural); BAB +1; Grap +0; Atk +5 melee (1d4+3 gore); Full Atk +5 melee (1d4+3 gore); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60ft., scent; AL summoner; SV Fort +5, Ref +4, Will -3; AP 0; CP 9; Rep +0; Str 16, Dex 12, Con 15, Int 6, Wis 4, Cha 5.

Skills: Balance +7, Climb +10, Jump +12

Feats: Improved Bull Rush.

Rat (Nezumi)

A rat is a creature that lives on the fringes of human society. Almost like parasites they create their nest in our homes and eat our food. A rat's greatest quality is its stealth, as often the only sighting of a rat is by what it has done. Rat's are feared by many, not for their combat prowess, but for the fact that they are often disease carriers. A brash and loud person has no chance of being accepted as a master, as they have little to no use for sneaking by an enemy.

Creature Type: Animal (Good Fortitude, Reflex)

HD: 1d6

Rank: Soldier (ECL 6), Protector (ECL 8), Guardian (ECL 10), Elite (ECL 12), Avatar (ECL 14).

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 7; Elite—3/level plus 12; Avatar—4/level plus 18.

Darkvision (Ex): The rat can see in total darkness, out to 60 feet. Darkvision is black-and-white only, but is otherwise like normal light.

Disease Carrier (Ex): Any creature suffering damage from a rat's bite attack is infected by a disease (injury type, save DC 15, incubation period 1 day, initial and secondary damage 1 point of temporary Constitution damage). This disease can be treated normally.

Natural Weapons: The rat is proficient with bite attacks.

Scent (Ex): This ability allows a rat to detect approaching enemies and sniff out hidden foes, and track by sense of smell.

Skill Bonuses: A rat gains a +8 racial bonus to Balance and Move Silently check, as well as a +8 racial bonus to hide checks during nighttime.

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	—	+2	+4	+2	+2	+4	—	+1	—	—
Guardian	—	+4	+4	+2	+2	+4	—	+2	Improved Natural Attack (bite)	—
Elite	+1	+4	+4	+4	+4	+4	+2	+3	—	—
Avatar	+2	+4	+6	+4	+4	+6	+4	+4	—	+4 to Hide and Move Silently checks, disease save DC +5

Level 1 Rat Soldier: CR ¼; Tiny animal; HD 2d6; hp 7; Mas 50; Init +3; Spd 20 ft., climb 15 ft., swim 10 ft.; Defense 16, touch 15, flat-footed 13 (+2 size, +3 Dex, +1 natural); BAB +1; Grap -10; Atk +6 melee (1d3-3, bite); Full Atk +6 melee (1d3-3, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ darkvision 60ft., disease carrier, scent; AL summoner; SV Fort +3, Ref +6, Will +2; AP 0; CP 3; Rep +0; Str 4, Dex 16, Con 10, Int 3, Wis 14, Cha 6.

Skills: Balance +13, Climb +7, Hide +6 (+14 at night), Move Silently +14, Swim +2.

Feats: Weapon Finesse (bite).

Raven (Karasu)

Often considered bad omen, the Raven is used to being chased and shunned, looked down upon as a worthless critter. In truth, ravens are quite clever and sturdy, proficient at both detecting sneaky foes and taking a few hits. A Raven will not answer to a master who looks down on it.

Creature Type: Magical Beast (Good Fortitude, Reflex)

HD: 1d6

Rank: Soldier (ECL 8), Protector (ECL 10), Guardian (ECL 12), Elite (ECL 14), Avatar (ECL 16).

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 7; Elite—3/level plus 12; Avatar—4/level plus 18.

Darkvision (Ex): The raven has great eyesight and can see in total darkness, out to 60 feet. Darkvision is black-and-white only, but is otherwise like normal light.

Natural Weapons: The raven is proficient with talon attacks.

Skill Bonuses: A raven gains a +2 racial bonus to Listen and Spot checks and a +4 bonus to hide checks during nighttime.

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	—	+2	+4	+2	—	+4	—	+1	—	—
Guardian	—	+4	+4	+4	+2	+4	+2	+2	—	Fly 50 ft.
Elite	+1	+4	+6	+4	+4	+6	+4	+3	—	—
Avatar	+2	+4	+6	+4	+4	+6	+4	+5	—	Improved Evasion

Level 1 Raven Soldier: CR ¼; Small Magical Beast; HD 2d6+2; hp 9; Mas 50; Init +2; Spd 10 ft., fly 40 ft. (average); Defense 14, touch 13, flat-footed 12 (+1 size, +2 Dex, +1 natural); BAB +2; Grap -4; Atk +5 melee (1d2-2, claw); Full Atk +5 melee (1d2-2, claw); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60ft.; AL summoner; SV Fort +4, Ref +5, Will +4; AP 0; CP 6; Rep +0; Str 6, Dex 15, Con 12, Int 6, Wis 15, Cha 8.

Skills: Hide +6 (+10 during nighttime), Listen +8, Spot +8.

Feats: Weapon Finesse (claw).

Shark (Same)

There are few aquatic predators more dangerous than the shark. Though it is limited to the seas, the shark has always been a creature that strikes fear and awe in the hearts of those it crosses. The shark will not accept a complacent or cowardly master; they are ruthless creatures of a single mind.

Creature Type: Magical Beast (Aquatic subtype)

HD: 1d10

Rank: Soldier (ECL 8), Protector (ECL 10), Guardian (ECL 12), Elite (ECL 16), Avatar (ECL 18).

Chakra Cost: Soldier—3/level; Protector—3/level plus 3; Guardian—3/level plus 10; Elite—3/level plus 15; Avatar—5/level plus 20.

Keen Scent (Ex): A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to one mile.

Bonus Feat: Sharks gain the bonus feat Weapon Finesse (bite).

Power Charge (Ex): Once per encounter, the shark can charge at four times its speed.

Natural Weapons: The shark is proficient with its devastating bite attack. It deals damage as though it was one size category larger than in reality.

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	—	+4	+2	+4	—	+2	+2	+2	—	Swim speed 60 ft.
Guardian	+1	+6	+2	+4	—	+2	+4	+4	—	Swim speed 70 ft.
Elite	+1	+6	+4	+6	+2	+2	+4	+6	—	Swim speed 80 ft.
Avatar	+2	+6	+4	+6	+4	+4	+4	+8	—	Water Resistance 20 + shark's HD

Level 1 Shark Soldier: CR 1; Medium-size Magical Beast; HD 2d10+2; hp 13; Mas 50; Init +1; Spd swim 50 ft.; Defense 15, touch 12, flat-footed 13 (+2 Dex, +3 natural); BAB +2; Grap +3; Atk +4 melee (1d8+2, bite); Full Atk +4 melee (1d8+2, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ keen scent, power charge, aquatic subtype; AL summoner; SV Fort +4, Ref +5, Will +2; AP 0; CP 6; Rep +0; Str 12, Dex 15, Con 13, Int 4, Wis 12, Cha 4.

Skills: Listen +5, Spot +5, Swim +6.

Feats: Weapon Finesse (bite).

Slug (Namekuji)

This creature is often looked down upon by the others because of its appearance and lack of defense mechanism. While its greatest weapon may not be its body, it is a knowledgeable and kind hearted creature, with a compassionate heart that knows not hate. It will refuse to serve a master that goes against its principles and way of life. The slugs also grow unusually large in size.

Creature Type: Vermin (Good Fortitude, Will)

HD: 1d6

Rank: Soldier (ECL 6), Protector (ECL 8), Guardian (ECL 10), Elite (ECL 12), Avatar (ECL 14).

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 7; Elite—3/level plus 12; Avatar—4/level plus 18.

Acid Spit (Su): A slug may spit a gob of acid at a target with a 60 feet range. The creature caught (and the ones in a 5 feet radius of it) are allowed a Reflex save (DC 10 + ½ Slug's HD + its constitution modifier) for half damage. A slug can breath once per two rounds. Refer to the table below for the Acid Spit damage.

Rank	Direct Damage	Splash Damage
Soldier	1d8	1d4
Protector	2d8	2d4
Guardian	3d8	2d6
Elite	4d8	3d6
Avatar	6d8	4d6

Darkvision (Ex): The rat can see in total darkness, out to 60 feet. Darkvision is black-

and-white only, but is otherwise like normal light.

Escape Artist (Su): The slug is able to escape a grapple or pin by breaking itself in smaller slugs and reforming outside the grapple. Using this ability requires a move-equivalent action.

Immunities: The slug is immune to all mind-affecting effects and can never fail a massive damage save. A slug cannot be knocked prone.

Natural Weapons: The slug is proficient with slam attacks, and deals damage according to its size category.

Resistance to Energy (Su): The Slug has an Acid Resistance equal to 5 + the slug's hit dice.

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	+1	+2	—	+2	—	+4	+4	+2	—	—
Guardian	+2	+2	+2	+2	—	+4	+4	+4	Improved Natural Attack (slam)	—
Elite	+3	+4	+2	+4	+2	+6	+6	+6	—	—
Avatar	+4	+4	+4	+4	+4	+6	+6	+8	—	Immunity to poison and disease.

Level 1 Slug Soldier: CR ¼; Tiny Vermin; HD 2d6; hp 7; Mas 50; Init -3; Spd 15 ft.; Defense 12, touch 9, flat-footed 12 (+2 size, -3 Dex, +3 natural); BAB +1; Grap -12; Atk -3 melee (1, slam); Full Atk -3 melee (1, slam); FS 2½ ft. by 2½ ft.; Reach 0 ft.; SQ darkvision 60 ft., immunities, resistance to massive damage, escape artist; AL summoner; SV Fort +3, Ref -3, Will +5; AP 0; CP 3; Rep +0; Str 1, Dex 5, Con 10, Int 10, Wis 14, Cha 8.

Skills: Diplomacy +3, Knowledge (earth and life science) +4, Listen +4, Spot +4, Treat Injury +3.

Feats: None.

Snake (Hebi)

These treacherous creatures serve only the most foul of humankind. They are good at sneaking past an enemy's defense and strike them in the back, even going as far as backstabbing their own masters if the reward is good enough. A snake will not serve a master that either does not bow to their wills, or fail show equal power and promises of greatness.

Creature Type: Magical Beast (Good Reflex, Will)

HD: 1d8

Rank: Soldier (ECL 6), Protector (ECL 8), Guardian (ECL 12), Elite (ECL 16), Avatar (ECL 20).

Chakra Cost: Soldier—2/level; Protector—2/level plus 5; Guardian—3/level plus 10; Elite—3.5/level plus 15; Avatar—5.5/level plus 25.

Constrict (Ex): With a successful grapple check against a creature of its size or smaller, a snake deals damage equal to its bite damage.

Darkvision (Ex): The snake can see in total darkness, out to 60 feet. Darkvision is black-

and-white only, but is otherwise like normal light.

Improved Grab (Ex): To succeed with improved grab, the snake must hit with its bite attack.

Natural Weapons: The snake is proficient with bite attacks.

Poison (Ex): A snake injects venom with a successful bite. The victim must succeed on a Fortitude save or take 1d6 points of temporary Strength damage; a second Fortitude save must be made 1 minute later to negate the venom's secondary damage, 1d6 point of temporary Strength damage. The save DC is equal to 10 + half the snake's Hit Dice + the snake's Constitution modifier.

Scent (Ex): This ability allows a snake to detect approaching enemies and sniff out hidden foes, and track by sense of smell.

Skill Bonuses: A snake gains a +8 racial bonus to Balance, Climb and Swim checks, as well as a +6 racial bonus to Hide, Listen and Spot checks.

Swallow Whole (Ex): Only snakes of Large size or larger can use this ability. If the snake begins its turn with an opponent held in its mouth (see improved grab, above), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its opponent and deals bite damage. Unless noted otherwise, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed has various consequences depending on the creature, but a swallowed opponent is considered grappled, while the creature is not. A swallowed opponent can try to cut its way free with any light piercing or slashing weapon (the snake will release its target when 20 or more points of damage is dealt to it in that fashion), or it can just try to escape the grapple. If the swallowed opponent chooses the latter course, success puts it back in the creature's mouth, where it may be bitten or swallowed again.

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	—	+4	+4	—	+2	—	+2	—	—	—
Guardian	+1	+4	+4	+2	+2	+2	+2	—	—	—
Elite	+2	+4	+4	+2	+4	+4	+4	—	Improved Natural Attack (bite)	—
Avatar	+3	+6	+6	+4	+4	+2	+4	—	—	Constrict deals double damage

Level 1 Snake Soldier: CR ½; Small Magical Beast; HD 2d8-2; hp 7; Mas 50; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; Defense 14, touch 12, flat-footed 12 (+3 Dex, +1 size, +1 natural); BAB +2; Grap +0; Atk +6 melee (1d4+2, bite); Full Atk +6 melee (1d4+2); FS 5 ft. by 5 ft. (coiled); Reach 5 ft.; SQ constrict 1d4+2, darkvision, improved grab, scent, low-light vision, poison; AL none; SV Fort -1, Ref +6, Will +2; AP 0; CP 3; Rep +0; Str 14, Dex 16, Con 9, Int 6, Wis 9, Cha 7.

Skills: Balance +13, Climb +14, Hide +10, Listen +6, Spot +6, Swim +12.

Feats: Weapon Focus - Bite.

Spider (Gumo)

There are few creatures as feared as a spider. Its appearance is one from the darkest nightmares of mankind. However, the spider should not be feared for its looks alone, many spiders are able to inject powerful venoms and trap creatures in its webs. The

preferred master of a spider is one that can see through appearances and are able to see the power within the unusual.

Creature Type: Vermin

HD: 1d6

Rank: Soldier (ECL 6), Protector (ECL 8), Guardian (ECL 10), Elite (ECL 12), Avatar (ECL 16).

Chakra Cost: Soldier—2/level; Protector—2/level plus 3; Guardian—3/level plus 10; Elite—3/level plus 15; Avatar—5/level plus 18.

Darkvision (Ex): The spider can see in total darkness, out to 60 feet. Darkvision is black-and-white only, but is otherwise like normal light.

Monstrous Spider: The spider possess all monstrous spider and vermin abilities and attacks; refer to their entries for details.

Natural Weapons: The spider is proficient with bite attacks.

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	—	+2	+4	+2	—	+2	—	+1	—	—
Guardian	+1	+4	+4	+2	—	+2	—	+2	—	—
Elite	+2	+4	+4	+2	—	+2	+2	+3	—	—
Avatar	+3	+4	+6	+4	—	+4	+4	+4	—	Tremorsense 60 ft.

Level 1 Spider Soldier: CR 3; Tiny vermin; HD 2d6; hp 7; Mas 50; Init +2; Spd 30 ft., climb 10 ft.; Defense 15, touch 14, flat-footed 13 (+2 size, +2 Dex, +1 natural); BAB +1; Grap -10; Atk +5 melee (1d3-3 plus poison, bite); Full Atk +5 melee (1d3-3 plus poison, bite); FS 2½ ft. by 2½ ft.; Reach 0 ft.; SQ poison, webs, darkvision 60 ft., immune to mind-affecting attacks, resistance to massive damage, speech; AL summoner; SV Fort +3 (+8 vs. massive damage), Ref +2, Will -1; AP 0; CP 3; Rep +0; Str 5, Dex 15, Con 10, Int —, Wis 8, Cha 1.

Skills: Climb +10, Hide +10, Jump +4, Move Silently +7, Spot +10.

Feats: Weapon Finesse (bite).

Tiger (Tora)

This fierce creature is feared by even the most sturdy animal. Its excellent hunting and hiding ability make it a dreadful opponent, and its strength will see to it that even if it falls, its opponent will not come out unscathed. It is very prideful and despise weakness and cowardice, and will refuse to serve a master that does not possess true strength of heart.

Creature Type: Magical Beast

HD: 1d8

Rank: Soldier (ECL 8), Protector (ECL 12), Guardian (ECL 15), Elite (ECL 18), Avatar (ECL 20).

Chakra Cost: Soldier—2/level; Protector—3/level plus 5; Guardian—3/level plus 10; Elite—3.5/level plus 15; Avatar—6/level plus 20.

Darkvision (Ex): The tiger can see in total darkness, out to 60 feet. Darkvision is black-and-white only, but is otherwise like normal light.

Improved Grab (Ex): To succeed with improved grab, the tiger must hit with its claw attack.

Natural Weapons: The tiger is proficient with bite and claws attacks, and deals damage according to its size category.

Pounce (Ex): If a tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A tiger that gets a hold of its target can make two rake attacks with its hind legs for standard claw damage each. If the tiger pounces on an opponent, it can also rake.

Skill Bonuses: The tiger gains a +4 bonus to Balance and Hide checks, and a +8 bonus to Hide checks while in tall grass or undergrowth.

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	+1	+4	+4	+2	—	+2	—	+2	—	—
Guardian	+1	+4	+4	+4	+2	+2	+2	+4	—	—
Elite	+1	+6	+4	+4	+4	+4	+4	+6	Multiattack	—
Avatar	+2	+6	+6	+4	+4	+4	+4	+8	—	Fire Resistance 5 + hit dice

Level 1 Tiger Soldier: CR 1; Medium-sized Magical Beast; HD 2d8+6; hp 15; Mas 50; Init +3; Spd 30 ft.; Defense 15, touch 13, flat-footed 12 (+3 Dex, +2 natural); BAB +2; Grap +6; Atk +6 melee (1d6+4, claw); Full Atk +6 melee (1d4+4, 2 claws), +9 melee (1d6+4, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ pounce, improved grab, rake, darkvision 60ft.; AL none; SV Fort +6, Ref +6, Will +2; AP 0; CP 12; Rep +0; Str 16, Dex 16, Con 16, Int 6, Wis 14, Cha 7.

Skills: Balance +8, Hide +9 (+13 in tall grass or undergrowth), Listen +4, Move Silently +9, Spot +4, Swim +6

Feats: None.

Toad (Gama)

Despite all appearance, a toad is an intelligent creature and tends to show more respect to the knowledgeable. It appreciates an easy life, and can show true patience and cunning given a good reason to. It will not serve an inconsiderate master who does not have any strength of will and determination.

Creature Type: Magical Beast (Good Reflex, Will, Aquatic subtype)

HD: 1d8

Rank: Soldier (ECL 6), Protector (ECL 8), Guardian (ECL 10), Elite (ECL 12), Avatar (ECL 16).

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 10; Elite—3/level plus 15; Avatar—5/level plus 20.

Amphibious (Ex): The toad is amphibious, meaning that it can breathe both water and air normally.

Constrict (Ex): With a successful grapple check using its tongue against a creature of its size or smaller, a toad deals damage equal to its slam damage.

Darkvision (Ex): The toad can see in total darkness, out to 60 feet. Darkvision is black-and-white only, but is otherwise like normal light.

Natural Weapons: The toad is proficient with slam attacks.

Salt Water Vulnerability: When directly exposed to a quantity larger than one tenth its own size of salt water, the toad suffers a -4 penalty to skill checks, attack and damage rolls, and ability checks.

Skill Bonuses: The toad gains a +8 racial bonuses to Hide and Jump checks.

Tongue (Ex): The toad may, once per round, use its tongue to deliver slam damage with doubled reach.

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	+1	+2	+4	+2	—	+4	—	+1	—	—
Guardian	+2	+4	+4	+2	+2	+4	+2	+2	—	—
Elite	+3	+4	+6	+4	+2	+6	+2	+3	—	Spit Oil (Yutsuba no Jutsu at will, no chakra cost, once every 2 rounds)
Avatar	+4	+6	+6	+4	+4	+6	+4	+4	—	+40 bonus to Jump checks, no maximum jump height

Level 1 Toad Soldier: CR ¼; Tiny Magical Beast (Aquatic); HD 2d8-2; hp 7; Mas 50; Init +3; Spd 30 ft., swim 30 ft.; Defense 16, touch 15, flat-footed 13 (+2 size, +3 Dex, +1 natural); BAB +2; Grap -9; Atk +1 melee (1, slam); Full Atk +1 melee (1, slam); FS 2½ ft. by 2½ ft.; Reach 0 ft.; SQ aquatic subtype, amphibious, constrict (1), darkvision 60ft., salt water vulnerability, tongue; AL summoner; SV Fort -1, Ref +6, Will +4; AP 0; CP 3; Rep +0; Str 4, Dex 16, Con 8, Int 7, Wis 13, Cha 6.

Skills: Hide +14, Jump +8, Listen +4, Spot +5.

Feats: None.

Turtle (Kame)

Often looked down upon, Turtles are known to be weak creatures. While they might not possess strength or agility, they certainly have endurance, the wisdom to know their own weakness, and the cunning of judging its opponent's strength. The will not accept a master who will lead them needlessly into danger, and cannot stand for himself.

Creature Type: Animal (Good Fortitude, Aquatic subtype)

HD: 1d8

Rank: Soldier (ECL 6), Protector (ECL 8), Guardian (ECL 10), Elite (ECL 12), Avatar (ECL 14).

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 7; Elite—3/level plus 12; Avatar—4.5/level plus 18.

Amphibious (Ex): The turtle is amphibious, meaning that it can breathe both water and air normally.

Darkvision (Ex): The toad can see in total darkness, out to 60 feet. Darkvision is black-and-white only, but is otherwise like normal light.

Natural Weapons: The toad is proficient with bite attacks, and deals damage as though it was one size category larger than in reality.

Shell (Ex): Because of the hard shell it carries, a turtle gains a +3 natural armor bonus per size-category above Tiny.

Skill Bonuses: A turtle gains a +8 racial bonus to Concentration and Swim checks. The turtle can swim without a swim check, and may take 10 on a swim check even when threatened or distracted.

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Bonus Feat	Special
Protector	—	+4	—	+4	+2	+2	—	+3	—	—
Guardian	+1	+4	—	+4	+2	+2	+2	+5	—	—
Elite	+2	+6	+2	+6	+4	+4	+4	+7	—	2 claw attacks (primary bite)
Avatar	+3	+6	+4	+6	+4	+4	+4	+9	—	Damage Reduction 1/dark iron and chakra per level

Level 1 Turtle Soldier: CR ¼; Tiny Animal; HD 2d6+2; hp 9; Mas 50; Init -3; Spd 10 ft., 20 ft. swim; Defense 11, touch 9, flat-footed 11 (+2 size, -3 Dex, +2 natural); BAB +1; Grap -7; Atk +3 melee (1d3, bite); Full Atk +3 melee (1d3, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ darkvision 60ft., shell; AL summoner; SV Fort +4, Ref -2, Will +0; AP 0; CP 6; Rep +0; Str 10, Dex 4, Con 12, Int 6, Wis 11, Cha 5.

Skills: Concentration +11, Listen +5, Spot +5, Swim +10

Feats: None.

War Hero (Gunshin)

This unique bloodpact has one sign a contract with fallen war heroes. In other words, materialized spirits. They appear as white clad, robed and masked humans holding a finely crafted weapon ready to be used. Needless to say, little more than one or two individuals last century possessed this blood pact, and nothing other than a quirk of fate would allow one to acquire it. They have no particular moral and will answer to whomever calls them for a chance to battle.

The only way to identify the rank of a War Hero is its mask and weaponry. The weaponry is finer with each rank, and the masks are as follow: A Soldier's mask is completely white, a Protector's mask is white with a single black vertical stripe in the middle, a Guardian's mask has two vertical stripes in the middle, an Elite's mask is completely black and an Avatar's mask is black with a white horizontal stripe across the eyes. All War Heroes are capable of speech.

Creature Type: Humanoid (Good Fortitude, Reflex, Will; BAB Total Hit Dice)

HD: 1d10

Rank: Soldier (ECL 10), Protector (ECL 13), Guardian (ECL 15), Elite (ECL 18), Avatar (ECL 21).

Chakra Cost: Soldier—3/level; Protector—3/level plus 3; Guardian—3/level plus 10; Elite—3/level plus 15; Avatar—5/level plus 20.

Battle Arsenal: The Hero, while proficient with any melee weapon and armor, is summoned with its weapon of choice. Said weapon has a enhancement bonus to attack rolls equal to the specified entry, is unsummoned as soon as it breaks or the Hero is unsummoned and is of a type determined at random using the following table:

D20	Weapon Type	D20	Weapon Type
1	Unarmed*	11	Battleaxe
2	Ninja-to	12	Rapier

3	Longsword	13	Chisa-gatana
4	Naginata	14	Chain
5	Katana	15	Kama
6	Large Katana	16	Kusari-gama
7	Spear	17	Kukri
8	Greatsword	18	Nunchaku
9	Metal Baton	19	Three-section Staff
10	Tonfa	20	Scythe

* Combat martial arts feat, no mastercraft bonus.

Battle Senses (Ex): A Hero gains an insight bonus to defense equal to the specified entry, cannot be flanked and does not lose its dexterity bonus to defense when caught flat-footed.

Evasion (Ex): All War Heroes possess this ability. If the hero is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, he suffers no damage if he makes a successful saving throw.

Nittoryu: An Elite or Avatar-level War Hero is able to wield two weapons. If the weapon type rolled is a one-handed weapon, the Hero may be summoned with two (50% chance) and able to fight with two weapons as though it had the Two-Weapon Fighting and Two-Weapon Defense feats. If the Hero's level is greater than 4, it also gains the Improved Two-Weapon Fighting and Improved Two-Weapon Defense feats.

Rank	Size Category	Str	Dex	Con	Int	Wis	Cha	Insight Bonus	Bonus Feat	Special
Protector	—	+4	+4	+2	+2	+2	—	+5	—	Battle Arsenal +2
Guardian	—	+6	+6	+4	+4	+4	+2	+7	Power Attack	Battle Arsenal +3
Elite	—	+6	+6	+4	+4	+4	+4	+9	—	Battle Arsenal +4, Nittoryu
Avatar	—	+8	+8	+6	+6	+6	+4	+11	Cleave	Battle Arsenal +5, Nittoryu, Speed Ranks +1

Level 1 War Hero Soldier: CR 1; Medium-size Humanoid (human); HD 2d10+4; hp 15; Mas 50; Init +6; Spd 40 ft.; Defense 15, touch 15, flat-footed 15 (+2 dex, +3 insight); BAB +2; Grap +5; Atk +6 melee (by weapon [battle arsenal]) or +4 ranged (by weapon); Full Atk +6 melee (by weapon [battle arsenal]) or +4 ranged (by weapon); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ battle arsenal +1, battle senses +3, evasion; AL summoner; SV Fort +5, Ref +5, Will +6; AP 0; CP 9; Rep +0; Str 16, Dex 14, Con 14, Int 12, Wis 16, Cha 16.

Skills: Balance +5, Climb +4, Listen +4, Spot +6, Swim +4, Tumble +6.

Feats: Improved Initiative.

CHAPTER XIV: QUESTS AND EVENTS

Missions

Typically, in the world of Naruto, characters working in one of the *Hidden Villages* will be given different tasks to accomplish that fits in their abilities. Those missions are distributed to Ninjas in the form of D-Rank, C-Rank, B-Rank and A-Rank missions. Genins are allowed to take on D-Rank missions, with the occasional C-Rank or accidental B-Rank (in which case they are always accompanied by their jounin or chuunin protectors). Chuunins are given D-Rank and C-Rank, with the occasional B-Rank if they show real skills, and finally Jounins are given all of the above. The GM may set a special rank of ninjas to be given a different array of missions, but typically, refer to the above mention for standards. Over the course of a week, the missions may give a wealth reward equal to that of a Profession check with a bonus equal to +0 for *D-Rank*, +1 for *C-Rank*, +2 for *B-Rank* and +3 for *A-Rank*. Treat this as a standard level up profession check, and the bonus for each mission stack. A failed mission of course does not grant any bonus to profession checks, and if all missions were failed in a week or no mission were completed or requested, a ninja receives no pay.

Hiring Ninjas

To hire a ninja, one must visit the *Hidden Village* in which he wishes to do business, or find a liaison willing to act as intermediary to complete the transaction. A *Gather Information* check (of *Specific* type) is required to find the location of a *liaison* agent, and a *Gather Information* check of *Restricted* type is required to find the location of a hidden village.

Once the introductions to the village leader (generally *Kage*; see *Ninja Ranks* chapter for details) are complete and the task to be accomplished are decided, a price will be offered. Refer to the table below for details on price. The leader may decide that the number of Ninja is not sufficient to execute the required task and simply refuse to do the mission for that price.

	Purchase
	DC
D-Rank*	13
C-Rank*	16
B-Rank*	25
A-Rank*	30
Per additional Ninja	+2

Additional time required

1 day	+0.5**
1 week	+2
1 month	+4

* Those modifiers do not stack, they act as a base price for each mission. Chose one of the four.

**Round up when the time comes to make the total.

A basic mission "package" counts 3 ninjas and lasts for 3 days. No modifications to the

DC are needed if the team count less Ninjas or the mission takes less than 3 days to complete.

D-Rank

Those missions consist of non-lethal manual labor or activities such as walking a dog(s), babysitting a child or helping an old lady weed her garden. In those missions, there is always no risk of injury, and the salary is very minimal. Below is a table containing 50 *D-Rank Mission* sample.

TABLE 14-1: D-RANK MISSIONS

D%	Mission	D%	Mission
1-2	Walk an elderly woman's horde of dog across town	51-52	Help a team of journalist make interviews
3-4	Pick up trash left across town	53-54	Act as a cook for a restaurant
5-6	Weed a lady's garden	55-56	Help the child of a prominent political figure in a childish and harmless prank war
7-8	Mow the lawns of an entire neighborhood	57-58	Guard a celebrity against paparazzi
9-10	Find a little girl's lost pet	59-60	Act as a life guard for kids swimming in a lake/river
11-12	Deliver groceries for a man calling in sick	61-62	Find a lost pendant or something else with sentimental value
13-14	Babysit a young woman's three children	63-64	Find the pervert that has been peeping in the woman's bath house
15-16	Paint a wounded man's house	65-66	Help tutor an academy student
17-18	Delivering various letters	67-68	Clean the streets after a parade/festival
19-20	Cleaning a messy basement/attic	69-70	Being a bag carrier for a rich girl on a shopping spree
21-22	Picking various herbs for the hospital	71-72	Helping with orientation day for new academy students
23-24	Housekeeping	73-74	Help construction workers take down a house
25-26	Destroy a rats' nest plaguing a neighborhood	75-76	Wash dishes at a restaurant
27-28	Help restore a soiled monument	77-78	Win a eating contest for a third-party
29-30	Help on a farm	79-80	Help an academy student in tactical training
31-32	Help a construction team to build various structures (such as houses)	81-82	Help a writer find inspiration by performing for him
33-34	Take pictures at a family reunion	83-84	Fix a destroyed field, where a ninja battle previously took place
35-36	Win the <i>Easter Race</i> for a third party	85-86	Perform an exorcism at a haunted house
37-38	Entertain children at a party	87-88	Recover the precious watch lost somewhere in the city
39-40	Decorate a house for a party	89-90	Clean up after the child of a prominent political figure engaged in a childish but harmless prank war (see 55-56)
41-42	Promote a third party's business	91-92	Help an elderly man find the "matured fruit" he's been looking for
43-44	Distribute flyers	93-94	Help a linguist decipher an old manuscript
45-46	Escort an elderly man or woman over town	95-96	Help a convoy cross a river
47-48	Help a man try to calm his furious wife	97-98	Cross a trap field to recover a lost child
49-50	Help a rescue team look for a lost person	99-100	Reroll twice and use both suggestions in one mission.

C-Rank

The *C-Rank Missions* are in many way similar to the previous *D-Ranks*, but slightly more dangerous. They may involve battle against bandits, or recovering a document before it reaches a certain location by train. Most *C-Rank* missions take place outside the village, and will put the characters in more danger than *D-Ranks*. Below is a list of 20 example *C-Rank Missions*.

TABLE 14-2: C-RANK MISSIONS

D20	Mission	D20	Mission
1	Escort the client outside village, in a non-life threatening situation	11	Protect the client against kidnappers
2	Execute a <i>D-Rank</i> mission in a foreign country	12	Serve as a witness during an important deal is being processed
3	Follow the client's daughter as she sneaks out of her house at night	13	Investigate the recent disappearance in a small town
4	Track down the client's old business associate who wronged him	14	Stop a thief that creates havoc in a wealthy village
5	Fend off bandits assaulting a shop continuously in a nearby village	15	Take diplomatic actions to end a conflict between two clans
6	Act as a bodyguard for a celebrity when the client comes in town for a week, during his world tour	16	Gather information for the client about his wife, whom he suspect is cheating him
7	Strengthen the security at the fair in a nearby village	17	Help a wounded ninja back home to his hidden village
8	Deliver the very expensive master crafted sword to the expert in a foreign country	18	Find the ingredient to a secret recipe that are scattered over the world and very tricky to obtain
9	Give the feudal lord's son some rudimentary training	19	Sneak into a house and steal the wife's precious necklace
10	Protect an actress over the course of a film's production	20	End a gang war, by force if you need to

B-Rank

The dangerous and expensive *B-Rank* generally put the characters' life directly at risk during espionage, bodyguard duty or even battles between ninjas. Those missions are usually handled by the experienced Jounin and very skilled Chuunins. Below is a list of 20 example mission a *Chuunin* or *Jounin* would be sent on.

TABLE 14-3: B-RANK MISSIONS

D20	Mission	D20	Mission
1	Force your way into the enemy base and rescue a wounded comrade	11	Rescue the client's relative from public execution
2	Lead a platoon of ninja into a deadly battle in the shadows against other, low-level ninjas	12	Replace several expensive items in a museum with fakes
3	Infiltrate the enemy base and learn the battle plans for the upcoming war	13	A wealthy and powerful band of gangster are after the deed to an important allied base; protect it with your life
4	Defend the client's life with your own against bandits or low-level ninjas	14	Two enemy factions are meeting in secret; find out why
5	Escort the client to a foreign country, all the while protecting him during possible encounter with bandits	15	The mutilated body of a prominent political figure has been found; investigate the murder

6	Sneak into the enemy fortress and steal an important item	16	A scroll of seal containing many forbidden techniques has been stolen; recover it at all cost
7	Conduct an investigation about strange serial murders	17	The client's heir is dying, and the only cure available can only be found in enemy territory; retrieve it in time before all is lost
8	Start a war between two opposed factions.	18	A long thought extinct animal has been spotted in the wilds; retrieve it before the many others hunting party do
9	Replace the target's medication by the one provided to you before it is delivered to him	19	A man needs to have his brother incapacitated so that he alone can inherit his father's business
10	Before it is shown in an exposition, steal the expensive diamond necklace and bring it back to the client	20	Assassinate the child of a prominent political figure and make it pass as an accident.

A-Rank

In most situation, *A-Rank* missions will put either the characters' life at risk or require them to take the life of another. Very rarely will a character be given an *A-Rank Mission* that is not, in fact, an unsavory job. They must still, however, do it. Below is a list of 20 example *A-Rank* mission the player(s) can be assigned to.

TABLE 14-4: A-RANK MISSIONS

D20	Mission	D20	Mission
1	An assassination contract has been issued on your client; disguise yourself as him to buy him time to escape	11	A ninja from your village has been discovered to be a spy; execute him and his contacts
2	Before a man passes on, he wants the head of his enemy brought to him	12	A strange cult has been spreading discontentment among civilians that has lead to revolts; find the heads of this cult and stop the movement at all costs
3	Eliminate a band of 12 renegade ninjas whose sole purpose is the murder of all feudal lords	13	A man has been killed by one of his relative; hide all traces of the murder and destroy the body before the authorities can blame anybody
4	A strange rumor of a oni roaming across the country has been spreading; investigate the matter thoroughly	14	The client requested the murder of the head of a wealthy company; sneak past the guard and do the deed without being seen
5	A high-ranking Jounin has been murdered and a threatening message written in his blood; bring his murderer to justice	15	Wipe out a large bandit headquarter and burn it to ashes
6	A group of bandits, dressed in your village's uniform, has attacked an important ambassador; to avoid war at all cost, hunt the responsible down and bring their head to the offended country	16	A serial murderer his rumored to be a high-level jounin from an enemy village; deal with him as soon as possible and bring back evidence to your village
7	A dangerous missing-nin long thought dead has resurfaced; kill him for good this time	17	A very powerful potential ninja has been spotted by numerous scout from hidden villages; recruit him before the enemy does
8	Unnatural weather has been plaguing a village: discover what's causing it and deal with it	18	A group of powerful missing-nins has been trying to claim land in your country to create a new hidden village; stop them at all cost
9	Two minor <i>hidden villages</i> are playing war, with a major village backing one up; find out what they hope to gain in the conflict	19	A full scale revolt has happened in a far off country. The rebel side promises to ally with your village; tip the scale in their favor just enough to have them win

10	The entire population of a small village has disappeared; find the cause	20	A girl who has 5 identical twins witnessed a wealthy merchant eliminating a rival; she stayed silent until now but it may lead to trouble later. Find out which of the twins did it and eliminate her

Missing-Nin Hunt: These missions are commissioned by a village to get rid of a nuisance. They are reserved to hunter-nins most of the time, but some other ninjas may attempt them with the village Kage's blessing. The mission's reward and rank vary upon the level of the encounter, though one still has to follow some guidelines. Refer to Table 15-5 below for informations on mission ranks and reward.

TABLE 14-5: MISSING-NIN HUNT

Encounter Level	Mission Rank	Wealth Reward
2-6	C-Rank	+3
7-11	B-Rank	+5
12-18	A-Rank	+7
19+	S-Rank	+10

Encounter Level: The estimated level of the counter, including all opponent. Left to the GM's decision (see Awarding Experience Points in chapter 7 of the core rulebook).

Mission Rank: A more detailed and in-depths explanation is offered below.

C-Rank: A C-Rank mission demands that the hunter uses as little force as possible if it were to endanger innocent lives and unless special orders are given, the hunter can capture his victim instead of killing it. These missions usually target Genin-level ninjas.

B-Rank: These missions require the user to quickly dispose of his target and bring back proof of its demise to collect his pay and thus end the mission. Unless special orders are given, the hunter must kill his victim to complete such a mission. Again, one has to be mindful of his surrounding and must not threaten innocent life during this mission. These missions usually target one Chuunin-level ninja or a few Genins.

A-Rank: During a *A-Rank* hunt, one must face one or more Jounin and/or Chuunin-level foes and quickly eliminate them through whatever means necessary. Unless specific orders are given, the hunter must kill his target and bring proof of its death to complete the mission.

S-Rank: Using whatever means necessary to subdue his target, the hunter must get rid of this extreme nuisance as soon as humanly possible while still collecting proof of its demise. Failure is not an option to consider. A suitable target for such a mission will be of high-Jounin level or many Chuunin. The *S-Rank* is a "off-chart" mission rank that can only be given during Missing-Nin assassination mission.

Wealth Reward: This wealth bonus is awarded to the whole team, not individually. How it is split is up to the hunters.

Adventures

PASS OR FAIL! THE TRIAL OF THE MYSTERIOUS CAVE!

By Matthew McDonnell

This adventure is designed for three to four characters of first level and is intended to be used as a campaign starter. The characters should be created with the standard rules: 36 point buy, 1d4+1 starting techniques and be around 12 years in age. Characters will not receive too much experience, but by the end of the adventure the players should have a good idea about how both to play this game and what their characters can do.

There is no village named in this adventure or any NPCs besides the character's Chuunin teacher. This is to help you integrate this adventure into whatever campaign you plan have planned.

Adventure Summary

Today is the big day for academy students. It's graduation day! Many students are happy about possibly becoming ninjas and getting away from their strict instructor Gyuketsu-sensei. After getting to school the Gyuketsu selects teams, (with the PCs being on the same team of course) and are sent of to learn about their mission. The mission involves the characters finding their way to cave in the wilderness (Forest, desert, etc.) and retrieving a "valuable" scroll from within. The cave is filled with traps and other obstacles to test the characters ninja abilities and intelligence.

Once the scroll is found the characters start to travel back to town. A group of bandits decide that the characters would be an easy target and decide to try and rob them. After the fight is over, they arrive home and depending on how the characters preformed the either graduate or have to repeat the class again.

Part One: One Step Closer to Becoming a Ninja!

When getting ready for play ask each of the players to describe how each of their characters gets ready and heads out for the academy on graduation day. After that roll a d20 for each player and consult the following chart, making sure to re roll any duplicates. Humor and the element of randomness are important elements of the Naruto anime and manga and this chart should help you to integrate it in your first adventure. Number twenty is left vague for you to possibly work in details for a future adventure.

TABLE 14-6: RANDOM AND FUNNY EVENTS

D20 Occurrence

- 1 The character runs into his/her rival
- 2 The character runs into aunt/friendly old lady that likes to pinch/pull his face like taffy
- 3 The character has to try and dodge (or possibly join with) a stream of fan girls chasing after the village heart throb

- 4 The character gets a bucket of water accidentally dumped on her from someone in a second story window
- 5 The town drunk collapses on top of the character
- 6 A group of kids are playing catch, one of them misses it and the ball beans the character in the head
- 7 A thief runs by with the victim in hot pursuit
- 8 A child cries because her kitty is up a tree
- 9 A group of kids picks on a younger kid
- 10 A passing kid tries to trip the character
- 11 An old lady spills her grosseries
- 12 Little kids ask the character to play ninja with them
- 13 An escaped farm animal rushes down the street
- 14 A younger academy student is trying to use Henge no Jutsu, but it just won't turn out right
- 15 A large swarm of insects begins to follow the character
- 16 A prankster has tied a trip wire and the person that trips it will have water poured on their head
- 17 A panicked woman runs down the street with a large spider on her shoulder
- 18 A small child tries to use a ninja prop to help himself hide and fails horribly
- 19 A crowd forms around a street performer
- 20 A fortune teller wishes to speak with the character

Random and Funny Events

After the characters get to class it should still be a little time before class begins so, fill it with random kids talking amongst themselves. Most kids are excited about becoming a genin and finally getting away from the very strict Gyuketsu-sensei. A few more are quite nervous. Unless of course they all decide that their characters come late. In that case Gyuketsu-sensei will chew them out in front of the class about how they are lucky to have even made it this far with their pathetic abilities and how punctuality is essential to a ninja.

With a few minutes of pointless banter, Gyuketsu-sensei shows up and the class goes silent. Clearing his throat he tells the class that, now that they have graduated, they are to be given a mission. With that he begins to read off names. Naturally the PCs are all on the same team. Just use random names for the rest of the class or simply skip that part. Gyuketsu then tells the PC's team to follow him to receive their instructions.

After a long walk down a hallway, Gyuketsu leads them into a small room. Looking at the door he explains that a long lost, forbidden scroll has been rumored to be located in a cave deep in the wilderness. Their mission is to travel to the cave and secure the scroll and bring it back to town without reading the contents. With that he tells the characters to hurry up and get out of his sight.

Part Two: The Forbidden Scroll

The cave is located a good three days traveling time from town. The trip should be uneventful unless you would like to throw in a few minor encounters, like say with wild animals or other travelers, maybe even a scouting party of bandits. (No more than 1 per character)

There is no map provided for the cave, just general guidelines as to which order to run the

challenges. All the traps will be CR 1/2 unless otherwise noted.

Area 1: Cave Entrance

The mouth of the cave is about 20 feet wide and 30 feet high. There is enough light to be able to see far into the cave, but then again that's not what's interesting. Hidden rather poorly are several bear traps. The teeth have been removed, so if a character that steps in one won't receive any damage. A spot roll (DC 5) is required to spot the traps and if a character steps in one a strength check with a DC of 10 will free him.

The only real danger here is at the mouth of the cave. Roll secretly a spot check (DC 10) for all characters. A net trap is hidden in the dirt that surrounds the cave entrance. If the characters are caught in it, they can attempt a combined strength check (DC 20) to break free, an escape artist check (DC 15) or draw something sharp, then try and cut the net. The net has a hardness and 4 hp.

Area 2: The Wall

The first tunnel of the cave goes about 40 feet and leads to a high (20 foot tall) wall that the characters must climb in order to continue on. It's quite steep, attempting to climb it requires a successful climb check with a DC of 20. The characters can use Kinobori, grappling hooks or, surprisingly enough, since the wall is not made of hard stone, using a kunai to create stepping stones can reduce the DC by 10 but takes ten times longer to climb.

Area 3: The Dangerous Floors.

This room contains hidden 5' by 5' pit traps, which a spot check (DC 15) will reveal, thus allowing the characters to avoid them. If a character falls into one, they find that the pit is only ten feet deep and the walls are coated with grease preventing the victim from climbing out (Climb check DC 30 to climb out). There is a large, but unlocked, wooden door at the end of this room.

Area 4: The Phantom Ravine

As the characters enter this room, they will no doubt be surprised to see that the room stretches for about 400 feet. However, that's not the surprise; the real surprise is that there is a large ravine cutting the room in two. The only way to cross it is a rope tied to a stake on both end of the chasm. To cross it by tight rope walking the characters must succeed 10 balance check, one every 10 feet. The DC for this check is 10 + 2 for every PC trying to cross at the same time. If they try to cross with the hand over hand method they have to make a DC 10 Str check every 20 feet.

If a character happens to fall, everyone is in for a shock as the character will fall only 15 feet! The ravine is merely a Genjutsu that is dispelled when a character falls. The Genjutsu can be identified with a successful Genjutsu check (DC 20); make it a secret roll also.

Area 5: A Final Puzzle

The next room is rather small, only 30 feet in diameter. There is a locked steel door blocking the characters way. The lock cannot be picked, and any attempts to pick it will

result in a cloud of pepper being sprayed in the characters face. If the character fails a Fortitude save (DC 15), he will be blinded for 1d6 rounds. Any attempts to tamper with the door results in the same spray of pepper, as does answering the riddle wrong.

Carved in the right hand way is "What does a ninja lack?". The words are carved above a small alcove above four keys. On each key is a picture. The first has an image of a man running, the second has an angry face, the third has a muscled arm on it and the last has an image of a man hiding in shadows. The correct key is the one with an angry face. A ninja lacks emotion. Strength, speed and stealth are all elements important to a ninja.

Area 6: The Scroll

Here, finally, is what the characters are after, the scroll! It rests on an altar in a small alcove. With that done the characters can head back.

However if a character opens the scroll at all before handing it over to Gyuketsu. A special jutsu is triggered that lets the sensei know that the scroll has been opened. The word "fail" is printed in bright red ink letting the characters know that they screwed up.

Part 3: The Final Lap! The Journey Home

About half way home the characters are confronted by a group of men wearing ragged, dirty clothes. The bandits have decided that these little kids would be easy prey. It's up to the characters prove them wrong! The bandits will fight until only one remains. The final one will scream and run off (if allowed to). The characters can loot for a total wealth bonus of +2 from the bandits.

The way home should be uneventful after that. When they get back to the school and deliver the scroll to Gyuketsu-sensei, as long as they didn't look in the scroll and spring too many traps, the characters are promoted to the rank of genin and receive their forehead protectors. A kind hearted GM can let the characters pass any way as long as they defeated the bandits if he doesn't want to run any more academy based adventures.

Congratulations! You have finished your first adventure in Naruto: d20!

Follow up:

There are several follow-ups you can do: first there is the possible hints to future adventures the fortuneteller may have dropped and secondly just what exactly were bandits doing so close to the town? Don't forget that first they have to all meet their new Jounin teacher!

Appendix

Here is complementary informations to the *Naruto: d20* adventure: Pass or Fail! The Trial of the Mysterious Cave!

Traps:

5x Bear Traps (*Spot DC 5; Disable Device DC 15*) - Immobilizes a Medium-sized creature until it frees itself as a full-round action requiring a Strength check (DC 10).

6x Pit Traps (*Spot DC 15; Disable Device DC -*) - A character that fails to notice this may fall into this 10 foot deep pit unless it succeeds either a Reflex save (DC 15) or a Jump check (DC 15) to grab onto the edge of the pit. The walls are covered with goo, making it extremely hard to climb out of the pit without aid. A Climb check (DC 30) is required to climb out.

Pepper Bomb (*Spot DC -; Disable Device DC 25*) - This trap is only triggered if a character attempts to pick the lock on the iron door or answers the riddle incorrectly. The victim and any creature in a 10-foot radius must make a Fortitude save (DC 15) or be blinded for 1d6 rounds. The trap can be triggered 5 times, when it runs out of charges.

The Bandits:

The Leader (Charismatic Ordinary 1): CR 1/2; Medium-sized Human; HD 1d6+1; hp 5; Mas 50; Init +1; Spd 30 ft.; Defense 11, touch 11, flat-footed 10 (+1 Dex); BAB +0; Grap -1; Atk +1 melee (1d4-1, straight razor); FS 5 ft. by 5 ft.; Reach 5 ft.; AL none; SV Fort +2, Ref +1, Will +0; AP 0; CP 2; Rep +0; Str 8, Dex 12, Con 13, Int 10, Wis 14, Cha 15.

Skills: Diplomacy +6, Disguise +6, Gamble +6, Intimidate +8, Knowledge (streetwise) +4, Treat Injury +4.

Feats: Confident, Simple Weapon Proficiency, Weapon Finesse (straight razor)

Equipment: Casual clothes, straight razor, various personal gear.

The Lieutenant (Fast Ordinary 1): CR 1/2; Medium-sized Human; HD 1d8+1; hp 6; Mas 50; Init +2; Spd 30 ft.; Defense 15, touch 15, flat-footed 13 (+2 Dex, +3 class); BAB +6; Grap +2; Atk +2 melee (1d6+2, swordcane); Full Atk -2 melee (1d6+2 swordcane) and -2 melee (1d6+1 scabbard [club]); FS 5 ft. by 5 ft.; Reach 5 ft.; AL the leader; SV Fort +1, Ref +3, Will -1; AP 0; CP 2; Rep +0; Str 14, Dex 15, Con 13, Int 12, Wis 8, Cha 10.

Skills: Balance +6, Escape Artist +6, Hide +6, Move Silently +6, Taijutsu +6, Tumble +6.

Feats: Archaic Weapon Proficiency, Simple Weapon Proficiency, Two Weapon Fighting

Equipment: Casual clothes, swordcane, various personal gear.

Technique: *Taijutsu* (+6)- Asshou!

The 2 Thugs (Tough Ordinary 1): CR 1/2; Medium-sized Human; HD 1d10+2; hp 7; Mas 50; Init +0; Spd 30 ft.; Defense 16, touch 12, flat-footed 15 (+1 Dex, +1 class, +4 armor); BAB +6; Grap +2; Atk +2 melee (1d6+2, clubs); FS 5 ft. by 5 ft.; Reach 5 ft.; AL the leader; SV Fort +3, Ref +0, Will +1; AP 0; CP 3; Rep +0; Str 14, Dex 10, Con 15, Int 8, Wis 13, Cha 12.

Skills: Concentration +6, Intimidate +5, Knowledge (streetwise) +3, Survival +5.

Feats: Armor Proficiency (Medium), Power Attack, Simple Weapon Proficiency

Equipment: Casual clothes, concealable vest, clubs, various personal gear.

Jounin Examination (Original idea by TokehGeko, Adapted by Frankto Vinneti)

This jounin examination is held in any village and is considered a very hard one. The exam is a 6 part exam that tests the characters on their ability to perform a technique they likely have to learn on the spot, their knowledge of the ninja world and its history, their ability to perform a mission and their combat capabilities. Adding to the difficulty, the test is taken individually, with a chance of even being put against a teammate to compete for the Jounin title. Below, you will find further explanation of the 6 parts of this exam.

The Scroll Test (Part 1): For this part, the characters will have two days (48 hours) to seal as many elemental techniques as they can using the *Youso Fuiuin no Jutsu* technique. They are given a scroll of seal explaining the basics of this technique, enough for a character to learn it but not to provide a bonus. The deadline given includes the time spent to Learn the technique (1 day, half a day by beating the Learn DC by 10, or 2 hours by beating the Learn DC by 20) Each scroll sealed gives the character 1 point per rank of the sealed technique, and they need 15 point to pass. A character cannot seal the same technique more than twice, and the origins of the technique do not matter. If a character is caught cheating (the Chakra Signature in the scroll is not his own), he is instantly disqualified. Also note that a character of 13th level or below suffers a -8 penalty to his Learn checks to learn Sealing techniques (or -6 with the Advanced Seal Proficiency feat) and that training for a day costs the character 80% of his total Chakra Pool, and half a day 40%.

The Ninja Paper Test (Part 2): For this part of the exam, the character must answer 25 questions about the Ninja World in one hour and a half (90 minutes). For this purpose, the character must succeed certain Knowledge (ninja lore) checks in order to gain enough points. Each question from 1 to 18 is worth one point, the 19th 2 points and the 20th question 3. A character needs 15 points to pass. Each check takes a set time to make, and may be retried as long as the exam is not over. In addition, a character can halve the time required to answer a question by taking a -10 penalty to his knowledge (ninja lore) check. A character caught cheating is instantly disqualified (left to the GM's discretion). Refer to the table below for DCs and Time required by questions. The maximum number of points acquired in this test is 23, and the minimum time required to answer all question is 40 minutes (or 20 minutes by taking a -10 penalty on one's knowledge checks).

Question #	Time	Knowledge (ninja lore) DC
1	1 minute	15
2-5	1 minute	18
6-15	2 minutes	23
16-18	2 minutes	26
19	3 minutes	29
20	5 minutes	35

The Efficiency Test (Part 3): During this test, the character will be tested in his efficiency and ability to execute solo missions. He may request missions from any rank, and is given 10 days to acquire 35 point. A D-Rank mission is worth 2 point, a C-Rank mission is worth 5 points, a B-Rank mission 15 points, an A-Rank mission is worth 20 points and finally, an S-Rank mission is worth 35 points. The missions that can be requested can be either missing-nin hunt or a random mission from table 15-1, 15-2, 15-3

and 15-4. The character receives no wealth award from the mission and must accomplish them alone, even if he is to die. If he received some sort of assistance, the mission count as failed. To receive point, a character must of course succeed the mission. The duration of the mission is left to the GM's discretion.

The First Combat Test (Part 4): In this part of the exam, the character is pitted against a Rookie Jounin and 3 genins. The combat is entirely non-lethal and both party must be alive once the fight is over. The character is denied the right to use any Template ability or Advanced Bloodline except Moujuu Aishou. The character begins with 20 points, and loses one every round that passes during the fight. To pass this test, the character must have at least 1 point. Killing any of the genins or the jounin results in disqualification, as will the activation of a bloodline or template ability. This restriction does not apply to any of the opposing party, however, and any of the opponents may activate their abilities to its fullest.

The Second Combat Test (Part 5): Just like in the previous part of the exam, the character will be put against this time 2 Mid-Level Chuunins. Before the fight, he will be treated by expert medical ninjas and will be at full hit points, chakra pool and any ability damage or negative level will be cured. Again, the both party must be alive at the end of the fight. This time, however, he can freely use any bloodline and template ability. As the previous test, the character begins with 20 points, loses one every round and must have at least 1 point to pass. Killing either opponent will result in disqualification.

The Finale (Part 6): In this last part of the exam, the user will again be pitted against an Elite Jounin. As per the previous exams, he will be completely healed and healthy before the fight. Unlike the two previous fight where there was no life threatening conditions, the character is allowed to kill his opponent, just as he himself may be killed (though if knocked unconscious, the fight ends and the character will not be killed unless it is necessary). The character begins with 1 point and gains another every round that passes while fighting. To pass this test, the character must have at least 10 points (have fought for at least 10 round before being knocked out or beating his opponent) and if he beats his opponent, he gains an additional 20 points.

Note: During the last 3 combat tests, the opponents will give up if reduced below 15% of their total health.

To be promoted to Jounin, a character needs to have a certain number of points. Even if he has gone through all 6 parts of this exam without problem, he may still not pass the test. In other words, the character needs at least 102 points to be promoted to Jounin, or at least 20 more points than the minimum. A character with 150 or more points is considered extremely skilled and may receive additional bonuses or propositions. The table below shows the skill level of an individual depending on the number of points it has.

Points	Rank Equivalence
Less than 15	Genin
16-101	Chuunin
102+	Jounin

135+	ANBU
150+	Hunter-Nin

Appendix

Example Genin (Strong Hero)

Strong Hero 2; CR 2; Medium Humanoid (Human); **HD** 2d8+4; **hp** 16; **Mas** 50; **Init** +1; **Spd** 30 ft; **Defense** 13, 14 melee (+1 dex, +2 class), Touch 13, Flat-Footed 12; **BAB** +2; **Grap** +4; **Atk** +5 melee (1d4+2, unarmed) or +3 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV** Fort +4, Ref +1, Will +1; **AP** 6; **CP** 9; **Rep** +0; **Learn**: +2; **Str** 15, **Dex** 13, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10.

Occupation: Academy Student (*Bonus Class Skills*: Chakra Control, Genjutsu, Taijutsu; *Bonus Feat*: Nin Weapons Proficiency)

Skills: Chakra Control +4 (3), Genjutsu +2 (2), Ninjutsu +0 (1), Taijutsu +8 (3).

Feats: Combat Martial Arts, Defensive Martial Arts, Genin (Taijutsu), Nin Weapons Proficiency, Simple Weapon Proficiency.

Talent (Strong Hero): Taijutsu, Bonus Feat (Genin).

Techniques Known: *Control* (+4)- Kinobori; *Genjutsu* (+2)- Bunshin no Jutsu, Henge no Jutsu; *Ninjutsu* (+0)- Nawanuke no Jutsu; *Taijutsu* (+7)- Asshou!, Namidatsu Kukkin!, Shotei Uchi.

Equipment: Shuriken holster (4 kunai, 5 shuriken), belt pouch (4 kunai, 4 exploding tags, 1 smoke bomb), forehead protector (any village), various personal gear.

Example Genin (Smart Hero)

Smart Hero 3; CR 3; Medium Humanoid (Human); **HD** 3d6-3; **hp** 10; **Mas** 50; **Init** +1; **Spd** 30 ft; **Defense** 12 (+1 dex, +1 class), Touch 12, Flat-Footed 11; **BAB** +1; **Grap** +0; **Atk** +0 melee (by weapon) or +2 ranged (1, throwing needle); **Full Atk** +0 melee (by weapon) or +2/+2 ranged (1, throwing needle); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV** Fort +0, Ref +2, Will +5; **AP** 6; **CP** 3; **Rep** +1 (+3 in his village); **Learn**: +3 (+5 ninjutsu); **Str** 8, **Dex** 12, **Con** 8, **Int** 13, **Wis** 16, **Cha** 14.

Occupation: Academy Student (*Bonus Class Skills*: Chakra Control, Genjutsu, Ninjutsu; *Bonus Feat*: Nin Weapons Proficiency)

Skills: Chakra Control +9 (6), Forgery +7 (6), Genjutsu +8 (6), Hide +4 (3), Knowledge (ninja lore) +10 (6), Listen +6 (3), Move Silently +4 (3), Ninjutsu +10 (6), Spot +6 (3), Survival +6 (3), Taijutsu +2 (3).

Feats: Genin (Ninjutsu), Genius Nin (Ninjutsu), Ninjutsu Adept, Nin Weapons Proficiency, Simple Weapon Proficiency.

Talent (Smart Hero): Savant (knowledge - ninja lore), Plan.

Techniques Known: *Control* (+9)- Kai, Kinobori; *Genjutsu* (+8)- Bunshin no Jutsu, Henge no Jutsu; *Ninjutsu* (+10)- Shoukakyuu no Jutsu, Kawarimi no Jutsu, Mukidou Sanpo no Jutsu; *Taijutsu* (+2)- Zentai Bougyo.

Equipment: Shuriken holster (15 throwing needles, 5 shuriken), belt pouch (4 kunai, 10 throwing needles, 1 smoke bomb), forehead protector (any village), various personal gear.

Example Genin (Charismatic Ordinary)

Charismatic Hero 3; CR 2; Medium Humanoid (Human); **HD** 3d6; **hp** 13; **Mas** 50; **Init**

-1; **Spd** 30 ft; **Defense** 12 (-1 dex, +1 class, +2 armor), Touch 10, Flat-Footed 13; **BAB** +1; **Grap** +2; **Atk** +2 melee (by weapon) or +1 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV** Fort +2, Ref +1, Will +1; **AP** 6; **CP** 3; **Rep** +2; **Learn**: +4; **Str** 12, **Dex** 8, **Con** 10, **Int** 14, **Wis** 13, **Cha** 15.

Occupation: Academy Student (*Bonus Class Skills*: Chakra Control, Genjutsu, Ninjutsu; *Bonus Feat*: Nin Weapons Proficiency)

Skills: Bluff +8 (6), Chakra Control +6 (5), Craft (visual art) +8 (6), Diplomacy +6 (4), Disguise +7 (5), Genjutsu +11 (6), Knowledge (ninja lore) +8 (6), Ninjutsu +8 (6), Sense Motive +4 (3), Taijutsu +3 (2).

Feats: Armor Proficiency (light), Genjutsu Adept, Genin (Genjutsu), Nin Weapons Proficiency, Simple Weapon Proficiency.

Techniques Known: *Control* (+6)- None; *Genjutsu* (+11)- Bunshin no Jutsu, Henge no Jutsu, Shitsukentou no Jutsu; *Ninjutsu* (+8)- Kawarimi no Jutsu, Nawanuke no Jutsu; *Taijutsu* (+3)- None.

Equipment: Shuriken holster (4 kunai, 5 shuriken), belt pouch (4 kunai, 4 soldier pills), battle vest, forehead protector (any village), various personal gear.

Mid-Level Chuunin

Strong Hero 4/Taijutsu Master 4; CR 8; Medium Humanoid (Human); **HD** 4d8+4 plus 4d10+4; **hp** 51; **Mas** 50; **Init** +2; **Spd** 30 ft; **Defense** 20, 21 melee (+2 dex, +6 class, +2 armor), Touch 18, Flat-Footed 18; **BAB** +8; **Grap** +11; **Atk** +13 melee (1d8+6, unarmed) or +10 ranged (by weapon); **Full Atk** +13/+8 melee (1d8+6, unarmed) or +10/+5 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV** Fort +8, Ref +5, Will +2; **AP** 8; **CP** 18; **Rep** +0; **Learn**: +8; **Str** 16, **Dex** 14, **Con** 12, **Int** 10, **Wis** 10, **Cha** 12.

Occupation: Occupation (*Bonus Class Skills*: Chakra Control, Ninjutsu, Taijutsu; *Bonus Feat*: Nin Weapons Proficiency)

Skills: Chakra Control +9 (9), Climb +4 (1), Genjutsu +2 (1), Jump +6 (3), Ninjutsu +10 (9), Taijutsu +16 (9).

Feats: Armor Proficiency (light), Chuunin (Taijutsu), Combat Martial Arts, Defensive Martial Arts, Genin (Ninjutsu), Nin Weapons Proficiency, Simple Weapon Proficiency.

Talent (Strong Hero): Taijutsu, Bonus Feat (Combat Martial Arts, Genin), Melee Smash.

Talent (Taijutsu Master): Unarmed Strike (1d8), Taijutsu Mastery (Weapon Focus - unarmed, Weapon Specialization - unarmed), Bonus Feat (Chuunin).

Techniques Known: *Control* (+9)- Chouyaku no Jutsu, Kai, Kinobori, Tadayou; *Genjutsu* (+2)- Bunshin no Jutsu, Henge no Jutsu; *Ninjutsu* (+10)- Kawarimi no Jutsu, Mizudama no Jutsu, Nawanuke no Jutsu, Raishuriken no Jutsu; *Taijutsu* (+16)- Asshou!, Butsukari, Iwa Kuzuken, Gouken, Juuroku Rendan!, Kiun Butsu, Ryuutsuki, Shotei Uchi, Taijutsu Ougi - Rendan Kidouki.

Equipment: Shuriken holster (4 kunai, 5 shuriken), belt pouch (4 soldier pills, 4 exploding tags), battle vest, forehead protector (any village), various personal gear.

Mid-Level Chuunin

Fast Hero 3/Ninja Scout 3/Elite Shinobi Swordsman 2; CR 8; Medium Humanoid (Human); **HD** 3d8+3 plus 3d8+3 plus 2d10+2; **hp** 46; **Mas** 50; **Init** +6; **Spd** 30 ft;

Defense 22, 23 ranged (+3 dex, +7 class, +2 armor), **Touch** 20, **Flat-Footed** 19; **BAB** +6; **Grap** +8; **Atk** +10 melee (1d8+2, ninja-to) or +9 ranged (by weapon); **Full Atk** +10/+5 melee (1d8+2, ninja-to) or +9 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV** Fort +6, Ref +8, Will +2; **AP** 7; **CP** 18; **Rep** +1; **Learn:** +9; **Str** 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 8, **Cha** 12.

Occupation: Occupation (*Bonus Class Skills:* Chakra Control, Genjutsu, Ninjutsu; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Chakra Control +11 (10), Genjutsu +9 (8), Knowledge (ninja lore) +6 (6), Ninjutsu +11 (10), Survival +2 (3), Taijutsu +13 (11).

Feats: Armor Proficiency (light), Chuunin (Chakra Control), Genin (Ninjutsu), Improved Initiative, Nin Weapons Proficiency, Simple Weapon Proficiency, Stealthy, Weapon Finesse (ninja-to).

Talent (Fast Hero): Deflect, Bonus Feat (Genin), Evasion

Talent (Ninja Scout): Track, Sneak Attack (+1d6), Bonus Feat (Chuunin).

Talent (Elite Shinobi Swordsman): Weapon Focus (ninja-to), Quick Draw.

Techniques Known: *Control (+11)*- Kinobori, Tadayou; *Genjutsu (+9)*- Shitsukentou no Jutsu, Shougenzou no Jutsu; *Ninjutsu (+11)*- Bunshin no Jutsu, Henge no Jutsu, Jakuden no Jutsu, Kawarimi no Jutsu, Kyuuden no Jutsu, Mizu Bunshin no Jutsu, Nawanuke no Jutsu, Raishuriken no Jutsu, Rakurai no Jutsu; *Taijutsu (+13)*- Asshou!, Nidan Kousoku, Shodan Kousoku, Kenjutsu Ougi - Kiritsuki, Kenjutsu Ougi - Tsuki, Kiun Butsu, Zentai Bougyo.

Equipment: Shuriken holster (4 kunai, 5 shuriken), belt pouch (4 kunai, 1 smoke bomb, 4 greater exploding tags), forehead protector (any village), battle vest, various personal gear.

Rookie Jounin

Smart Hero 3/Ninja Scout 5/Ninja Operation Counter 4 (ECL 13); CR 12; Medium Humanoid (Human); **HD** 3d6+6 plus 5d8+10 plus 4d8+8; **hp** 82; **Mas** 50; **Init** +0; **Spd** 30 ft; **Defense** 20, 23 vs. traps (+8 class, +2 armor), **Touch** 18, **Flat-Footed** 20; **BAB** +7; **Grap** +8; **Atk** +8 melee (by weapon) or +7 ranged (by weapon); **Full Atk** +8/+3 melee (by weapon) or +7/+2 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV** Fort +6, Ref +7 (+10 vs. traps), Will +5; **AP** 9; **CP** 39; **Rep** +2; **Learn:** +14 (+16 Ninjutsu); **Str** 12, **Dex** 10, **Con** 14, **Int** 16, **Wis** 10, **Cha** 13.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Genjutsu, Survival; *Bonus Feat:* Nin Weapons Proficiency)

Skills: Chakra Control +15 (15), Craft (chemical) +12 (9), Demolitions +9 (6), Disable Device +12 (9), Genjutsu +18 (15), Hide +16 (14), Investigate +9 (6), Knowledge (ninja lore) +13 (10), Move Silently +15 (13), Ninjutsu +25 (15), Spot +10 (+14 vs traps) (10), Search +8 (+12 vs traps) (8), Survival +8 (8).

Feats: Advanced Bloodline (Fujiwara Clan Doukagan), Armor Proficiency (light), Blood Pact (Hawk), Chuunin (Ninjutsu), Genin (Ninjutsu), Genius Nin (Ninjutsu), Gift of Summoning, Jounin (Genjutsu, Ninjutsu), Ninjutsu Adept, Nin Weapons Proficiency, Simple Weapon Proficiency, Stealthy, Track.

Talent (Smart Hero): Ninjutsu, Bonus Feat (Genin), Improved Ninjutsu.

Talent (Ninja Scout): Track, Sneak Attack (+2d6), Bonus Feat (Armor Proficiency, Chuunin), Increased Speed (5 feet), Hide in Plain Sight

Talent (Ninja Operation Counter): Technique Counter, Trap Sense, Plan X (Plan), Tenketsu Freeze, Swift Tracker, Bonus Feat (Jounin)

Techniques Known: *Control (+15)*- Chakra no Hikari, Chakra no Kogasu, Kai, Kawa no Yoroi, Kinobori, Ryokujun no Jutsu, Tadayou; *Genjutsu (+18)*- Jougenzou no Jutsu, Kangenjou no Jutsu, Shitsukentou no Jutsu, Shougenjou no Jutsu; *Ninjutsu (+25)*- Bunshin no Jutsu, Doryuuheki, En'en no Shuriken, Goukakyuu no Jutsu, Henge no Jutsu, Houden no Jutsu (+28; Advanced Proficiency), Jigen Ugoku no Jutsu (+28; Advanced Proficiency), Kage Bunshin no Jutsu, Kawarimi no Jutsu, Meisaigakure no Jutsu, Shunshin no Jutsu, Suigadan no Jutsu (+28; Advanced Proficiency), Tajuu Kage Bunshin no Jutsu, Tanchi no Shikai, Tounshou no Jutsu, Utsusemi no Jutsu, Youso Fuuin no Jutsu; *Taijutsu (+0)*- None.

Equipment: Ninja vest, shuriken holster (4 kunai, 5 shuriken), belt pouch (4 kunai, 4 instant-ice bomb, 4 greater exploding tags, 5 blood increasing pills), standard ninja outfit (night camouflage), forehead protector (any village), various personal gear.

Elite Jounin

Tough Hero 6/Ninja Scout 8/Katon Elementalist 2; CR 16; Medium Humanoid (Human); **HD** 6d10+18 plus 8d8+24 plus 2d6+6; **hp** 135; **Mas** 50; **Init** +2; **Spd** 40 ft; **Defense** 25 (+2 dex, +10 class, +3 armor), Touch 22, Flat-Footed 23; **BAB** +11; **Grp** +14; **Atk** +14 melee (1d8+3, ninja-to) or +12 ranged (by weapon); **Full Atk** +14/+9/+4 melee (1d8+3, ninja-to) or +12/+8/+3 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV** Fort +7, Ref +12, Will +9; **AP** 8; **CP** 68; **Rep** +4; **Learn:** +18 (+16 Hyouton); **Str** 16, **Dex** 14, **Con** 16, **Int** 14, **Wis** 14, **Cha** 14.

Occupation: Academy Student (*Bonus Class Skills:* Chakra Control, Genjutsu, Ninjutsu; *Bonus Feat:* Ninjutsu Adept)

Skills: Chakra Control +19 (15), Genjutsu +12 (10), Hide +8 (6), Knowledge (ninja lore) +12 (11), Move Silently +6 (5), Ninjutsu +23 (16), Spot +10 (8), Survival +13 (11), Taijutsu +13 (10), Tumble +6 (5).

Feats: Armor Proficiency (light), Blood Pact (Tiger), Chuunin (Ninjutsu), Combat Martial Arts, Dodge, Genin (Ninjutsu), Gift of Summoning, Jounin (Chakra Control, Ninjutsu), Mobility, Nin Weapons Proficiency, Ninjutsu Adept, Simple Weapon Proficiency, Track.

Talent (Tough Hero): Robust, Bonus Feat (Genin, Gift of Summoning, Nin Weapons Proficiency), Damage Reduction 1/-, Fire Resistance 3.

Talent (Ninja Scout): Track, Sneak Attack (+2d6), Bonus Feat (Armor Proficiency, Chuunin), Increase Speed (10 feet), Hide in Plain Sight, Evasion X (Evasion).

Talent (Fuuton Elementalist): Elemental Specialization (Katon), Elemental Fury

Techniques Known: *Control (+19)*- Chakra no Kogasu, Kai, Kakusu Nioi, Kinobori, Reikiha, Ryokujun no Jutsu, Tadayou; *Genjutsu (+12)*- Bunshin no Jutsu, Henge no Jutsu; *Ninjutsu (+23)*- En'en no Shuriken, Goukakyuu no Jutsu, Hiakahou, Hidama no Jutsu, Housenka no Jutsu, Jigen Ugoku no Jutsu, Joushou Ootori no Jutsu, Kage Bunshin no Jutsu, Karyuu Endan, Kawarimi no Jutsu, Mashouheki, Shunshin no Jutsu, Takitsuke; *Taijutsu (+13)*- Asshou!, Shodan Kousoku, Namidatsu Kukkin!, Shou Ryu Ken.

Equipment: Heavy vest, ninja-to, shuriken holster (4 kunai, 5 shuriken), belt pouch (4 exploding kunai, 2 smoke bombs, 4 greater exploding tags, 2 spirit bottle), various personal gear.

CHAPTER XV: NARUTO D20 EPICS

Once a character reach 20th level, it is usually assumed to retire and cannot progress farther. In *Naruto: d20*, however, rules to continue the campaign beyond 20th level are available.

General Rules

The Epic Levels follow a different progression than non-epic levels. While they receive similar bonuses, such as Feats, Skills, Ability Bonus and Action Points, some classes- basic, advanced and prestige alike- may progress farther than the indicated maximum and he now has access to Epic Feats.

Epic Attack Bonus: While the character does not gain any additional attacks, nor does his base attack bonus increase beyond 20th level, he does receive a +1 cumulative epic bonus to attack rolls every even-numbered levels.

Epic Saves: The epic character's base save do not increase beyond 20th level. However, the character does receive a cumulative +1 epic bonus on all saving throws at every odd-numbered level beyond 20th.

Epic Defense Bonus: As for Epic Saves and Attack bonuses, the character's Defense does not increase once he reaches 20th level. He receives a cumulative +1 epic bonus every 3 level beyond 20th (23rd, 26th, 29th, etc.).

Epic Reputation Bonus: The Epic Character's reputation increase tremendously once he reaches epic levels. His base reputation bonus will not increase, but instead he will receive a cumulative +1 epic bonus to reputation every level.

TABLE 15-1: EPIC LEVEL PROGRESSION

Level	Epic Attack Bonus	Epic Saves	Epic Defense Bonus	Epic Reputation Bonus
21st	+0	+1	+0	+1
22nd	+1	+1	+0	+2
23rd	+1	+2	+1	+3
24th	+2	+2	+1	+4
25th	+2	+3	+1	+5
26th	+3	+3	+2	+6
27th	+3	+4	+2	+7
28th	+4	+4	+2	+8
29th	+4	+5	+3	+9
30th	+5	+5	+3	+10

Wealth:

For character a whose starting level is 21st or higher, refer to **Table 16-2: Epic Starting Wealth** to determine the character's starting wealth.

TABLE 15-2: EPIC STARTING WEALTH

Epic Character Level	Wealth Bonus	Epic Character Level	Wealth Bonus

21 st	+18	31 st	+24
22 nd	+18	32 nd	+24
23 rd	+19	33 rd	+25
24 th	+19	34 th	+25
25 th	+20	35 th	+26
26 th	+20	36 th	+26
27 th	+21	37 th	+27
28 th	+21	38 th	+27
29 th	+22	39 th	+28
30 th	+23	40 th	+29

Techniques:

These extremely powerful techniques not only require that a character takes a feat to learn it, who often have very high requirements, but also may require that a character goes on a quest to find a source to learn the technique from, or acquire a special material component absolutely needed for the technique to work.

Class Features:

Some things do not change once he reaches epic levels.

The character continues to gain Hit Dice normally.

The character gains a number of Action Points as per class entry.

Epic Character Level stack with non-epic levels to determine the maximum damage of a technique, the character's ECL, and anywhere else the Character Level is used.

Any class feature that uses the character's level as a base still increases normally beyond 20th level.

Optional Rules: It is strongly suggested that, once characters reach epic level, to raise their Massive Damage Threshold to 50 if it wasn't already.

Chakra:

Epic characters unlock two new categories of chakra signature strength, which were unavailable before attaining 21st level even if the character's Chakra Pool was sufficiently high. The same rules from Sensing Chakra still apply normally.

	Epic Chakra Signatures	
Source	Outstanding	Abysmal
Chakra Signature (Chakra Pool)	145-325	326 or higher

Outstanding: The source of the aura is so powerful that it can be located without any problem, no matter where it is, if it is hiding behind an object, or if a wall separates it and the character. Lighting or sight is irrelevant when detecting an Outstanding signature. An outstanding signature counts as Strong to dormant senses.

Abysmal: The source is so powerful that it overwhelms the senses completely. Creatures sensing an Abysmal source can tell the direction of the signature, but because it is so powerful, not pinpoint it directly or tell how close it is. A character detecting an Abysmal signature must make a Will save (DC 18) each round or become dazed. An Abysmal signature counts as Overwhelming to dormant senses.

Epic Classes

Once a character reaches 10th level in a basic class, he is forced to choose from either another basic class, or an advanced or prestige class. At epic levels, this is no longer the case. In the following chapter will be introduced Epic Basic Classes, a progression of the standard basic classes beyond 10th level available to any Epic Character that meets the requirements. Ordinary classes are not available beyond 20th level.

Epic Strong Hero

Nothing is as unmatched in the realm of melee combat and strength as the epic level strong hero. He has trained his body until it is at the peak of human physical power and honed his fighting skill until few can stand against it. Whether by weapon or his bare fist, all will eventually fall before the hero. This class is only available to characters with 10 levels in Strong Hero.

Class Information

The following information pertains to the Strong Hero epic class.

Hit Die

The Strong Hero gains 1d8 hit points per level. The Constitution modifier applies.

Action Points

The Strong Hero gains a number of action points equal to $8 + \text{one-half his character level}$, rounded down, everytime he attains a new level in this class.

Class Skills

The Strong Hero's class skills are as follows.

Climb (Str), Craft (structural) (Int), Handle Animal (Cha), Jump (Str), Knowledge (current events, ninja lore, popular culture, streetwise, tactics) (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Speak Language (none), Swim (Str) and Taijutsu (Str).

Skill Points at Each Level: $3 + \text{Int modifier}$.

TABLE 15-3: EPIC STRONG HERO

Level	Class Ability
1 st	Epic Talent
2 nd	Epic Bonus Feat
3 rd	Epic Talent
4 th	Epic Bonus Feat
5 th	Epic Talent
6 th	Epic Bonus Feat
7 th	Epic Talent
8 th	Epic Bonus Feat
9 th	Epic Talent
10 th	Epic Bonus Feat

Class Features

The following features pertain to the Strong Hero epic class.

Epic Talent

At 1st, 3rd, 5th, 7th, and 9th level, the Strong hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Epic Extreme Effort Talent Tree

The Epic Strong hero's ability to show immense strength.

Epic Extreme Effort: The effort requires a full-round action and provides a +8 bonus on the check.

Prerequisites: Extreme effort, improved extreme effort, advanced extreme effort, any 2 strong hero talent, Str 19+.

Improved Epic Extreme Effort: The effort requires a full-round action and provides a +2 bonus that stacks with the bonus provided by extreme effort (+10 total).

Prerequisites: Extreme effort, improved extreme effort, advanced extreme effort, any 2 strong hero talent, epic extreme effort, Str 19+.

Advanced Epic Extreme Effort: The effort now requires an attack round action and provides a +2 bonus that stacks with the bonus provided by extreme effort (+12 total).

Prerequisites: Extreme effort, improved extreme effort, advanced extreme effort, any 2 strong hero talent, epic extreme effort, improved epic extreme effort, Str 19+.

Epic Ignore Hardness Talent Tree

The Epic Strong hero's aptitude at breaking things.

Epic Ignore Hardness: The Epic Strong Hero ignores an additional 2 points of ignore hardness, which stack with the previously attained *Ignore Hardness* talent tree, for a total of 8.

Prerequisites: Ignore hardness, improved ignore hardness, advanced ignore hardness, any 2 strong hero talent, Str 18+.

Improved Epic Ignore Hardness: The Epic Strong Hero's strength is able to effortlessly bend even the toughest iron, and he gains an additional two points of ignore hardness, for a total of 10.

Prerequisites: Ignore hardness, improved ignore hardness, advanced ignore hardness, epic ignore hardness, any 2 strong hero talent, Str 18+.

Advanced Epic Ignore Hardness: Finally, the Epic Strong Hero's *Epic Ignore Hardness* maxes out at 14 points.

Prerequisites: Ignore hardness, improved ignore hardness, advanced ignore hardness, epic ignore hardness, improved epic ignore hardness, any 2 strong hero talent, Str 18+.

Epic Melee Smash Talent Tree

The Epic Strong hero's ability to deal excessive damage is taken to epic proportion.

Epic Melee Smash: The Epic Strong Hero receives a +1 bonus to damage on melee

attacks due to his great strength. This bonus stacks with the standard Melee Smash talent tree.

Prerequisites: Melee smash, improved melee smash, advanced melee smash, any 2 strong hero talent, Str 18+.

Improved Epic Melee Smash: The Epic Strong Hero's bonus to damage increases to +2.

Prerequisites: Melee smash, improved melee smash, advanced melee smash, any 2 strong hero talent, epic melee smash, Str 18+.

Advanced Epic Melee Smash: Finally, the Epic Strong Hero's bonus to damage increases to +4.

Prerequisites: Melee smash, improved melee smash, advanced melee smash, any 2 strong hero talent, epic melee smash, improved epic melee smash, Str 18+.

Smite Allegiance Talent Tree

The Epic Strong hero's wrath is not to be trifled with. If he decides to unleash his fury upon you, death is the only possible outcome.

Smite Allegiance: The Epic Strong Hero receives a +1 bonus to damage rolls against the allegiance chosen upon selecting this talent.

Prerequisites: Epic Melee Smash, Str 18+, Cha 16+.

Improved Smite Allegiance: The Epic Strong hero's bonus to damage against the chosen allegiance increases to +2.

Prerequisites: Epic Melee Smash, Str 18+, Cha 17+, Smite Allegiance.

Advanced Smite Allegiance: The Epic Strong hero deals an additional 1d4 point of damage against attacks on creatures of the chosen allegiance. This bonus stacks with the previous talents granted bonus.

Prerequisites: Epic Melee Smash, Str 18+, Cha 18+, Smite Allegiance, Improved Smite Allegiance.

Epic Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Epic Strong hero gains a bonus epic feat. The character may either pick a bonus epic feat or chose from the Strong Hero bonus feat list. Armor Skin, Combat Archery, Dire Charge, Epic Chakra Pool, Epic Fortitude, Epic Reputation, Epic Taijutsu Adept, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Great Strength, Legendary Climber, Legendary Leaper, Legendary Wrestler.

Epic Fast Hero

The shadow that moves too fast to be seen, a sniper that can hit the head of a match from hundreds of meters away all are examples of the epic fast hero. Impossible to strike in combat, he displays the kind of grace that few can match. Able to react with pin-point precision, the hero is like a whirlwind on the battle field and like a shadow when stealth is needed. This class is only available to characters with 10 levels in Fast Hero.

Class Information

The following information pertains to the Fast Hero epic class.

Hit Die

The Fast Hero gains 1d8 hit points per level. The Constitution modifier applies.

Action Points

The Fast Hero gains a number of action points equal to 8 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Fast Hero's class skills are as follows.

Balance (Dex), Craft (mechanical) (Int), Drive (Dex), Escape Artist (Dex), Hide (Dex), Knowledge (current events, ninja lore, popular culture, streetwise) (Int), Move Silently (Dex), Pilot (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Sleight of Hand (Dex), Speak Language (none), Taijutsu (Str) and Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

TABLE 15-4: EPIC FAST HERO

Level	Class Ability
1 st	Epic Talent
2 nd	Epic Bonus Feat
3 rd	Epic Talent
4 th	Epic Bonus Feat
5 th	Epic Talent
6 th	Epic Bonus Feat
7 th	Epic Talent
8 th	Epic Bonus Feat
9 th	Epic Talent
10 th	Epic Bonus Feat

Class Features

The following features pertain to the Fast Hero epic class.

Epic Talent

At 1st, 3rd, 5th, 7th, and 9th level, the Fast hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Outstanding Speed Talent Tree

The Epic Fast hero's speed is so great that it enables him to avoid any attacks like he would jump out of the way of a rushing turtle.

Improved Evasion: When subjected to an attack that normally allows a Reflex saving throw for half damage, the Epic Fast hero takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Prerequisites: Evasion, Uncanny Dodge 1, Uncanny Dodge 2, Defensive Roll, any fast hero talent.

Concealment: Attacks against the Epic Fast hero have a 5% miss chance, similar to the

effect of concealment. The epic loses this benefit whenever he would lose his Dexterity bonus to Defense.

Prerequisites: Dex 21+, Evasion, Uncanny Dodge 1, Uncanny Dodge 2, Defensive Roll, any fast hero talent, Improved Evasion.

Greater Concealment: The Epic hero's miss chance increases to 10% upon selecting this talent.

Prerequisites: Dex 23+, Evasion, Uncanny Dodge 1, Uncanny Dodge 2, Defensive Roll, any fast hero talent, Improved Evasion, Concealment.

Epic Deflect Talent Tree

The Epic Fast hero's ability at deflecting projectile increases so that very few even land anymore.

Epic Deflect: To use this talent, the Epic Fast hero must have at least one hand free (holding nothing). Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flatfooted. The Epic Fast hero may deflect ballistic weapons and such projectile as well.

Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons and ranged attacks generated by techniques (such as *Shuriken Kage Bunshin no Jutsu*) can't be deflected. Burst fires, strafes or autofire can be deflected as well with this ability.

Prerequisites: Dex 18+, Deflect, Improved Deflect, Advanced Deflect, any 2 fast hero talent.

Snatch Projectile: When using the Epic Deflect ability, the Epic Fast hero may catch the weapon instead of just deflecting it. You must have at least one hand free (holding nothing) to use this ability. Ballistic weapons are also affected, although the ammunition cannot be re used.

Prerequisites: Dex 20+, Deflect, Improved Deflect, Advanced Deflect, any 2 fast hero talent, Epic Deflect.

Reflect Projectile: When the Epic Fast hero deflects an projectile, the attack is reflected back upon the attacker at the character's base ranged attack bonus.

Prerequisites: Dex 21+, Deflect, Improved Deflect, Advanced Deflect, any 2 fast hero talent, Epic Deflect, Snatch Projectile.

Epic Increase Speed Talent Tree

The Epic Fast hero's Increase Speed talent taken to epic proportion.

Epic Increase Speed: The Epic Fast hero's speed increases by 25 feet. This bonus overlaps (does not stack) with the Increased Speed talent tree of the Fast Hero basic class.

Prerequisites: Dex 18+, Increase Speed, Improved Increase Speed, Advanced Increase Speed, any 2 fast hero talent.

Improved Epic Increase Speed: The Epic Fast hero's speed increases by 30 feet.

Prerequisites: Dex 18+, Increase Speed, Improved Increase Speed, Advanced Increase Speed, any 2 fast hero talent, Epic Increase Speed.

Advanced Epic Increase Speed: The Epic Fast hero's speed increases by 40 feet.

Prerequisites: Dex 18+, Increase Speed, Improved Increase Speed, Advanced Increase Speed, any 2 fast hero talent, Epic Increase Speed, Epic Improved Increase Speed.

Epic Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Epic Fast hero gains a bonus epic feat. The character may either pick a bonus epic feat or chose from the Fast Hero bonus feat list. Blinding Speed, Combat Archery, Dexterous Fortitude, Dexterous Will, Distant Shot, Epic Dodge, Epic Reflexes, Epic Reputation, Epic Speed, Epic Taijutsu Adept, Great Dexterity, Improved Combat Reflexes, Improved Sneak Attack, Instant Reload, Legendary Rider, Legendary Wrestler, Perfect Two-Weapon Fighting, Sneak Attack of Opportunity, Superior Initiative, Two-Weapon Rend.

Epic Tough Hero

An epic level tough hero has more in common with a tank than other human beings. Able to shrug off injuries and toxins that could fall a lesser man, the tough here is one to be feared in combat. Be it for their endurance alone, they will be able to fight long after everyone else has dropped from fatigue. This class is only available to characters with 10 levels in Tough Hero.

Class Information

The following information pertains to the Tough Hero epic class.

Hit Die

The Tough Hero gains 1d10 hit points per level. The Constitution modifier applies.

Action Points

The Tough Hero gains a number of action points equal to 8 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Tough Hero's class skills are as follows.

Climb (Str), Concentration (Con), Craft (mechanical, structural) (Int), Drive (Dex), Intimidate (Cha), Knowledge (current events, ninja lore, popular culture, streetwise) (Int), Profession (Wis), Read/Write Language (none), Ride (Dex), Speak Language (none), Spot (Wis), Survival (Wis) and Taijutsu (Str).

Skill Points at Each Level: 3 + Int modifier.

TABLE 15-5: EPIC TOUGH HERO

Level	Class Ability
1 st	Epic Talent
2 nd	Epic Bonus Feat
3 rd	Epic Talent
4 th	Epic Bonus Feat
5 th	Epic Talent
6 th	Epic Bonus Feat
7 th	Epic Talent

8 th	Epic Bonus Feat
9 th	Epic Talent
10 th	Epic Bonus Feat

Class Features

The following features pertain to the Tough Hero epic class.

Epic Talent

At 1st, 3rd, 5th, 7th, and 9th level, the Tough hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Epic Damage Reduction Talent Tree

The Epic Tough hero's fearsome ability to shake off damage taken to the limits.

Epic Damage Reduction 4/-: The Epic Tough hero ignores 4 points of damage from melee and ranged attacks. This bonus overlapses (does not stack) the damage reduction granted by the tough hero talent.

Prerequisites: Damage Reduction 1/-, Damage Reduction 2/-, Damage Reduction 3/-, any tough talent, Con 19+.

Improved Epic Damage Reduction 5/-: The Epic Tough hero ignores an additional point of damage (DR 5/-).

Prerequisites: Damage Reduction 1/-, Damage Reduction 2/-, Damage Reduction 3/-, any tough talent, Con 19+, Epic Damage Reduction 4/-.

Advanced Epic Damage Reduction 6/-: The Epic Tough hero ignores an additional point of damage from melee and ranged attacks, in addition to two more points of damage from non-epic characters or ordinaries (DR 6/- to epic characters, DR 8/- to non-epic characters or ordinaries).

Prerequisites: Damage Reduction 1/-, Damage Reduction 2/-, Damage Reduction 3/-, any tough talent, Con 19+, Epic Damage Reduction 4/-, Improved Epic Damage Reduction 5/-.

Epic Energy Resistance Talent Tree

To the Epic Tough hero, the strength of the elements is nothing to be afraid of.

Epic Acid Resistance: The Epic Tough hero ignores an amount of Acid damage equal to twice his Constitution modifier. This number overlapse (does not stack) with the tough hero talent or non permanent effects.

Prerequisites: Acid Resistance, any 4 tough hero talent, Con 18+.

Epic Cold Resistance: The Epic Tough hero ignores an amount of Cold damage equal to twice his Constitution modifier. This number overlapse (does not stack) with the tough hero talent or non permanent effects.

Prerequisites: Cold Resistance, any 4 tough hero talent, Con 18+.

Epic Earth Resistance: The Epic Tough hero ignores an amount of Earth damage equal to twice his Constitution modifier. This number overlapse (does not stack) with the tough hero talent or non permanent effects.

Prerequisites: Earth Resistance, any 4 tough hero talent, Con 18+.

Epic Electricity Resistance: The Epic Tough hero ignores an amount of Electricity damage equal to twice his Constitution modifier. This number overlapse (does not stack) with the tough hero talent or non permanent effects.

Prerequisites: Electricity Resistance, any 4 tough hero talent, Con 18+.

Epic Fire Resistance: The Epic Tough hero ignores an amount of Fire damage equal to twice his Constitution modifier. This number overlapse (does not stack) with the tough hero talent or non permanent effects.

Prerequisites: Fire Resistance, any 4 tough hero talent, Con 18+.

Epic Sonic/Concussion Resistance: The Epic Tough hero ignores an amount of Sonic or Concussion damage equal to twice his Constitution modifier. This number overlapse (does not stack) with the tough hero talent or non permanent effects.

Prerequisites: Sonic/Concussion Resistance, any 4 tough hero talent, Con 18+.

Epic Water Resistance: The Epic Tough hero ignores an amount of Water damage equal to twice his Constitution modifier. This number overlapse (does not stack) with the tough hero talent or non permanent effects.

Prerequisites: Water Resistance, any 4 tough hero talent, Con 18+.

Epic Wind Resistance: The Epic Tough hero ignores an amount of Wind damage equal to twice his Constitution modifier. This number overlapse (does not stack) with the tough hero talent or non permanent effects.

Prerequisites: Wind Resistance, any 4 tough hero talent, Con 18+.

Epic Toughness Talent Tree

As his name indicates, the Epic Tough hero is amazingly tough. He will most likely recover from any injury in no time.

Epic Toughness: The Epic Tough hero becomes especially robust, gaining a number of hit points equal to his Epic Tough level times three as soon as he selects this talent.

Thereafter, the hero gains +3 hit point with each level of Epic Tough he gains.

Prerequisites: Robust, any 4 tough talent.

Epic Second Wind: The Epic Tough hero can spend an action point to obtain a quick recovery. Once this talent is activated, the Epic hero will recover a number of hit points equal to twice his Constitution modifier. The Tough Hero may not exceed his maximum hit points by this mean.

Prerequisites: Robust, any 4 tough talent, Epic Toughness.

Epic Second Chance: The Epic Tough hero can spend an action point to gain a extra Chakra, as with Second Chance. Once this talent is activated, the Epic hero will recover a number of Chakra point equal to twice his Constitution modifier. The Tough Hero may not exceed his maximum Chakra Pool by this mean.

Prerequisites: Robust, any 4 tough talent, Epic Toughness, Epic Second Wind.

Epic Stamina: The Epic Tough hero ability to recover from the brink of death is truly amazing. The epic hero recovers 4 hit points per character level per evening of rest, 4 points of temporary ability damage per evening of rest, and awakens in one third the normal time after being knocked unconscious.

Prerequisites: Robust, any 4 tough talent, Epic Toughness.

Epic Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Epic Tough hero gains a bonus epic feat. The character may either pick a bonus epic feat or chose from the Tough Hero bonus feat list. Armor Skin, Damage Reduction, Dire Charge, Energy Resistance, Epic Chakra Pool, Epic Endurance, Epic Fortitude, Epic Reputation, Epic Taijutsu Adept, Epic Toughness, Fast Healing, Great Constitution, Legendary Climber, Perfect Health.

Epic Smart Hero

The greatest intellects and strategist of our time belong to the epic level smart hero. With but a glance he is able to form unique and successful strategies for any battle or situation. The epic smart hero literally holds a library full of information in her head, there is very little he doesn't know or can't figure out. This class is only available to characters with 10 levels in Smart Hero.

Class Information

The following information pertains to the Smart Hero epic class.

Hit Die

The Smart Hero gains 1d6 hit points per level. The Constitution modifier applies.

Action Points

The Smart Hero gains a number of action points equal to 8 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Smart Hero's class skills are as follows.

Craft (chemical, electronic, mechanical, pharmaceutical, structural, visual art, writing) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Forgery (Int), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, ninja lore, physical sciences, popular culture, streetwise, tactics, technology, theology and philosophy) (Int), Navigate (Int), Ninjutsu (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), and Speak Language (none).

Skill Points at Each Level: 9 + Int modifier.

TABLE 15-6: EPIC SMART HERO

Level	Class Ability
1 st	Epic Talent
2 nd	Epic Bonus Feat
3 rd	Epic Talent
4 th	Epic Bonus Feat
5 th	Epic Talent
6 th	Epic Bonus Feat
7 th	Epic Talent
8 th	Epic Bonus Feat
9 th	Epic Talent
10 th	Epic Bonus Feat

Class Features

The following features pertain to the Smart Hero epic class.

Epic Talent

At 1st, 3rd, 5th, 7th, and 9th level, the Smart hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Epic Research Talent Tree

Be it languages or science, none can best the Epic Smart hero.

Epic Savant: The Epic Smart hero, upon selecting this talent, gains a +5 bonus to any skill for which he has selected the Savant smart hero talent. This talent may be selected more than once, and each time it applies to a different skill.

Prerequisites: Savant, Linguist, any 3 smart hero talent.

Polyglot: The Epic Smart hero can speak any and every language. If he is literate, he may also read and write in any language with an alphabet.

Prerequisites: Savant, Linguist, any 3 smart hero talent.

Epic Strategy Talent Tree

As a cunning strategist, the Epic Smart hero is completely at ease making plans on the fly.

Epic Plan: This talent of the Epic hero works in the exact same way as the Plan talent of the smart hero, except that he uses his Epic Smart hero level instead of Smart hero levels. The results obtained are simply doubled. An epic plan never really fails, and requires one minute to complete.

Check Result	Bonus
9 or lower	+1
10-14	+2
15-24	+4
25 or higher	+6

Prerequisites: Plan, any 4 smart hero talent, 1 talent from the Epic Research Talent Tree.

Canny Tactics: Upon selecting this talent, the Epic Smart hero may decide to apply his Intelligence modifier instead of Strength to attack rolls or Dexterity modifier to defense. A situation that would normally deny the character's dexterity denies the hero use of this ability.

Prerequisites: Plan, any 4 smart hero talent, 1 talent from the Epic Research Talent Tree, Epic Plan.

Greater Canny Tactics: The Epic Smart hero, with this talent, applies his Intelligence modifier *in addition* to both his Strength modifier for attack rolls, and Dexterity modifier to defense. A situation that would normally deny the character's dexterity denies the hero use of this ability.

Prerequisites: Plan, any 4 smart hero talent, 1 talent from the Epic Research Talent Tree, Epic Plan, Canny Tactics.

Epic Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Epic Smart hero gains a bonus epic feat. The character may either pick a bonus epic feat or chose from the Smart Hero bonus feat list. Distant Shot, Elemental Specialization, Epic Ninjutsu Adept, Epic Reputation, Epic Will, Great Intelligence, Trap Sense.

Epic Dedicated Hero

Whether through simple common sense or experience, there are few people in history wiser than the epic level dedicated hero. This wisdom allowed the hero to become a great healer and helped him develop a keen insight for people that can only be rivaled by the greatest psychiatric minds. The human heart holds but very few secrets to the epic level dedicated hero. A epic dedicated hero will be able to face most situations with a serene calm. This class is only available to characters with 10 levels in Dedicated Hero.

Class Information

The following information pertains to the Dedicated Hero epic class.

Hit Die

The Dedicated Hero gains 1d6 hit points per level. The Constitution modifier applies.

Action Points

The Dedicated Hero gains a number of action points equal to 8 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Dedicated Hero's class skills are as follows.

Chakra Control, Craft (pharmaceutical, visual art, writing) (Int), Gamble (Wis), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, ninja lore, physical sciences, popular culture, streetwise, tactics, technology, theology and philosophy) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), and Treat Injury (Wis).

Skill Points at Each Level: 5 + Int modifier.

TABLE 15-7: EPIC DEDICATED HERO

Level	Class Ability
1 st	Epic Talent
2 nd	Epic Bonus Feat
3 rd	Epic Talent
4 th	Epic Bonus Feat
5 th	Epic Talent
6 th	Epic Bonus Feat
7 th	Epic Talent
8 th	Epic Bonus Feat
9 th	Epic Talent

Class Features

The following features pertain to the Dedicated Hero epic class.

Epic Talent

At 1st, 3rd, 5th, 7th, and 9th level, the Dedicated hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Epic Empathy Talent Tree

The human heart holds very little secret to the Epic Dedicated hero.

Epic Aid Another: The Epic Dedicated hero's bonus on attempts to aid another increases by +3 on a successful aid another check. This talent can be selected multiple times, each time increasing the bonus by +3.

Prerequisites: Aid Another, any 4 dedicated hero talent.

Epic Empathy: By spending a full minute studying a creature, the Epic Dedicated hero is able to detect its surface thoughts by succeeding a Sense Motive check (DC 35) with a bonus equal to his Epic Dedicated level. This also grants the hero a +4 insight bonus to attack rolls, skill checks and defense against that creature for one minute afterward.

Prerequisites: Wis 19+, Empathy, any 4 dedicated hero talent, Epic Aid Another

Epic Healing Talent Tree

The Epic Dedicated hero's way with healing surpass all.

Epic Healing Knack: The epic hero has a knack for the healing arts, so much that it's almost magical. The hero receives a +4 bonus on all Treat Injury skill checks. This talent may be selected more than once; its effects stack.

Prerequisites: Healing Knack, Healing Touch 1, Healing Touch 2, any 2 dedicated hero talent.

Epic Healing Touch 1: The Epic Dedicated hero is able to restore greater amount of health using a medical kit, or performing a surgery. The amount of hit point recovered increases by 1d4.

Prerequisites: Healing Knack, Healing Touch 1, Healing Touch 2, any 2 dedicated hero talent, Epic Healing Knack.

Epic Healing Touch 2: The Epic Dedicated hero's ability to heal damage increases even further. He heals an additional 1d4 point of damage when performing a surgery or with a medical kit. This ability stacks with any previous increase the hero may have had.

Prerequisites: Healing Knack, Healing Touch 1, Healing Touch 2, any 2 dedicated hero talent, Epic Healing Knack, Epic Healing Touch 1.

Epic Insight Talent Tree

The Epic Dedicated Hero's ability of insight is taken to epic extent.

Epic Skill Emphasis: When the Epic hero selects this talent, he chooses a single skill and

receives a +5 bonus on all checks with that skill. This bonus does not allow the epic hero to make checks for a trained-only skill if he has no ranks in the skill. This talent may be selected more than once; its effects stack.

Prerequisites: Skill Emphasis, any 4 dedicated hero talent, Wis 18+.

Epic Faith: The Epic hero's faith drives him to achieve greater heights. Whenever the Epic Dedicated hero spends an action point to alter a roll to which he apply his wisdom modifier, he may add an additional die to the result.

Prerequisites: Skill Emphasis, Faith, any 3 dedicated hero talent, Wis 18+, Epic Skill Emphasis.

Epic Composure: With Dedicated hero's skill previously selected with the Cool Under Pressure dedicated hero talent, he may now take 20 even when distracted or under pressure. If the character cannot take 20 with a skill, he still may not do so with this ability.

Prerequisites: Skill Emphasis, either Faith or Aware, any 3 dedicated hero talent, Wis 18+, Epic Skill Emphasis, Epic Faith.

Epic Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Epic Dedicated hero gains a bonus epic feat. The character may either pick a bonus epic feat or chose from the Dedicated Hero bonus feat list.

Combat Archery, Distant Shot, Elemental Specialization, Epic Fortitude, Epic Harmony, Epic Reputation, Epic Will, Epic Weapon Focus, Great Wisdom, Instant Reload, Legendary Tracker, Trap Sense.

Epic Charismatic Hero

There are few people that can become the center of attention just by entering a room. The epic level charismatic hero is just such a person. With but a few words, the hero can get even the most shy and level-headed person to do something that goes against his long held beliefs. If he had the drive, the epic level charismatic hero could become one of the greatest world leaders of all time. This class is only available to characters with 10 levels in Charismatic Hero.

Class Information

The following information pertains to the Charismatic Hero epic class.

Hit Die

The Charismatic Hero gains 1d6 hit points per level. The Constitution modifier applies.

Action Points

The Charismatic Hero gains a number of action points equal to 8 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Charismatic Hero's class skills are as follows.

Bluff (Cha), Craft (visual art, writing) (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Genjutsu (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge

(arcane lore, art, behavioral sciences, business, civics, current events, ninja lore, popular culture, streetwise, theology and philosophy) (Int), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, wind instruments) (Cha), Profession (Wis), Read/Write Language (none), and Speak Language (none).

Skill Points at Each Level: 7 + Int modifier.

TABLE 15-8: EPIC CHARISMATIC HERO

Level	Class Ability
1 st	Epic Talent
2 nd	Epic Bonus Feat
3 rd	Epic Talent
4 th	Epic Bonus Feat
5 th	Epic Talent
6 th	Epic Bonus Feat
7 th	Epic Talent
8 th	Epic Bonus Feat
9 th	Epic Talent
10 th	Epic Bonus Feat

Class Features

The following features pertain to the Charismatic Hero epic class.

Epic Talent

At 1st, 3rd, 5th, 7th, and 9th level, the Charismatic hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Epic Fast-talk Talent Tree

The Epic Charismatic hero's innate ability with words and mannerism.

Epic Fast-talk: The Epic Charismatic hero has an uncanny ability to con and deceive, and is very at ease in situations where the odds are against him. With this talent, he applies his Epic Charismatic level as a competence bonus on any Bluff, Diplomacy, or Gamble checks the hero makes while attempting to lie, cheat, or otherwise bend the truth. This bonus stacks with the Fast-talk charismatic hero talent.

Prerequisites: Cha 18+, Fast-talk, Dazzle, Taunt, any 2 charismatic hero talent.

Epic Barter: By spending an action point to activate this ability, the Hero is able to reduce the purchase DC of an item by 1 point per Epic Charismatic Hero level (minimum 1).

Prerequisites: Cha 21+, Fast-talk, Dazzle, Taunt, any 2 charismatic hero talent.

Epic Dazzle: The Epic Charismatic hero has the ability to dazzle a target through sheer force of personality, a winning smile, and fast-talking. The target must have an Intelligence score of 3 or higher to be susceptible to a dazzle attempt, must be within 30 feet of the hero, and must be able to see, hear, and understand the hero.

To dazzle a target, the hero must use an attack action and make a Charisma check (DC 25), adding his Epic Charismatic levels and Charismatic hero levels as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the dazzle attempt by making a Will saving throw (DC 10 + Charismatic hero's class level + Epic Charismatic hero's class level + Cha bonus). If the save fails, the target receives a -3 penalty on attack rolls, ability checks, skill checks, and saving throws for a number of rounds equal to the character's total Charismatic levels. This talent can be selected multiple times, each time worsening the dazzled penalty by -3. This is a Mind-Affecting effect.

Prerequisites: Cha 19+, Fast-talk, Dazzle, Taunt, any 2 charismatic hero talent, Epic Fast-talk.

Surrender!: The Epic Charismatic Hero may inflict significant moral drop upon his foes. The targets may have an Intelligence score of 3 or higher, be subject to mind-affecting effects and be within 50 feet of the Hero. When this talent is activated, the character rolls a Charisma check with a bonus equal to his Epic Charismatic Hero level; the number of Hit Dice of creature affected depends solely on the result of the check.

Check Result Number of HDs

15 or lower	8
16-23	12
24-30	16
31+	21

The Hero may target any number of creature providing the number of hit dice targeted covers it. The target creature must then make a Will save (DC 10 + Epic Charismatic Hero's level + his Charisma modifier) or suffer a -6 moral penalty to attack and damage rolls and skill checks. The effects of this talent last for 2d6+2 rounds.

This talent requires an action point to activate.

Prerequisites: Fast-talk, Dazzle, Taunt, any 2 charismatic hero talent, Epic Fast-talk.

Epic Taunt: With a successful bluff check (DC 10 + target's total HD) with a bonus equal to his Epic Charismatic hero level, the Hero is able to deny the target its next turn and causes it to be flat-footed unless it succeeds a Will save (DC 10 + total Charismatic level + Cha modifier). This mind-affecting effect does not affect creature with an intelligence of 3 or lower. A creature cannot be taunted more than once per minute (10 rounds).

Prerequisites: Cha 20+, Fast-talk, Dazzle, Taunt, any 2 charismatic hero talent, Epic Fast-talk, Epic Dazzle.

Epic Leadership Talent Tree

As the Epic hero's reputation has grown, he also acquired respect. This respect allow him to recruit fanatics to help him in time of need.

Cohort: The Epic Charismatic hero's renown has grown and he is now known throughout the land. He may recruit up to 1 cohort per 3 Epic Charismatic level. Regardless of his reputation, the cohort's level can not be higher than the Charismatic's level minus 10. The cohorts do not count to determine party experience, and gain experience half as fast as the hero does. A slain cohort may be replaced.

Prerequisites: Reputation 8+, Cha 20+, Coordinate, Inspiration, Greater Inspiration, any 2 charismatic talent.

Motivate!: With either smooth talking or sheer force of personality, the hero is able to motivate his Cohorts to improve their performance further. By spending an action point to activate his talent, the hero may grant any cohort within 50 feet a +4 bonus to attack rolls,

skill checks and saving throws, in addition to an immunity to fear effects.

Prerequisites: Coordinate, Inspiration, Greater Inspiration, any 2 charismatic talent, Cohort.

Epic Inspiration: The hero's ability to inspire an ally reaches epic proportion with this talent. An ally must listen to and observe the Charismatic hero for a full round for the greater inspiration to take hold, and the hero must make a Charisma check (DC 15). The effect lasts for a number of rounds equal to the hero's Charisma modifier.

An inspired ally gains an additional +3 morale bonus on saving throws, attack rolls, and damage rolls, which stacks with the bonus from inspiration and greater inspiration for a total of a +6 morale bonus.

A Charismatic hero can't inspire him or herself. The hero can inspire a number of allies equal to one-half his total Charismatic level, rounded down (to a minimum of five ally). Cohorts are not affected.

Prerequisites: Coordinate, Inspiration, Greater Inspiration, any 2 charismatic talent, Cohort, Motivate!.

Epic Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Epic Charismatic hero gains a bonus epic feat. The character may either pick a bonus epic feat or chose from the Charismatic Hero bonus feat list.

Distant Shot, Elemental Specialization, Epic Fortitude, Epic Genjutsu Adept, Epic Prowess, Epic Reputation, Epic Reflex, Epic Will, Great Charisma, Instant Reload, Superior Initiative.

Epic Skills

Craft (Chemical) (Int) [Epic Use]

Beyond normal poison, the character's ability to craft epic-level poison is a devastating advantage that can easily turn the tide of battle in his favor.

TABLE 15-9: EPIC POISONS

Name	Type	Save DC	Initial Damage	Secondary Damage	Pur. DC	Material Cost	Craft DC	Time	Res.
Envy	Inhaled	30	1d6 Con	2d6 Con	37	32	50	6 hr.	+4 (Ill)
Gluttony	Ingested	32	3d6 Str	10d6 hps	40	30	55	24 hr.	+4 (Ill)
Greed	Contact	29	2d6 Int	2d6 Wis	35	27	43	10 hr.	+3 (Mil)
Lust	Ingested	27	2d6 Cha	2d6 Cha	33	21	40	9 hr.	+3 (Mil)
Pride	Injury	28	1d6 Str, 1d6 Con	2d6 Dex, 2d6 Wis	38	35	45	10 hr.	+4 (Ill)
Sloth	Contact	33	3d6 Str	3d6 Dex	38	32	50	16 hr.	+4 (Ill)
Wrath	Injury	27	4d6 Str	1d6 Con	37	29	40	8 hr.	+3 (Mil)
Purity	Contact	29	2d6 Cha	2d6 Cha	32	28	35	6 hr.	+3 (Mil)
Midnight Vapor	Inhaled	26	Unconsciousness 2d4 hours	Unconsciousness 2d6 hours	30	25	34	7 hr.	+2 (Res)
Soul Sleep	Inhaled	27	Unconsciousness 6d8 hours	—	40	32	56	32 hr.	+4 (Ill)

Sting of the Scorpion**	Injury	32	2d6 Con, Fatigue 3 days	4d6 Con*	45	36	54	120 hr.	+4 (Ill)

See *Craft Epic Poisons* feat for details.

* Secondary damage of this poison only happens after 3 days, rather than 1 minute.

** This poison can be crafted without the proper instructions, but at a -20 penalty.

Sting of the Scorpion: When poisoned, the victim cannot heal ability damage and will remain fatigued until it suffers secondary damage or is cured.

Craft (Mechanical) (Int) [Epic Use]

Requires Craft Epic Enhancement Seal.

The character is more adept at crafting seal slot that just about any other smith in the land.

TABLE 15-10: ENHANCEMENT SEAL SLOTS

Type	Craft DC	Chakra Cost	Time
Extra Minor Seal Slot	45	25	12 hr.
Extra Advanced Seal Slot	65	35	24 hr.
Extra Greater Seal Slot	85	45	72 hr.

Extra Slots: An armor or weapon can only have a single extra slot, no matter what type it is. A weapon with an extra slot is considered an epic weapon for the purpose of bypassing epic damage reduction.

Knowledge (Int) [All]

Trained Only.

Same as the conventional Knowledge skill, except for a new topic: Ninja Lore.

Ninja Lore: Taking knowledge to the extreme, the character is able to increase his chances to learn a technique.

Synergy: Following synergies are cumulative:

A character with 25 or more ranks in Knowledge (ninja lore) gains a +1 bonus on his Learn check to learn a new technique.

A character with 30 or more ranks in Knowledge (ninja lore) gains a +1 bonus on his Learn checks.

A character with 35 or more ranks in Knowledge (ninja lore) gains a +1 bonus on his Learn checks.

A character with 40 or more ranks in Knowledge (ninja lore) gains a +1 bonus on his Learn checks.

Epic Feats

Only epic characters and epic creatures can have epic feats. Many epic classes offer epic feats as bonus feats.

Armor Skin (Epic)

Benefit: The character gains a +2 natural armor bonus to Defense, or his existing natural armor bonus increases by 2. This feat does not stack with any natural armor bonus granted by non permanent techniques effect.

Special: A character can gain this feat multiple times. Its effects stack.

Blinding Speed (Epic)

Prerequisite: Dex 25.

Benefit: The character can act as if *hasted* for 5 rounds each day. The duration of the effect need not be consecutive rounds. Activating this power is a free action.

Special: A character can gain this feat multiple times. Each time he takes the feat, it grants an additional 5 rounds of *haste* per day.

Combat Archery (Epic)

Prerequisites: Dodge, Mobility, Point Blank Shot.

Benefit: The character does not incur any attacks of opportunity for firing a bow or firearm when threatened.

Normal: Without this feat, a character incurs an attack of opportunity from all opponents who threaten him or her whenever he uses a bow or firearm.

Craft Epic Enhancement Seal

Prerequisite: Craft (mechanical) 24 ranks, Chakra Control 24 ranks, Craft Minor Enhancement Seals, Craft Advanced Enhancement Seals, Craft Greater Enhancement Seals, heroic character.

Benefit: With this feat, the character can add one extra slot to a weapon or armor in order to place an additional enhancement seal upon it, no matter what the type. See Craft (mechanical) in Epic Skills for more details.

Craft Epic Human Puppets (Epic)

Prerequisite: Craft (mechanical) 24 ranks, Knowledge (earth and life science) 24 ranks, Craft Puppets, Craft Human Puppets.

Benefit: The crafter, with this feat, can craft human puppets with a Strength and Dexterity modifier of up to +8.

Craft Epic Poisons (Epic)

Prerequisites: Craft Poison, Craft (chemical) 24 ranks.

Benefit: This feat allows you to craft Epic Poisons. See Epic use for Craft (chemical) skill for details on epic poisons.

Normal: A character cannot normally craft epic poisons.

Damage Reduction (Epic)

Prerequisite: Con 21.

Benefit: The character gains damage reduction 2/–. This does not stack with damage reduction granted by non permanent effects, but it does stack with any damage reduction granted by class features or this feat itself.

Special: A character can gain this feat multiple times. Each time he or she gains the feat, his or her damage reduction increases by 2.

Dexterous Fortitude (Epic)

Prerequisites: Dex 21.

Benefit: Once per round, when targeted by an effect that requires a Fortitude saving

throw, the character may make a Reflex save instead to avoid the effect (evasion is not applicable).

Dexterous Will (Epic)

Prerequisites: Dex 21.

Benefit: Once per round, when targeted by an effect that requires a Will saving throw, the character may make a Reflex save instead to avoid the effect (evasion is not applicable).

Dire Charge (Epic)

Prerequisite: Improved Initiative.

Benefit: If the character charges a foe during the first round of combat (or the surprise round, if the character is allowed to act in it), he can make a full attack against the opponent charged.

Normal: Without this feat, a character may only make a single attack as part of a charge.

Distant Shot (Epic)

Prerequisites: Dex 21, Far Shot, Point Blank Shot, Spot 24 ranks.

Benefit: The character may throw or fire a ranged weapon at any target within line of sight, with no penalty for range.

Elemental Specialization (Epic)

Prerequisite: Ninjutsu 24 ranks

Benefit: By selecting this feat, the character has to choose one of the elements: Doton, Fuuton, Hyouton, Katon, Raiton and Suiton. He may use any techniques of the chosen element ignoring any material focus the technique may require.

Special: A character can gain this feat multiple times. Each time, the character must select another element.

Energy Resistance (Epic)

Benefit: Choose a type of energy (acid, cold, earth, electricity, fire, sonic, water, or wind). The character gains resistance 5 to that type of energy, or the character's existing resistance to that type of energy increases by 5. This feat does not stack with energy resistance granted by non permanent effects.

Special: A character can gain this feat multiple times. If the same type of energy is chosen, the effects stack.

Epic Chakra Pool (Epic)

Benefit: Your chakra pool increases by 8 points at the selection of this feat.

Special: You can select this feat multiple times, its effects stack.

Epic Dodge (Epic)

Prerequisites: Dex 25, Dodge, Tumble 30 ranks, improved evasion, defensive roll talent.

Benefit: Once per round, when struck by an attack from an opponent the character has designated as the object of his dodge, the character may automatically avoid all damage from the attack.

Epic Endurance (Epic)

Prerequisites: Con 23, Endurance.

Benefit: Whenever the character makes a check for performing a physical action that extends over a period of time, he or she gets a +10 bonus on the check.

Epic Fortitude (Epic)

Benefit: The character gains a +4 bonus on all Fortitude saving throws.

Epic Genjutsu Adept (Epic)

Benefit: You gain a +4 bonus to Genjutsu checks by selecting that feat and the DCs of your Genjutsu techniques increase by 2.

Special: This feat is a Epic Charismatic hero class bonus feat.

Epic Harmony (Epic)

Benefit: You gain a +4 bonus to Chakra Control checks by selecting that feat and the DCs of your Chakra Control techniques increase by 1. In addition, you automatically learn and succeed in performing automatically, without rolling, the following techniques: Kinobori, Tadayou and Yukigutsu. If you already have the Harmony feat, the perform time for Kinobori and Tadayou is automatically reduced one step.

Special: This feat is a Epic Dedicated hero class bonus feat.

Epic Mastercrafting (Epic)

Prerequisites: Craft (electronic or mechanical) 21 ranks, Mastercraft (+3) ability or Mastercrafter feat.

Benefit: When using his Mastercraft ability, a character with this feat may chose to make a +4 mastercraft item by adding 15 to the DC, or a +5 mastercraft item by adding 20 to the DC.

Epic Ninjutsu Adept (Epic)

Benefit: You gain a +4 bonus to Ninjutsu checks by selecting that feat and the DCs of your techniques in increased by 2.

Special: This feat is a Epic Smart hero class bonus feat.

Epic Prowess (Epic)

Benefit: Gain a +1 bonus on all attacks.

Special: A character can gain this feat multiple times. Its effects stack.

Epic Reflexes (Epic)

Benefit: The character gains a +4 bonus on all Reflex saving throws.

Epic Reputation (Epic)

Benefit: The character gains a +4 bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks. In addition, his reputation bonus increases by 4.

Epic Sharingan (Epic)

Your ability at maintaining the Sharingan activated for a long time improves further,

enabling you to keep your Sharingan activated, to some extent, most of the day.

Prerequisite: Ichiryuu Sharingan, Int 18+, Genjutsu 16 ranks, Ninjutsu 18 rank, ECL 25+

Benefit: By activating the Sharingan in this fashion, the character gains only half the bonuses (rounded down) of the standard Sharingan, and must pay the standard cost once upon activation. While in this state, the character may still lose his dexterity bonus to defense. Every half-hour afterwards, the character must pay the standard Chakra Cost. The character cannot use any technique requiring the *Sharingan* active in this manner, and he must activate the standard Sharingan to use them if he so wishes. The character may still, however, concentrate to *See Chakra*.

Epic Speed (Epic)

Prerequisites: Dex 21, Run.

Benefit: The character's speed increases by 15 feet. This benefit does not stack with increased speed granted by non permanent effects.

Special: This feat only functions when the character is carrying a medium load or lighter.

Epic Taijutsu Adept (Epic)

Benefit: You gain a +4 bonus to Taijutsu checks by selecting that feat and the DCs of your Taijutsu techniques are increased by 2.

Special: This feat is a Epic Strong, Fast and Tough hero class bonus feat.

Epic Technique - Akahigi - Hyakki no Souen (Epic)

Prerequisite: Ninjutsu 27 ranks, Craft Puppets, Craft Human Puppets, Gift of Summoning, Craft (mechanical) 24 ranks, Craft (calligraphy) 24 ranks, Mastery in *Kugutsu no Jutsu*, *Advanced Puppetry V*.

Benefit: Selecting this feat enables you to learn the *Akahigi - Hyakki no Souen* Taijutsu technique. You must still succeed the Learn DC normally to learn the technique, however.

Epic Technique - Issen Amatsu no Ouda (Epic)

Prerequisite: Taijutsu 24 ranks, Advanced Combat Martial Arts, Combat Martial Arts, Combat Reflexes, Improved Combat Martial Arts, *Godan Kousoku* Technique, Str 16, Dex 16.

Benefit: Selecting this feat enables you to learn the *Issen Amatsu no Ouda* Taijutsu technique. You must still succeed the Learn DC normally to learn the technique, however.

Epic Technique - Choushinsei no Jutsu (Epic)

Prerequisite: Chakra Control 27 ranks, Ninjutsu 27 ranks, Harmony, Ninjutsu Adept, Int 16, Wis 16.

Benefit: Selecting this feat enables you to learn the *Choushinsei no Jutsu* Epic Ninjutsu technique. You must still succeed the Learn DC normally to learn the technique, however.

Epic Technique - Edo Tensei (Epic)

Prerequisite: Ninjutsu 24 ranks, Gift of Summoning, Ninjutsu Adept, Int 16, Cha 16.

Benefit: Selecting this feat enables you to learn the *Edo Tensei* Epic Ninjutsu technique. You must still succeed the Learn DC normally to learn the technique, however.

Epic Technique - Fushi Tensei no Jutsu (Epic)

Prerequisite: Chakra Control 20 ranks, Ninjutsu 26 ranks, Knowledge (earth and life science) 21 ranks, Knowledge (ninja lore) 16 ranks, Ninjutsu Adept, Educated, Int 17.

Benefit: Selecting this feat enables you to learn the *Fushi Tensei no Jutsu* Ninjutsu technique. You must still succeed the Learn DC normally to learn the technique, however.

Epic Technique - Katakiuchi no Arashi (Epic)

Prerequisite: Ninjutsu 27 ranks, Knowledge (ninja lore) 27 ranks, Ninjutsu Adept, 16 or more *Fuuton* techniques.

Benefit: Selecting this feat enables you to learn the *Katakiuchi no Arashi* Ninjutsu *fuuton* technique. You must still succeed the Learn DC normally to learn the technique, however.

Epic Technique - Katon Ryuujin Bakuha (Epic)

Prerequisite: Ninjutsu 24 ranks, Goukakyuu no Jutsu technique, any 4 *Katon* ninjutsu technique, 3 level of *Katon* Elementalist.

Benefit: Selecting this feat enables you to learn the *Ryuujin Bakuha* Epic Ninjutsu technique. You must still succeed the Learn DC normally to learn the technique, however.

Epic Technique - Kuchiyose - Juunishinshou (Epic)

Prerequisite: Ninjutsu 27 ranks, Knowledge (ninja lore) 24 ranks, Gift of Summoning, Blood Pact (War Hero), Ninjutsu Adept, *Kuchiyose no Jutsu* and *Sourei Saiji no Jutsu* techniques.

Benefit: Selecting this feat enables you to learn the *Kuchiyose - Juunishinshou* Ninjutsu summoning technique. You must still succeed the Learn DC normally to learn the technique, however.

Epic Technique - Mahou Keshin (Epic)

Prerequisite: Bluff or Disguise 24 ranks, Ninjutsu 24 ranks, Ninjutsu Adept, Shadow Arts, Int, Wis or Cha 18.

Benefit: Selecting this feat enables you to learn the *Mahou Keshin no Jutsu* Taijutsu technique. You must still succeed the Learn DC normally to learn the technique, however.

Epic Technique - Raijin Riki - Jigen Jutsu (Epic)

Prerequisite: Ninjutsu 25 ranks, Ninjutsu Adept, 8 or more *Raiton* Techniques.

Benefit: Selecting this feat enables you to learn the *Raijin Riki - Jigen Jutsu* Ninjutsu technique. You must still succeed the Learn DC normally to learn the technique, however.

Epic Technique - Shiki Fuujin (Epic)

Prerequisite: Chakra Control 24 ranks, Knowledge (ninja lore) 24 ranks, Ninjutsu 27 ranks, Ninjutsu Adept, 4 or more Sealing Techniques of Rank 10 or above.

Benefit: Selecting this feat enables you to learn the *Shiki Fuujin* Epic Ninjutsu technique. You must still succeed the Learn DC normally to learn the technique, however.

Epic Technique - Shukuchi (Epic)

Prerequisite: Taijutsu 24 ranks, Taijutsu Adept, *Nidan Kousoku*, *Hirameku*, *Hiryuusen*, *Shodan Kousoku*, *Godan Kousoku*, *Sandan Kousoku* and *Yondan Kousoku* techniques.

Benefit: Selecting this feat enables you to learn the *Shukuchi* Taijutsu technique. You must still succeed the Learn DC normally to learn the technique, however. In addition, the character will be able to access Rank 10 speed for the duration of this technique even if he does not usually has the ability to.

Epic Technique - Souzou Saisei (Epic)

Prerequisite: Chakra Control 26 ranks, Ninjutsu 24 ranks, Harmony, *Iryou Ninjutsu: Hiken - Katou Saisei*, Ninjutsu Adept, *Tobikiri Saisei no Jutsu*, 4 or more *Medical* techniques.

Benefit: Selecting this feat enables you to learn the *Souzou Saisei* Ninjutsu technique. You must still succeed the Learn DC normally to learn the technique, however.

Epic Technique Focus (Epic)

Prerequisite: 18 ranks in the skill required to perform the chosen technique, Technique Focus.

Benefit: Selecting this feat for a technique which you have the Technique Focus feat selected, you need not make a check to perform the technique, they are always an automatic success. The DCs for the chosen technique also increase by 4. You must still make a check against the increased Perform DC if you apply a meta-chakra feat, but you gain an additional +4 bonus in doing so.

Special: You can chose this feat multiple times; its effect doesn't stack but you may choose a new technique at each selection of this feat.

Epic Toughness (Epic)

Benefit: The character gains +10 hit points.

Special: A character can gain this feat multiple times. Its effects stack.

Epic Weapon Focus (Epic)

Prerequisite: Weapon Focus (chosen weapon), Weapon Specialization class feature (chosen weapon)

Benefit: You gain a +2 bonus to attack rolls with a weapon you have applied the Weapon Focus feat and Weapon Specialization class feature to.

Special: A character may select this feat multiple times. Each time, it apples to another weapon.

Epic Weapon Specialization (Epic)

Prerequisite: Weapon Focus (chosen weapon), Weapon Specialization class feature (chosen weapon), Epic Weapon Focus (chosen weapon)

Benefit: You gain a +4 bonus to damage rolls with a weapon you have applied Epic Weapon Focus feat and to.

Special: A character may select this feat multiple times. Each time, it applies to another weapon.

Epic Will (Epic)

Benefit: The character gains a +4 bonus on all Will saving throws.

Extreme Speed (Epic)

Prerequisite: Great Dexterity.

Benefit: The character's Speed Rank permanently increase by 1.

Special: This feat may be taken multiple times. Its effects stack.

Extreme Strength (Epic)

Prerequisite: Great Strength.

Benefit: The character's Strength Rank permanently increase by 1. Strength increase gained from permanent strength ranks does not count for the purpose of meeting prerequisites for a feat, talent or ability.

Special: This feat may be taken multiple times. Its effects stack.

Fast Healing (Epic)

Prerequisite: Con 25.

Benefit: The character gains fast healing 2, or the character's existing fast healing increases by 2. This feat does not stack with fast healing granted by non permanent effects.

Special: This feat may be taken multiple times. Its effects stack.

Great Charisma (Epic)

Benefit: The character's Charisma increases by 1 point.

Special: A character can gain this feat multiple times. Its effects stack.

Great Constitution (Epic)

Benefit: The character's Constitution increases by 1 point.

Special: A character can gain this feat multiple times. Its effects stack.

Great Dexterity (Epic)

Benefit: The character's Dexterity increases by 1 point.

Special: A character can gain this feat multiple times. Its effects stack.

Great Intelligence (Epic)

Benefit: The character's Intelligence increases by 1 point.

Special: A character can gain this feat multiple times. Its effects stack.

Great Strength (Epic)

Benefit: The character's Strength increases by 1 point.

Special: A character can gain this feat multiple times. Its effects stack.

Great Wisdom (Epic)

Benefit: The character's Wisdom increases by 1 point.

Special: A character can gain this feat multiple times. Its effects stack.

Greater Sacred Flurry (Epic)

Prerequisite: Sacred Fist Stance (1d10), Sacred Flurry, buddhist palm (dark iron), base attack bonus +11, Dex 19.

Benefit: When making a sacred flurry, the character gains a second additional attack at his highest attack bonus, with albeit with a -5 penalty. The character no longer suffers the typical -2 penalty to attack rolls in sacred flurry.

Herculean Strength (Epic)

Prerequisite: Str 21, Extreme Strength, Great Strength.

Benefit: With this feat, the character is able to unlock and use the Strength Rank 6.

High Speed Sight (Epic)

Prerequisite: Alertness, Spot 16 ranks.

Benefit: The character's high speed sight increases by 3.

Special: This feat may be taken multiple times. Its effects stack.

Impossible Speeds (Epic)

Prerequisite: Dex 21, Extreme Speed, Great Dexterity.

Benefit: With this feat, the character is able to unlock and use the Speed Rank 10.

Improved Combat Reflexes (Epic)

Prerequisites: Dex 21, Combat Reflexes.

Benefit: There is no limit to the number of attacks of opportunity the character can make in one round. (the character still can't make more than one attack of opportunity for a given opportunity.)

Improved Sneak Attack (Epic)

Prerequisite: Sneak attack +3d6.

Benefit: Add +1d6 to the character's sneak attack damage.

Special: This feat may be taken multiple times. Its effects stack.

Instant Reload (Epic)

Prerequisite: Quick Draw, Quick Reload, Weapon Focus (crossbow type to be selected).

Benefit: The character may fire the selected type of crossbow at his or her full normal attack rate. Reloading the crossbow does not provoke attacks of opportunity.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different type of crossbow.

Legendary Climber (Epic)

Prerequisites: Dex 21, Balance 12 ranks, Climb 24 ranks.

Benefit: The character can ignore any check penalties applied for accelerated climbing or

rapid climbing. The DC to catch yourself while falling is also reduced by 10.

Normal: Without this feat, a character takes a –5 penalty on Climb checks when attempting to cover his or her full speed in climbing distance in a round.

Legendary Leaper (Epic)

Prerequisite: Jump 24 ranks.

Benefit: The character need only move 5 feet in a straight line to make a running jump, and does not need to make a check to *Jump Down* to reduce one's falling damage, while its efficiency is doubled. In addition, the character gains a +10 bonus to his Jump checks.

Normal: Without this feat, a character must move at least 10 feet in a straight line before attempting a running jump.

Legendary Rider (Epic)

Prerequisite: Ride 24 ranks.

Benefit: The character doesn't take a penalty on Ride checks when riding a mount without a saddle (bareback). The character never needs to make a Ride check to guide a mount with his knees to use both hands in combat, to direct a war-trained mount to attack in battle, or to control an untrained mount in battle. Controlling an untrained mount in battle is a free action.

Normal: Without this feat, a character must make a Ride check to guide a mount with his or her knees or to direct or control a mount in battle, and controlling an untrained mount in battle is a move action.

Legendary Tracker (Epic)

Prerequisites: Wis 20, Track, Survival 30 ranks.

Benefit: The character can use the track feat and move at his normal speed or twice his normal speed without taking a penalty.

Normal: To move at normal speed while tracking implies a -5 penalty to his Survival check. Moving at twice the character's speed implies a -20 penalty.

Legendary Wrestler (Epic)

Prerequisite: Str 18, Dex 18, Defensive Martial Arts, Combat Throw, Improved Combat Throw, Escape Artist 15 ranks.

Benefit: The character gains a +10 bonus on all grapple checks.

Living Puppet (Epic)

Prerequisites: Int 19, Craft Puppet, Craft Human Puppets, Craft (mechanical) 27 ranks, Concentration 24 ranks, Knowledge (earth and life science) 24 ranks, Ninjutsu 21 ranks, Craft (calligraphy) 21 ranks.

Benefit: The character effectively turns himself into a puppet. The process is executed in such a manner that the user effectively retains his chakra pathways and can himself regenerate chakra through a series of complicated seals. The process requires first rate crafting skills as well as outside medical assistance. For every hours spent turning himself into a puppet, the character will lose 1 point of Constitution unless a Treat Injury check (DC 25) is performed on him by an outside source. To properly do so, one must follow the rules for crafting human puppets with the DC increased by 15. Since the process

cannot be halted, penalties from lack of sleep may or may not be applied (to the GM's discretion.) If the process was a success, the character gains the template below. If it failed, the character dies.

This process is often considered taboo in hidden village because it is as immoral as creating a puppet from a human being, and it renders the character virtually immortal. Indeed, after the process is completed, the character can no longer die from old age, and will not suffer any penalty from aging. In addition, it is fairly obvious that the character is not a normal human being. A Spot check (DC 5) can be made to recognize that the user is a puppet if his body is left bare and uncovered.

Template Traits

The Living Puppet.

Construct: Type changes to construct, but does not share its immunities. See below.

Hit Dice: All of the living puppet's hit dice become d10s, regardless of what classes it had.

Chakra Pool: Same as the base creature.

Speed: Same as the base creature.

Defense: The base creature gains an armor bonus of +4. It does not benefit from wearing an armor, but suffers no armor check penalty, movement penalty or maximum Dexterity bonus. (See below)

Attacks: A living puppet retains all the attacks of the base creature and gains a slam attack if it didn't already have one. The living puppet's slam attack deals damage according to its size: Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium-size 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6.

Special Qualities:

Immunities: A living puppet is immune to ability damage, ability drain, poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, and energy drain. It is also not subject to nonlethal damage dealt from a physical source (ie, by means of an unarmed attack) and fatigue caused by running for extended periods of time.

Unnatural Stamina: A Living Puppet recovers from Stamina damage at the rate of 1 points per minute. The Living Puppet can also fight and perform relatively normally below 0 hit points; it is not unconscious but suffers a -4 penalty to ability checks, skill checks, attack rolls and defense.

When it reaches -10 hit points, its body is destroyed beyond repair and it dies. The living puppet does not lose hit points normally when it has fewer than 0 hit points.

Lifeless: The Living Puppet cannot recover hit points or chakra points while resting. It needs not sleep, eat or drink, though it can if it so desires, and may still gain benefits from them (soldier pills and other variant, for example), and must be repaired manually (see below). The living puppet suffers no penalty for aging, but still retains what previous penalty it had in life.

Because of the seals used in the transformation, the living puppet's chakra pool replenishes at the rate of 4 points per hour, no matter what activities it performs (note that the Chakra Restoration feat doubles that amount). Furthermore, the Living Puppet cannot be healed by means such as the Treat Injuries skill and is completely unaffected by all

Medical techniques.

Fortification: The living puppet has a 25% chance everytime it is hit by a critical hit or sneak attack to treat it as a normal attack.

Though the living puppet does not gain benefits from armor, its natural armor can be improved in other ways. The living puppet's armored body can be given the *mastercraft* quality even after being crafted. (See rules for mastercraft items)

Repairable: The living puppet cannot heal damage on its own but can be repaired using the Repair skill. A successful Repair check (DC 20) heals 1d10 points of damage to the living puppet, and each check represents 1 hour of work. The check can be made by the living puppet himself, but at a -2 penalty. However, by spending 2 points of Chakra that can't be converted to hit points, the living puppet can recover 1d6 hit points. This process takes 10 minutes and can be performed while being repaired, but not while repairing one's self.

Components: As per normal puppets, components may be added and removed from the living puppet's body following the amount of Weapon and Utility points he crafted into himself. Such components are not duplicated by technique that creates a physical replication, such as *Kage Bunshin no Jutsu*, unless they are purely mechanical.

Allegiances: Same as the base creature.

Ability Scores: Same as the base creature, but living puppets have no constitution score.

Skills: Living Puppets speak, read, and write the languages they knew in life.

Advancement: By character class.

Effective Character Level Adjustment: +1.

Challenge Rating: +1.

Perfect Health (Epic)

Prerequisite: Con 25, Great Fortitude.

Benefit: The character is immune to all diseases, as well as to all poisons whose Fortitude save DC is 25 or less.

Perfect Two-Weapon Fighting (Epic)

Prerequisites: Dex 25, Advanced Two-Weapon Fighting, Improved Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: The character can make as many attacks with his or her off-hand weapon as with his or her primary weapon, using the same base attack bonus. The character still takes the normal penalties for fighting with two weapons.

Normal: Without this feat, a character can only get a single attack with an off-hand weapon (or two attacks with an off-hand weapon if he has Improved Two-Weapon Fighting, or three attacks with an off-hand weapon if he has Advanced Two-Weapon Fighting).

Sneak Attack of Opportunity (Epic)

Prerequisites: Sneak attack +5d6, opportunist talent.

Benefit: Any attack of opportunity the character makes is considered a sneak attack.

Spirit of the Beast (Epic)

Prerequisites: Moujuu Aishou, Handle Animal 16 ranks

Benefit: By selecting this feat, the character may improve the animal companion's Strength, Dexterity score or Natural Armor by 1 point, or teach the animal companion an additional trick.

Special: You may select this feat multiple times. Its effects stack.

Superior Initiative (Epic)

Prerequisite: Improved Initiative.

Benefit: The character gets a +10 bonus on initiative checks. This bonus overlaps (does not stack with) the bonus from Improved Initiative.

Timeless Body (Epic)

Prerequisites: Advanced Bloodline (Kyuushou Kousei), Wis 17

Benefit: By selecting this feat, the character's maximum lifespan increases by 10d6 years.

Special: You may select this feat multiple times. Its effects stack.

Trap Sense (Epic)

Prerequisites: Search 21 ranks, Spot 21 ranks

Benefit: If the character passes within 15 feet of a trap, he is entitled to a Search check to notice it as if the character was actively looking for it.

Two-Weapon Rend (Epic)

Prerequisites: Dex 18, base attack bonus +11, Improved Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: If the character hits an opponent with a weapon in each hand in the same round, he may automatically rend the opponent. This deals additional damage equal to the base damage of the smaller weapon plus 1 1/2 times the character's Strength modifier. Base weapon damage includes an enhancement bonus to damage, if any. The character can only rend once per round, regardless of how many successful attacks he scores.

Epic Class Progressions

Any basic, advanced or prestige class with 10 levels can have an epic progression. Other classes with 3, 5 or 7 levels cannot.

Epic Elite Shinobi Swordsman

Of all the noted assassins in the world, none is more feared than the epic elite shinobi swordsman. Not only because of his ability to walk undetected even in an enemy village, but also for his ability to literally cut a path through the enemy lines to reach his mark.

They are known for their ultimate destructive abilities and skills, and acknowledged only by the trail of corpses they leave in their wake. In the rare times a Shinobi Swordsman will be detected, quick reflexes and inhuman battle prowess will ensure that the enemy will not get lucky twice—or ever again.

Class Information

The following information pertains to the Elite Shinobi Swordsman epic class.

Hit Die

The Epic Elite Shinobi Swordsman gains 1d10 hit points per level. The Constitution modifier applies.

Action Points

The Epic Elite Shinobi Swordsman gains a number of action points equal to 8 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Epic Elite Shinobi Swordsman's class skills are as follows.

Balance (Dex), Climb (Str), Concentration (Con), Drive (Dex), Hide (Dex), Jump (Str), Knowledge (ninja lore, streetwise, tactics) (Int), Listen (Wis), Move Silently (Dex), Read Language (None), Ride (Dex), Sleight of Hands (Dex), Speak Language (None), Spot (Wis), Survival (Wis), Swim (Str), Taijutsu (Str) and Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

TABLE 15-11: EPIC ELITE SHINOBI SWORDSMAN

Level	Class Ability
11 th	Hide in Plain Sight
12 th	Epic Bonus Feat
13 th	Sneak Attack (+3d6)
14 th	Epic Bonus Feat
15 th	
16 th	Epic Bonus Feat
17 th	
18 th	Epic Bonus Feat
19 th	Sneak Attack (+4d6)
20 th	Epic Bonus Feat

Class Features

The following features pertain to the Elite Shinobi Swordsman epic class.

Hide in Plain Sight

The epic elite shinobi swordsman can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, he can hide himself from view in the open without anything to actually hide behind. He cannot, however, hide in his own shadow.

Epic Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Epic Elite Shinobi Swordsman gains a bonus epic feat. The character may either pick a bonus epic feat or chose from the Elite Shinobi Swordsman bonus feat list.

Armor Skin, Dire Charge, Energy Resistance, Epic Chakra Pool, Epic Endurance, Epic

Fortitude, Epic Prowess, Epic Taijutsu Adept, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization.

Epic Ninja Scout

Often called the epitome of the Shinobi classes. Beyond skilled in any possible field it may desire, the Epic Ninja Scout is capable of feats of stealth, combat and tracking beyond that of common mortals. With their enhanced ability to strike sensible points on the body, they also make some of the most skilled assassins one could possibly hope for. These shinobi are the ones that will most often be promoted to high and prestigious ranks, for their swift usage of technique and various other skills.

Class Information

The following information pertains to the Ninja Scout epic class.

Hit Die

The Epic Ninja Scout gains 1d8 hit points per level. The Constitution modifier applies.

Action Points

The Epic Ninja Scout gains a number of action points equal to 8 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Epic Ninja Scout's class skills are as follows.

Balance (Dex), Chakra Control (Wis), Concentration (Con), Disable Device (Int), Drive (Dex), Gather Information (Cha), Genjutsu (Cha), Hide (Dex), Jump (Str), Knowledge (current events, ninja lore, popular culture) (Int), Listen (Wis), Move Silently (Dex), Ninjutsu (Int), Pilot (Dex), Read Language (None), Ride (Dex), Search (Int), Sleight of Hand (Dex), Speak Language (None), Spot (Wis), Survival (Wis), Taijutsu (Str), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

TABLE 15-12: EPIC NINJA SCOUT

Level	Class Ability
11 th	Epic Bonus Feat
12 th	Sneak Attack (+4d6)
13 th	Epic Bonus Feat
14 th	Increase Speed (15 feet)
15 th	Epic Bonus Feat
16 th	Sneak Attack (+5d6)
17 th	Epic Bonus Feat
18 th	Increase Speed (20 feet)
19 th	Epic Bonus Feat
20 th	Sneak Attack (+6d6)

Class Features

The following features pertain to the Ninja Scout epic class.

Epic Bonus Feats

At 11th, 13th, 15th, 17th, and 19th level, the Epic Ninja Scout gains a bonus epic feat. The character may either pick a bonus epic feat or chose from the Ninja Scout bonus feat list.

Dextrous Fortitude, Dextrous Will, Distant Shot, Epic Genjutsu Adept, Epic Harmony, Epic Ninjutsu Adept, Epic Reputation, Epic Taijutsu Adept, Epic Technique Focus, Sneak Attack of Opportunity.

Epic Puppeteer

Nothing is as deadly as a trap, and no one is more deadly than the epic puppeteer, a master of puppets, walking traps filled with incredible cleverness. Whether it's a long distance fight with puppets, or well crafted puppet armor, this master of puppets has it all. They are proficient in not only wielding deadly puppets, but wielding their puppet bodies as if they were a true extension of themselves. Their mind's are always planning one step ahead of their foes, and they often prefer to supplement their puppets with poisons far more deadly than the average ninja, so that even a scratch of the tiniest weapon is as lethal as the largest blade or strongest explosive. This class is only available to epic characters who have 10 levels in the Puppeteer class.

Class Information

The following information pertains to the Puppeteer epic class.

Hit Die

The Epic Puppeteer gains 1d6 hit points per level. The Constitution modifier applies.

Action Points

The Epic Puppeteer gains a number of action points equal to 8 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Epic Puppeteer's class skills are as follows.

Craft (mechanical) (Int), Climb (Str), Concentration (Con), Disable Device (Int), Drive (Dex), Escape Artist (Dex), Hide (Dex), Knowledge (ninja lore, popular culture, streetwise) (Int), Listen (Wis), Ninjutsu (Int), Pilot (Dex), Profession (Wis), Read Language (None), Repair (Int), Ride (Dex), Search (Int), Speak Language (None), Spot (Wis).

Skill Points at Each Level: 5 + Int modifier.

TABLE 15-13: EPIC PUPPETEER

Level	Class Ability
11 th	Epic Puppetry, Epic Puppeteer Skill
12 th	Epic Bonus Feat
13 th	Epic Puppeteer Skill
14 th	Epic Bonus Feat

15 th	Epic Puppeteer Skill
16 th	Epic Bonus Feat
17 th	Epic Puppeteer Skill
18 th	Epic Bonus Feat
19 th	Epic Puppeteer Skill
20 th	Epic Bonus Feat

Class Features

The following features pertain to the Puppeteer epic class.

Epic Puppetry

At 1st level, the Epic Puppeteer's proficiency with puppet drastically increase. His maximum hit dice from the Kugutsu no Jutsu increases by 2 and the normal progression still goes every level of Epic Puppeteer.

Epic Puppeteer Skills

The Epic Puppeteer can chose from either the standard puppeteer skills from the advanced class, or the skills of epic puppetry shown below.

Epic Control (requires any 2 Epic Puppeteer Skills): With this skill, the puppeteer increases the number of puppet it can control. He may now control 4 small puppets, 3 medium-sized puppets or two large puppets at the same time. He may instead control two Medium-sized and two Small sized puppets, or one Large and two Medium-sized puppets.

Epic Defense (requires Puppet Defense): With this epic puppetry skill, the puppeteer grants a +4 dodge bonus to defense to its puppet as long as it remains within 30 feet. This bonus does not stack with the *Puppet Defense* skill. This bonus increases to +5 at 18th level, and +6 at 24th level.

Epic Flight (requires Puppet Flight): The puppet's maneuverability rating increases to *Average* and its speed becomes its normal speed.

Epic Grapple: With this epic skill, the puppeteer gains a +4 bonus to grapple checks with his puppets. This bonus increases to +6 at 15th level, +7 at 20th level, and +8 at 25th level.

Epic Puppet: With this skill, the puppeteer can control an additional 10 hit dice of puppet. No puppet can have more hit dice than the puppeteer, and this does not stack with other similar puppeteer skills.

Epic Range: With this skill, the puppeteer negates the range penalty of his puppet by 20 feet. This bonus increases to 30 feet at 20th level.

Epic Sneak Attack (+1d6) (Requires Sneak Attack (+1d6) puppeteer skill): When selecting this skill, the puppeteer's sneak attack increases by +1d6, bonus also shared by his puppets within 30 feet. The only sneak attack bonus the puppet may benefit is one

gained through this class and the puppeteer class.

Epic Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Epic Puppeteer gains a bonus epic feat. The character may either pick a bonus epic feat or chose from the Puppeteer bonus feat list (from the Puppeteer Skill's Bonus Feat skill list).

Craft Epic Poisons, Epic Mastercrafting, Epic Ninjutsu Adept, Epic Prowess, Epic Reputation, Epic Will, Great Intelligence, Improved Sneak Attack, Sneak Attack of Opportunity, Superior Initiative.

Epic Sacred Fist

The Epic Sacred Fist is a powerful foe, with quick, earth-shattering attacks and possessing an indomitable spirit. Masters of this level are few and far in-between, but always exceptionally powerful foes, fit for almost any battle. Though typically peaceful, the Epic Sacred Fist is a power to behold when angered.

Class Information

The following information pertains to the Sacred Fist epic class.

Hit Die

The Epic Sacred Fist gains 1d8 hit points per level. The Constitution modifier applies.

Action Points

The Epic Sacred Fist gains a number of action points equal to 8 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Epic Sacred Fist's class skills are as follows.

Balance (Dex), Concentration (Con), Chakra Control (Wis), Knowledge (ninja lore, theology and philosophy) (Int), Profession (Wis), Read Language (None), Ride (Dex), Sense Motive (Wis), Speak Language (None), Spot (Wis), Taijutsu (Str).

Skill Points at Each Level: 3 + Int modifier.

TABLE 15-14: THE EPIC SACRED FIST

Level	Class Ability
11 th	Sacred Fist Stance (1d10)
12 th	Epic Bonus Feat
13 th	Damage Reduction 1/chakra
14 th	Epic Bonus Feat
15 th	Sacred Fist Stance (2d6)
16 th	Epic Bonus Feat
17 th	—
18 th	Epic Bonus Feat
19 th	Sacred Fist Stance (2d8)

20 th	Damage Reduction 2/chakra, Epic Bonus Feat

Class Features

The following features pertain to the Elite Shinobi Swordsman epic class.

Sacred Fist Stance

This ability increases at 11th level and every 4 levels thereafter, up until level 23rd level, when it reaches its final stage of 2d10.

Epic Bonus Feats

At 12th, 14th, 16th, 18th, and 20th level, the Epic Sacred Fist gains a bonus epic feat. The character may either pick a bonus epic feat or chose from the Elite Shinobi Swordsman bonus feat list.

Armor Skin, Dire Charge, Energy Resistance, Epic Fortitude, Epic Prowess, Epic Reflexes, Epic Taijutsu Adept, Epic Will, Greater Sacred Flurry, Superior Initiative.

Damage Reduction (Su): At 13th level, and every 7 levels thereafter, the Sacred Fist gains a damage reduction 1/chakra. All of the sacred fist's unarmed attacks, not only those made in the Sacred Fist Stance, count as chakra-enhanced to bypass damage reduction of the same type.

Epic Monsters

This section contains anything a game master needs to create epic challenges and opponents to keep a party of adventurers from getting too cocky.

Creature's Hit Dice	Good Save Bonus	Poor Save Bonus	Base Attack Bonus (A)	Base Attack Bonus (B)	Base Attack Bonus (C)
21	+13	+7	+15/+10/+5	+21/+16/+11/+6	+10/+5
22	+13	+7	+16/+11/+6/+1	+22/+17/+12/+7	+11/+6/+1
23	+14	+8	+17/+12/+7/+2	+23/+18/+13/+8	+11/+6/+1
24	+14	+8	+18/+13/+8/+3	+24/+19/+14/+9	+12/+7/+2
25	+15	+9	+18/+13/+8/+3	+25/+20/+15/+10	+12/+7/+2
26	+15	+9	+19/+14/+9/+4	+26/+21/+16/+11	+13/+8/+3
27	+16	+10	+20/+15/+10/+5	+27/+22/+17/+12	+13/+8/+3
28	+16	+10	+21/+16/+11/+6	+28/+23/+18/+13	+14/+9/+4
29	+17	+11	+21/+16/+11/+6	+29/+24/+19/+14	+14/+9/+4
30	+17	+11	+22/+17/+12/+7	+30/+25/+20/+15	+15/+10/+5
31	+18	+12	+23/+18/+13/+8	+31/+26/+21/+16	+15/+10/+5
32	+18	+12	+24/+19/+14/+9	+32/+27/+22/+17	+16/+11/+6/+1
33	+19	+13	+24/+19/+14/+9	+33/+28/+23/+18	+16/+11/+6/+1
34	+19	+13	+25/+20/+15/+10	+34/+29/+24/+19	+17/+12/+7/+2
35	+20	+14	+26/+21/+16/+11	+35/+30/+25/+20	+17/+12/+7/+2
36	+20	+14	+27/+22/+17/+12	+36/+31/+26/+21	+18/+13/+8/+3
37	+21	+15	+27/+22/+17/+12	+37/+32/+27/+22	+18/+13/+8/+3
38	+21	+15	+28/+23/+18/+13	+38/+33/+28/+23	+19/+14/+9/+4
39	+22	+16	+29/+24/+19/+14	+39/+34/+29/+24	+19/+14/+9/+4
40	+22	+16	+30/+25/+20/+15	+40/+35/+30/+25	+20/+15/+10/+5
41	+23	+17	+30/+25/+20/+15	+41/+36/+31/+26	+20/+15/+10/+5
42	+23	+17	+31/+26/+21/+16	+42/+37/+32/+27	+21/+16/+11/+6
43	+24	+18	+32/+27/+22/+17	+43/+38/+33/+28	+21/+16/+11/+6

44	+24	+18	+33/+28/+23/+18	+44/+39/+34/+29	+22/+17/+12/+7
45	+25	+19	+33/+28/+23/+18	+45/+40/+35/+30	+22/+17/+12/+7
46	+25	+19	+34/+29/+24/+19	+46/+41/+36/+31	+23/+18/+13/+8
47	+26	+20	+35/+30/+25/+20	+47/+42/+37/+32	+23/+18/+13/+8
48	+26	+20	+36/+31/+26/+21	+48/+43/+38/+33	+24/+19/+14/+9
49	+27	+21	+36/+31/+26/+21	+49/+44/+39/+34	+24/+19/+14/+9
50	+27	+21	+37/+32/+27/+22	+50/+45/+40/+35	+25/+20/+15/+10

Base Attack Bonus (A): Use this column for aberrations, animals, constructs, elementals, giants, humanoids, oozes, plants, and vermin.

Base Attack Bonus (B): Use this column for dragons, magical beasts, monstrous humanoids, and outsiders.

Base Attack Bonus (C): Use this column for fey and undead.

Colossal+

Some elite opponents require a larger size categories than other monsters, size represented by the new category "Colossal+" (see below). These enormous monsters are far larger and much more powerful than Colossal creatures.

Size category	Attack and Defense modifier	Grapple modifier	Hide modifier	Dimension	Weight	Fighting Space	Reach
Colossal+	-12	+20	-20	128 ft. or more	2,000,000 lb. or more	50 ft. by 50 ft.	20 ft.

When a creature's size changes from Colossal to Colossal+, its ability scores and natural armor change according to the table below:

Old Size	New Size	Str	Dex	Con	Natural Armor Improvement
Colossal	Colossal+	+8	—	+4	+6

The creature's size determines many of its characteristics, including its natural attacks and physical ability score. Unless otherwise specified in the creature's description, the GM will assign values as he deems appropriate. The table below follows standard progression for monsters of every type, at size Colossal+.

Monster Type	Str	Dex	Con	Minimum HD	Extra Hit Points	Slam	Bite	Claw	Gore
Aberration	50-51	10-11	32-33	64d8	—	3d6	6d8	3d8	6d6
Animal	50-51	10-11	32-33	64d8	—	3d6	6d6	3d8	6d6
Construct	52-55	6-7	—	64d10	160	6d6	3d6	3d8	6d6
Dragon	54-55	6-7	34-35	76d12	—	3d8	6d8	6d6	6d6
Elemental	52-53	6-7	32-33	64d8	—	6d6	6d6	3d8	3d6
Fey	50-51	8-9	30-31	64d6	—	3d6	3d8	3d8	6d6
Giant	54-55	6-7	32-35	64d8	—	3d6	3d8	3d8	6d6
Humanoid	—	—	—	—	—	—	—	—	—
Magical Beast	50-51	10-11	32-33	64d10	—	3d6	6d6	3d8	6d6
Monstrous Humanoid	50-51	8-9	30-31	64d8	—	3d6	3d8	3d8	6d6
Ooze	52-53	6-7	30-33	64d10	50	6d6	6d6	3d8	3d6
Outsider	52-55	6-7	32-33	64d8	—	6d6	6d6	3d8	3d6
Plant	52-53	6-7	32-33	64d8	—	6d6	3d6	3d8	6d6
Undead	52-53	6-7	—	64d12	—	6d6	6d6	3d8	3d6
Vermin	50-51	6-7	30-31	64d8	—	3d6	6d6	3d8	6d6

Enlightened—Power of a Thousand

When one needs a foe or an ally of uncanny strength, there are times when levels or power units simply won't do. Beyond the level or power units stand power ranks; these serve to denote the strongest and most highly skilled out of the common mortals and, while not quite godly, bestow an immense power upon a character.

It goes without saying that these power ranks should be kept out of the hands of the players, for they can brutally tip the scale in one's favor. For that particular reason, power ranks are not given a Challenge Rating or ECL Adjustment like power units.

When a character gains one or more Power Ranks, it gains the following benefits:

Hit Points: The enlightened character gains an additional 1 hit point per level or hit dice per power rank.

Chakra Pool: The enlightened character's chakra shines a bright golden, red, blue, purple or black color that is clearly visible to the naked eye if he wishes it to be. In addition, he gains a +15 divine bonus to his Chakra Pool per power ranks. The enlightened character also recovers Chakra twice as fast as normal.

Speed: The enlightened character moves much more quickly than normal, seeing all its base movement, whether it be climbing, swimming, flying or running, doubled.

Defense: An aura of power encompasses the character's body, granting it a divine Defense bonus equal to +2 per power rank. This bonus stacks with all other Defense bonuses and is effective against touch attacks and incorporeal touch attacks. The character also gains a natural armor bonus to defense of +5 that does not increase with power ranks.

Attacks: The character's Hit Dice and type and character level determine its base attack bonus. The character also gains a divine bonus to attack rolls of +2 per power rank.

Saving Throws: The character gains a divine bonus to saving throws of +2 for every power rank and does not automatically fail on a natural saving throw roll of 1 if the character has 5 Power Ranks.

Abilities: The enlightened character gains a +4 and a +2 bonus to any ability score for each power rank it has. The bonuses stack and more than one can be applied to a single ability score.

Aging: While the character still ages, he does not receive the penalties that normally comes with old age, but still retains all the benefits. Each power ranks adds 30 years to the character's total maximum lifespan. If the character was already immortal before receiving a power rank, he continue being so.

Immunities: The character has the following immunities if it has 1 or more power ranks: ability damage, massive damage effects, mind-affecting effects (compulsion and charms), stun, sleep, paralysis and death effects.

If the enlightened character has 2 or more power ranks, it gains an immunity to: ability drain, disease, energy drain, and poison.

Damage Reduction: The character has a damage reduction equal to 5/epic per power ranks, up to a maximum of 30/epic.

If the character also has damage reduction from another source, this damage reduction does not stack with the damage reduction granted by this template. Instead, the character gets the benefit of the best damage reduction in a given situation. Whenever the character has a second kind of damage reduction that might apply to an attack, that damage

reduction is listed in parentheses after the damage reduction entry in the character's statistics block.

In addition, the character's natural attacks bypass damage reduction as though it wielded an Epic weapon or were an epic character.

Energy Resistances: The character gains an energy resistance to fire of 5 per power rank.

Enlightened Abilities: The character has two powers, called a discipline, that he may choose when receiving this template, plus one per power rank beyond 1.

Senses: The enlightened character has extremely keen senses and gains 1 of the following 2: Sense Chakra or Detect Emotions, as an active ability. The character also adds 50 feet to the range of his sense chakra per power rank it has.

Block Sensing: As an attack action, the enlightened character can remove himself from the senses of any non-enlightened creatures for 1d4 rounds. This ability only affects Sense Chakra and Detect Emotions, and does not require that the character conceals his Chakra or emotions.

Enlightened Halo: As long as the enlightened character's Chakra Pool is 1 or more, he heals 1 hit points of damage per round per power rank per round, no matter what type of damage it was. This factor does not stack with fast healing or regeneration, use whichever is higher.

Power Aura: The mere presence of the enlightened creature can deeply affect others with fewer or no power ranks. All effects of the aura are mind-affecting, extraordinary abilities. Any creature with fewer or no power ranks that enter the character's aura must make a Will save (DC 10 + 2 per power rank + the character's Charisma modifier). Any creature who makes a successful saving throw against the aura becomes immune to its effect for 1 hour.

The aura extends around the character in a radius of 20 feet per power ranks. The radius can be reduced or increased up to its maximum range as a free action by the character. It can be reduced so that only creatures that directly make contact with the character are affected.

The enlightened character can decide who his aura will, or won't affect, as a free action. The creatures effectively become immune to his aura's effect for as long as he wishes them to be. Once affected by an aura power, creatures remain affected as long as they remain within the aura's radius. The character can choose from the following effects each round as a free action. The aura gives off a powerful feel as though the air was filled with lingering chakra, and will often be recognized as such by shinobi.

Daze: Affected creatures just stare at the enlightened character in fascination. They can defend themselves normally but can take no actions. Each round, they may attempt an additional save that will shake them out of their dazes, but not render them immune to the aura unless they succeed on an additional save the other round.

Fright: Affected creatures become shaken and suffer a -2 morale penalty on attack rolls, saves, and checks. The merest glance or gesture from the enlightened makes them cower, unless they succeed on a second Will save to avoid the cowering effect altogether, though they will remain shaken.

Pressure: Affected creatures are completely overwhelmed by the enlightened character's aura and feel as though it was weighing them down. They suffer a -4 penalty to attack rolls, skill checks, reflex saves and defense.

Resolve: The enlightened character's allies receive a +1 morale bonus on attack rolls, saves, and checks per power ranks, while the character's foes receive a -1 morale penalty

on attack rolls, saves, and checks per power ranks.

Disciplines

When the character becomes enlightened, he gains access to various disciplines that serve only to further strengthen and specialize the character.

Action Surge

Prerequisite: Power Rank 2.

Benefit: The enlightened character, when spending an action point, increases the number of dice he can roll by 1. For example, a 15th level enlightened character would roll 4d6 when determining the results of an action point.

Celerity

Prerequisite: Power Rank 1, Dex 19.

Benefit: The enlightened character gains 2 permanent Speed Ranks. In addition, if he can use either *Shunpo* or *Mugen Shunpo*, his effective level increases by 15 when he uses them.

Detection

Prerequisite: Power Rank 1, Wis 19.

Benefit: The character's Sense Chakra range increases by 50 feet, and his Sense Blocking ability now lasts 1d4+2 rounds.

Elemental Dominance

Prerequisite: Power Rank 3, Endurance, Elemental Spirit (element chosen), Chakra Pool 30.

Benefit: The character chooses an element from the following: Earth, Fire, Ice, Lightning, Water and Wind. The character gains almost total dominance over the element in a 20 feet range per power rank. The character also gains the ability to learn techniques whose element fall under his dominance at half the normal time.

Earth: The character has dominance over the earth and can prevent it to rise or be affected within range, thus preventing the use of any *Doton* technique using earth, sand, mud or rock unless the opposing party has the ability to ignore material components. He can also create objects out of earth as long as his Chakra Pool is at least 50% full. Earth dominance allows the character to ignore the material components of *Doton* technique.

Fire: The character has total dominance over fire and can prevent any fire source or technique to harm any number of target within his range. This effectively renders any *Katon* technique useless, if he so wishes. He can control fire in the sense that he can make it increase in size one category or extinguish it as long as his Chakra Pool is at least 50% full. Fire dominance allows the character to ignore the material components of *Katon* technique.

Ice: The character has total dominance over ice and cannot slip on it. He gains the ability to reinforce it so that he can walk safely on a millimeter-thin sheet of ice, or weaken it so that a foot-thick wall of ice crumbles with a mere weak punch, and prevent any snow or ice from moving in the area, rendering any *Hyouton* techniques that use them useless unless the opposing party has the ability to ignore material components. Ice dominance

allows the character to ignore the material components of *Hyouton* technique.

Lightning: The character has total dominance over lightning and can prevent any lightning strike, electricity source or technique to harm any number of target within his range. This effectively renders any *Raiton* technique useless, if he so wishes. Lightning dominance allows the character to ignore the material components of *Raiton* technique.

Water: The character has complete control over water and can walk over any watery substance as though it was solid ground and prevent any *Suiton* technique to be used within range unless the opposing party has the ability to ignore material components. He can also create objects out of water as long as his Chakra Pool is at least 50% full. Water dominance allows the character to ignore the material components of *Suiton* technique.

Wind: The character has total dominance over wind and can freely stop, manipulate or create any wind as though using a mastered *Kuuryuusan no Jutsu* freely, within range of this feat rather than the technique. He can also stop the usage of any *Fuuton* technique that use wind, and use wind of 120 mph or higher to fly at half his base speed at a *Clumsy* maneuverability as long as his Chakra Pool is completely full. Wind dominance allows the character to ignore the material components of *Fuuton* technique.

Activating a Dominance can only be done if the user is conscious and able to mentally perform normally (not dazed, stunned or nauseated). It can be done even when it is not the character's turn. The character can only activate one Dominance per round.

Special: The character can chose this discipline more than once, each time it applies to a new element.

The GM is also free to deny the right to this Discipline to any character wishing to take it.

Elemental Spirit

Prerequisite: Power Rank 1, Int 19.

Benefit: The character choses an Ninjutsu element from the following: *Doton*, *Fuuton*, *Hyoton*, *Katon*, *Raiton* and *Suiton*. When performing any of these techniques, the character deals an additional 1 point of damage per die and the technique's save DC increases by 1, as well as gaining a +10 bonus to the Perform check.

Special: The character can chose this discipline more than once, each time it applies to a new element.

Endurance

Prerequisite: Power Rank 1, Con 19.

Benefit: The character gains a +10 bonus to Constitution checks, 20 hit points, as well as increasing his Chakra Pool and Damage Reduction as though he was 1 power rank higher than in reality.

Enlightened Spirit

Prerequisite: Power Rank 2, Wis 21.

Benefit: The enlightened character is able to use any skill untrained and may also take 10 with any skill that allows for it, even in a stressful situation.

Illusionist

Prerequisite: Power Rank 1, Cha 19.

Benefit: The enlightened character's save DC when using Genjutsu techniques increase

by 2, and he may take 10 even when threatened when performing any genjutsu. He also gains a +10 bonus to identify and detect genjutsu.

Potence

Prerequisite: Power Rank 1, Str 19.

Benefit: The character gains 2 permanent Strength Ranks and counts as though he was an additional size category larger when determining bonuses during grapples, bull rush, overrun or other such actions. In addition, the character's carrying capacity increases as though he was one size category larger than he is in reality.

Presence

Prerequisite: Power Rank 1, Cha 19.

Benefit: Choosing this discipline will increase the range of the character's power aura by 20 feet and its DC by 2.

Proficiency

Prerequisite: Power Rank 1.

Benefit: Upon selecting this discipline, the enlightened character gains a +10 divine bonus to any one skill that he has ranks in.

Special: The character can chose this discipline more than once, each time it applies to a different skill.

Summoner

Prerequisite: Power Rank 1.

Benefit: The enlightened character, when summoning a creature with the *Kuchiyose no Jutsu* technique or other similar technique, counts as though he was 5 levels higher than in reality to determine the maximum hit dice, duration, and category of his summoning.

Transportation

Prerequisite: Power Rank 1, Int 19.

Benefit: When the character uses either *Shunshin no Jutsu*, *Jigen Ugoku no Jutsu*, or *Mugen Ugoku no Jutsu* he does not provoke an attack of opportunity and can do so using only half-seals. In addition, he counts as though his actual level was 10 higher when using them.

CHAPTER XVI: NINJA TOOLS

This chapter contains tools used by ninja to expand their efficiency on mission, in battle or during everyday life. This chapter is divided in four parts: Traps, Relics and Artifacts, Puppets and Weapon Seals.

Traps

From pits to arrow traps, falling blocks to water-filled rooms and anything else that depends on a mechanism to operate. A trap can be constructed by a character through successful use of the Craft (mechanical) skill (see Designing a Trap, below, and the skill description).

Forever have traps been one of the most popular way to deal with most situations for most ninja. They can help one set an ambush, or delay and even totally obliterate the enemy faction. A trap typically is defined by its location and triggering conditions, how hard it is to spot before it goes off, how much damage it deals, and whether or not the heroes receive a saving throw to mitigate its effects. Traps that attack with projectiles, sweeping blades, and other types of weaponry make normal attack rolls, with a specific attack bonus dictated by the trap's design.

Creatures who succeed on a DC 20 Search check detect a simple trap before it is triggered. (A simple trap is a snare, a trap triggered by a tripwire, or a large trap such as a pit). Complex traps are denoted by their triggering mechanisms and involve pressure plates, mechanisms linked to doors, changes in weight, disturbances in the air, vibrations, and other sorts of unusual triggers.

Elements of a Trap

All traps have the following elements: trigger, reset, Search DC, Disable Device DC, attack bonus (or saving throw or onset delay), damage/effect, and Challenge Rating. Some traps may also include optional elements, such as poison or a bypass. These characteristics are described below.

Trigger

A trap's trigger determines how it is sprung.

Location: A location trigger springs a trap when someone stands in a particular square.

Proximity: This trigger activates the trap when a creature approaches within a certain distance of it. A proximity trigger differs from a location trigger in that the creature need not be standing in a particular square. Creatures that are flying can spring a trap with a proximity trigger but not one with a location trigger. Mechanical proximity triggers are extremely sensitive to the slightest change in the air. This makes them useful only in places such as crypts, where the air is unusually still.

Sound: This trigger springs a magic trap when it detects any sound. A sound trigger functions like an ear and has a +15 bonus on Listen checks. A successful Move Silently check, supernatural (or spell-like) *silence*, and other effects that would negate hearing defeat it. A trap with a sound trigger may require the usage of a technique during construction (specified in the description).

Touch: A touch trigger, which springs the trap when touched, is one of the simplest kinds of trigger to construct. This trigger may be physically attached to the part of the mechanism that deals the damage or it may not.

Timed: This trigger periodically springs the trap after a certain duration has passed.

Reset

A reset element is the set of conditions under which a trap becomes ready to trigger again.

No Reset: Short of completely rebuilding the trap, there's no way to trigger it more than once. Spell traps have no reset element.

Repair: To get the trap functioning again, you must repair it.

Manual: Resetting the trap requires someone to move the parts back into place. This is the kind of reset element most traps have.

Automatic: The trap resets itself, either immediately or after a timed interval.

Repairing and Resetting Traps

Repairing a trap requires a Craft (mechanical) check against a DC equal to the one for building it. The purchase DC for raw materials is reduced by 5. To calculate how long it takes to fix a trap, use the same calculations you would for building it, but use the cost of the raw materials required instead of the actual price.

Resetting a trap usually takes only a minute or so. For a trap with a more difficult reset method, you should set the time and labor required.

Bypass (Optional Element)

If the builder of a trap wants to be able to move past the trap after it is created or placed, it's a good idea to build in a bypass mechanism—something that temporarily disarms the trap.

Lock: A lock bypass requires a Disable Device check (DC 30) to open.

Hidden Switch: A hidden switch requires a Search check (DC 25) to locate.

Hidden Lock: A hidden lock combines the features above, requiring a Search check (DC 25) to locate and a Disable Device check (DC 30) to open.

Search and Disable Device DCs: The builder sets the Search and Disable Device DCs for a trap. The base DC for both Search and Disable Device checks is 20. Raising or lowering either of these DCs affects the base cost (Table: Cost Modifiers for Traps) and possibly the CR (Table: CR Modifiers for Traps).

Attack Bonus/Saving Throw DC

A trap usually either makes an attack roll or forces a saving throw to avoid it.

Occasionally a trap uses both of these options, or neither (see Never Miss).

Pits: These are holes (covered or not) that characters can fall into and take damage. A pit needs no attack roll, but a successful Reflex save (DC set by the builder) avoids it. Other save-dependent traps also fall into this category.

Pits come in three basic varieties: uncovered, covered, and chasms. Pits and chasms can be defeated by judicious application of the Climb skill, the Jump skill, or various other means.

Uncovered pits serve mainly to discourage intruders from going a certain way, although they cause much grief to characters who stumble into them in the dark, and they can

greatly complicate a melee taking place nearby.

Covered pits are much more dangerous. They can be detected with a Search check (DC 20), but only if the character is taking the time to carefully examine the area before walking across it. A character who fails to detect a covered pit is still entitled to a Reflex save (DC 20) to avoid falling into it. However, if he was running or moving recklessly at the time, he gets no saving throw and falls automatically.

Trap coverings can be as simple as piled refuse (straw, leaves, sticks, garbage), a large rug, or an actual trapdoor concealed to appear as a normal part of the floor. Such a trapdoor usually swings open when enough weight (usually about 50 to 80 pounds) is placed upon it. Devious trap builders sometimes design trapdoors so that they spring back shut after they open. The trapdoor might lock once it's back in place, leaving the stranded character well and truly trapped. Opening such a trapdoor is just as difficult as opening a regular door (assuming the trapped character can reach it), and a Strength check (DC 13) is needed to keep a spring-loaded door open.

Pit traps often have something nastier than just a hard floor at the bottom. A trap designer may put spikes, monsters, or a pool of acid, lava, or even water at the bottom. Spikes at the bottom of a pit deal damage as daggers with a +10 attack bonus and a +1 bonus on damage for every 10 feet of the fall (to a maximum bonus on damage of +5). If the pit has multiple spikes, a falling victim is attacked by 1d4 of them. This damage is in addition to any damage from the fall itself.

Creatures sometimes live in pits. Any creature that can fit into the pit might have been placed there by the trap's designer, or might simply have fallen in and not been able to climb back out.

A secondary trap at the bottom of a pit can be particularly deadly. Activated by a falling victim, the secondary trap attacks the already injured character when she's least ready for it.

Ranged Attack Traps: These traps fling kunai, arrows, spears, or the like at whoever activated the trap. The builder sets the attack bonus. A ranged attack trap can be configured to simulate the effect of a bow with a high strength rating which provides the trap with a bonus on damage equal to its strength rating.

Melee Attack Traps: These traps feature such obstacles as sharp blades that emerge from walls and stone blocks that fall from ceilings. Once again, the builder sets the attack bonus.

Damage/Effect

The effect of a trap is what happens to those who spring it.

Pits: Falling into a pit deals 1d6 points of damage per 10 feet of depth.

Ranged Attack Traps: These traps deal whatever damage their ammunition normally would. If a trap is constructed with a high strength rating, it has a corresponding bonus on damage.

Melee Attack Traps: These traps deal the same damage as the melee weapons they "wield." In the case of a falling stone block, you can assign any amount of bludgeoning damage you like, but remember that whoever resets the trap has to lift that stone back into place.

A melee attack trap can be constructed with a built-in bonus on damage rolls, just as if the trap itself had a high Strength score.

Special: Some traps have miscellaneous features that produce special effects, such as

drowning for a water trap or ability damage for poison. Saving throws and damage depend on the poison or are set by the builder, as appropriate.

Miscellaneous Trap Features

Some traps include optional features that can make them considerably more deadly. The most common such features are discussed below.

Gas: With a gas trap, the danger is in the inhaled poison it delivers. Traps employing gas usually have the never miss and onset delay features (see below).

Liquid: Any trap that involves a danger of drowning is in this category. Traps employing liquid usually have the never miss and onset delay features (see below).

Multiple Target: Traps with this feature can affect more than one character.

Never Miss: When the entire wall moves to crush you, your quick reflexes won't help, since the wall can't possibly miss. A trap with this feature has neither an attack bonus nor a saving throw to avoid, but it does have an onset delay (see below). Most traps involving liquid or gas are of the never miss variety.

Onset Delay: An onset delay is the amount of time between when the trap is sprung and when it deals damage. A never miss trap always has an onset delay.

Poison: Traps that employ poison are deadlier than their nonpoisonous counterparts, so they have correspondingly higher CRs. To determine the CR modifier for a given poison, consult Table: CR Modifiers for Traps. Only injury, contact, and inhaled poisons are suitable for traps; ingested types are not. Some traps simply deal the poison's damage. Others deal damage with ranged or melee attacks as well.

Pit Spikes: Treat spikes at the bottom of a pit as daggers, each with a +10 attack bonus. The damage bonus for each spike is +1 per 10 feet of pit depth (to a maximum of +5). Each character who falls into the pit is attacked by 1d4 spikes. Pit spikes do not add to the average damage of the trap (see Average Damage, below).

Pit Bottom: If something other than spikes waits at the bottom of a pit, it's best to treat that as a separate trap (see Multiple Traps, below) with a location trigger that activates on any significant impact, such as a falling character.

Touch Attack: This feature applies to any trap that needs only a successful touch attack (melee or ranged) to hit.

Sample Traps

The purchase DC listed for traps are market prices.

CR 1 Traps

Minor Kunai Shower Trap: CR 1; location trigger; no reset; Atk +7 ranged (2d4, kunai)

Note: 30-ft. max range; Search DC 15; Disable Device DC 16. *Purchase DC:* 20.

Minor Exploding Tag Trap: CR 1; proximity trigger; no reset; DC 15 Reflex save halves; 15 ft. radius burst (2d6 fire); onset delay (1 rounds); Search DC 17; Disable Device DC 13. *Purchase DC:* 19.

CR2 Traps

Kunai Shower Trap: CR 2; location trigger; no reset; Atk +10 ranged (3d4+2, kunai)

Note: 40-ft. max range; Search DC 19; Disable Device DC 17. *Purchase DC:* 23.

CR 3 Traps

Bamboo Spike Pit Trap: CR 3; location trigger; repair reset; DC 23 Reflex save avoids; 10 ft. deep (1d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d6+1 each); Search DC 20; Disable Device DC 21. *Purchase DC:* 29.

Exploding Tag Trap: CR 3; proximity trigger; no reset; DC 18 Reflex save halves; 20 ft. radius burst (4d6 fire); onset delay (1 rounds); Search DC 19; Disable Device DC 15. *Purchase DC:* 20.

Greater Kunai Shower Trap: CR 3; location trigger; no reset; Atk +13 ranged (4d4+5, kunai) *Note:* 50-ft. max range; Search DC 20; Disable Device DC 21. *Purchase DC:* 30.

CR 5 Traps

Perfect Kunai Shower Trap: CR 5; location trigger; no reset; Atk +16 ranged (5d4+10, kunai) *Note:* 60-ft. max range; Search DC 22; Disable Device DC 23. *Purchase DC:* 32.

Rockfall Trap: CR 5; location trigger; automatic reset; hidden lock bypass; multiple targets (all target in a 20-foot radius); rock falls (3d8+6 bludgeoning); never miss; onset delay (2 rounds); ranged (3d4+2, kunai) *Note:* 40-ft. max range; Search DC 26; Disable Device DC 24. *Purchase DC:* 37.

CR 6 Traps

Diamond Wire Trap: CR 6; location trigger; manual reset; lock bypass; Atk +16 melee (4d8/x3, slashing); Search DC 21; Disable Device DC 25. *Purchase DC:* 29.

Designing a trap

Mechanical Traps: Simply select the elements you want the trap to have and add up the adjustments to the trap's Challenge Rating that those elements require (see Table: CR Modifiers for Mechanical Traps) to arrive at the trap's final CR. From the CR you can derive the DC of the Craft (mechanical) checks a character must make to construct the trap.

Challenge Rating of a Trap

To calculate the Challenge Rating of a trap, add all the CR modifiers (see the tables below) to the base CR for the trap type.

Mechanical Trap: The base CR for a trap is 0. If your final CR is 0 or lower, add features until you get a CR of 1 or higher.

Average Damage: If a trap does hit point damage, calculate the average damage for a successful hit and round that value to the nearest multiple of 7. Use this value to adjust the Challenge Rating of the trap, as indicated on the tables below. Damage from poisons and pit spikes does not count toward this value, but damage from a high strength rating and extra damage from multiple attacks does.

Multiple Traps: If a trap is really two or more connected traps that affect approximately the same area, determine the CR of each one separately.

Multiple Dependent Traps: If one trap depends on the success of the other (that is, you can avoid the second trap altogether by not falling victim to the first), they must be treated as separate traps.

Multiple Independent Traps: If two or more traps act independently (that is, none depends on the success of another to activate), use their CRs to determine their combined

Encounter Level as though they were monsters. The resulting Encounter Level is the CR for the combined traps.

Table: CR Modifiers for Traps

Feature	CR Modifier
<i>Search DC</i>	
15 or lower	–1
25–29	+1
30 or higher	+2
<i>Disable Device DC</i>	
15 or lower	–1
25–29	+1
30 or higher	+2
<i>Reflex Save DC (Pit or Other Save-Dependent Trap)</i>	
15 or lower	–1
16–24	—
25–29	+1
30 or higher	+2
<i>Attack Bonus (Melee or Ranged Attack Trap)</i>	
+0 or lower	–2
+1 to +5	–1
+6 to +14	—
+15 to +19	+1
+20 to +24	+2
<i>Damage/Effect</i>	
Average damage	+1/7 points*
<i>Miscellaneous Features</i>	
Liquid	+5
Multiple target	+1 (or 0 if never miss)
Onset delay 1 round	+3
Onset delay 2 rounds	+2
Onset delay 3 rounds	+1
Onset delay 4+ rounds	–1
Poison	CR of poison
Heartroot Powder	+2
Nightlily Paste	+1
Ketsuekigyoku	+1
Nevoa Gas	+2
Pit spikes	+1
Touch attack	+1

* Rounded to the nearest multiple of 7 (round up for an average that lies exactly between two numbers).

Trap Cost

The base cost of a trap is purchase DC 20. Apply all the modifiers from Table: Cost Modifiers for Traps for the various features you’ve added to the trap to get the modified base cost.

The final cost is equal to the basic cost + extra costs.

After you’ve multiplied the modified base cost by the Challenge Rating, add the price of any poison you incorporated into the trap (see page 204 for purchase DC value). If the trap uses one of these elements and has an automatic reset, multiply the poison cost by 10 to provide an adequate supply of doses.

Multiple Traps: If a trap is really two or more connected traps, determine the final cost

of each separately, then add those values together. This holds for both multiple dependent and multiple independent traps (see the previous section).

Table: Cost Modifiers for Traps

Feature	Purchase DC Modifier
Trigger Type	
Location	—
Proximity	+2
Touch	—
Touch (attached)	-1
Timed	+1
Reset Type	
No reset	+1
Repair	+1
Manual	—
Automatic	2 (or 0 if trap has timed trigger)
Bypass Type	
Lock	+2 (Open Lock DC 30)
Hidden switch	+2 (Search DC 25)
Hidden lock	+5 (Open Lock DC 30, Search DC 25)
Search DC	
19 or lower	-1
20	—
21 or higher	+2
Disable Device DC	
19 or lower	-1
20	—
21 or higher	+2
Reflex Save DC (Pit or Other Save-Dependent Trap)	
19 or lower	-1
20	—
21 or higher	+3
Attack Bonus (Melee or Ranged Attack Trap)	
+9 or lower	-1
+10	—
+11 or higher	+3
Damage Bonus	
High strength rating (ranged attack trap)	+2 x bonus (max +4)
High Strength bonus (melee attack trap)	+2 x bonus (max +8)
Miscellaneous Features	
Never miss	+4
Poison	Cost of poison*

* Multiply cost by 10 if trap features automatic reset (see page 204 of the core rulebook for details on purchase DC value)

Craft DCs for Traps

Once you know the Challenge Rating of a trap determine the Craft (mechanical) DC by referring to the table and the modifiers given below.

Trap CR	Base Craft (mechanical) DC
1–3	20
4–6	25

7–10	30
11+	35

Additional Components	Modifier to Craft (mechanical) DC
Proximity trigger	+5
Automatic reset	+5

Making the Checks: To determine how much progress a character makes on building a trap each week, that character makes a Craft (mechanical) check. See the Craft skill description for details on Craft checks and the circumstances that can affect them.

Relics and Artifact

Nobody knows for sure how and why they were created, but one thing is for sure: they exist. They take multiple form; they can be rings, swords or even a rusty shuriken and are a Ninja Nation's treasure. They are called upon in times of need, to give their wielder the additional something they need to achieve their goals.

They are in no way magical, and can only be properly used by someone trained in the proper use of his Chakra. One should be careful about introducing Relics and Artifact to a game, as it can greatly damage game balance quite easily. One should note that each relic is unique. Relics and Artifacts are split in two categories: Minor, and Major. Minor relics and artifacts are those that hold little power or importance or that can be reproduced. Major relics and artifacts are not only generally unique, but often hold a great deal of power and provide a great deal of opportunities to those that harness their powers.

Minor

Akimichi Food Pills: These pills are a secret weapon of the Akimichi Clan of Konoha, and can be created with a Craft (chemical) check DC 23 for the green pill, DC 25 for the yellow pill and DC 27 for the red pill. Each pill requires 6 hours and 6 (green), 12 (yellow) or 18 (red) points of chakra to craft that can't be converted. Each pills have different effects, see below for details. A character without the Akmichi Toughness feat will die one round after ingesting a food pill of any type, unless it succeeds a Fortitude save (DC 30) every round while its effect last.

Green: The green food pill grants the character a +2 bonus to Strength ranks that stack with other non-permanent bonuses, as well as a +10 temporary Chakra increases for 1 minute. After 1 minute, the character becomes stunned from the pain for 1 round, and suffers 3d6 points of damage from the pain (Fortitude DC 18 half) as well as 1d4 points of temporary Constitution damage.

Yellow: The yellow food pill grants the character a +3 bonus to Strength ranks (that does not stack with other non-permanent bonuses), as well as a +10 temporary Chakra increase (that stacks with other increases from food pills) for 5 rounds. After 5 rounds, the character becomes stunned from the pain for 1 round and suffers 5d6 points of damage (Fortitude DC 20 half) as well as 3d6 points of chakra coils damage. The yellow food pill can only be taken after the green food pill, while it is still in effect—by itself, it is useless

(and harmless).

Red: The red food pill grants the character a +50 Chakra increase for 3 rounds; in addition, the character will not die or fall unconscious, regardless of how many hit points it loses for as long as the effect lasts—standard effects of losing an excessive amount of hit points (for example, death) resume after the effect fades. After 3 rounds, the character becomes stunned by the pain for 1 round and will start gaining 1 negative level per round for 2d4 rounds afterwards, up to half of which will become permanent after 24 hours unless the character succeeds a Fortitude save (DC 25). The red food pill can only be taken after the yellow food pill, while it is still in effect—by itself, it is useless (and harmless). A manifestation of the character's chakra (such as a blaze of chakra surrounding him, or translucent wings) will be present for the duration of the effect. Consuming a food pill is a move-equivalent action that does not provoke an attack of opportunity. See *Energy Drain and Negative Levels* for detail.

ANBU Mask: This minor item is actually quite common and worn by most experienced ANBU, as they are handed out to their recruits as they advance in rank. At first glance, it does look rather inconvenient and like it would impede the sight, but the truth is that it does the exact opposite.

When worn, the wearer of an ANBU mask gains a +2 bonus to Spot checks and can Sense Chakra as though he was three level higher, though this ability does not work if the wearer cannot naturally sense chakra. It is equipped with a magnet designed to stick to a forehead protector, coming off only when the wearer molds Chakra and removes it himself as a move-equivalent action.

The wearer of the mask benefits from the effects of a *ninja gas mask*, and allows the user to spend 2 point of Chakra that can't be converted to hit points in order to gain a low-light vision (as per Fukurougan) or change his voice (as per Koemane no Jutsu) for as long as he concentrates. The mask is rather sturdy, having a hardness of 10 and 7 hit points.

Cape of the Soaring Heaven: This cloak is completely white, with red borders in which are sewn springs that cling painfully onto the wearer and decrease his fighting potential. It is worn by the one master of *Hiten Mitsurugi*, whose name has been passed down on the sole graduate for 14 generations: Hiko Seijuro. When worn, the Cape of the Soaring Heaven decrease the wearer's Strength score by 4, he suffers a -1 penalty to Strength and Speed Ranks and a -2 penalty to attack rolls and defense.

Chakra Armor: These extremely rare and powerful armor protect the user against most techniques and lethal blow. This *medium* armor grants the wearer a +4 armor bonus, has a maximum dexterity bonus of +4 while having no armor penalty or reducing the character speed. As long as the character's Chakra Pool is not depleted, he can *Fly* at his base speed with a *poor* maneuverability, as long as he does not carry more than a medium load. In addition, the armor grants the user a +4 deflection bonus to defense against ranged attacks while increasing the character's maximum Chakra Pool by 12 points.

Adding to all that, the armor will protect the user against any *Chakra Control*, *Genjutsu* and *Ninjutsu* technique as long as it can store the entire Chakra Cost of the technique. The

armor can store up to 150 Chakra Point, after which it will break and the user will no longer benefit from the flight, chakra pool bonus, deflection bonus to defense and protection against techniques. If the armor cannot absorb the Chakra Cost in its whole for a technique, it will break and the wearer will suffer the technique's full effects.

Techniques of Rank 7 or higher are not affected and bypass this protection. The character may release the Chakra Storage of the armor, though the process takes 8 hours and the armor cannot be worn during that time. Repairing the armor requires a Repair check (DC 35) and takes 24 hours.

If a character wearing a Chakra Armor touches or attacks another wearing said armor (or advanced chakra armor), both parties will suffer 7d6 points of electricity damage per attack, and the armor as a 15% cumulative chance of breaking per attack for both the attacker and its target. This protection is not active if either armor is broken. Bonuses granted by this armor are not carried over by any "Bunshin" technique.

Hokage Crystal Necklace: This stone is rumored to be cursed, to strike down whoever wears it almost as soon as they wear it. It is rumored to be worth enough to buy several mountains (Purchase DC 43). If the wearer uses the technique *Hokage Shiki Jijun Jutsu - Kakuan Nitten Suishu* while wearing this necklace, or if the wearer's target wears the necklace, it increases the save DC of the technique by 4 and allows the user to concentrate on it twice as long.

Hunter-nin Mask: Much like an ANBU Mask, this item is also somewhat common in that the higher ranked Hunter-nins from most village wear them. They also do not come off unless the wearer molds Chakra and remove the mask as a move-equivalent action, but allow the wearer to Sense Chakra as though it was 5 levels higher, even if it normally cannot.

The wearer also gains a +4 bonus to Spot checks while wearing a Hunter-nin Mask. The wearer of the mask benefits from the effects of a *ninja gas mask*, and allows the user to spend 2 point of Chakra that can't be converted to hit points in order to gain a low-light vision (as per Fukurougan) or change his voice (as per Koemane no Jutsu) for as long as he concentrates. The mask is rather sturdy, having a hardness of 10 and 11 hit points.

Raijin no Yoroi: The armor of the *God of Thunder* cannot be worn and is actually little more than legendary scrap metal kept as a treasure in the *Thunder Country*. It is used by the epic technique *Raijin Riki - Jigen Jutsu* to manifest an avatar of the thunder god.

Snow-nin Gauntlet: With this gauntlet worn by many Snow Ninjas, the wielder's unarmed attack always deal lethal damage equal to a slam attack of a creature the same type and size as he. In addition, the wielder may fire the gauntlet's "fist" 25-feet in any direction to deliver either a touch attack, grapple or standard attack. While this is very practical, the wielder may not attack with the gauntlet until he reel the fist back in as a move-equivalent action.

Stonemantle: This relic is actually a piece of armored equipment made of stone. The fabric is covered in seals that allows for stone to be incorporated with it, thus creating this

very imposing cloak. The cloak is a heavy armor that grants the wearer a +8 armor bonus to Defense (+3 non-proficient), does not reduce the wearer's speed but has a -4 armor check penalty. When worn, the Stonemantle grants the wearer an Earth Resistance 30. Stonemantle is unique to the *Hidden Village of Earth* and weighs 70 pounds.

Suishouken: This simple leather gauntlet is outfitted with a circle-shaped crystal embedded on a complicated seal that allows the user to channel his Chakra in the gauntlet and fire a blast from it. The blast has a range increment of 5 feet and requires a ranged touch attack to hit. To determine how much damage the blast deals, the wielder rolls a Chakra Control check; the blast deals 1d4 points of force damage for every 10 points of the result (maximum 5d4). The wielder may spend an additional 2 points of Chakra to increase the damage dealt by 2d4, though the maximum of 5d4 will not change. Sending a blast requires an attack action that may provoke an attack of opportunity and costs 2 points of Chakra that can't be converted to hit points.

Major

Advanced Chakra Armor: While bearing the same qualities as a standard issue Chakra Armor, the Advanced version allows the character to target an a 5-foot square with his unarmed attack as long as his Chakra Pool is at least 50% full, while increasing the wearer's Chakra Pool by 18 instead of 12. The advanced armor is a heavy armor that grants a +6 armor bonus to defense and has a -2 armor penalty, along with a maximum dexterity bonus of +2 but still does not reduce the character speed.

It can also store up to 220 point of Chakra before breaking and will block techniques up to Rank 11. A character wearing Advanced Armor can freely attack a character wearing a standard Chakra Armor, but the same penalty applies if he tries to attack another Advanced Armor-clad foe. Bonus granted by this armor are not carried over by any "Bunshin" technique.

Arcane Crystal: Often found near arcanite veins, these crystals are filled to the brim with energy from the earth. An arcane crystal holds a certain amount of XP points that can be used by anyone who touches it to substitute his own XP for any effect that consumes experience, such as a spell, technique or enhancement seal.

When the arcane crystal is empty, it turns into a simple, featureless rock. If sold at a market, the arcane crystal fetch 500 ryo per XP it contains. See TABLE: PURCHASE DC TO RYO EQUIVALENCE for details.

Blessed Thorium: This silvery-white metal, often called arcanite, is a naturally occurring phenomenon when thorium veins form in a place rich in chakra. Arcanite is a very rare metal with mystical properties, so rare that it has no market price and is high unknown. Only weapons or armors made mostly of metal benefit from being made of arcanite.

In addition, Arcanite has the strange property of adapting to incorporeal or ethereal creatures. An incorporeal or ethereal creature can wear arcanite armor or wield arcanite weapons or objects as though it was physical, and gain full benefits from it (protection from physical attacks or the ability to strike with a physical object). The arcanite, however, becomes incorporeal or ethereal to match the state of the creature.

Armors and Shields: Armors or shields made of arcanite apply their armor bonus against attacks from incorporeal and ethereal creatures.

Weapons: Weapons made of arcanite deal non-lethal damage to any creature except for incorporeal creatures and outsiders. It suffers no penalty for hitting an incorporeal creature, nor can an incorporeal creature have a chance to take no damage from it. If the weapon is incapable of dealing non-lethal damage, it deals no damage. An arcanite weapon also bypasses "thorium" damage reduction. Enhancement seals placed on an arcanite weapon radiate twice as much chakra.

Arcanite has a hardness of 15, and 15 hit points per inch. It weighs the same as normal thorium.

Bloodstone Ring: This finely carved silver ring holds a magnificent bloodstone. This ring has the power of halving any Chakra Cost spent on a Genjutsu or Ninjutsu technique, up to a minimum of 1. The power of the ring can be used up to three times per day.

Chakra Sealing Eyepatch: This simple looking, brown leather eyepatch is actually a highly advanced technological device designed to seal off the Chakra on the wearer's body. The wearer must have an insanely high Chakra capacity when wearing this, as it puts a great deal of strain on the body. Upon wearing the eyepatch, the character's current and maximum Chakra Pool is reduced by 100, he suffers a -5 penalty to spot checks and his high speed sight, speed and strength ranks are all reduced by 1. Removing the eyepatch instantly cancel those penalties, however, and if worn with insufficient Chakra, it can well kill its wearer instantly. If the character is within range of a creature currently Sensing Chakra when he removes the eyepatch, the creature must make a Fortitude save (DC 15 + 1 per 10 points of the character's Chakra Pool above 100) or be *Dazed* for 2 rounds afterwards.

Demon Necklace: This necklace was originally created by a long dismantled cult to provide the wielder with nigh infinite energy when he draws upon its powers. Whenever the user spends an Action Point in order to gain additional Chakra, the amounts rolled is tripled. The user, however, must succeed a Fortitude save (DC 20) after 1d6 minutes or suffer 1d3 point of temporary Constitution damage.

Faux Body: This device is a featureless, waxy humanoid body. It can be possessed by any humanoid creature as though a humanoid body with a Strength, Dexterity and Constitution score of 10, and will immediately take upon the appearance, gender and physical characteristic of the humanoid possessing it. When the possession ends, the faux body returns to its inanimate state.

Forbidden Scroll of Seals (Konoha): This very large scroll marked with the symbol "Kin" appears as a very ancient but well conserved scroll. In reality, it contains a massive number of forbidden technique, including all the forbidden techniques of the Hidden Leaf. A character studying the following techniques from the Forbidden Scroll of Seals gains a +4 equipment bonus to Learn checks: Kage Bunshin Sai, Chakramane no Jutsu, Chikara no In, Edo Tensei, Jikoku Kage Bunshin no Jutsu, Juuin Jutsu, Kage Bunshin no Jutsu, Kai-mon Kai, Kei-mon Kai, Kokuangyou no Jutsu, Kyouka Kage Bunshin no Jutsu, Kyu-mon Kai, Kyuukyoku Enkoudate, Magen - Kyounomen, Magen - Kyuuten Jikaichou, Nan Kaizou no Jutsu, Omote Renge, Ransoutengai no Jutsu, Sei-mon Kai, Sennei Jashuu, Sennei Tajashuu, Sennen Goroshi, Shiki Fuujin, Shou-mon Kai, Shuriken Kage Bunshin no Jutsu, Souja Sousai no Jutsu, Tajuu Kage Bunshin no Jutsu, Tenma Mukurode, To-mon Kai, Tomegane no Jutsu, Ura Renge and Yuukaifuu.

Hyourinmaru: This *mastercraft +3 to damage arcanite hansori* is also a powerful weapon of the ice element. It is equipped with a *greater soulbind* seal attuned to *Hitsugaya Toshiro*, a *soul flayer* seal and a *midnight chill* seal. It is also considered to be an epic weapon for the purpose of bypassing damage reduction.

Kongou Nyoi: This masterwork quarterstaff is in fact *Enma's* transformed form, and grants its wielder a +2 bonus to attack and damage rolls.

Once per round at the user's command, *Enma* may lash out and extend his arm from the staff to attack twice with its claw attack at a +17 attack bonus, and deal 1d4+3 point of slashing damage on a successful hit.

The Kongou Nyoi has a hardness of 10 and shares the same hit point as *Enma*. Once the staff is destroyed, *Enma* is dismissed. In addition, the staff may freely expand and grants the user a 10 foot reach. It also can collapse and become as small as *Tiny* when needed.

While in this state, *Enma* is still aware of his surrounding and can speak, hear and see all the same. He can still change back at any time as a free action. If the weapon is duplicated using a technique such as *Kage Bunshin*, *Enma* cannot make a claw attack through the staff.

Kusanagi no Tsurugi: This unique sword is a mastercraft katana that grants its wielder a +3 bonus to damage rolls. In addition to that, it ignores 5 points of hardness when attacking an object. If a creature has damage reduction, *Kusanagi no Tsurugi* also ignores the first 5 points.

Mugenjin: This *mastercraft +5 to damage katana* was a weapon wielded by the master assassin *Shishio Makoto*. The wielder gains a +4 bonus to checks made to perform *kaengiri*, *homura dama* and *tsui no hiken - kaguzuchi* techniques. Mugenjin counts as an epic weapon for the purpose of bypassing damage reduction.

Raijin no Ken: The famous *sword of the God of Thunder*. This weapon was used by the Country of Fire's second *Hokage*. While it may look like a simple sword handle on first glance, the wielder may make a Chakra Control check (DC 20) to activate it as a

move-equivalent action, as long as his Chakra Pool is at least 1. Once the sword is active, a 2-foot long blade of cracking energy extends from the handle, blade that delivers 2d8 points of electricity damage on a touch attack, though the wielder may not apply his strength bonus to damage. The blade has an hardness of 10 and 7 hit points, and if sundered, a new one can be created in 1d4+2 rounds. Raijin no Ken is an archaic weapon.

Samehada: This dark iron greatsword is the signature weapon of *Hoshigaki Kisame*, a *Hidden Village of Mist* missing-nin. Besides being covered in bandages most of the time and actually being more of a giant shaver than a blade, it has the unusual ability to absorb the released Chakra and render a creature unable to use a technique. It possess a Greater Soulbind advanced weapon seal adjusted to Hoshigaki Kisame and a Chakra Sponge greater weapon seal.

Shinsou: This mastercraft +3 to hit arcanite wakizashi has a *greater soulbind* seal attuned to *Ichimaru Gin*, an *expand* weapon seal and a *soul flayer* weapon seal. It is considered to be an epic weapon for the purpose of bypassing damage reduction.

Voidheart Cloak: These special, fashionable cloaks are made from a foreign material of great quality. The tailor only made 13 such cloaks before death took him, and as such they are a rarity in the ninja world. Using the old techniques and many complicated seals, he created a fantastic training tool and armored vestment, which is also sometimes used as a restraint. For every Chakra point the wearer currently has, the cloak adds 2 pounds to his carried weight. In addition, for every 40 pounds added by the cloak, the wearer gains a +1 armor bonus to defense. Because of it's strong fabric and the seals placed on it, the cloak cannot be destroyed by any mean short of leaving it in lava for an extended period of time. Of course, if the wearer's Chakra is decreased by any mean, the weight of the cloak also diminishes.

Zangetsu: This *mastercraft +3 to hit arcanite greatsword* is actually a legendary sword wielded by an expert swordsman who has long since passed. It is equipped with a *greater soulbind* seal attuned to *Kurosaki Ichigo*, a *heaven's steel blade* seal as well as a *soul flayer* seal. Zangetsu is considered to be an epic weapon for the purpose of bypassing damage reduction.

Puppets

It is not unusual for a ninja to use a tool to fight for him, while he hides in the shadows, waiting for the right moment. The Puppeteer enjoys the ability to control a construct at safe distance, while staying out of danger.

The rules for controlling puppets are based on standard character-scale combats. By spending his own actions, the puppeteer makes his puppet fight or perform a task. These basic rules are made as simple as possible to allow both ease of play and efficiency.

Puppet Types

Puppets come in all size and colors, and can serve many, many purpose. In the various *hidden villages*, it is not completely unusual to find a shop specialized in puppeteer equipment that sells parts or offer repair service. Basically, there are two types of puppets: combat puppets, and utility puppets.

Combat Puppets: These constructs are designed for the best possible combat efficiency. They are easily identified with by their many weapons (or hidden weapons), and often their lack of design. A *Combat Puppet* can initially be built using the core (see below) and 3 *weapon* points. Refer to the table below to see the maximum number of points that can be spent on a Combat Puppet.

Utility Puppets: The utility puppets are often used to carry materials or creatures, and are much less versatile as their combat counterpart. They are easily identifiable by their utter lack of weapon, and often pompous design. An *Utility Puppet* can initially be built using the *Core* and 3 *utility* point. Refer to the table below to see the maximum number of points that can be spent on an Utility Puppet.

Human Puppets: These puppets were crafted from actual human bodies with very specific purpose in mind. They are covered later in the chapter.

Puppet	Utility Point	Weapon Point	Free Point
Combat	3	9	2
Utility	7	5	2
Human	10	10	—

Weapon Point: These units are used to calculate the number of offensive gadgets a puppet can have.

Utility Point: These units represent the number of non-lethal gadgets a puppet may have, such as a container able to entrap a medium-size creature or smaller.

Free Point: A free point is one that can be assigned as either a utility or weapon slot and can be used to work in either type of components.

Regardless of type, a puppet can only contain a set number of components, as shown below:

Size	Fighting Space	Reach	Bonus	Hit Points	Body Slots		
					Head	Limbs	Chest
Small	2 ½ ft. by 2 ½ ft.	2 ½ ft.		5	—	2	1
Medium-size	5 ft. by 5 ft.	5 ft.		10	1	3	2
Large or larger	10 ft. by 10 ft.	10 ft.		20	2	3	3

Size: The size category of the puppet.

Fighting Space: The fighting space used by the puppet.

Reach: The reach of the puppet's attack.

Head: This entry indicates the number of components a character can add to the puppet's head (such as a smoke bomb thrower).

Limbs: The number indicated here is the maximum number of components a character can add to a puppet's limbs (such as extra limbs).

Chest: This entry indicates the number of components the puppet's body can contain

(such as a creature container to trap a smaller creature inside).

Installing a Component: Requires 1 hour per 5 point of the purchase DC (rounded down) and a Craft (mechanical) check equal to the purchase DC of the component. Uninstalling a component takes half as long and requires a Craft (mechanical) check DC 15.

Puppeteer Combat

Controlling a puppet in combat is made slightly different from normal combat. Wherever the puppet goes, it **must** remain in the puppeteer's line of sight *at all time*.

Actions: The puppeteer decides every round what actions he sacrifice into controlling his puppets. A move-equivalent action means that the puppets can move up to their maximum range or perform a skill requiring such an action. An attack action means that the puppet can activate a component that requires an attack action, or attack a single creature. A full round action means that the puppet can perform a full-attack action, make a skill check that takes a full round, or make a move-equivalent action *and* an attack action.

Every puppet under control of the puppeteer gain the appropriate number of action sacrificed. And so if the puppeteer spends a full round controlling two puppets, both can make a full attack action. Abilities that grant the puppeteer extra move or attack actions can only apply to a single puppet.

March: The puppeteer may make a full-round action to instead move both himself and all puppets he controls at twice their movements speed. Both puppeteer and puppets provoke attacks of opportunity normally while *marching*.

Puppet HD: A puppet always has 1 hit die. The puppeteer may, however, have an ability that may increase that number.

Once a puppet is reduced to 0 hit points or below, it is disabled and becomes inanimate. A disabled puppet cannot be reanimated for 2 rounds.

Puppet Defense: A puppet's base defense is $10 + \text{size modifier} + \text{the user's class defense bonus} - 2$ per puppet the puppeteer is controlling at the same time. The puppet also suffers a cumulative -1 penalty for every 10 feet beyond 30 feet from the puppeteer. Certain abilities a puppeteer can have may change this value.

Puppet's Saving Throws: A puppet is completely immune to effects requiring a fortitude save that don't deal direct damage and all effects requiring a Will save. Its base Reflex save is equal to that of the user + puppet's Dexterity bonus - 2 per puppet the user is controlling. Other modifiers may add a bonus or penalty to the puppet's Reflex save.

Puppet Attack: The puppet determines its number of attacks depending on its HD and components. Making more than one attack requires a full-attack action. The puppet suffers a cumulative -1 penalty every 10 feet beyond 30 feet from the puppeteer.

A puppet's attack bonus is determined as follow: 1d20 + puppet's attack bonus + size modifier + Strength score + miscellaneous bonus (such as feats, mastercraft components or special abilities).

Puppet's Standard Bonus: Refer to the puppet's entry for details.

Range Penalty: Puppets suffer a -1 penalty to attack rolls and defense every 10 feet beyond 30 feet from the puppeteer.

Size Modifier: Puppets are Small, Medium-size or Large in size. Small puppets have a +1 bonus to attack rolls and defense, Medium-size puppets have no bonus to attack rolls or defense and Large puppets suffer a -1 penalty to attack rolls and defense.

Ability Scores: A puppet only has a Strength score. It has no Intelligence, Wisdom or Charisma scores and shares the user's Dexterity score. A Small puppet gains a +2 bonus to its Dexterity score, while Medium-sized and Large puppets suffers a +0 and -2 penalty respectively, regardless of the user's.

Mastercraft Component: If one of the puppet's weapon is a mastercraft weapon, add its modifier to attack rolls.

Automatic Misses and Hits: As in standard combat, a natural 1 on the attack roll is always a miss. A natural 20 is always a hit. A natural 20 also always threatens a critical hit.

Puppet Skills: While a puppet may have no rank in any skills, the puppeteer can still use the puppet as medium to perform any of the following skill with a -4 penalty: Computer Use, Craft (any skill), Demolitions, Disable Device, Drive, Escape Artist, Hide, Move Silently, Pilot and Repair. The puppeteer also suffers form Range Penalty when having its puppet perform a skill (cumulative -2 penalty to skill checks for every 10 feet from the puppeteer). Some component may give the puppet a bonus to certain skill.

Puppet Feats: A puppet has no feat, but the puppeteer may have abilities that allows him to use a puppet as though it possessed a determined feat.

Puppet Movements: The standard puppet movement is *30 feet*, although some feat or ability may modify that entry. Some puppets may have a component that allows the puppeteer to make it fly.

Puppet Immunities: A puppet is immune to ability damage, ability drain, blindness, mind-affecting effects, daze, deafness, death effects, disease, energy drain, fatigue, exhaustion, nausea, paralysis, stun and poisons. A puppet is also immune to mind-affecting effects, and effects provoking a Fortitude or Will save.

Puppet Chakra: A puppet can be animated using the puppeteer's Chakra. If a puppet's chakra becomes 0, regardless whether it was drained or otherwise expended it, it becomes *disabled* and cannot be animated for 1d4 rounds.

Puppet Defeats: If a puppet is defeated in combat, reduced to 0 hit points or below, it becomes disabled and unable to be animated again for 2 rounds.

In addition, the puppet gains a cumulative -1 equipment penalty to attack rolls, defense, saving throws and skill checks every time it is defeated, up to -5. If the penalty reaches -5, the puppet is destroyed.

Repairing a Puppet: Removing -1 from the defeat penalty requires a Repair check (DC 20) and takes 1 hour. It has a cost equivalent to a Purchase DC 9.

Repairing a destroyed puppet requires a Repair check (DC 35) and each attempt is 40 hours of work (5 days). It has a cost equivalent to a Purchase DC 17.

All components are included during the repair—meaning that they are functional, but not necessarily reloaded unless the extra cost are paid.

Crafting Human Puppets

A skilled puppeteer and craftsman also possess the uncanny ability to make a puppet out of a humanoid corpse. With the required parts and resources, one can make a mechanical replica of the old body, even keeping its physical attributes and strength.

Puppets crafted that way, henceforth referred to as "human puppets," are very similar to humans in appearance, though one would have to have very poor observation skills to mistake the puppet for a real human (DC 5 Spot check.)

One needs to have a certain feat or special ability to be able to craft this type of puppets.

Ability Scores: A human puppet's Strength and Dexterity score remain the same, but it has no Constitution, Intelligence, Wisdom or Charisma scores. The human puppet *does not* share the user's dexterity score.

Hit Points: A human puppet's hit points are the same as a regular puppet with its bonus hit points as a construct, and it gains a +1 bonus hit point per 2 hit dice of the base creature used to make it. It keeps this bonus even when animated with 1 HD (so a 1HD Medium-sized puppet made of a 8 HD humanoid would have 1d10 plus 14 hit points).

Bonus Chakra Pool: When animated, a human puppet gains a bonus to its Chakra Pool equal to +1 for every 10 points of the original creature's Chakra Pool, maximum +5. When crafted, the bonus chakra can be less than maximum at the crafter's choice.

The bonus chakra pool is a daily bonus that is recovered fully every 24 hours when used. Bonus chakra expended is not regained until then, even if the puppet is reanimated.

Special Abilities: The puppet keeps none of its extraordinary, supernatural or spell-like special abilities, but has standard puppet immunities and bonus granted by the puppeteer.

Power Units: A human puppet will keep as many or all power unit that the base creature may have had as the character crafting it is capable of including in the crafting process.

Components: A human puppet can still have components as a standard puppet, but its

number of utility or combat point is limited. Refer to Table: Crafting Human Puppets below for details.

Crafting: The creation of a human puppet requires the use of the Craft (mechanical) skill and takes 5 hours per point of the DC. Refer to the table below for the conditions that increases or decrease the Craft DC.

TABLE 15-15: CRAFTING HUMAN PUPPETS

Crafting Conditions	Craft DC Modifier	Purchase DC Modifier
Base Creature's Size (Choose one)		
Small or smaller (counts as Small)	5	0 (base)
Medium-sized	10	5 (base)
Large or larger (counts as Large)	15	10 (base)
Base Creature's Movement Speed (Choose one)		
20 feet	-1	+0
30 feet	+0	+0
40 feet	+1	+0
+10 feet	+1	+1
Every day past the creature's death (max +10)	+1	+1
Per HD of the base creature (round up)	+0.5	+0.5
Every additional day spent (max -10)	-1	-
Per Power Units of the base creature	+2	+2
Per point of Strength modifier (max +5)	+1	+1
Per point of Dexterity modifier (max +5)	+1	+1
Per Utility point (max 10)	+1	+1
Per Weapon point (max 10)	+1	+1
Bonus Chakra Pool (max +5)	+2	+1

Puppet Components

One of the most important asset of a puppeteer is the number of Component a puppet has. Some puppeteer may chose quality over quantity, but a hefty number of weapons or gadget is very important to have a useful puppet.

Components that require a save have a DC of 10 + half the puppet's HD + puppeteer's Int modifier, unless specified otherwise.

Unless specifying otherwise, operating a component is an attack action. See Craft (mechanical) for more details on crafting puppet components.

Body Slot: The body slot the component fits in. It is free if the component is uninstalled.

Points: The number of points, utility, combat or free, the component requires when installed. The points are freed if the component is uninstalled.

Cost: The component's Purchase DC.

Weight: The component's weight adds to the puppet's weight.

Additional Limbs: Each additional limb may provide a puppet an extra attack at the puppet's highest attack bonus, although it is treated as a normal creature with multiple limbs. This component can be taken multiple times, but each time the Weapon Points

cost increase by 1 (1 for the first, 2 for the second, 3 for the third, and so on).

Body Slot: Limbs. **Points:** 1 weapon. **Cost:** 20. **Weight:** 4 lbs.

Adept Body: The puppet's body is far easier to control, and grants a +1 equipment bonus to skill checks made using the puppet (Computer Use, Craft (any skill), Demolitions, Disable Device, Drive, Escape Artist, Hide, Move Silently, Pilot and Repair).

Body Slot: Chest. **Points:** 1 utility. **Cost:** 15. **Weight:** Puppet weight reduced by 5 pounds.

Armor Plating: The plating provides the puppet with a +2 armor bonus to defense, but implies a -1 armor penalty to checks. This enhancement can be taken multiple times, and its effect stack.

Body Slot: Chest. **Points:** 1 utility. **Cost:** 16. **Weight:** 8 lbs.

Blades: With this component, the puppet's main hand holds a weapon that deals damage as though a claw attack the puppet's size category.

When making a full attack action with a "blades" component, treat as though the puppet was wielding a weapon the puppeteer is proficient in. The puppet gains multiple attack during such an action from increased attack bonus.

The blades cannot be disarmed, but they can be sundered.

Body Slot: Limbs. **Points:** 1 weapon. **Cost:** 15. **Weight:** 1 lb.

Blades, hidden: This component uses no slot but must instead be attached to the Blades component. The blades are contained in the puppet's body instead and may be released, or drawn, as a free action.

It can also be done as part of an attack action, against which the target must succeed a Spot check (DC opposed to the puppet's attack roll) or lose its Dexterity bonus to defense against the first attack.

The blade afterwards function as a normal Blades component and requires a full-round action to "sheathe".

Body Slot: None. **Points:** 1 weapon. **Cost:** 20. **Weight:** 0 lbs.

Blades, huge: Same as blades, but the weapon deals damage as though two size category larger than it is in reality. This component does not stack with any other Blades component.

Body Slot: Limbs. **Points:** 3 weapon. **Cost:** 25. **Weight:** 5 lbs.

Blades, large: Same as blades, but the weapon deals damage as though one size category larger than it is in reality. This component does not stack with any other Blades component.

Body Slot: Limbs. **Points:** 2 weapon. **Cost:** 20. **Weight:** 3 lbs.

Blades, hollow: This component can be added to any Blades component, and therefore

does not use a body slot, but cannot be used with *Blades, hidden*. This component allow the puppet's claw attack to hold two dose of poison instead of 1.

Body Slot: None. **Points:** 1 weapon. **Cost:** 18. **Weight:** 0 lbs.

Bomb: This component allows the puppet to self-destruct. The puppet deals 1d6 points of fire damage per 2 points of Chakra it was animated with (maximum 10d6), which can be halved with a Reflex save (DC 14+Int modifier). The blast radius is 10-ft. (small), 20-ft. (medium) or 30-ft. (large).

When this component is used, the puppet is deanimated and immediately destroyed (equipment penalty immediately increased to -5). Each component of the puppet has a 10% chance of being permanently destroyed, roll for each component.

Body Slot: Any. **Points:** 2 weapon. **Cost:** 15. **Weight:** 10 lbs.

Cannon: This cannon is integrated as a hidden weapon in the puppet's head or limb. The puppet can hold up to 5 smoke bomb, grenade, shuriken, kunai, throwing needles or other such small projectile, which it can throw normally without needing to draw them. The grenades can and must be replaced after being used.

Body Slot: Head or Limb. **Points:** 1 weapon. **Cost:** 20. **Weight:** 5 lbs.

Detachable Limbs: The puppet's limbs can detach and re-attach itself. It gains a +4 bonus to escape artist checks, and can free itself from being Entangled as a full-round action with an Escape Artist check (DC 20).

Body Slot: None. **Points:** 2 utility. **Cost:** 15. **Weight:** 0 lbs.

Dragon's Breath: The puppet releases a 20-ft. cone-shaped burst of fire. Any creature caught in the area of effect of the cone takes 3d8 point of fire damage, halved on a successful Reflex save.

The component must be reloaded with a Repair check (DC 18) after each use, and costs Purchase DC 4. Using this component costs the puppet 2 points of Chakra.

Body Slot: Head. **Points:** 1 weapon, 1 utility. **Cost:** 18. **Weight:** 2 lbs.

Elemental Cannon: The puppet can shoot elemental "bullets" as part of a normal attack action or full-attack action. The attack roll is modified by the puppeteer's Intelligence modifier.

This component must be loaded with an Elemental Scroll (see Craft (calligraphy) for details). Manually loading a scroll in the component is an attack action and requires a Repair check (DC 13).

Each bullets deal 2d6 points of damage of the type determined by the scroll used (a Fire Scroll would deal fire damage, Ice Scroll cold damage, Lightning Scroll electricity damage and so on).

Each scroll can fire 4 bullets; the scroll is destroyed when empty. Firing a bullet costs the puppet 1 point of Chakra. This component cannot be installed with a Blades component.

Body Slot: Limbs. **Points:** 2 weapon. **Cost:** 19. **Weight:** 2 lbs.

Elemental Cannon, Superior: Same as Elemental Cannon, but the attacks deal 1d6 points of splash damage creatures in squares adjacent to the target.

This component can only be activated from a puppet animated with 8HD or more. Each bullet costs the puppet 2 points of Chakra.

Body Slot: Limbs. **Points:** 4 weapon. **Cost:** 24. **Weight:** 2 lbs.

Elemental Cannon Holster (requires Elemental Cannon): This component is installed with the Elemental Cannon component and allows the puppet to carry 4 elemental scrolls. The scrolls in the component can be loaded as a move-equivalent action (as though reloading a firearm).

Body Slot: None. **Points:** 2 utility. **Cost:** 14. **Weight:** 3 lbs.

Extendable Limbs: With this component, the puppeteer is able to increase the reach of a puppet's limb by 5 feet.

Body Slot: Limbs. **Points:** 3 utility. **Cost:** 16. **Weight:** 4 lbs.

Force Shield: Same as Force Shield, Minor, except that the bonus is +2. The chakra cost is 2.

Body Slot: Limb. **Points:** 1 utility. **Cost:** 13. **Weight:** 1 lb.

Force Shield, Greater: Same as Force Shield, Minor, except that the bonus is +3 and the puppet suffers a -1 armor penalty to checks. The chakra cost is 3.

Body Slot: Limb. **Points:** 2 utility. **Cost:** 16. **Weight:** 1 lb.

Force Shield, Minor: The puppet holds creates a shield in one of its hand, making it unable to hold a weapon or object. The shield is bright blue and made of chakra, and grants the puppet a +1 shield bonus to Defense. The shield lasts for 1 minute. Activating this component costs the puppet 1 point of Chakra.

Body Slot: Limb. **Points:** 1 utility. **Cost:** 10. **Weight:** 1 lb.

Force Shield, Superior: Same as Force Shield, Minor, except that the bonus is +4 and the puppet suffers a -2 armor penalty to checks. The chakra cost is 4.

Body Slot: Limb. **Points:** 3 utility. **Cost:** 20. **Weight:** 2 lbs.

Grand Dragon's Breath: Same as dragon's breath, but the damage is 6d8 and the cone is a 40-ft. burst.

The component must be reloaded with a Repair check (DC 23) after each use, and costs Purchase DC 7. Using this component costs the puppet 6 points of Chakra. This component can only be activated if the puppet was animated with 8HD or more.

Body Slot: Head. **Points:** 2 weapon, 1 utility. **Cost:** 18. **Weight:** 4 lbs.

Hollow Body: This component allows the puppet to store weapons or items in its body

that it can draw as a free action. The hollow body can hold 1 item one size category larger than the puppet, 2 items of the same size, 4 items one size category smaller, and so on.

Body Slot: Chest. **Points:** 2 utility. **Cost:** 16. **Weight:** Puppet weight reduced 5 pounds.

Improved Servos: The puppet gains a +2 bonus to Strength, and all natural attacks damage die increased one step (this doesn't stack with the Blades components' increase).

Body Slot: Limb. **Points:** 2 utility. **Cost:** 24. **Weight:** 10 lbs.

Iron Maiden (Requires Torso Tank Component): The puppeteer, if he has a creature caught in the puppet's *Torso Tank*, may make a melee touch attack every round with a +15 bonus to hit all the creatures in the tank as a free action. If the attack hits, the creature suffers 5d6 points of piercing damage from the attack. Those iron spikes can be retracted back into the puppet, leaving the tank bare of any weapon as a move-equivalent action.

Body Slot: Chest. **Points:** 3 weapon. **Cost:** 20. **Weight:** 10 lbs.

Light Frame (Small or Medium-sized only): The puppet gains a +2 bonus to Dexterity, but suffers a -2 penalty to Strength.

Body Slot: Chest. **Points:** 1 utility. **Cost:** 12. **Weight:** Puppet weight reduced by 10 pounds (minimum half).

Locking Gauntlets: With this particular component, the puppet is able to wield a weapon with the same proficiencies as its puppeteer. It also gains a +4 bonus to checks to resist disarms. This component can be purchased more than once, each time it applies to a new limb.

Body Slot: Limbs. **Points:** 1 utility. **Cost:** 14. **Weight:** 1 lbs.

Gore: The puppet gains a gore attack that deals damage as per its size category. The gore attack counts as a secondary natural weapon, and cannot be used in a full-attack action with the tail component, the puppeteer must choose to use one or the other.

Body Slot: Head. **Points:** 1 weapon. **Cost:** 14. **Weight:** 2 lbs.

Kunai Shower: The puppet releases a torrent of kunai in a 15-ft. cone-shaped burst. The burst deals 2d4+2 points of piercing damage, and can be avoided with a Reflex save (DC 13+Puppeteer's Int modifier). Once fired, this component is discharged. It can be reloaded with a Repair check (DC 14) and at a cost of Purchase DC 3. The process takes 5 rounds.

The trap can be coated in injury poison by applying 5 doses before installation, though it reduces the efficiency of the poison used (Save DC reduced by 2).

Body Slot: Any. **Points:** 1 weapon. **Cost:** 18. **Weight:** 2 lbs.

Kunai Shower Mark II: Same as kunai shower, except that the damage dealt is 3d4+3 and the Reflex save is (DC 15+Int modifier). It can be reloaded with a Repair check (DC 16) and at a cost of Purchase DC 5. The process takes 5 rounds.

This component can only be activated if the puppet was animated with 5 HD or more.

Body Slot: Any. **Points:** 2 weapon. **Cost:** 18. **Weight:** 4 lbs.

Kunai Shower Mark III: Same as kunai shower, except that the damage dealt is 5d4+5 and the Reflex save is (DC 17+Int modifier). It can be reloaded with a Repair check (DC 16) and at a cost of Purchase DC 5. The process takes 5 rounds.

This component can only be activated if the puppet was animated with 8 HD or more.

Body Slot: Any. **Points:** 2 weapon. **Cost:** 18. **Weight:** 6 lbs.

Makibishi Launcher: The component contains enough makibishi to cover a 10-ft. by 10-ft. area with makibishi each charge. Using the component is an attack action. The Makibishi Launcher holds up to 2 charges as a Chest component, or 1 charge as a Limb or Head component. Recharging the component requires a Repair check (DC 13) to be made and a Purchase DC 6 per charge.

Body Slot: Any. **Points:** 1 weapon and 2 utility (head or limb) or 2 weapon and 1 utility (chest). **Cost:** 14. **Weight:** 2 lbs.

Net Trap: The puppet fires a burst of netting as a ranged touch attack with a 20-ft. range. If the attack hits, the target becomes entangled.

The target can attempt to escape once per round as a move-equivalent action that may provoke an attack of opportunity with an Escape Artist check (DC 14+puppeteer's Int modifier). The net can only be used on a Medium-size or smaller target, and must be reloaded after being used.

Reloading the net trap requires 5 minutes and a Repair check (DC 14), which costs the equivalent of Purchase DC 5.

Body Slot: Chest. **Points:** 2 utility. **Cost:** 18. **Weight:** 4 lbs.

Porcupine Trap: The puppet shoots a torrent a needle out of its body in a 20-ft. burst around itself. Creatures caught in the area of effect suffer 3d6+3 point of piercing damage, halved with a successful Reflex save.

The needles can be poisoned when loading the component using 5 doses of poison, though it reduces the efficiency of the poison used (Save DC reduced by 2).

When used, the trap is unusable until reloaded with a Repair check (DC 15), requiring 1 minute, and a cost equivalent to a Purchase DC of 8 (poison not included).

Body Slot: Limbs and Chest. **Points:** 2 utility. **Cost:** 20. **Weight:** 5 lbs.

Sea of Open Hands: This counts as a Medium-sized entity attached to the puppet occupying the five-foot square in adjacent to it. The puppet cannot attack while this entity is active (dismissing it is a free action).

The entity can grapple a target from 15 feet away and counts as a creature three size category larger than the puppet it is attached to for the purpose of doing so, using the puppet's grapple and strength bonuses.

If the puppeteer deals damage during a grapple, the puppet counts as though it was three

size category larger than in reality for the purpose of doing so.

Body Slot: Limbs. **Points:** 1 weapon, 2 utility. **Cost:** 23. **Weight:** 2 lbs (50 lbs. while active).

Shields: The shield-like plating is installed on every limb of the puppet in order to allow the puppeteer a greater blocking potential. It provides the puppet a +2 shield bonus to defense.

Body Slot: Limbs. **Points:** 2 utility. **Cost:** 13 +1 per attacking limbs of the puppet (usually 2). **Weight:** 1 lb per limb.

Tail: The puppet gains a tail whip attack that deals damage as per a Slam attack. The tail attack counts as a secondary natural weapon, and cannot be used in a full-attack action with the gore component, the puppeteer must choose to use one or the other.

Body Slot: None. **Points:** 1 utility. **Cost:** 12. **Weight:** 4 lbs.

Torso Tank: With this component, the puppet gains the Swallow Whole special ability, except that the creature is located in the puppet's torso instead of its mouth. The puppeteer can also control a puppet from within its Torso Tank.

Releasing a creature from the torso tank is a move-equivalent action for the puppeteer. The puppet counts as though it was one size category larger for the purpose of determining what size of creature it can "swallow".

Body Slot: Chest. **Points:** 2 utility. **Cost:** 25. **Weight:** 10 lbs.

Vise Grip: The puppet deals slam damage increased one die when attacking a creature it is currently grappling or holds a pin against.

Body Slot: Limbs. **Points:** 2 weapon. **Cost:** 18. **Weight:** 2 lbs.

Wire: The puppet has a garrote wire concealed in its hand that can be drawn as a free action even during a grapple. It requires a full-attack action to sheathe afterward.

Body Slot: Limbs. **Points:** 1 weapon. **Cost:** 10. **Weight:** 1 lbs.

Puppet Cores

A puppet core is not a monster entry but merely details the bonus the puppet gains. The puppet, when animated, advances like a normal construct. The entries for each category are either fixed (for example, the Small Combat Puppet's Strength score is 12) or a bonus, followed by the descriptor and the details of the ability parenthetically (The Atk entry, for example, is the puppet core's modifier to attack rolls followed by the damage parenthetically, not the puppet's attack bonus).

Small Combat Puppet: Small Construct; hp +5; Spd 30 ft.; Defense +1 size; Grap -4 size; Atk +1 size (1d4+1 slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ puppet immunities; CP +0; Str 12, Dex +2, Con —, Int —, Wis —, Cha —.

Skills: +4 hide.

Components (3 combat points): *Head 1*—None; *Limbs 2*—None; *Chest 1*—None.

Small Utility Puppet: Small Construct; hp +5; Spd 30 ft.; Defense +1 natural, +1 size; Grap -4 size; Atk +1 size (1d4-1 slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ puppet immunities; CP +0; Str 9, Dex +2, Con —, Int —, Wis —, Cha —.

Skills: +4 hide.

Components (3 utility points): *Head 1*—None; *Limbs 2*—None; *Chest 1*—None.

Medium Combat Puppet: Medium-size Construct; hp +10; Spd 30 ft.; Defense +0; Grap +0; Atk +0 size (1d6+2 slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ puppet immunities; CP +0; Str 15, Dex +0, Con —, Int —, Wis —, Cha —.

Skills: None.

Components (3 combat points): *Head 1*—None; *Limbs 3*—None; *Chest 2*—None.

Medium Utility Puppet: Medium-size Construct; hp +10; Spd 30 ft.; Defense +1 natural; Grap +0; Atk +0 size (1d6+1 slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ puppet immunities; CP +0; Str 12, Dex +0, Con —, Int —, Wis —, Cha —.

Skills: None.

Components (3 utility points): *Head 1*—None; *Limbs 3*—None; *Chest 2*—None.

Large Combat Puppet: Large Construct; hp +20; Spd 30 ft.; Defense -1 size; Grap +4 size; Atk -1 size (1d8+4 slam); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ puppet immunities; CP +0; Str 18, Dex -2, Con —, Int —, Wis —, Cha —.

Skills: -4 hide.

Components (3 combat points): *Head 2*—None; *Limbs 3*—None; *Chest 3*—None.

Large Utility Puppet: Large Construct; hp +20; Spd 30 ft.; Defense +1 natural, -1 size; Grap +4 size; Atk -1 size (1d8+2 slam); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ puppet immunities; CP +0; Str 15, Dex -2, Con —, Int —, Wis —, Cha —.

Skills: -4 hide.

Components (3 utility points): *Head 2*—None; *Limbs 3*—None; *Chest 3*—None.

Sample Human Puppet (Craft DC 33, Purchase DC 26): Medium-size Construct; hp +14; Spd 30 ft.; Defense +0; Grap +0; Atk +0 size (1d3+3 slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ puppet immunities; CP +2; Str 17, Dex 14, Con —, Int —, Wis —, Cha —.

Skills: None.

Components (6 combat points, 4 utility points): *Head 1*—None; *Limbs 3*—None; *Chest 2*—None.

Enhancement Seals (Optional Content)

The art of scribing enhancement seals is one seldom taught and rarely accessible. The seals grant additional properties to otherwise mundane equipment, mostly weapons and armor.

Each seal has its own properties, and each piece of equipment has a limit as to the number of different seals it can hold. An enhancement seal cannot be removed from a

weapon or armor unless said weapon or armor is destroyed and reforged.

The knowledge and technique required to craft these seals or adapt equipment to bear an enhancement seal is usually extremely rare, seldom taught or sealed away. This content, and all rules pertaining to enhancement seals, is purely optional.

Rank

The levels of power of enhancement seals are split in 6 ranks. Minor seals are of rank 1 or 2, advanced seals are rank 3 and 4, and greater seals are rank 5 and 6.

Activation

There are three types of enhancement seals: activated, sustained and permanent.

An activated seal can be activated with a specific action with only concentration, specified in the seal's entry. The activated seal lasts for the duration of the action it was meant to perform (see the seal's description for details),

A sustained seal is activated as an attack action and lasts for its full duration or until cancelled as a free action.

A permanent seal is always active and requires no concentration to use.

Certain enhancement seals have a chakra cost to activate. Unless mentioned otherwise, it cannot be converted to hit points. Whenever an enhancement seal is active on a weapon, it counts as chakra-enhanced for the purpose of bypassing damage reduction (therefore, a permanent seal always bypasses said damage reduction).

Identifying the effects of an enhancement seal requires proficiency in sealing techniques or a feat from the Craft Enhancement Seal tree. The identification process takes 5 minutes per rank of the seal, and requires a Knowledge (ninja lore) check (DC 15+2 per seal rank).

Crafting a Seal

To craft a seal requires time, energy and certain exotic powders or inks.

Prerequisites

Crafting a seal has certain requirements, sometimes feats but oftentimes techniques. Example: *rank 6 or higher Katon technique* or *Quick Draw feat*.

Among prerequisites may also figure an increase or decrease of the experience point cost.

XP Cost

The XP Cost of an enhancement seal is directly related to its rank, purpose and method of activation. An activated seal counts as sustained for the purpose of determining its XP Cost. Refer to the table below for details.

Weapon Seals Cost Armor Seals Cost

Minor

Permanent	Rank squared $\times$ 50	Rank squared $\times$ 40
Sustained	Rank squared $\times$ 25	Rank squared $\times$ 20
Advanced		
Permanent	Rank squared $\times$ 75	Rank squared $\times$ 60
Sustained	Rank squared $\times$ 50	Rank squared $\times$ 40
Greater		
Permanent	Rank squared $\times$ 100	Rank squared $\times$ 80
Sustained	Rank squared $\times$ 75	Rank squared $\times$ 60

Time to Create/Purchase DC

Crafting a seal 1 day per 100 XP to create, rounded to the nearest half-day value. A day of creation requires 8 hours of uninterrupted work (or 4 hours for a half-day) and requires spending Chakra as though training to learn a technique (see Learn DC in the Techniques chapter for details).

The Purchase DC is a value representing the costs in components and is equal to $10 + 1$ per 200xp of the weapon seal, or $10 + 1$ per 100xp of the armor seal, minimum 11 (round up).

Crafting an enhancement seal requires the piece of equipment to be outfitted with a certain seal slot for it to be able to bear a seal, which may add to the cost (See Craft (mechanical) new use for details).

Armor Seals

Armor seals are the first category of enhancement seals, and unlike weapon seals, are divided into 6 categories: armor, ear, feet, finger, neck and wrist. A piece of equipment can only carry one seal slot.

An armor seal only functions when placed over the proper area of the body, because it makes use of the chakra coil system and the minute amounts of chakra released by certain tenketsu.

A creature, regardless of its size, is limited in the amount of equipment outfitted with enhancement seals it can wear at once:

- One armor, cape, cloak, coat, mantle, robe or vest on the torso, back or body (armor).
- One pair of boots, sandals, shinguards, shoes on the feet (feet).
- One pair of armguards, gloves, bracers, wristbands on the arms or wrists (wrist).
- One headband, helmet, bandanna, goggles, glasses, necklace, pendant, amulet, medallion or brooch around the neck or head (neck or head).
- Two ring or earring (or one ring and one earring) on the finger or ear (finger, ear).

The enhancement seals on a piece of armor have their own aura, and as a result generate 2 points of Chakra per rank of the seal for the purpose of sensing chakra. For bracers or boots, or other similar items, the armor seal can only be used when the creature wears both items in a pair.

Weapon Seals

Weapon seals are the other type of enhancement seals and relate only to weapons.

A weapon can normally only carry two seal slots, only one of which can be a greater seal slot (one minor, advanced or greater seal slot, and one minor or advanced seal slot).

The enhancement seal on a weapon has its own aura and generates 3 points of Chakra per rank for the purpose of sensing chakra.

Armor Seals

The entries below are enhancement seals that can only be placed on armors (see Armor Seals above).

Minor Seals

A minor seal is a rank 1 or 2 armor seal.

Chakra Protection, Minor (Rank 2): The wielder gains a damage reduction 1/chakra.

Slot: Armor. **Activation:** Permanent; **Prerequisite:** Craft Minor Enhancement Seals, -10 *XP cost, Empowered Resilience feat*; **XP Cost:** 150 XP; **Time to Create/Purchase DC:** 1½ days/DC 12.

Elemental Protection (Rank 2): This armor seal costs 3 points of Chakra to be activated for 1 minute or until it absorbs 50 points of energy damage. The seal reacts to energy attack and absorbs up to 5 points of cold, earth, electricity, fire, water or wind damage per attack (determined upon creation). Only one elemental protection seal of any kind can be active at once.

This seal can only be used once per day.

Slot: Ear, Finger or Neck. **Activation:** Sustained; **Prerequisite:** Craft Minor Enhancement Seals, +20 *XP cost, elemental affinity in the selected element*; **XP Cost:** 100 XP; **Time to Create/Purchase DC:** 1 day/DC 11.

Mind Ward, Least (Rank 1): The wielder gains a +1 resistance bonus to Will saves against compulsion, enchantments and mind-affecting effects.

Slot: Head. **Activation:** Permanent; **Prerequisite:** Craft Minor Enhancement Seals, +10 *XP cost, competence in genjutsu kai*; **XP Cost:** 50 XP; **Time to Create/Purchase DC:** 1 day/DC 11.

Mystical Armor (Rank 1): This permanent seal increases the armor bonus of the item by +1. The bonus of this seal does not stack with a mastercraft bonus.

Slot: Armor. **Activation:** Permanent; **Prerequisite:** Craft Minor Enhancement Seals, +40 *XP cost, Purchase DC +1*, creator must be 4th level or higher; **XP Cost:** 80 XP; **Time to Create/Purchase DC:** 1 day/DC 12.

Surefooted (Rank 1): This seal grants the wearer a +1 bonus to Strength checks against bull-rush attempts.

Slot: Feet. **Activation:** Permanent; **Prerequisite:** Craft Minor Enhancement Seals, +10

XP cost; **XP Cost:** 50 XP; **Time to Create/Purchase DC:** ½ day/DC 11.

Weapon Storing (Rank 2): This seal acts as a weapon holder seal. To add a weapon to the seal, the wielder simply touches the weapon to it and concentrates. This seal allows the wielder to draw the weapons held as a free action. The weapons will appear in the wielder's hand ready to be swung or thrown.

The weapon storing seal can hold 1 large weapon, or 2 medium weapons, or 4 small weapons, or 8 tiny weapons. It can only store weapons of the same size.

Slot: Wrist. **Activation:** Permanent; **Prerequisite:** Craft Minor Enhancement Seals, *proficiency in kankin kanshihon fuuin*; **XP Cost:** 160 XP; **Time to Create/Purchase DC:** 1½ days/DC 12.

Advanced Seals

An advanced seal is a rank 3 or 4 armor seal.

Chakra Protection (Rank 4): The wielder gains a damage reduction 2/chakra.

Slot: Armor. **Activation:** Permanent; **Prerequisite:** Craft Minor Advanced Seals, *-160 XP cost, Empowered Resilience feat*, creator must be 8th level or higher; **XP Cost:** 800 XP; **Time to Create/Purchase DC:** 8 days/DC 18.

Elemental Protection, Greater (Rank 4): Same as Elemental Protection, but costs 5 points of Chakra to activate for 1 minute or until it absorbs 100 points of energy damage. The greater elemental protection seal absorbs up to 10 points of cold, earth, electricity, fire, water or wind damage per attack (determined upon creation). Only one elemental protection seal of any kind can be active at once.

Slot: Ear, Finger or Neck. **Activation:** Sustained; **Prerequisite:** Craft Advanced Enhancement Seals, *+60 XP cost, Purchase DC +1, elemental affinity in the selected element*, creator must be 9th level or higher; **XP Cost:** 700 XP; **Time to Create/Purchase DC:** 5 days/DC 16.

Emptiness (Rank 3): This seal lowers the effective strength of the wearer's chakra signature for the purpose of sensing chakra by 1 category and grants a +1 equipment bonus to Hide checks.

Slot: Armor. **Activation:** Permanent; **Prerequisite:** Craft Advanced Enhancement Seals, *-40 XP cost, Suppress Chakra, Hide 9 ranks*, creator must be 6th level or higher; **XP Cost:** 500 XP; **Time to Create/Purchase DC:** 6 days/DC 16.

Featherweight (Rank 3): This armor seal can only be applied on a Medium or Heavy armor. The armor is treated as though one category lighter (Medium becomes Light, Heavy becomes Medium) to determine the proficiency required to wear it and the movement speed reduction.

The armor's weight is halved (minimum 1 lbs.).

Slot: Armor. **Activation:** Permanent; **Prerequisite:** Craft Advanced Enhancement Seals,

-290 XP cost, *Empowered Resilience feat*; **XP Cost:** 250 XP; **Time to Create/Purchase DC:** 8 days/DC 18.

Mystical Armor, Greater (Rank 3): This permanent seal increases the armor bonus of the item by +2. The bonus of this seal does not stack with a mastercraft bonus.
Slot: Armor. **Activation:** Permanent; **Prerequisite:** Craft Advanced Enhancement Seals, -40 XP cost, *Purchase DC* +3, creator must be 8th level or higher; **XP Cost:** 500 XP; **Time to Create/Purchase DC:** 5 days/DC 18.

Mind Ward, Lesser (Rank 3): The wielder gains a +2 resistance bonus to Will saves against compulsion, enchantments and mind-affecting effects.
Slot: Head. **Activation:** Permanent; **Prerequisite:** Craft Advanced Enhancement Seals, -140 XP cost, *Purchase DC* +1, *advanced proficiency in genjutsu kai*; **XP Cost:** 400 XP; **Time to Create/Purchase DC:** 4 day/DC 15.

Mind Ward, Greater (Rank 4): The wielder gains a +3 resistance bonus to Will saves against compulsion, enchantments and mind-affecting effects.
Slot: Head. **Activation:** Permanent; **Prerequisite:** Craft Advanced Enhancement Seals, -260 XP cost, *Purchase DC* +2, *mastery in genjutsu kai*; **XP Cost:** 700 XP; **Time to Create/Purchase DC:** 7 day/DC 19.

Monitoring (Rank 4): This seal is created in fact a group of seals linked with one another. Each ring in the same batch is linked with the others, and can only be taken off if the wearer is dead, the finger is cut off, or the wearer concentrates for 1 full-round action and removes the ring of his own will.

While wearing the monitoring seal, the wearer is able to concentrate as a free action to know the status of other creatures wearing a linked seal within 100 miles as though using *Iryou Ninjutsu: Iji - Shinryou Jutsu*. The wearer will also be able to tell the direction of any linked ring (this is subject to change if the other ring moves).

Using the ring costs no chakra, and the wearer will be able to know if a ring is inactive, but not if the other wearer is dead or the ring was taken off. An inactive ring cannot be located.

Slot: Finger. **Activation:** Free action; **Prerequisite:** Craft Advanced Enhancement Seals, -440 XP cost, *Purchase DC* +3, *Sense Chakra*, *mastery in Iryou Ninjutsu: Iji - Shinryou Jutsu*, creator must be at least 8th level or higher; **XP Cost:** 200 XP per ring; **Time to Create/Purchase DC:** 2 days/DC 15 per ring.

Negation (Rank 3): This seal lowers the chakra emanated by all armor seals on the wearer to 0 when worn.
Slot: Neck. **Activation:** Permanent; **Prerequisite:** Craft Advanced Enhancement Seals, -210 XP cost, *Suppress Chakra*; **XP Cost:** 150 XP; **Time to Create/Purchase DC:** 1½ days/DC 12.

Restoration (Rank 4): This seal costs 5 points of Chakra to activate for 3 rounds, and

can be activated up to 3 times per day. The wielder gains fast healing 3 while the seal is active. Only one restoration seal can be active at a time

Slot: Ear. **Activation:** Sustained; **Prerequisite:** Craft Advanced Enhancement Seals, +360 XP cost, mastery in *Iryou Ninjutsu: Chiyu - Nidan*, creator must be 7th level or higher; **XP Cost:** 1,000 XP; **Time to Create/Purchase DC:** 10 days/DC 20.

Steadfast (Rank 3): This seal grants a +1 bonus to Strength checks made to resist a bull-rush attempt, and perform checks to use *kinobori*, *tadayou* and *yukigutsu*.

Slot: Feet. **Activation:** Permanent; **Prerequisite:** Craft Advanced Enhancement Seals, -260 XP cost, Purchase DC +2, *Iwa ni Fubatsu*, *Kinobori*, *Tadayou*, *Yukigutsu*; **XP Cost:** 100 XP; **Time to Create/Purchase DC:** 1 day/DC 13.

Weapon Storing, Greater (Rank 4): Same as weapon storing, except that the greater weapon storing seal can hold 2 large weapons, or 4 medium weapons, or 8 small weapons, or 16 tiny weapons.

Slot: Wrist. **Activation:** Permanent; **Prerequisite:** Craft Advanced Enhancement Seals, -260 XP cost, proficiency in *chouzou fuuin*; **XP Cost:** 700 XP; **Time to Create/Purchase DC:** 7 days/DC 17.

Greater Seals

A greater seal is a rank 5 or 6 armor seal.

Chakra Protection, Greater (Rank 6): The wielder gains a damage reduction 3/chakra.

Slot: Armor. **Activation:** Permanent; **Prerequisite:** Craft Minor Greater Seals, -380 XP cost, *Empowered Resilience feat*, creator must be 12th level or higher; **XP Cost:** 2,500 XP; **Time to Create/Purchase DC:** 22 days/DC 35.

Elemental Protection, Superior (Rank 6): Same as Elemental Protection, but costs 7 points of Chakra to activate for 1 minute or until it absorbs 150 points of energy damage. The superior elemental protection seal absorbs up to 15 points of cold, earth, electricity, fire, water or wind damage per attack (determined upon creation). Only one elemental protection seal of any kind can be active at once.

Slot: Ear, Finger or Neck. **Activation:** Sustained; **Prerequisite:** Craft Advanced Enhancement Seals, -160 XP cost, mastery in *ryokujun no jutsu*, primary elemental affinity in the selected element, creator must be 13th level or higher; **XP Cost:** 2,000 XP; **Time to Create/Purchase DC:** 20 days/DC 30.

Mind Ward, Superior (Rank 6): The wielder gains a +3 resistance bonus to Will saves against compulsion, enchantments and mind-affecting effects.

Up to three times per day, he may spend 3 points of Chakra to become immune to mind-affecting effects for 2 rounds, as an instant action.

Slot: Head. **Activation:** Permanent (see text); **Prerequisite:** Craft Greater Enhancement Seals, -380 XP cost, Purchase DC -5, mastery in *genjutsu kai*, *Empowered Resilience feat*; **XP Cost:** 2,500 XP; **Time to Create/Purchase DC:** 25 day/DC 30.

Mystical Armor, Superior (Rank 5): This permanent seal increases the armor bonus of the item by +3. The bonus of this seal does not stack with a mastercraft bonus.

Slot: Armor. **Activation:** Permanent; **Prerequisite:** Craft Greater Enhancement Seals, -500 XP cost, creator must be 12th level or higher; **XP Cost:** 1,500 XP; **Time to Create/Purchase DC:** 15 days/DC 25.

Steadfast, Greater (Rank 5): Same as the Steadfast seal, but the bonus is +2.

Slot: Feet. **Activation:** Permanent; **Prerequisite:** Craft Greater Enhancement Seals, -1,500 XP cost, Purchase DC +5, mastery in *Iwa ni Fubatsu*, *Kinobori*, *Tadayou* and *Yukigutsu*; **XP Cost:** 500 XP; **Time to Create/Purchase DC:** 5 days/DC 20.

Void (Rank 5): Same as Emptiness seal, except that the Void seal lowers the effective strength of the wearer's chakra signature by 2 categories and grants a +2 equipment bonus to Hide checks.

Slot: Armor. **Activation:** Permanent; **Prerequisite:** Craft Greater Enhancement Seals, -500 XP cost, *Suppress Chakra*, *Hide 15 ranks*, creator must be 12th level or higher; **XP Cost:** 1,500 XP; **Time to Create/Purchase DC:** 15 days/DC 25.

Weapon Seals

The entries below are enhancement seals that can only be placed on armors (see Armor Seals above).

Minor Seals

A minor seal is a rank 1 or 2 weapon seal.

Cold Snap (Rank 1): This seal can be activated by spending 2 points of Chakra for 1 minute. The wielder deals an extra 1 point of cold damage on a successful hit for 1 minute. Should the attack be a critical hit, the damage is not multiplied. Projectile weapons grant this bonus to their ammunitions.

Activation: Sustained; **Prerequisite:** Craft Minor Enhancement Seals, *rank 1 or higher Hyouton technique*; **XP Cost:** 25 XP; **Time to Create/Purchase DC:** ½ day/DC 11.

Earth Shock (Rank 1): This seal can be activated by spending 2 points of Chakra for 1 minute. The wielder deals an extra 1 point of earth damage on a successful attack. Should the attack be a critical hit, the damage is not multiplied. Projectile weapons grant this bonus to their ammunitions.

Activation: Sustained; **Prerequisite:** Craft Minor Enhancement Seals, *rank 1 or higher Doton technique*; **XP Cost:** 25 XP; **Time to Create/Purchase DC:** ½ day/DC 11.

Expand (Rank 2): This seal can be activated for 1 minute at the cost of 4 points of Chakra. When active, the weapon grows 1 size category. The user does not suffer a penalty for using improperly sized weapons. This seal does not allow the wielder to use an oversized weapon (a Medium-sized character cannot wield a huge weapon without a tripod).

Activation: Sustained; **Prerequisite:** Craft Minor Enhancement Seals, *yaibaki no jutsu*; **XP Cost:** 100 XP; **Time to Create/Purchase DC:** 1 day/DC 11.

Gust of Wind (Rank 1): This seal can be activated by spending 2 points of Chakra for 1 minute. The wielder deals an extra 1 point of wind damage on a successful hit for 1 minute. Should the attack be a critical hit, the damage is not multiplied. Projectile weapons grant this bonus to their ammunitions.

Activation: Sustained; **Prerequisite:** Craft Minor Enhancement Seals, *rank 1 or higher Fuuton technique*; **XP Cost:** 25 XP; **Time to Create/Purchase DC:** ½ day/11

Heatblade (Rank 1): This seal can be activated by spending 2 points of Chakra for 1 minute. The wielder deals an extra 1 point of fire damage on a successful hit for 1 minute. Should the attack be a critical hit, the damage is not multiplied. The fire can set combustibles ablaze. Projectile weapons grant this bonus to their ammunitions.

Activation: Sustained; **Prerequisite:** Craft Minor Enhancement Seals, *rank 1 or higher Katon technique*; **XP Cost:** 25 XP; **Time to Create/Purchase DC:** ½ day/DC 11.

Concealment (Rank 2): This weapon seal reduces the chakra emanated by the weapon it is applied on to 0.

Activation: Permanent; **Prerequisite:** Craft Minor Enhancement Seals, *Suppress Chakra*; **XP Cost:** 200 XP; **Time to Create/Purchase DC:** 2 days/DC 11.

Soulbind, Lesser (Rank 1): This seal binds itself to the first creature touching it after the seal was applied.

The soulbound weapon glows faintly in the hand of the creature to which it is bound, and grants that creature a +1 enhancement bonus to attack and damage rolls with the weapon. When wielded by the creature to which it is bound, the weapon's hardness increases by 5.

Any other creatures wielding the weapon suffer a -2 penalty to attack and damage rolls, saving throws, ability and skill checks until it lets go of the weapon.

This seal cannot be used in conjunction to the Greater Soulbind seal, and if applied to a double weapon, both of its head must have a slot ready to receive the seal, otherwise it will fail.

Activation: Permanent; **Prerequisite:** Craft Minor Enhancement Seals, *rank 2 or higher Sealing technique*, creator must be 6th level or higher; **XP Cost:** 50 XP; **Time to Create/Purchase DC:** 1 day/DC 11.

Shieldblade, Minor (Rank 1): Once activated, this seal lasts 1 minute at the cost of 2 points of Chakra that can't be converted to hit points. It grants the wielder a +1 deflection bonus to Defense, as it helps parry attacks against the wielder.

Activation: Sustained; **Prerequisite:** Craft Minor Enhancement Seals, proficiency with Shields; **XP Cost:** 25 XP; **Time to Create/Purchase DC:** ½ day/DC 11.

Mystical Weapon (Rank 1): The weapon gains a +1 enhancement bonus to attack and

damage rolls. Multiple enhancement bonuses do not stack, use whichever is higher.

Activation: Permanent; **Prerequisite:** Craft Minor Enhancement Seals, +25 *XP cost*, *Purchase DC +2, proficiency with ninpou - sendachi*, creator must be 5th level or higher; **XP Cost:** 75 XP; **Time to Create/Purchase DC:** 1 day/DC 13.

Returning (Rank 2): The wielder may activate this weapon seal as a free action that does not cost chakra, but can only be used up to three times per day. When activated, the weapon seal will return the weapon to the square it was thrown from 1 round prior, and can be caught as a free action by the wielder. If used later than 1 round after throwing the weapon, the seal has no effect. The wielder can only activate 5 such seals per round.

Activation: Free action; **Prerequisite:** Craft Minor Enhancement Seals, +50 *XP cost*, *advanced proficiency in akuma no tsubasa, thrown weapon only*; **XP Cost:** 150 XP; **Time to Create/Purchase DC:** 1.5 days/DC 11.

Shocking Grasp (Rank 1): This seal can be activated by spending 2 points of Chakra for 1 minute. The wielder deals an extra 1 point of electricity damage on a successful hit for 1 minute. Should the attack be a critical hit, the damage is not multiplied. Projectile weapons grant this bonus to their ammunitions.

Activation: Sustained; **Prerequisite:** Craft Minor Enhancement Seals, *rank 1 or higher Raiton technique*; **XP Cost:** 25 XP; **Time to Create/Purchase DC:** ½ day/DC 11.

Advanced Seals

An advanced seal is a rank 3 or 4 weapon seal.

Absolute Zero (Rank 4): This seal can be activated for 1 minute at the cost of 4 points of Chakra. Each successful attacks deal an extra 1d6 points of cold damage. Should the attack be a critical hit, the damage is not multiplied. Projectile weapons grant this bonus to their ammunitions.

Activation: Sustained; **Prerequisite:** Craft Advanced Enhancement Seals, *rank 5 or higher Hyouton technique*; **XP Cost:** 800 XP; **Time to Create/Purchase DC:** 8 days/DC 14.

Armor Piercing (Rank 4): Activating this weapon seal requires a move-equivalent action and costs 3 points of chakra that can't be converted to hit points per minute. When active, it allows the wielder to ignore 2 points of armor bonus or natural armor bonus to defense when striking an armored creature, and 5 points of hardness when attacking an object.

Activation: Sustained; **Prerequisite:** Craft Advanced Enhancement Seals, *weapon focus (any piercing weapon)*; **XP Cost:** 800 XP; **Time to Create/Purchase DC:** 8 days/DC 14.

Burning Ashes (Rank 4): This seal can be activated as an attack action and costs 2 points of Chakra that can't be converted to hit points. The wielder of the weapon may fill one 10-foot square within his weapon's reach with ashes that offer the same concealment as smoke. Furthermore, any creature entering the area filled with ash will suffer 1d4 points of fire damage every round until it leaves; this ability can damage unattended objects but will not set fire to combustibles. The ashes last for 2d6 rounds but can be

dispersed in 1 round by a moderate wind (11+ mph) or immediately return to the weapon on the wielder's command. The burning ashes will not damage the wielder of the weapon as long as he has it in hand.

Activation: Attack action; **Prerequisite:** Craft Advanced Enhancement Seals, *advanced proficiency with haisekishou*; **XP Cost:** 800 XP; **Time to Create/Purchase DC:** 8 days/DC 14.

Containment (Rank 4): The wielder must spend 2 points of chakra that can't be converted to activate the seal, as a swift action. The seal allows the wielder to contain chakra into the weapon and make a melee attack with the weapon rather than a touch attack, to the same effect. This seal can only affect techniques requiring a touch attack. The seal functions only for a single strike—techniques such as Chidori that allow for multiple attacks are dissipated after the first attack.

Activation: Swift action; **Prerequisite:** Craft Advanced Enhancement Seals, *+450 XP cost*, creator must be 10th level or higher, *melee weapon only*; **XP Cost:** 1,250 XP; **Time to Create/Purchase DC:** 12.5 days/DC 16.

Crushing Earth (Rank 4): This seal can be activated for 1 minute at the cost of 4 points of Chakra. Each successful attacks deal an extra 1d6 points of earth damage. Should the attack be a critical hit, the damage is not multiplied. Projectile weapons grant this bonus to their ammunitions.

Activation: Sustained; **Prerequisite:** Craft Advanced Enhancement Seals, *rank 5 or higher Doton technique*; **XP Cost:** 800 XP; **Time to Create/Purchase DC:** 8 days/DC 14.

Mystical Weapon, Greater (Rank 3): The weapon gains a +2 enhancement bonus to attack and damage rolls. Multiple enhancement bonuses do not stack, use whichever is higher.

Activation: Permanent; **Prerequisite:** Craft Advanced Enhancement Seals, *-125 XP cost*, *Purchase DC +6*, *specialization with ninpou - sendachi*, creator must be 10th level or higher; **XP Cost:** 550 XP; **Time to Create/Purchase DC:** 7 day/DC 19.

Soulbind, Greater (Rank 4): This seal works the same as a Lesser Soulbind seal, except that it grants the soulbound creature a +2 enhancement bonus to attack and damage rolls, and increases the hardness by 7.

A creature not souldbound to the weapon gains 1 temporary negative level, and suffers a -2 penalty to attack and damage rolls, saving throws, ability and skill checks until it lets go of the weapon.

This seal cannot be used in conjunction to the Lesser Soulbind seal, and if applied to a double weapon, both of its head must have a slot ready to receive the seal, otherwise it will fail.

Activation: Permanent; **Prerequisite:** Craft Advanced Enhancement Seals, *rank 6 or higher Sealing technique*, creator must be 12th level or higher; **XP Cost:** 1,200 XP; **Time to Create/Purchase DC:** 12 days/DC 16.

Hail Crusher (Rank 4): This seal can be activated for 1 minute at the cost of 4 points of Chakra. Each successful attacks deal an extra 1d6 points of wind damage. Should the attack be a critical hit, the damage is not multiplied. Projectile weapons grant this bonus to their ammunitions.

Activation: Sustained; **Prerequisite:** Craft Advanced Enhancement Seals, *rank 5 or higher Fuuton technique*; **XP Cost:** 800 XP; **Time to Create/Purchase DC:** 8 days/DC 14.

Heart of Fire (Rank 4): This seal can be activated for 1 minute at the cost of 4 points of Chakra. Each successful attacks deal an extra 1d6 points of fire damage. Should the attack be a critical hit, the damage is not multiplied. The fire can set combustibles ablaze. Projectile weapons grant this bonus to their ammunitions.

Activation: Sustained; **Prerequisite:** Craft Advanced Enhancement Seals, *rank 5 or higher Katon technique*; **XP Cost:** 800 XP; **Time to Create/Purchase DC:** 8 days/DC 14.

Scatter, Lesser (Rank 4): Activating this seal requires takes an attack action, costs 2 points of Chakra that can't be converted to hit points and requires that the wielder has the weapon unsheathed and in hand. Once the seal is activated, the weapon disappears from the user's hand and he may make an attack against any creature within a 30 feet radius at his highest attack bonus. The targeted creature must make a Spot check (DC 13) or lose its dexterity bonus to defense against the attack. The weapon will return to the wielder, no matter his present location or the obstacles in-between, on his next turn. If this seal is applied on a double weapon, it must have two Advanced Weapon Seal slot ready to receive the seal, otherwise it will fail.

Activation: Attack action; **Prerequisite:** Craft Advanced Enhancement Seals, *Hide 8 ranks*, creator must be 8th level or higher; **XP Cost:** 800 XP; **Time to Create/Purchase DC:** 8 days/DC 14.

Shieldblade, Major (Rank 3): When activated, the seal lasts for 1 minute at the cost of 5 points of Chakra that can't be converted to hit points. It grants the wielder a +2 deflection bonus to Defense.

Activation: Sustained; **Prerequisite:** Craft Advanced Enhancement Seals, proficiency with Shields; **XP Cost:** 450 XP; **Time to Create/Purchase DC:** 4½ days/DC 12.

Manifestation (Rank 4): This seal can be activated as long as the soulbound creature is within 100 feet of it and has a general idea of where the weapon is. By spending a move-equivalent action and 2 points of Chakra that can't be converted to hit points, the soulbound creature can summon its weapon into his grasp. The weapon will deconstruct itself and reappear in its owner's hand immediately. This seal can only be activated by a creature with the same Chakra Signature of the creature it was bound to. This seal can function even if the weapon is in its "changed" form (see Shapechanger weapon seal).

Activation: Move action; **Prerequisite:** Craft Advanced Enhancement Seals, *rank 6 or higher Sealing technique, Sense Chakra, weapon with lesser or greater soulbind seal only*, creator is 12th level or higher; **XP Cost:** 800 XP; **Time to Create/Purchase DC:** 8 days/DC 14.

Shapechanger (Rank 4): The weapon's appearance permanently becomes that of another weapon of the same size category and shape (decided on seal creation). The new appearance can be that of another weapon, but it can be neither mastercraft or overly complex.

The weapon assume its new form's weight and characteristics when it changes form. To change the weapon's shape is a free action and can be done once every 2 rounds. If the weapon is broken in either forms, both forms are destroyed.

The effect of the seal is permanent in that the weapon assumes the shape of the object permanently. The weapon gains the benefits of enhancement seals only in its "true" form, which is decided on seal creation, even though the seal slots count as occupied in its secondary form as well. If this seal is applied on a double weapon, it must have two Greater Seal slot to receive the seal.

Activation: Permanent (see text); **Prerequisite:** Craft Advanced Enhancement Seals, *mastery in henge no jutsu*; **XP Cost:** 1,200 XP; **Time to Create/Purchase DC:** 12 days/DC 16.

Soul Flayer (Rank 4): The weapon gains the ability to hit incorporeal creatures without a penalty. The targeted creature does not have a chance to ignore damage dealt from this weapon, and if the creature is of an *evil* or *chaos* allegiance, the weapon deals an additional 2 points of damage to the creature.

Activation: Permanent; **Prerequisite:** Craft Advanced Enhancement Seals, *any Haradou technique*, creator must have Good allegiance; **XP Cost:** 1,200 XP; **Time to Create/Purchase DC:** 12 days/DC 16.

Subduing (Rank 4): The wielder must spend 3 points of chakra that can't be converted every 2 rounds to activate the seal. When active, the weapon only deals non-lethal damage on a successful hit. In addition, it deals an additional 1d6 points of non-lethal damage, not multiplied on a critical hit.

Activation: Sustained; **Prerequisite:** Craft Advanced Enhancement Seals, *A Sword That Never Kills feat, melee weapon only*; **XP Cost:** 800 XP; **Time to Create/Purchase DC:** 8 days/DC 14.

Thunder Claw (Rank 4): This seal can be activated for 1 minute at the cost of 4 points of Chakra. Each successful attacks deal an extra 1d6 points of electricity damage. Should the attack be a critical hit, the damage is not multiplied. Projectile weapons grant this bonus to their ammunitions.

Activation: Sustained; **Prerequisite:** Craft Advanced Enhancement Seals, *rank 5 or higher Raiton technique*; **XP Cost:** 800 XP; **Time to Create/Purchase DC:** 8 days/DC 14.

Wicked Fang (Rank 4): This seal can be activated for 1 minute at the cost of 5 points of Chakra. Each successful attacks deal an extra 1d6 points of acid damage. Should the attack be a critical hit, the damage is not multiplied. The Wicked Fang seal can only be applied to melee weapons.

Activation: Sustained; **Prerequisite:** Craft Advanced Enhancement Seals, *advanced*

proficiency with san ibuki no jutsu; **XP Cost:** 800 XP; **Time to Create/Purchase DC:** 8 days/DC 14.

Greater Seals

A greater seal is a rank 5 or 6 weapon seal.

Banishing Blade (Rank 5): This seal can be activated with a Chakra Control check (DC 15) for 1 minute, and costs 4 points of Chakra. The weapon deals double damage against summoned creatures and weapons (remember that doubled damage on a critical hit is tripled, not quadrupled).

Activation: Sustained; **Prerequisite:** Craft Greater Enhancement Seals, *tsuihou no jutsu*, creator must be 14th level or higher, +425 XP cost; **XP Cost:** 2,300 XP; **Time to Create/Purchase DC:** 23 days/DC 21.

Blood Thirster (Rank 5): This seal can be activated up to twice per round on a successful melee attack, and costs 1 point of Chakra per use. Each activation causes the target to bleed for 1 point of damage per round for 1 minute (maximum 5, each successful hit refreshes the duration). The bleed damage stops immediately if the target's hit points are healed by 1 or more, or if it gains 1 or more temporary hit points.

Creatures immune to critical hit, sneak attack or ability drain or damage are not affected by the power of this seal. This seal can only be applied to a melee weapon.

Activation: Free action; **Prerequisite:** Craft Greater Enhancement Seals, *mastery in ikketsu no jutsu*; **XP Cost:** 1,875 XP; **Time to Create/Purchase DC:** 19 days/DC 19.

Chakra Sponge (Rank 6): This seal allows the weapon to target a creature's chakra when making an attack of opportunity against a creature performing a technique in a threatened area.

The attack of opportunity is a touch attack and deals no damage, but the creature must make a Concentration check (DC 20+technique's rank) if it hits, to avoid the technique being disrupted and losing the chakra that would otherwise have been spent if the technique had been performed (which can be converted still).

The seal can also be used to interrupt a creature performing a technique that takes 1 round or longer (as above). The Chakra Sponge seal can only be applied to melee weapons.

Activation: Permanent; **Prerequisite:** Craft Greater Enhancement Seals, *advanced proficiency in sanmai no jutsu*, +750 XP cost; **XP Cost:** 4,350 XP; **Time to Create/Purchase DC:** 43½ days/DC 31.

Earth Fang (Rank 6): This seal costs 3 points of Chakra every 2 rounds while active. The weapon deals an extra 1d8 points of earth damage on a successful hit, and allows the wielder to perform Doton techniques as though he had the One-handed Seals meta-chakra feat. The extra damage is not multiplied on a critical hit.

If the wielder already had the One-handed Seals, he gains the ability to use the Hand

Seals Mastery feat instead. The wielder does not gain meta-chakra charges.

Activation: Sustained; **Prerequisite:** Craft Greater Enhancement Seals, *rank 10 or higher Doton technique*, +500 XP cost; **XP Cost:** 3,200 XP; **Time to Create/Purchase DC:** 32 days/DC 26.

Armor Piercing, Superior (Rank 6): Activating this weapon seal requires a move-equivalent action and costs 3 points of chakra that can't be converted to hit points per minute. When active, it allows the wielder to ignore 5 points of armor bonus or natural armor bonus to defense when striking an armored creature, and 10 points of hardness when attacking an object.

Activation: Sustained; **Prerequisite:** Craft Greater Enhancement Seals, *weapon focus (any piercing weapon)*, creator must be 14th level or higher; **XP Cost:** 2,700 XP; **Time to Create/Purchase DC:** 27 days/DC 23.

Scatter, Greater (Rank 6): This seal functions in the same way as the *Lesser Scatter* seal except that it has an additional function: the user may spend a full-attack action and 8 points of Chakra that can't be converted to hit points to make a full-attack action on any single creature within a 30 foot radius. The target creature must make a Spot check (DC 16) against every attack or lose its dexterity bonus against. The weapon will reappear in the wielder's hand on his next turn. This seal can't be used in conjunction with the *Quickblade* seal. If this seal is applied on a double weapon, it must have two Greater Weapon Seal slot ready to receive the seal, otherwise it will fail.

Activation: Attack or full-attack action; **Prerequisite:** Craft Greater Enhancement Seals, *Hide 12 ranks*, +750 XP cost, creator must be 12th level or higher; **XP Cost:** 3,450 XP; **Time to Create/Purchase DC:** 34½ days/DC 27.

Heaven's Steel Blade (Rank 6): This seal is activated at the cost of 4 points of Chakra for 5 minutes. The weapon's hardness increases by 20, and it gains 30 hit points. The weapon gains a +2 bonus to damage.

Activation: Sustained; **Prerequisite:** Craft Greater Enhancement Seals, *mastery with kinfuku no jutsu*, -450 XP cost; **XP Cost:** 2,250 XP; **Time to Create/Purchase DC:** 22½ days/DC 21.

Hurricane (Rank 5): This seal costs 3 points of Chakra every 2 rounds while active. The weapon deals an extra 2d4 points of wind damage on a successful hit. The extra damage is not multiplied on a critical hit.

On a critical hit, the target is caught in a powerful whirlwind and suffers a -2 penalty to attack and damage rolls, skill checks and saves for 1 round.

If this seal is applied on a double weapon, it must have two Greater Seal slot to receive the seal.

Activation: Sustained; **Prerequisite:** Craft Greater Enhancement Seals, *rank 10 or higher Fuuton technique*, +500 XP cost; **XP Cost:** 2,375 XP; **Time to Create/Purchase DC:** 24 days/DC 21.

Midnight Chill (Rank 5): This seal costs 3 points of Chakra every 2 rounds while active. The weapon deals an extra 1d10 points of cold damage on a successful hit. The extra damage is not multiplied on a critical hit.

The wielder also gains a cold resistance 15. If this seal is applied on a double weapon, it must have two Greater Seal slot to receive the seal.

Activation: Sustained; **Prerequisite:** Craft Greater Enhancement Seals, *rank 10 or higher Hyouton technique*, +500 XP cost; **XP Cost:** 2,375 XP; **Time to Create/Purchase DC:** 24 days/DC 21.

Mirror of Souls (Rank 6): Once this seal is activated, which requires 5 points of Chakra per round that can be converted to hit points with a Chakra Control check (DC 30) and a Genjutsu check (DC 25), the weapon uses its energy to form a perfect body double of the user as long as it is drawn. The body double looks absolutely real and creates small genjutsu surrounding around it, so that it makes other believe that it can actually alter substance, when it reality it does not. It cannot open doors, move objects or alter any being that is not sentient and does not think for itself.

The body double can be attacked but not slain, and does not dissipate on contact. It can be touched by physical creatures and will appear as though it was altered, and can even attack people that believe it is real in melee as though it was the wielder himself attacking, though it cannot user special abilities or techniques and each attack made have a chance to give it away as a fake (see below).

The body double can be recognized as a Genjutsu with a successful identification check (DC 28) and disbelieved with a subsequent Will save (DC 23). Until disbelieved, any creature interacting with the body double will believe that it is a real, sentient and in-the-flesh person. The body double moves and acts upon the user's command and can do so as long as it remain within sight of the user. If not given proper command, it will not properly respond to a creature that interacts to it.

Activation: Sustained; **Prerequisite:** Craft Greater Enhancement Seals, *rank 12 or higher Genjutsu technique*, +1,000 XP cost, creator must be 14th level or higher; **XP Cost:** 3,700 XP; **Time to Create/Purchase DC:** 37 days/DC 28.

Roar of the Dragon (Rank 6): This seal costs 3 points of Chakra every 2 rounds while active. The weapon deals an extra 2d6 points of fire damage on a successful hit. The extra damage is not multiplied on a critical hit.

The wielder can attack targets with a 10 feet reach instead and deal 2d6 points of fire damage on a melee touch attack rather than normal melee attack damage. This cannot be used on adjacent opponents, and cannot threaten a critical hit.

If this seal is applied on a double weapon, it must have two Greater Seal slot to receive the seal.

Activation: Sustained; **Prerequisite:** Craft Greater Enhancement Seals, *rank 10 or higher Doton technique*, +500 XP cost; **XP Cost:** 3,200 XP; **Time to Create/Purchase DC:** 32 days/DC 26.

Quickblade (Rank 6): This seal can be activated as a free action once per round at the cost of 3 points of Chakra. During that round, the wielder gains an additional melee attack at his highest attack bonus, and gain the benefit of the quick draw feat.

This seal can only be applied on a melee weapon.

Activation: Free action; **Prerequisite:** Craft Greater Enhancement Seals, *sandan kousoku*, *Quick Draw feat*, +500 XP cost, creator must be 12th level or higher; **XP Cost:** 3,200 XP; **Time to Create/Purchase DC:** 32 days/DC 26.

Searing Bolt (Rank 6): This seal costs 3 points of Chakra every 2 rounds while active. The weapon deals an extra 1d8 points of electricity damage on a successful hit. The extra damage is not multiplied on a critical hit.

The wielder gains a +1 bonus to attack rolls with this weapon against a target carrying a great amount of metal (such as a full-plate mail armor).

The wielder can also fire a bolt of electricity as an attack action while the seal is active, with a range of 50 feet, at the cost of 1 point of Chakra. The bolt is a ray attack that deals 2d6 points of electricity damage on a ranged touch attack (bonus to attack rolls against targets carrying a great amount of metal applies). The target must make a Fortitude save (DC 15) to avoid being stunned for 1 round.

If this seal is applied on a double weapon, it must have two Greater Seal slot to receive the seal.

Activation: Sustained; **Prerequisite:** Craft Greater Enhancement Seals, *rank 10 or higher Raiton technique*, +500 XP cost; **XP Cost:** 3,200 XP; **Time to Create/Purchase DC:** 32 days/DC 26.

Shapechanger, Greater (Rank 6): This seal works the same as a Shapechanger seal, except that the weapon's other form can be of any size category and of a different shape as its primary form. A greater shapechanger can make a double weapon into two smaller weapons, but the two other weapons must come in contact with each other to assume their other form. The two weapons each gain bonus from the double weapon's individual heads.

Both of the weapon's forms gain benefits of enhancement seals, special materials and mastercraft bonuses placed on it.

The weapon assume its new form's weight and characteristics when it changes form. To change the weapon's shape is a move action. If the weapon is broken in either forms, both forms are destroyed.

If this seal is applied on a double weapon, it must have two Greater Seal slot to receive the seal.

Activation: Permanent (see text); **Prerequisite:** Craft Advanced Enhancement Seals, -900 XP Cost, *Purchase DC +8*, *mastery in henge no jutsu*; **XP Cost:** 2,500 XP; **Time to**

Create/Purchase DC: 25 days/DC 30.

Spirit Sword (Rank 6): The weapon seal can be activated on the weapon for 1 round at the cost of 8 points of Chakra that can't be converted to hit points. Everytime the wielder makes a successful melee attack, touch or otherwise, with the weapon during the round, the weapon heals 1d6+1 points of damage per round to the target instead of damaging it.

The attack doesn't heal more damage on a critical and the target cannot exceed its maximum hit points by this mean. The wielder can concentrate the action in a full-round action that may provoke an attack of opportunity to strike a willing target once and heal 2d6+2 points of damage. Stamina damage cannot be healed by this mean, but it can heal a target whose hit points are below 0.

Also, the wearer may choose to alter the function of the blade a bit. In the round it is activated, all successful attacks will heal 2 points of damage to the wielder, up to a maximum of 8.

Activation: Free action; **Prerequisite:** Craft Greater Enhancement Seals, *rank 8 or higher Medical technique*, +1,800 XP cost; **XP Cost:** 4,500 XP; **Time to Create/Purchase DC:** 45 days/DC 32.

Sting of Death (Rank 6): This seal can only be placed on a piercing weapon. The seal can be activated for 1 minute at the cost of 6 points of Chakra. Each successful attacks allows the user to kill a target instantly unless it succeeds a Fortitude save (DC 27) when striking the same defense twice within 1 minute (regardless of attack bonus or natural roll). The target suffers 2d6+10 points of negative energy damage on a successful save.

Activation: Sustained; **Prerequisite:** Craft Greater Enhancement Seals, *sangeki hissatsu waza igeki, nigeiki, sangeki*, +1,800 XP cost, creator must be 14th level or higher; **XP Cost:** 4,500 XP; **Time to Create/Purchase DC:** 45 days/DC 32.

Stinging Tail (Rank 5): This seal can be activated as a free action before making an attack roll, requires a Craft (chemical) check (DC 5+the poison's save DC), and has a chakra cost equal to half the poison's save DC. The weapon is coated in a poison the wielder has crafted before, which lasts for 1 minute or 1 successful attack roll. This seal can only be used three times per encounter.

Activation: Free action; **Prerequisite:** Craft Greater Enhancement Seals, *Craft Poison feat, Resist Poison feat*, +500 XP cost; **XP Cost:** 2,375 XP; **Time to Create/Purchase DC:** 23 days/DC 21.

Steel Flicker (Rank 5): This seal costs 3 points of Chakra every 2 rounds when activated. Every attack made by the weapon has a 20% chance of denying the target its Dexterity bonus to defense for that single attack. A blind creature or a creature that does not rely on sight to battle is unaffected.

Activation: Sustained; **Prerequisite:** Craft Greater Enhancement Seals, *advanced proficiency in onmyou hyouka tenchi*, +250 XP cost; **XP Cost:** 2,125 XP; **Time to Create/Purchase DC:** 21½ days/DC 20.

Mystical Weapon, Superior (Rank 5): The weapon gains a +3 enhancement bonus to attack and damage rolls. Multiple enhancement bonuses do not stack, use whichever is higher.

Activation: Permanent; **Prerequisite:** Craft Greater Enhancement Seals, *-1,000 XP cost, Purchase DC +10, mastery with ninpou - sendachi*, creator must be 15th level or higher; **XP Cost:** 1,500 XP; **Time to Create/Purchase DC:** 15 day/DC 27.

Weight Spell (Rank 5): This seal costs 4 points of Chakra to activate for 1 minute or 1 successful attack, and requires a Chakra Control check (DC 10 + 5 points for every consecutive use per encounter). When the wielder strikes an inanimate object, its weight will be doubled for 2d4+1 rounds.

Each successful application of the seal increases the weapon's weight by its base weight, and the duration is refreshed.

If the targeted object was used for attacking, its wielder suffers a -1 penalty to attack rolls for every two pounds of weight added (minimum -1) and a +1 bonus to damage rolls for every 5 pounds of weight added (maximum +5) until the duration expires.

Activation: Attack action; **Prerequisite:** Craft Greater Enhancement Seals, *mastery in teiryoku no in*, *+750 XP cost*, creator must be 13th level or higher; **XP Cost:** 2,625 XP; **Time to Create/Purchase DC:** 26½ days/DC 23.

Windfury (Rank 6): Once per round on a natural melee attack roll of 20, the wielder may choose to instead gain an extra attack rather than threaten a critical hit. The extra attack cannot score a critical hit, but gains a +5 bonus to attack and damage rolls, and is made at the wielder's highest attack bonus. If the wielder uses more than one weapon with the Windfury seal, the 1/round limitation applies to each weapon separately (so both weapon may trigger the seal, if both weapons roll a natural 20).

This effect affects even creatures immune to critical hits. This weapon seal can only be applied to melee weapons.

Activation: Permanent; **Prerequisite:** Craft Greater Enhancement Seals, *+1,400 XP cost, Purchase DC +5, primary elemental affinity (wind)*, creator must be 18th level or higher; **XP Cost:** 4,000 XP; **Time to Create/Purchase DC:** 40 days/DC 35.

CHAPTER XVII: GAMEMASTERING

In the following chapter, you will find some tips for better understatement of the rules for both you and your players, suggestions of rules and settings along with the new Purchase DC tables.

Currency

It is important to remember that not all country and continent don't use the same currency. The same can also be said for the Naruto universe, which uses a currency called Ryo, named after an ancient currency of japan, gold pieces, installed around the 15th century. Below, you can find the purchase DC equivalent to Ryo.

TABLE 17-1: PURCHASE DC TO RYO EQUIVALANCE

Purchase DC	Ryo Equivalence	Purchase DC	Ryo Equivalence
2	50	27	150,000
3	120	28	200,000
4	200	29	275,000
5	300	30	350,000
6	400	31	500,000
7	550	32	650,000
8	700	33	900,000
9	900	34	1,200,000
10	1,200	35	1,500,000
11	1,500	36	2,000,000
12	2,000	37	2,750,000
13	2,750	38	3,500,000
14	3,500	39	5,000,000
15	5,000	40	6,500,000
16	6,500	41	9,000,000
17	9,000	42	12,000,000
18	12,000	43	15,000,000
19	15,000	44	20,000,000
20	20,000	45	27,500,000
21	27,500	46	35,000,000
22	35,000	47	50,000,000
23	50,000	48	65,000,000
24	65,000	49	90,000,000
25	90,000	50	120,000,000
26	120,000		

To convert the price of an item into ryo, take the value halfway between the item's Purchase DC and the purchase DC 1 point below (for example, a purchase DC 6 item would be worth 350 ryo).

To calculate the monetary value of a wealth reward, use the following formula: 5 + wealth reward + 1/2 character's previous wealth bonus and use that value on the table above. So, a character with +6 wealth earning a wealth reward of +2 would have gained 1,200 ryo (equivalent purchase DC 10). When determining a wealth reward equivalence for more than one character, take the party's average wealth bonus instead of a single character's.

Ryo come in five, ten and fifty ryo coins as well as one-hundred, two-hundred and fifty, five-hundred, one-thousand, ten-thousand and fifty-thousand notes, though the latter two are quite uncommon and not generally accepted in stores. A ryo is roughly the equivalent 10 US cent (10 ryo to a dollar).

Combat Situations Examples

It is a common instance for a GM to find himself at helpless at the gaming table, very unsure how to interpret a certain rule or situation. In the following example, you will find examples to help you cope with the situation and input on clever usage of the rules.

Situation 1 - Ninja Battles:

The GM and his 3 players are on hunter-nin duties, tracking down and finally catching up to a renegade jounin of their villages. One could think this is just another fight, another victim... Or is it? See for yourself:

GM: As you three surround the enemy Jounin, he eyes **Player 1** nervously as he starts performing hand seals.

The players each roll a d20 and add their Ninjutsu bonus in hope of identifying the technique.

Player 1: I rolled 18.

Player 2: 16.

Player 3: I have a natural 20, for 31.

GM: **Player 3**, you recognize that technique to be *Suiton, Suiryuudan no Jutsu*; since only **Player 3** is in range, only he gets an attack of opportunity.

Player 3: I got 17; do I hit?

GM: No. The jounin continues his technique without further interruption, though he seems to take his time.

GM secretly rolls to convert Chakra Cost to Hit Points in order to lessen the cost of Suiryuudan no Jutsu. The base cost being 12 (5 + 7), quicken convert 5 of the Chakra Cost for 1 chakra to 1 damage, for a total of 20. The GM rolled 17 and added the jounin's modifier of +8, for a total of 25 and succeeds.

GM: A watery dragon tears through the surface of the water, immediately flying towards **Player 1** and **3**. You two, make me a Reflex save to take half of the 23 water damage.

Player 1: I rolled 21.

Player 3: I use an action point. That's 3 plus 19 for 22, and I have evasion.

GM: Both of you pass the save, **Player 1** suffering 12 points of damage and **3** coming out unscathed. **Player 2**, it's your turn.

Player 2: I draw and throw an explosive kunai at the Jounin. Sorry **Player 3**. My attack roll is a 24, and I make the check to trigger the kunai.

GM: That's a hit. Both the Jounin and **Player 3** make Reflex saves DC 15 to avoid taking 8 fire damage damage from the explosion. The jounin dissolves into a mass of water when hit—you recognize Kawarimi no Jutsu! Roll your reflex save, **Player 3**. And all of you make spot checks.

GM rolled a ninjutsu check (DC 24) to escape from the Kunai attack and succeeded with a 27. The Jounin now moves 30 feet backward and into the bushes, hiding.

Player 1: I rolled 11 on my spot check.

Player 2: I spot a 19.

Player 3: I got 23 on my Reflex save and 4 on my spot check.

GM: Blinded by the explosion, **Player 3** can't spot the Jounin anywhere. I'm afraid the two other are in the same predicament. Now... *what do you do?*

Situation 2 - Genjutsu:

There has been confusion with the way a non-harmful Genjutsu functions. One needs to know the difference between a *Will negate* save entry and *Will disbelief*. The former is used mostly for harmful genjutsu, such as Shinkai Satsujin no Jutsu (Deep Sea Murder Technique), where the user completely shrugs off the effect of the genjutsu if he succeeds a Will save, while the latter needs to be studied and identified to eventually be disbelieved. The following situation is designed to help a GM understand better the rules tied to Genjutsu.

The players from the previous situations pursued the fleeing Jounin and eventually caught up with him, but not before entering his Genjutsu created surrounding.

GM: The three of you arrive at a clearing, where the traces stop. The jounin is nowhere in sight, and there are no hint as to where he's gone.

In secret, GM rolls three Genjutsu checks to determine if the players will be able to identify the illusionary setting, created with Kangezou no Jutsu (DC 24 to identify).

Only Player 2 succeeded the check, as he is the most proficient in Genjutsu.

Player 1, 2 and 3 in unison: I look around to see if the Jounin can be found.

GM: The Jounin is nowhere in sight, but **Player 2**, make me a Will save.

The DC for the Will save is 20. The Jounin's charisma score (13) plus the rank of the technique (9) make the total, as he does not have the Genjutsu Adept feat.

Player 2: Sure thing. I rolled a 18.

GM: Alright. There's something strange about, but you can't really place what. Now, as you're about to give up the search, a voice calls from nowhere... "Hichishi Kyoubou no Jutsu!" Make me a Will save, **Player 1!**

If Player 2 had succeeded on his Will save, he would have been able to disbelieve and eventually dispel illusion for himself and his comrades with the Genjutsu Kai technique.

Now, Player 1 must succeed a Will save (DC 19) in order to shrug off the effects of Hichishi Kyoubou no Jutsu, which is in this case 54 point of non-lethal damage.

Player 1: Fumble! I rolled 1, for a total of 6.

GM: A dragon jumps out of the forest and lunges at you, taking huge chunks of your flesh in a single bite! Fortitude save, please.

Player 1: Argh! I rolled 6, for 14 total.

GM: Player 1 is knocked out for the count, as he suffers 54 point of nonlethal damage!

And the fighting begins, as Player 1 is knocked out for 3 rounds.

Hidden Village Generation

When the characters enter a ninja village, it is important for the game master to have a good idea of its status, population and the number of its ninjas. You can use the following resources to help determine the size of a village.

Ninja villages are understandably small compared to the common mundane cities, and their Shinobi population is generally little.

D%	Hidden Village Size	Population
1-25	Small (Minor)	200-500
26-35	Small (Major)	350-800
36-50	Medium (Minor)	501-2,000
51-65	Medium (Major)	801-3,500
66-80	Large (Minor)	2,001-5,000
91-100	Large (Major)	3,501-8,000

Village Condition

It is important to note the condition the village is currently in. It might have a direct impact on the player's approach of the village, depending on their reasons and objectives.

D%	Village Condition
1-60	Good
61-80	Damaged
81-89	Badly Damaged
90-95	Severely Damaged
96-100	Critical

Good: The village is in good condition and has not suffered any recent loss. Use the unmodified information provided below for the village generation.

Damaged: The village has suffered recent damage, though light and possibly due to an enemy raid, and its Civilian population is reduced by 15%, as well as all its Shinobi population by 10%. The buildings are not severely nor permanently damaged and normal activities can be carried on to a certain extent.

Badly Damaged: The village's condition, though not critical, is not looking good. A good portion of the village's buildings are damaged, and its Civilian population is reduced by 25% while all Shinobi population is reduced by 30%.

Severely Damaged: The village is partially destroyed and more than half of its population finds itself homeless, as the most of the rest of the buildings are damaged. Its Civilian population is reduced by 40% and its Shinobi population by 60%.

Critical: Very little of the village is left, counting both human beings and building. Almost all of the village's buildings are destroyed, its Civilian population is reduced by 60% and Shinobi by 85%.

Rank

The rank held by a Shinobi is somewhat important in determining the village's strength. As per the standard Ninja Ranks offered in Chapter VII, they are classed by levels.

Wartime Promotions: Due to the greater need, promotions are handed out more resiliently during war time. Level 4-5 Genins may become Chuunin, level 8-11 Chuunins may become Jounin and level 13-14 Jounins may become Elite Jounin. The Shinobi Ranks proposed below are for non-wartime situations and were duly earned.

Small Village (Minor)

A small minor village counts very little high-leveled Shinobi, as most of its population consists of civilians. The village, having very little ninjas, struggles to maintain a

secretive life without relying on commerce.

Average Wealth: Struggling (+1 to +4).

Civilian Population: 181-442.

Shinobi Population (Level): 25-59

Academy Student (1): 10-15

Genin (1-5): 5-20

Chuunin (6-11): 5-10

Special Jounin (9-13): 1-6

Jounin (12-15): 2-5

Elite Jounin (16+): 1 (village leader)

ANBU (10+): –

Hunter-Nin (12+): 1-2

Younin (18+): –

Kage (20+): –

Small Village (Major)

Though relatively small, the village fares well in the shinobi world because of the powerful status it holds over its minor counterpart. It has more ninjas and thus has it easier to maintain its situations and possibly even improve its condition. A notable reason for its status is that every Major village has a Kage.

Average Wealth: Middle Class (+4 to +7)

Civilian Population: 312-711

Shinobi Population (Level): 40-95

Academy Student (1): 10-30

Genin (1-5): 10-25

Chuunin (6-11): 10-15

Special Jounin (9-13): 2-7

Jounin (12-15): 3-7

Elite Jounin (16+): 1-2

ANBU (10+): 1-3

Hunter-Nin (12+): 2-5

Younin (18+): –

Kage (20+): 1 (village leader)

Medium Village (Minor)

This hidden village, about the size of a small mundane city, fares well in the world with its healthy number of ninja and even civilians. Life is comfortable, even without the presence of a Kage to lead the village.

Average Wealth: Middle Class (+5 to +8).

Civilian Population: 442-1,869.

Shinobi Population (Level): 65-145

Academy Student (1): 20-40

Genin (1-5): 15-40

Chuunin (6-11): 10-20

Special Jounin (9-13): 6-14

Jounin (12-15): 5-10

Elite Jounin (16+): 1-5

ANBU (10+): 4-8
Hunter-Nin (12+): 3-7
Younin (18+): 1 (village leader)
Kage (20+): –

Medium Village (Major)

Up to the size of a nice town, the village holds a large concentration of Shinobi and is comfortable in its position of power. It is lead by a Kage that has a large number of powerful tool at its disposal.

Average Wealth: Middle Class (+5 to +10).

Civilian Population: 708-3,355.

Shinobi Population (Level): 105-160

Academy Student (1): 35-50
Genin (1-5): 20-35
Chuunin (6-11): 15-20
Special Jounin (9-13): 12-15
Jounin (12-15): 8-13
Elite Jounin (16+): 1-6
ANBU (10+): 7-9
Hunter-Nin (12+): 5-8
Younin (18+): 1-2
Kage (20+): 1 (village leader)

Large Village (Minor)

Despite being a Minor village, this very large Hidden Village is led by a Kage. In both Shinobi and Civilian population, the village outclasses even its smaller Major counterparts, as very little can stand in its way. While they are few, village like these are both feared and respected by others.

Average Wealth: Middle Class (+5 to +12).

Civilian Population: 1,821-4,722.

Shinobi Population (Level): 195-300

Academy Student (1): 40-60
Genin (1-5): 35-100
Chuunin (6-11): 20-55
Special Jounin (9-13): 15-22
Jounin (12-15): 10-25
Elite Jounin (16+): 2-8
ANBU (10+): 10-15
Hunter-Nin (12+): 6-10
Younin (18+): 1-4
Kage (20+): 1 (village leader)

Large Village (Major)

Colossal, overpowering and impossibly large. These are words often used by outsiders when they first see the large major village. Led by what is usually the most powerful Kage, or at least the one with the most power at his disposal, this village is considered an ultimate fighting force amongst ninja. Many respect and envy its power, and few will dare

enter an all-out war with it, at least not without enough allies.

Average Wealth: Upper Middle Class (+6 to +15).

Civilian Population: 3,261-7,534.

Shinobi Population (Level): 265-520.

Academy Student (1): 50-100

Genin (1-5): 80-140

Chuunin (6-11): 50-110

Special Jounin (9-13): 25-54

Jounin (12-15): 15-35

Elite Jounin (16+): 2-10

ANBU (10+): 25-40

Hunter-Nin (12+): 15-25

Younin (18+): 2-5

Kage (20+): 1 (village leader)

Shinobi and the Law Enforcement

While Shinobi are not so uncommon in the world, the "mundanes," or non-Shinobi individuals are still in need of their own Government and Law Enforcement agencies. Shinobi villages generally don't abide by their code and laws, and are often commissioned by said groups for more touchy, unsavory or secretive tasks. Since advanced technological devices like firearm and computers are virtually nonexistent, they tend to rely on more archaic means to conduct arrests and investigation- swords, bows and word of mouth.

As to not advertise violence and carefully uphold their laws against carrying arms on one's person- though making careful exceptions for Shinobi as to not meddle in their affairs- the police force are more often equipped with nonlethal weaponry like quarterstaves or nunchaku. They will, obviously, not make any such exceptions if a shinobi is breaking a more serious law, such as robbery, assault, murder, or arson.

In the following chapter, you will find a collection of ordinaries designed to serve as law enforcement and a bounty system employed by most "mundane" city or village, and even used in some backwater Shinobi Villages.

Bounty Hunting

It is a common practice nowadays to become a bounty hunter, as the occasional large bounty does well to make the ends meet. There are several places where one can find bounty posters, though they are more common in bars and police station.

The License

To acquire a bounty hunter's license is very simple. A few forms must be filled in a designed police station, given a few days to be processed and the license will be issued. For all intent and purpose, a bounty hunter's license counts as a license to buy products with a "licensed" restriction, and follows the very same method of acquisition (see equipment chapter of the core rulebook for more details on obtaining licenses.)

The Hunt

After choosing which bounty you will go after, it is a race against time before one of the hunters collect the bounty. Indeed, bounty hunting is a "sport" where all are allowed to participate, and there is no such thing as a reserved bounty- not officially, anyway. Unless the posters state otherwise, the bounty must be brought back alive and in good enough condition to walk to his cell. Stealing another's bounty is considered a dire act of theft and is dealt with accordingly by the local authorities.

Collecting the Reward

All bounties must be brought to a designed police station in order for the reward to be collected. It is very important to have one's bounty hunter's license on one's person, as one is very likely to be sent back penniless if the license is not presented at the same time as the bounty.

Collection agencies usually keep track of which bounty hunter collected what bounty, and often have information on how many bounties of the various ranks, and if it collected legendary bounties.

The Reward

Bounties are classed by pay class, from E to S-Class pay. How the reward is split if the bounty was collected by more than one hunter is up to the group's designed "collector."

To determine how much money is had, one must make a Profession (bounty hunter) check as though he had gained a level, with the following bonus, depending on the bounty's pay class (when the bounty is collected in group, split the skill bonus from the pay class and have everyone roll instead of sharing the result of a single check):

Pay Class	Reward Bonus
E-Class	None
D-Class	+1
C-Class	+3
B-Class	+5
A-Class	+7
S-Class	+10

Criminal Bounties

The pay classes are issued depending on the severity of the offense caused by the bounty and how far the authorities are willing to go to have it caught.

E-Class: Minor offense, such as an eat-and-run criminal or a purse thief.

D-Class: Break-in, minor assault or property damage, thievery and other such crimes.

C-Class: Assault, severe property damage, arson that did not cause death.

B-Class: Attempted murder, voluntary or involuntary manslaughter, abduction, arson that caused the death of one or more individuals.

A-Class: Murder with or without premeditation.

S-Class: Serial murder, act of terrorism.

Non-Criminal Bounties

For non-criminal bounties, such as a certain collection item or a legendary creature, the

reward is set by the client. The pay class depends on the difficulty of the catch and it may not always be accurate. The hunter is both contract- and honor-bound to honor the deal made with the client, even if the bounty is not fair to either side.

If either the collector is cheated out of the mark or the hunter out of the reward, retribution may be sought.

Warning Level

Each poster possess various warning level depending on the severity of the crimes committed and how powerful the bounty is (or the protections around it). They help the bounty hunters determine if they are capable of handling the bounty.

(S): This warning denotes that the bounty is suspected of having various skills associated with Shinobi, or is protected by Shinobi.

(BBA): Orders to Bring Back Alive. This warning is added next to warning levels and means that it can absolutely not be killed or destroyed. Investigations are likely to be made in case of the death of the target. This warning is most often used for higher warning levels.

(DOA): Bounty can be collected if the target is Dead, or Alive. If the warning is *(DOAx2)*, the reward bonus is doubled if the target is caught alive.

-: This warning signifies that the bounty is unlikely to cause any or much harm and is often associated with pay classes E or D. Use of lethal force is not permitted.

C: The target is armed but unskilled. Should still be handled with caution. Use of lethal force is permitted but investigated.

B: Target is armed and proficient in the use of the carried weaponry. Should be handled with caution and the use of lethal force is permitted.

A: Target is extremely dangerous and likely to be armed with dangerous weaponry. Treat with extreme caution. Use of lethal force is permitted, and if the bounty has the *(DOA)* status, encouraged.

AA: Target is highly skilled, dangerous and likely to kill on sight if it senses danger. Should be treated with the utmost caution. Use of lethal force is permitted and encouraged, as this warning level is almost always accompanied by a *(DOA)* status.

AAA: The highest possible warning level. Target has long since killed the first hunters sent after it and is likely to continue unless stopped. Reward bonus in this warning levels are always doubled, and are tripled with a *(DOAx2)* status, etc. Use of lethal force is always permitted and encouraged. Reward can be collected even if the target is dead.

Example:

Tetsutei Kai (Male)

S-Class

Warning Level: AAA (S-DOAx3)

-

Charged with the murder of 37 shinobi of the Hidden Stone. **Warning: Exceptionally strong and well known for his viciously high endurance. Said to be on par with the Legendary Three. Do not engage if confrontation can be avoided.**

Mundane Law Enforcement

There are typically two classes of law-enforcement, the peacekeepers and the peacemakers. The peacekeepers are investigators and tend to keep peace with the word of law and threats alone, while the peacemakers are generally dispatched to physically handle a threat, and have a more forceful approach of the law. A typical partnership is between a peacekeeper and peacemaker, for they have good balance and their abilities merge better.

Peacemaker Commander (Strong Ordinary 6): CR 5; Medium-sized Human; HD 6d8+12; hp 42; Mas 14; Init +1; Spd 30 ft.; Defense 15, touch 12, flat-footed 14 (+1 Dex, +3 class, +4 armor); BAB +6; Grap +9; Atk +9 melee (1d4+3, tonfa) or +10 melee (1d6+3, sabre) or +7 ranged (1d10, crossbow) ; Full Atk +9/+4 melee (1d4+3, tonfa) or +10/+5 melee (1d6+3, sabre); FS 5 ft. by 5 ft.; Reach 5 ft.; AL law, good; SV Fort +5, Ref +3, Will +2; AP 0; CP 2; Rep +1; Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Law Enforcement (Knowledge (civics), Listen; Armor Proficiency (light))

Skills: Climb +7, Jump +7, Knowledge (civics) +6, Knowledge (tactics) +10, Profession +8, Swim +6.

Feats: Archaic Weapon Proficiency, Armor Proficiency (light, medium), Power Attack, Simple Weapon Proficiency.

Equipment: Peacemaker outfit, binocular, crossbow (10 bolts), commander's sabre (mastercraft +1 to-hit sabre), tonfa, concealable vest, various personal gear.

Peacemaker Recruit (Strong Ordinary 1): CR 1/2; Medium-sized Human; HD 1d8+2; hp 5; Mas 14; Init +1; Spd 30 ft.; Defense 14, touch 12, flat-footed 13 (+1 Dex, +1 class, +2 armor); BAB +1; Grap +3; Atk +3 melee (1d4+2, tonfa) or +3 melee (1d6+2, sabre) or +2 ranged (1d10, crossbow); FS 5 ft. by 5 ft.; Reach 5 ft.; AL law, good; SV Fort +3, Ref +1, Will +0; AP 0; CP 2; Rep +1; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Law Enforcement (Knowledge (civics), Listen; Armor Proficiency (light))

Skills: Climb +4, Jump +4, Knowledge (civics) +3, Knowledge (tactics) +5, Profession +4, Swim +4.

Feats: Archaic Weapon Proficiency, Armor Proficiency (light), Simple Weapon Proficiency.

Equipment: Peacemaker outfit, binocular, crossbow (10 bolts), sabre, tonfa, light undercover shirt, various personal gear.

Peacemaker Veteran (Strong Ordinary 3): CR 2; Medium-sized Human; HD 3d8+6; hp 21; Mas 14; Init +1; Spd 30 ft.; Defense 15, touch 12, flat-footed 14 (+1 Dex, +2 class, +2 armor); BAB +3; Grap +5; Atk +5 melee (1d4+2, tonfa) or +5 melee (1d6+2, sabre) or +4 ranged (1d10, crossbow); FS 5 ft. by 5 ft.; Reach 5 ft.; AL law, good; SV Fort +4, Ref +2, Will +1; AP 0; CP 2; Rep +1; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Law Enforcement (Knowledge (civics), Listen; Armor Proficiency (light))

Skills: Climb +5, Jump +5, Knowledge (civics) +4, Knowledge (tactics) +7, Profession +6, Swim +5.

Feats: Archaic Weapon Proficiency, Armor Proficiency (light), Power Attack, Simple Weapon Proficiency.

Equipment: Peacemaker outfit, binocular, crossbow (10 bolts), sabre, tonfa, light undercover shirt, various personal gear.

Peacekeeper Commander (Dedicated Ordinary/Tough Ordinary 3/3): CR 5; Medium-sized Human; HD 3d6+6 plus 3d10+6; hp 39; Mas 15; Init +0; Spd 30 ft.; Defense 17, touch 13, flat-footed 18 (-1 dex, +4 class, +4 armor); BAB +4; Grap +6; Atk +7 melee (1d6+2, sabre) or +7 melee (1d6+2, brawl); FS 5 ft. by 5 ft.; Reach 5 ft.; AL law, good; SV Fort +6, Ref +1, Will +4; AP 0; CP 2; Rep +1; Str 14, Dex 8, Con 15, Int 14, Wis 12, Cha 10.

Occupation: Law Enforcement (Gather Information, Listen; Armor Proficiency (light))

Skills: Diplomacy +4, Gather Information +6, Investigate +8, Knowledge (civics) +8, Listen +5, Profession +8, Read/Write Language (any), Sense Motive +5, Speak Language (any), Spot +9, Treat Injury +5.

Feats: Archaic Weapon Proficiency, Armor Proficiency (light, medium), Brawl, Simple Weapon Proficiency.

Equipment: Peacekeeper outfit, binocular, commander's sabre (mastercraft +1 to-hit sabre), concealable vest, various personal gear.

Peacekeeper Recruit (Dedicated Ordinary 1): CR 1/2; Medium-sized Human; HD 1d6; hp 4; Mas 10; Init +1; Spd 30 ft.; Defense 14, touch 12, flat-footed 13 (+1 Dex, +1 class, +2 armor); BAB +0; Grap +1; Atk +1 melee (1d4+1, tonfa) or +2 melee (1d6+1, brawl); FS 5 ft. by 5 ft.; Reach 5 ft.; AL law, good; SV Fort +1, Ref +1, Will +3; AP 0; CP 1; Rep +1; Str 12, Dex 13, Con 10, Int 14, Wis 15, Cha 8.

Occupation: Law Enforcement (Gather Information, Listen; Armor Proficiency (light))

Skills: Gather Information +3, Investigate +6, Knowledge (civics) +6, Listen +4, Profession +6, Read/Write Language (any), Sense Motive +4, Speak Language (any), Spot +4, Treat Injury +4.

Feats: Armor Proficiency (light), Brawl, Simple Weapon Proficiency.

Equipment: Peacekeeper outfit, binocular, tonfa, light undercover shirt, various personal gear.

Peacekeeper Veteran (Dedicated Ordinary 3): CR 2; Medium-sized Human; HD 3d6; hp 14; Mas 10; Init +1; Spd 30 ft.; Defense 15, touch 13, flat-footed 14 (+1 Dex, +2 class, +2 armor); BAB +0; Grap +3; Atk +3 melee (1d4+1, tonfa) or +4 melee (1d6+1, brawl); FS 5 ft. by 5 ft.; Reach 5 ft.; AL law, good; SV Fort +3, Ref +2, Will +4; AP 0; CP 2; Rep +1; Str 12, Dex 13, Con 10, Int 14, Wis 15, Cha 8.

Occupation: Law Enforcement (Gather Information, Listen; Armor Proficiency (light))

Skills: Gather Information +5, Investigate +8, Knowledge (civics) +8, Listen +5, Profession +8, Read/Write Language (any), Sense Motive +5, Speak Language (any), Spot +5, Treat Injury +5.

Feats: Armor Proficiency (light, medium), Brawl, Simple Weapon Proficiency.

Equipment: Peacekeeper outfit, binocular, tonfa, light undercover shirt, various personal gear.

Movement

Many times, shinobi will be required to use their greater mobility to their greatest advan-

tage. Typically, there are three movement scales, as follows.

- Tactical, for combat, measured in feet (or squares) per round.
- Local, for exploring an area, measured in feet per minute.
- Overland, for getting from place to place, measured in miles per hour or miles per day.

Modes of Movement: While moving at the different movement scales, creatures generally walk, hustle, or run. Shinobi, on the other hand, benefit from an additional scale of movement, called *land hop*.

Walk: A walk represents unhurried but purposeful movement at 3 miles per hour for an unencumbered human.

Hustle: A hustle is a jog at about 6 miles per hour for an unencumbered human. A character moving his speed twice in a single round, or moving that speed in the same round that he or she performs a standard action or another move action is hustling when he or she moves.

Land Hop: The land hop is a type of movement designed by shinobi and allows an unencumbered human to hop and run at about 9 miles per hour. A character moves at his speed thrice in a single round, but land hop cannot be performed in combat.

Run (x3): Moving three times speed is a running pace for a character in heavy armor. It represents about 9 miles per hour for a human in an o-yoroi.

Run (x4): Moving four times speed is a running pace for a character in light, medium, or no armor, or a shinobi in heavy armor (optional rule). It represents about 12 miles per hour for an unencumbered human, or 8 miles per hour for a human in chainmail.

Run (x5; optional rule): Moving five times speed is a running pace for a shinobi in light, medium, or no armor. It represents about 15 miles per hour for an unencumbered human, or 12 miles per hour for a human in chainmail.

Local Movement

Characters exploring an area use local movement, measured in feet per minute.

Walk: A character can walk without a problem on the local scale.

Hustle: A character can hustle without a problem on the local scale. See Overland Movement, below, for movement measured in miles per hour.

Land Hop: A character can land hop without a problem on the local scale. See Overland

Movement, below, for movement measured in miles per hour.

Run: A character with a Constitution score of 9 or higher can run for a minute without a

	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)¹				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Land Hop	45 ft.	60 ft.	90 ft.	120 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.
Run (x5)	75 ft.	100 ft.	150 ft.	200 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Land Hop	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
Run (x5)	750 ft.	1000 ft.	1,500 ft.	2,000 ft.
One Hour (Overland)				
Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Land Hop	4-1/2 miles	6 miles	9 miles	12 miles
Run	—	—	—	—
One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	—	—	—	—
Land Hop	—	—	—	—
Run	—	—	—	—

¹ Tactical movement is often measured in squares on the battle grid rather than feet

problem. Generally, a character can run for a minute or two before having to rest for a minute.

Overland Movement

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

Walk: A character can walk 8 hours in a day of travel without a problem. Walking for longer than that can wear him out (see Forced March, below).

Hustle: A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of stamina damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any stamina damage from hustling becomes fatigued. A fatigued character can't run or charge and takes a penalty of -2 to Strength and Dexterity. Eliminating the stamina damage also eliminates the fatigue.

Land Hop: A character land hopping, generally only shinobi, fuels chakra in his muscles and can do so for 4 hours without a problem. Each hour of land hopping costs the character 1 point of Chakra that can't be converted. Land hopping for a fifth hour between sleep cycles deals 1 point of stamina damage, and each additional hour deals twice the damage taken during the previous hour of land hopping. A character who takes any stamina damage from land hopping becomes fatigued.

At level 10, a shinobi's base movement speed during land hop is 40 feet.

While land hopping, the shinobi can make a Jump check (DC 15 for highway, road or trail, or DC 20 for trackless) to halve terrain penalties for that hour (x1/4 becomes x1/2, x1/2 becomes x3/4, x3/4 becomes x1). Add 5 to the DC to ignore terrain penalties. The character cannot retry for that hour.

Run: A character can't run for an extended period of time. Attempts to run and rest in cycles effectively work out to a hustle.

TABLE 16-3: TERRAIN AND OVERLAND MOVEMENT

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Moor	x1	x1	x3/4
Mountains	x3/4	x3/4	x1/2
Plains	x1	x1	x3/4
Swamp	x1	x3/4	x1/2
Tundra, frozen	x1	x3/4	x3/4

Terrain: The terrain through which a character travels affects how much distance he can cover in an hour or a day (see Table 17-4: Terrain and Overland Movement). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths.

It is entirely plausible that a shinobi character undergoes training to get adapted to a certain type of movement and negates penalties of traveling through a road or trail, or even trackless environment.

Forced March: In a day of normal walking, a character walks for 8 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1 point of stamina damage. A character who takes any stamina damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.

Mounted Movement: A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not stamina damage. The creature can also be ridden in a forced march, but its Constitution checks automatically fail, and, again, the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches.

See Table 16-5: Mounts and Vehicles for mounted speeds and speeds for vehicles pulled by draft animals.

Waterborne Movement: See Table 16-5: Mounts and Vehicles for speeds for water vehicles.

Car, truck or motorbike: Seeing as they require manual operation, a day of travel for a car, truck or motorbike is 8 hours. Any further counts as forced march that deals nonlethal damage.

TABLE 16-4: MOUNTS AND VEHICLES

Mount/Vehicle	Per Hour	Per Day
Mount		
Light horse or light warhorse	6 miles	48 miles
Heavy horse or heavy warhorse	5 miles	40 miles
Pony or warpony	4 miles	32 miles
Donkey or mule	3 miles	24 miles
Cart or wagon	2 miles	16 miles
Car or truck	45 miles	360 miles
Motorbike	55 miles	440 miles
Ship		
Raft or barge (poled or towed) ¹	1/2 mile	5 miles
Keelboat (rowed) ¹	1 mile	10 miles
Rowboat (rowed) ¹	1-1/2 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Cruise or cargo ship (engine powered)	9-1/2 miles	228 miles

¹ Rafts, barges, keelboats, and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

CHARACTER NAME

PLAYER NAME

STARTING OCCUPATION

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN

CLASS

LEVEL

ABILITIES

ABILITY SCORE MODIFIER TEMPORARY SCORE MODIFIER

STR				
STRENGTH				
DEX				
DEXTERITY				
CON				
CONSTITUTION				
INT				
INTELLIGENCE				
WIS				
WISDOM				
CHA				
CHARISMA				

HP
HIT POINTS

CURRENT HP

CHAKRA
POOL

CURRENT CP

DEFENSE

TOTAL = 10 +

CLASS
BONUS

EQUIPMENT
BONUS

DEX
MODIFIER

SIZE
MODIFIER

MISC
BONUS

ARMOR
PENALTY

INIT
MOD.

TOTAL

DEX
MODIFIER

MISC
BONUS

BASE ATTACK
BONUS

SPEED

SKILLS

MAX RANKS

/

SKILL NAME KEY SKILL ABIL. MOD. MOD. RANKS MISC BONUS
SKILLS MARKED WITH * CAN'T BE USED UNTRAINED

BALANCE	DEX	=	+	+
BLUFF	CHA	=	+	+
CLIMB	STR	=	+	+
COMPUTER USE	INT	=	+	+
CONCENTRATION	CON	=	+	+
CHAKRA CONTROL	WIS	=	+	+
CRAFT ()	INT	=	+	+
CRAFT ()	INT	=	+	+
CRAFT ()	INT	=	+	+
DECIPHER SCRIPT*	INT	=	+	+
DEMOLITIONS*	INT	=	+	+
DIPLOMACY	CHA	=	+	+
DISABLE DEVICE*	INT	=	+	+
DISGUISE	CHA	=	+	+
DRIVE	DEX	=	+	+
ESCAPE ARTIST	DEX	=	+	+
FORGERY	INT	=	+	+
GAMBLE	WIS	=	+	+
GATHER INFORMATION	CHA	=	+	+
GENJUTSU	CHA	=	+	+
HANDLE ANIMAL*	WIS	=	+	+
HIDE	DEX	=	+	+
INTIMIDATE	CHA	=	+	+
INVESTIGATE*	INT	=	+	+
JUMP	STR	=	+	+
KNOWLEDGE ()	INT	=	+	+
KNOWLEDGE ()	INT	=	+	+
KNOWLEDGE ()	INT	=	+	+
LISTEN	WIS	=	+	+
MOVE SILENTLY	DEX	=	+	+
NAVIGATE	INT	=	+	+
NINJUTSU	INT	=	+	+
PERFORM ()	CHA	=	+	+
PERFORM ()	CHA	=	+	+
PERFORM ()	CHA	=	+	+
PILOT*	DEX	=	+	+
PROFESSION	WIS	=	+	+
READ/WRITE LANG. ()		=	+	+
READ/WRITE LANG. ()		=	+	+
READ/WRITE LANG. ()		=	+	+
REPAIR*	INT	=	+	+
RESEARCH	INT	=	+	+
RIDE	DEX	=	+	+
SEARCH	INT	=	+	+
SENSE MOTIVE	WIS	=	+	+
SLEIGHT OF HAND*	DEX	=	+	+
SPEAK LANG. ()		=	+	+
SPEAK LANG. ()		=	+	+
SPEAK LANG. ()		=	+	+
SPOT	WIS	=	+	+
SURVIVAL	WIS	=	+	+
SWIM	STR	=	+	+
TAIJUTSU	STR	=	+	+
TREAT INJURY	WIS	=	+	+
TUMBLE*	DEX	=	+	+

TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER
FORT (CONSTITUTION)			
REFLEX (DEXTERITY)			
WILL (WISDOM)			

REPUTATION

ACTION POINTS

WEALTH BONUS

ATTACKS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
MELEE ATTACK BONUS					
RANGED ATTACK BONUS					

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
			SPECIAL PROPRIETIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
			SPECIAL PROPRIETIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
			SPECIAL PROPRIETIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
			SPECIAL PROPRIETIES

ARMOR/PROTECTIVE ITEM	TYPE	EQUIPMENT BONUS	PROFICIENT?
WEIGHT	SPEED	SIZE	MAX DEX
			SPECIAL PROPRIETIES

GEAR

ALLEGIANCES	LANGUAGE	READ/WRITE

REMEMBER THAT A CHARACTER CANNOT HAVE MORE THAN 3 ALLEGIANCES.

CHAKRA CONTROL	GENJUTSU	NINJUTSU	TAIJUTSU
1. Chakra Control 2. Chakra Control 3. Chakra Control 4. Chakra Control 5. Chakra Control 6. Chakra Control 7. Chakra Control 8. Chakra Control 9. Chakra Control 10. Chakra Control	1. Genjutsu 2. Genjutsu 3. Genjutsu 4. Genjutsu 5. Genjutsu 6. Genjutsu 7. Genjutsu 8. Genjutsu 9. Genjutsu 10. Genjutsu	1. Ninjutsu 2. Ninjutsu 3. Ninjutsu 4. Ninjutsu 5. Ninjutsu 6. Ninjutsu 7. Ninjutsu 8. Ninjutsu 9. Ninjutsu 10. Ninjutsu	1. Taijutsu 2. Taijutsu 3. Taijutsu 4. Taijutsu 5. Taijutsu 6. Taijutsu 7. Taijutsu 8. Taijutsu 9. Taijutsu 10. Taijutsu

TALENTS/SPECIAL ABILITIES

☐ A SWORD THAT NEVER KILLS

☐ ACROBATIC

☐ ADVANCED BLOODLINE

☐ MANGEKYOU SHARINGAN

☐ NINJA'S MIMICRY

☐ AIRCRAFT OPERATION*

☐ ALERTNESS

☐ ANIMAL AFFINITY

☐ ARCHAIC WEAPON PROFICIENCY

☐ ARMOR PROFICIENCY (LIGHT)

☐ A. PROFICIENCY (MEDIUM)

☐ A. PROFICIENCY (HEAVY)

☐ ATHLETIC

☐ ATTENTIVE

☐ BLIND-FIGHT

☐ BLOOD PACT

☐ BRAWL

☐ IMPROVED BRAWL

☐ STREETFIGHTING

☐ IMPROVED FEINT

☐ BUILDER

☐ BYAKUGAN SIGHT

☐ CAUTIOUS

☐ CHAKRA AFFINITY

☐ CHAKRA RESTORATION

☐ COMBAT EXPERTISE

☐ IMPROVED DISARM

☐ IMPROVED TRIP

☐ WHIRLWIND ATTACK

☐ COMBAT MARTIAL ARTS

☐ IMPROVED C. MARTIAL ARTS

☐ ADVANCED C. MARTIAL ARTS

☐ COMBAT REFLEXES

☐ CONFIDENT

☐ CRAFT POISONS

☐ CREATIVE

☐ DECEPTIVE

☐ DEFENSIVE MARTIAL ARTS

☐ COMBAT THROW

☐ IMPROVED COMBAT THROW

☐ ELUSIVE TARGET

☐ UNBALANCE OPPONENT

☐ DODGE

☐ AGILE RIPOSTE

☐ MOBILITY

☐ SPRING ATTACK

☐ DRIVE-BY ATTACK

☐ EDUCATED*

☐ ENDURANCE

☐ EXOTIC MELEE WEAPON PROFICIENCY*

☐ EYES OF DIVINATION

☐ FAR SHOT

☐ FOCUSED

☐ FRIGHTFUL PRESENCE

☐ GEARHEAD

☐ GENIN

☐ CHUUNIN

☐ JOUNIN

☐ GENIUS NIN

☐ ONE-HANDED JOUNISHI

☐ GENJUTSU ADEPT

☐ GIFT OF SUMMONING

☐ GREAT FORTITUDE

☐ GOUKEN

☐ GUIDE

☐ HARMONY

☐ HEROIC SURGE

☐ IMPROVED CHAKRA POOL**

☐ IMPROVED DAMAGE THRESHOLD**

☐ IMPROVED INITIATIVE

☐ IRON WILL

☐ LIGHTNING REFLEXES

☐ LOW PROFILE

☐ MEDICAL EXPERT

☐ METICULOUS

☐ MONKEY GRIP

☐ MOUTSU AISHOU

☐ NIMBLE

☐ NINJUTSU ADEPT

☐ NIN WEAPON PROFICIENCY

☐ PERSONAL FIREARM PROFICIENCY

☐ ADVANCED FIREARM PROFICIENCY

☐ BURST FIRE

☐ EXOTIC FIREARM PROFICIENCY

☐ STRAFE

☐ POINT BLANK SHOT

☐ DOUBLE TAP

☐ PRECISE SHOT

☐ RAPID SHOT

☐ SHOT ON THE RUN

☐ SKIP SHOT

☐ POWER ATTACK

☐ CLEAVE

☐ GREAT CLEAVE

☐ IMPROVED BULL RUSH

☐ SUNDER

☐ QUICK DRAW

☐ QUICK RELOAD

☐ RENOWN

☐ RUN

☐ SCRIBE CHAKRA SYMBOLS

☐ SHADOW ARTS

☐ SIMPLE WEAPON PROFICIENCY

☐ SOMUKERU

☐ STEALTHY

☐ STUDIOUS

☐ SURFACE VEHICLE OPERATION*

☐ SURGERY

☐ TAIJUTSU ADEPT

☐ TECHNIQUE FOCUS

☐ TOUGHNESS**

☐ TRACK

☐ TRAINING

☐ TRUSTWORTHY

☐ TWO-WEAPON FIGHTING

☐ IMPROVED T.-W. FIGHTING

☐ ADVANCED T.-W. FIGHTING

☐ VEHICLE EXPERT

☐ FORCE STOP

☐ VEHICLE DODGE

☐ WEAPON FINESSE*

☐ WEAPON FOCUS*

☐ WINDFALL**

☐ _____

☐ _____

☐ _____

☐ _____

☐ _____

* YOU CAN TAKE THIS FEAT MULTIPLE TIMES. ITS EFFECT DO NOT STACK, BUT EACH TIME YOU TAKE THE FEAT, IT APPLIES TO A DIFFERENT SKILL, TYPE OF EQUIPMENT OR WEAPON TYPE

"YOU CAN GAIN THIS FEAT MULTIPLE TIMES. ITS EFFECT STACK."

NARUTO: D20 TECHNIQUE SHEET

[illegible]

· **New:**

Starting Occupations:

- Added Wandering Ninja
- Added Technician
- Added Seal Expert

Skills:

- Added Elemental Scrolls
- Added details on Puppet Components to Craft (mechanical)

Feats:

- Added Adept Puppeteer meta-chakra feat

Equipment:

- Elemental Scrolls
- War Fan
- Daikyuu
- Greatbow
- Hankyuu
- Sword-cane (Nin Weapon)

Advanced and Prestige Classes:

- Added the Livewire
- Added Trap Expert puppeteer skill

Techniques:

- Domori no Jutsu (Speech Impediment Technique)
- Hyuuga Ryuu - Hakke Tenkuushou
- Kairai Engeki - Kamitederu (Puppet Theater - Exit Stage Left)
- Kairai Engeki - Kengakuryokou (Puppet Theater - Field Trip)
- Kairai Engeki - Senken no Mai (Puppet Theater - Dance of a Thousand Blades)
- Shinsei Kekkai (Life Barrier)
- Sharingan Ougi - Tsuyagan (Sharingan Secrets - Entrancing Gaze)
- Youton - Daimyouriki (Demonic Release - Greater Vile Power)
- Youton - Myouriki (Demonic Release - Vile Power)
- Youton - Shinmyouriki (Demonic Release - True Vile Power)

Bloodlines and Templates:

- Added Cursed Warrior class
- Added True Origin cursed seal feat.
- Added Darkbane Sharingan feat
- Added Battle Mime class
- Added White Knight class
- Added Farseeing Eye feat
- Added Warmonger class
- Added Hivemaster class
- Added Black Death, Bug Host, Hivemind, Greater Hivemind feats.
- Added Elder Sage class

- Added Battle Ready (Doukagan) and Greater Osmosis feats

Friends and Foes:

- Added Kikai Hive Mother

Enhancement Seals:

- Armor Seals implemented for armor, earring, rings, bracers, boots and necklaces.
- Several armor seals added.
- Windfury weapon seal added
- Greater Shapechanger added

Relics and Artifact:

- Added Arcane Crystal
- Added Blessed Thorium (Arcanite)
- Added Faux Body

Puppets:

- Puppet Defeats and Repairing a Puppet
- Human Puppets can now have bonus chakra
- Adept Body
- Bomb
- Elemental Cannon
- Elemental Cannon, Superior
- Elemental Cannon Holster
- Kunai Shower Mark II
- Kunai Shower Mark III
- Grand Dragon's Breath
- Hollow Body
- Wire

Modifications:

Starting Occupations:

- Added Affiliation to all clan occupations

Basic Game Mechanics:

- Elemental Affinity Variants now have a Hyouton and Mokuton feat required for the respective elements.
- Strength ranks no longer grant bonus to Strength score but rather an equivalent bonus to attack and weapon damage rolls.

Skills:

- Time required to add a point to a basic puppet halved.
- Chakra Control skill cleaned up and simplified

Feats:

- Craft Weapon Seals tree now renamed Craft Enhancement Seals. Feats also reduce penalty to Learn checks to learn Sealing techniques
- Kyuudo feat removed. Bows behave the same as in D&D and do not require a feat.

- Genjutsu, Ninjutsu and Taijutsu Adept feats now allow 1 additional attempts when learning Techniques
- Training feat allows a character to learn Training techniques of any subtypes

Equipment:

- Combat Puppets now weigh 25 (small), 50 (medium) and 100 (large) pounds
- Utility Puppets now weigh 30 (small), 60 (medium) and 120 (large) pounds
- Puppet Components now have their own weights.
- All puppets now have a restriction of "+1 (Lic)"
- Battle Wire reworked slightly and can now be used in two-weapon fighting
- Vehicles names removed because of author's disgust.
- Equipment section rearranged and cleaned up.
- Blood Increasing Pills now function differently.
- Spirit Bottle renamed to Chakra Restoration Amplifier, has side effects.
- Fukiya renamed to Blowgun

Advanced and Prestige Class:

- Beastmaster's now risks entering Frenzy only when losing 25% of his hit points rather than every hit.
- Beastmaster can now perform Taijutsu techniques normally
- Increased duration of Kugutsu no Jutsu from Advanced Puppetry
- Blinkstrike now correctly requires 12 ranks in Ninjutsu and Taijutsu, not 15.
- Puppeteer can now reanimate puppets that were deanimated from failed Concentration checks
- Genjutsu Master mastery Genjutsu Knowledge now allows the character to learn Training techniques of the Genjutsu subtype without penalty
- Taijutsu Master mastery Martial Arts Master now allows the character to learn Training techniques of the Taijutsu subtype without penalty

Techniques:

- Learn system modified! (!!!)
- Complexity Ratings renamed: E-, D-, C-, B-, A-, S- and Super S-Rank renamed to E-, D-, C-, B-, A-, S- and Super S-Class! (!!)
- Training techniques are now their own technique types, with four subtypes: Chakra Control, Genjutsu, Ninjutsu, Taijutsu.
- Akahigi swarm attacks only have a 20% chance to poison a target.
- Kuushou renamed to Hakke Kuushou. Rank reduced to 5, Cost reduced to 2, knockback reduced to 1d4x5 feet.
- Kankin Kaihou costs no chakra.
- Shunten Kaihou cost reduced to 2.
- Every consecutive use of Hachimon Tonkou techniques reduce the chakra bonus by 4.
- Kousen Ryu reworked slightly, is now rank 3 but requires Nin Weapons Proficiency feat.
- Backlash from using various Hachimon Tonkou techniques was reduced slightly.
- Jyuuken: Shodan and Nidan Dachi both had their Learn DCs lowered.
- Iryou Ninjutsu: Ryoji - Nanroume can now lower the Sharingan blindness penalty by 2 once a day.
- Kage Bunshin no Kaihi, Hijou Kowarimi, Kowarimi, Shundou, Shusen - Chibounushi and Tobikiri Kowarimi now simplified and granted more utility.
- Kikai Rouka renamed to Mushi Rouka no Jutsu and modified (now requires a feat, functionality improved)

- Kage Bunshin no Kaihi renamed to Naruto Ryuu: Senjutsu - Hiriyaku (Naruto Style: Tactics - Evasion Maneuver)
- Kage Mane now lasts for a minimum of 3 rounds, plus 1 per step of mastery.
- Mokuton techniques now have their own element (can't be specialized)
- Daichihassai renamed to Tenshu Kyaku (Sky-splitting Heeldrop)
- Ningyou Henge renamed to Kairai Engeki - Shichihenge
- Genjutsu Kai and Joukai chakra cost reduced to 2 and 4 respectively.
- Kankin Kaihou technique removed, the seals can be unsealed without a technique.
- Chakra Kankin no In renamed to Chakra no Souin
- Chouzou Fuuin and Kankin Kanshihon Fuuin renamed to Fuuin Jutsu - Chuuzouin and Gesouin respectively
- Kokoro Wana modified and renamed to Sharingan Ougi - Shinkou Jutsu

Bloodlines:

- Byakugan now grants a bonus to Defense, Initiative and High Speed Sight
- Byakugan's High Speed Sight now renamed to Combat Insight and grants a bonus to attack rolls and reflex saves.
- Byakugan progression changed: Byakugan gains a bonus every 4 levels, combat insight gains a bonus every 5 levels
- Sharingan Eye now grants a bonus to Defense, Initiative and Spot checks
- Sharingan Eye's Offensive Foresight now grants a bonus to attack rolls, intimidate checks and Reflex saves.
- Added Battle Ready (Byakugan) and Battle Ready (Sharingan Eye) meta-chakra feats.
- Destruction Bugs feat moved to bloodlines
- Satetsu updated, reworked and generally improved. It can now be added to a human puppet made from a body with satetsu (!!)
- Sharingan Eye (Intermediate) now requires Wind, Lightning or Fire affinity rather than Fire.
- Sharingan Technique Copy modified

Friends and Foes:

- Characters updated to take into account new bloodlines and bonus chakra

Epics:

- Living Puppet feat increases the character's hit dice to d10.
- Epic Sacred Fist progression altered.

Enhancement Seals:

- Rules for Weapon Seals generalized for all Enhancement Seals
- Lesser Concealment renamed to Concealment, now fully conceals weapon's chakra. Greater Concealment removed.
- Shapechanger seal modified

Relics and Artifacts:

- Hyourinmaru, Shinsou, and Zangetsu are now made of arcanite.
- Samehada is now made of dark iron.

Puppets:

- "Torso" slot renamed Chest
- Destroyed Puppets modified (see Puppet Defeats)

- Craft DC and Purchase DC of crafting human puppets significantly reduced.
- Blades, serrated renamed to Blades, hollow.
- Kunai Shower component modifier.
- Dragon's Breath costs 1 less utility point.
- Pocupine Trap modified.
- Improved Servos apply to all natural attacks
- Mechanics of Blade component modified (now counts as a held weapon)
- Torso Net Trap renamed to Net Trap
- Puppet Cores table eliminated, replaced by statblock entries as it should look like.

Movement:

- The character can ignore terrain penalties during Land Hop with the Jump skill

Priority Chart:

- (!) - Important
- (!!) - Very Important
- (!!!) - Must Read