

CLAN PACK #1

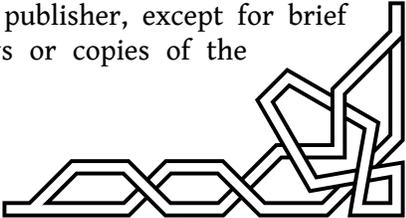
THE OUTSIDERS

THE NINJA CRUSADE
SECOND EDITION

Crawling Magpies
Harmonious Swarm
WICKED QUILLS

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Crawling Magpies

- ◆ **Other Names:** Doro Clan, Swamp people, Mud-Eaters
- ◆ **Stereotypes:** Dirty, Uneducated, Survivors
- ◆ **Fighting Styles:** Dragon, Snake
- ◆ **Favored Jutsu:** Way of Restless Earth
- ◆ **Skills:** Intimidation +1, Perception +1, Stealth +1, Survival +1
- ◆ **Ki Balance:** +1 Yin

HISTORY

When the great purge of the ninja clans came, the Imperial Army caught the small mining village of Okasu off guard and quickly burned it to the ground. They were not ninja, but resisted imperial expansion, and their land was rich in resources the empire coveted. In the face of utter destruction, the Kita Siblings: a brother, Rinji, and a sister, Una, hid a cache of supplies in a nearby swamp and rescued as many of their townspeople as possible. The two of them knew not to trust the Empire and prepared for this inevitability long ago. They watched the flames consume their town and vowed to keep their new home safe from intruders.

Over the next few years, they foraged from the surrounding countryside and stole from the new inhabitants of once beloved Okasu who seemed much more loyal to the Emperor. It didn't take long to master the art of thieving, an act that became integral to their survival. After a number of years of suffering raids and burglary, the Okasu Guard negotiated with the group calling themselves the Crawling Magpies to merely leave offerings and supplies instead of wondering what would go missing in the night. With survivability solved, the clan focused their attention on bigger hauls. The ninja took to robbing convoys from the Empire, hoping to bolster their resources and reputations. Their first raid was a grand success, but the next two were disastrous due to extra guards placed for heightened security; a consequence that comes with such notoriety.

The Magpies decided to employ a teacher in the art of the war to improve their chances. They sought out several Ronin and had most of their members of their swamp village train under the way-

ward ninja, combining their lessons and their mastery of the swamplands into their own specialized jutsu.

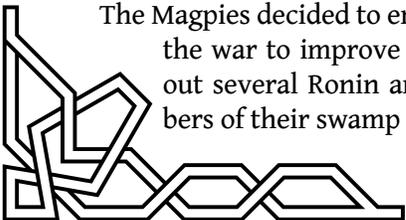
The Kita Siblings who once led them are long since dead, but are still revered as the founders of the village. There is a tree that grows in the center of their new town, named Kita's Tree to honor them. After a particularly large heist, the Empire ordered the swamp cut down and burnt, but the Magpies themselves repelled the attempts at destruction, even staying hidden from the Recoiling Serpents who would destroy them if the clan left evidence of their existence. The Empire knows the clan resides in the swamp, but seldom takes the time to differentiate between a Magpie and a Serpent. Guards have been posted in common swamp entrances to contain the clan, but many go missing. Soldiers continue to search the area, but its vast size and harsh environments are enough to make the Emperor change his mind.

LIFESTYLE

Living in a large swamp gives the Magpies a unique perspective. Their home is hazardous and downright dangerous by itself, but with the added pitfalls and traps the clan has added, it has become a deathtrap to those who do not know how to properly navigate it; quicksand, overgrown reptiles, tripwires, diseases and countless ways to twist one's ankle or lose one's way are but only a few ways to die in the swamp. The Magpies have adapted to their home and use it to their advantage. They can make daring raids and retreat into the marshy bog without worrying about pursuit. No one has ever reached their village without assistance from one of the clan, and those few outsiders could never retrace their steps.

The Magpies call their new village Zhazo, and it began with one small hut on stilts, but grew into a multitude of tree houses and raised structures. From atop their buildings, the clan can see the telltale signs of invaders (birds taking flight, smoke, tall grass bending, etc.) and can send a team to misdirect them.

They are incredibly attached to the northern swamp of the Triumph Province where their home is and are taught how to navigate it at a young age. Small offshoot



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villages have sprung up in other provinces, but are usually squashed by the clans that lord there. Other clans look down upon their presence in their areas of power as they tend to be seen as robbers and can easily foul up the machinations of an already established clan. The Recoiling Serpents have been approached for possible treaties, but they seem to take to killing Magpies for sport to send a message of who truly owns the swamplands.

AGENDAS

Zhazo relies on trade, thievery and support from neighboring villages to survive. For obvious reasons, they despise the Empire, but are mostly concerned with the continued well-being of their town and clan. They try to foster dissent and mistrust of the Empire wherever able by sending out small groups or individual ninja into small communities and large cities. Joining the Lotus Coalition was more for the resources offered for their service and less because they want to help other clans survive. They often work with other clans to achieve goals that benefit them both, but know to steer clear of, and watch their back, around Recoiling Serpents who may be assigned to the same mission.

When the war ends, the Doro Clan plan on maintaining their lifestyle in the swamp, as they have adjusted to the life there and cannot imagine living elsewhere. They would work with other clans to try to resolve old conflicts to get them all on the same side one more. They have no love for the Empire and would gladly see it replaced. They operate on the side of justice and not revenge, but still steal, break and kill their way towards their goals.

GIFT AND TRIGGER

◆ **Gift - No Place Like Home:** Living in the middle of a swamp carries with it a plethora of disadvantages for anyone else besides the Doro Clan. They have made a real home in the worst of locations, much to the surprise of any they encounter. Instead, they gain +1 bonus to any checks when operating within a swamp environment. This bonus is raised to +2 if used with Survival.

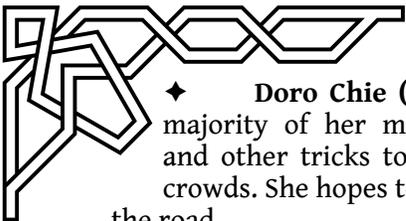
◆ **Trigger - Sensitive:** Growing up along friends and family bound together for survival means a Magpie can often be in for a bit of a shock when not everyone is looking out for them. They are quick to trust those who show even a modicum of

pleasantness and often fall into a naive state for other ninja to prey upon. Gain 1 Karma if they discover someone they trusted has now betrayed them.

CONTACTS

- ◆ **Horigume Maru (Intuition):** She is the owner of a flower shop who uses several rare swamp flowers as the centerpieces for her arrangements.
- ◆ **Okumura Yoshitomo (Fighting):** A former Silver Blade who left his service to the Empire when he discovered his wife was a ninja. He could never betray her.





◆ **Doro Chie (Perform):** Chie makes the majority of her money playing shell games and other tricks to amuse Triumph Province crowds. She hopes to one day take her show on the road.

- ◆ **Hatayama Shogo (Perception):** A lookout for a local village who has such a keen eye, one would guess he was a ninja. Hopefully no one reports his abilities to the Izou.
- ◆ **Higo Kiyomitsu (Fortitude):** He is a poison-maker who has a penchant for testing himself against his most lethal concoctions.
- ◆ **Imaizumi Sen (Intimidation):** She is a cutthroat magistrate known to accept bribes to look the other way in certain situations.

BONDS

- ◆ *Choose one ninja who you respect for their ability to survive regardless of the threat.*
- ◆ *Choose one ninja who looks down on you because you grew up in a swamp.*
- ◆ *Choose one ninja who is the best cook you've met to date, and finding out their recipes is always on your mind.*

WAY OF RESTLESS EARTH

Element: Water

Training: The Way of Restless Earth is taught exclusively within the most dangerous and dankest swamps of the Triumph Province, and ninja who learn it have endured quite a bit of harm to learn its ways. On a Boost during activation, they gain +2 Movement and +1 Initiative within a swamp environment, each Boost connecting them further to the powers most overlook.

Backfire: The swamp is unforgiving when it comes to a slight when channeling its power. On a failure during activation, the ninja suffers a Condition depending on the jutsu type failed. Failed Yang checks produce a Poisoned 1 Condition, while Yin produces a Dazed 1 Condition.

BASIC JUTSU

- ◆ **Bog Touch (Yang + Crafts):** With a mere touch, the ninja converts stone and rock into mud. This can lead to buildings collapsing if the right amount of material is converted. A ninja affects (Yang) feet per use, and a Moderate (2) Knowledge + Crafts check can determine which part of a

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building is most susceptible to this power.

- ◆ **Instant Submerging (Yin + Crafts):** The ninja touches an object and it instantly sinks to the bottom of the swamp, covered with mud and undetectable by most. The Difficulty to find the item by anyone other than the ninja is reduced by (Yin).
- ◆ **Mud Walk (Yin + Discipline):** The ninja touches a piece of organic material (stone, wood, clay etc.) and passes through it as if it were mud. Their Movement is halved and they can only stay inside something for as long as they can hold their breath without drowning. On a Boost, they may affect (Yin) others as well.
- ◆ **Nature's Cloak (Yang + Survival):** Covering themselves in mud or dirt, the ninja becomes virtually invisible, so long as they are not indoors. The effect lasts until they speak, attack, use a different jutsu, enter a building or otherwise draw attention to themselves and can be reused without additional chi if they find a new hiding spot. They gain +2 Stealth, but their Movement is halved.
- ◆ **Powerful Lung Technique (Yin + Fortitude):** The ninja has the ability to hold their breath for the Scene. It ends if they attempt to speak or are hit for more than (Yin) physical damage in one strike. On a Boost, they can withstand one of these and seamlessly return to holding their breath.

MEDIAN JUTSU

- ◆ **Deadly Swim (Yang + Athletics):** Must have Nature's Cloak. When in water or mud over 3 ft. deep, the ninja can initiate a terrible attack that pulverizes organs, crushes bones and mangles their enemy. This jutsu is usable once the ninja has grappled the target, at which point they pull the target into the water, wrap their body around the victim and squeeze; similar to a boa constrictor. This, combined with the rolling and twisting in the style of an alligator, does tremendous damage. The target takes 3 damage every Round spent in the Grapple. On a Boost, the target suffers a -2 penalty to Break Grapple.
- ◆ **Fever of the Swamp (Yin + Holistics):** With a glance, the ninja can strike a single target within Near Range with a mystical sickness, which includes fever, nausea and hallucinations. The target resists with a Moderate (2) Fortitude check once per Round to differentiate between reality, as the illusions of trees twisting, swamp gas, buzzing insects and other horrors of the marsh assault them. If they fail, they lose 1 Dynamic Action per (Yin) Rounds and suffer a Dazed 1 and Confused 1 Condition. Even if successful

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in resisting, they suffer a Confused 1 Condition.

- ◆ **Friend of the Swamp (Yang + Persuasion):** The ninja creates a connection between themselves and the surrounding swamp, bringing it to life to help in Battle. For (Yang) Rounds, the swamp itself springs to their defense, shifting currents to throw opponents off, banging logs and detritus into enemies or causing bugs to bite. This grants a number of +1 bonuses or -1 penalties equal to successes gained that the ninja can apply for the Battle. For example, if they roll 4 successes, they could grant a +2 bonus to their next attack and a -1 penalty to their opponents' next two Defense checks.
- ◆ **Mud Touch (Yang + Crafts):** Must have Bog Touch. The ninja now has a specific touch attack to use against well-armored enemies. The ninja attacks with their activation check, and their target must Dodge to avoid the effects. If successful, the ninja deals +1 damage per point of Armor the target possesses and reduces its effectiveness by 1. For instance, attacking a target with Armor 3 would deal +3 damage and reduce them to Armor 2 thereafter.
- ◆ **Sinking Attack (Yin + Discipline):** Must have Instant Submerging. The ability to draw items below the swamp's waters extends now to living creatures. The victim is dragged beneath the water by an invisible force and must make an Opposed Strength check against the ninja's activation check, but suffers a -1 penalty for each point of Armor they are wearing. The target suffers a Deprived 1 Condition per Round they remain submerged, until it reaches level 5 and the victim passes out and floats to the top.

ADVANCED JUTSU

- ◆ **All to Mud (Yang + Crafts):** Must have Mud Touch and Nature's Cloak. The ninja now extends their abilities, turning every non-living thing within (Yang x10) ft. to mud, including weapons, armor, wagons and even sections of buildings. It does not affect the ninja themselves, nor does it affect magical or master-crafted weapons or armor.

- ◆ **Body of Mud (Yin + Fortitude):** Must have Mud Walk. The ninja's body turns to mud, but retains its form and ability to move. This allows them to creep through cracks in doors and bars, up drain pipes and so forth at Movement equal to their Yin, and their Initiative is reduced by 4 (to a minimum of 1). They can also suffocate others after a successful Grapple check. The ninja receives a +2 bonus to Initiate Grapple and causes a Deprived 1 Condition (Air) with each Action devoted to this cause. Physical damage their form takes is halved, unless the attack is Water-expected. Lasts for (Yin) Rounds.
- ◆ **One with the Swamp (Yin + Persuasion):** Must have Friend of the Swamp. While in a swamp environment, the ninja now has a greater chance of success as they become one with the swamp itself, moving quickly through its waters and operating more effectively. For (Yin) Rounds, any 1 results rolled count as though they were 10s.
- ◆ **Rain of the Gods (Yang + Survival):** If the ninja is out of their element, they can use this jutsu to flip the table on unsuspecting enemies by bringing their element to them. For the next (8 - Yang) minutes, a storm rages around them, dropping huge amounts of rain and mud while arcing lightning across the sky. Anyone other than a Magpie within the storm becomes disorientated and suffers a Confused 2 and Sensory Loss 1 (Sight) Condition. After 1 Round of the storm, the area affected acts like a swamp for any and all reasons, including granting a +1 bonus to users of the Way of Restless Earth. The swamp will fade back to its normal environment type within the next day.
- ◆ **The Start of All Life (Yin + Survival):** Must have Fever of the Swamp. Submerging a wound into swamp water restores damaged tissue and can even mend broken bones. The ninja recovers 1 damage (of either type) every 5 minutes of stillness in the swamp. All Bleeding, Poisoned and Injured Conditions are also reduced by 1 every 5 minutes after they become fully healed.




Harmonious Swarm

- ◆ **Other Names:** Mushi Clan, Bugs, Swarm
- ◆ **Stereotypes:** Deceptive, Cowardly, Resilient
- ◆ **Fighting Styles:** Horse, Scorpion (FB2E, pg. 52)
- ◆ **Favored Jutsu:** Way of the Hive Life
- ◆ **Skills:** Deception +1, Empathy +1, Knowledge +1, Might +1
- ◆ **Ki Balance:** +1 Yin

HISTORY

The Harmonious Swarm began as a loose federation of Ronin - maybe five or six in all - who grew tired of wandering. They didn't want the boring, structured life of the average civilian, but neither did they want the politics and instability of the Clans. The ninja debated for days. They needed safety, and to that end they needed power. But how? Many were wanted for minor crimes or unwelcome in polite society. Others had burned bridges with the major ninja clans. The ninja who would be the Mushi Clan had nowhere to turn.

One morning, the ninja stumbled upon a series of anthills. Thousands of ants swarmed around each other, all nearly identical, all with single-minded purpose. The ninja were enlightened in this moment. They would find safety in conformity - they would infiltrate the hive of humanity, disguise themselves as average people, hiding among the swarm.

The Harmonious Swarm studied the ants for months, learning the benefits of conformity and safety in numbers. They learned to meet the expectations of others. More importantly, they developed strong jutsu to mimic these concepts and aid in their deception.

The fledgling clan stayed small, but played a vital role in their communities. Each ninja assumed any number of roles to strengthen the economy and safety of their homes. Some went further, setting themselves up as community leaders and directing events behind the scenes. In this way, the Mushi avoided conflict with the more influential clans and evaded the Empire's notice for a time, but the Harmonious Swarm knew it wouldn't last. They joined with the Lotus Coalition, hiding among yet another hive to

keep their limited numbers safe. Their battlefield is one often neglected by other ninja - the Mushi realize an ordered and safe community is important for both the battle against the Empire, and for what comes after.

LIFESTYLE

Harmonious Swarm ninja dress as average members of whatever community they are currently infiltrating. Whether masquerading as a common merchant or an affluent noble, the Bugs do their best to not stand out. Most of the Harmonious Swarm recognize the best way to fight the Empire is through subtle means.

Conformity isn't the only thing the Mushi learned from watching the insects. Like a wasp nest, the Mushi are fierce and unrelenting when disturbed. They have taken to the Lotus Coalition for this very purpose. The Harmonious Swarm live among every kind of community - they can strike out against the Empire and fade back into the relative safety of anonymity.

Most Harmonious Swarm ninja are charming and personable, capable of easily slipping into each new role. It is only among other ninja that the Mushi can truly be themselves. They tend to seek out other ninja at any opportunity, and are often quick to volunteer for dangerous missions or rush into battle. Unfortunately, the Harmonious Swarm is still a small clan. No more than a handful of the Swarm might be in any one area at any given time, and the clan's infrastructure is too fragmented to easily provide support to an individual ninja.

Other clans often have a hard time trusting the Mushi. The Bugs can be anyone, anywhere and are extremely difficult to exterminate. Some distrust the Harmonious Swarm's humanity, wondering just how much they've learned from the insects. Others worry they might put their own interests (or those of their community) above the war against the Empire.

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AGENDAS

The Harmonious Swarm claim to want a peaceful life, hidden away in their communities and free from outside influence. They want to create a stronger society for everyone's benefit. It is with only the most noble of intentions the Harmonious Swarm seems to operate. The truth is the Harmonious Swarm wants to be in control. Each ninja wants to stay safe among a group, but continue to manipulate events in their favor without being caught. Bugs want to survive beyond anything else, and will do whatever it takes to ensure their continued existence.

The Lotus Coalition is ultimately a means to that end. The Empire might be more powerful, but the Ninja Crusade is too great of a threat for the Harmonious Swarm to ignore. They will devote every resource to the Empire's destruction - and then they will retreat back to their holes, ready to survive another day.

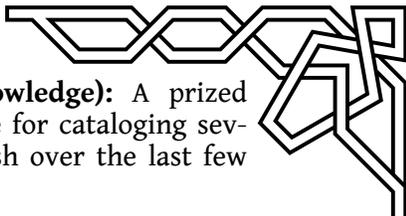
GIFT AND TRIGGER

◆ **Gift - Social Butterfly:** Bugs make contacts among all groups of people all over the Empire. Every Harmonious Swarm ninja has a stable of friends and communities they can turn to - whether through false identities or arrangements by an elder ninja. Harmonious Swarm ninja receive +2 Travel when going on Journeys and an additional Ally during character creation; their bonuses when involving their Allies is raised to +3 from the start.

◆ **Trigger - Cowardice:** Ultimately, the Harmonious Swarm wants to survive. Their opposition to the Empire is from pragmatism first and idealism a (distant) second. Other clans distrust the Swarm's devotion to their cause and believe them slow to act. Gain 1 Karma whenever their temperance causes conflict.

CONTACTS

- ◆ **Kashiwagi Gihei (Might):** After years of training, Gihei has finally entered the world of sumo wrestling. With the right coaching, he could become a champion.
- ◆ **Mushi Toshie (Survival):** A member of the Swarm with a different perspective, she has spent years in the wilderness learning how to blend in with animal collectives, just as others do with human societies.

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- ◆ **Kido Nobuatsu (Knowledge):** A prized fisherman, responsible for cataloging several new species of fish over the last few years.
 - ◆ **Isey Kinnojo (Persuade):** He is the advisor to a local mayor, who thinks of his village first, even before the wishes of the Emperor. Could make for a wonderful ally or deadly rival.
 - ◆ **Harada Mae (Athletics):** She is famous for having the bravery to swim across the Western Ocean to the Land of Crashing Waves without the aid of jutsu.
 - ◆ **Mizoguchi Oharu (Marksman):** Oharu is a member of a performing troupe, and specializes in spectacular knife-throwing displays.

BONDS

- ◆ Choose one ninja who distrusts you because you're always so charming (and must be hiding something).
- ◆ Choose one ninja whose company you enjoy while spending nights out on the town.
- ◆ Choose one ninja who you see as an expert on a topic you are immensely interested in.

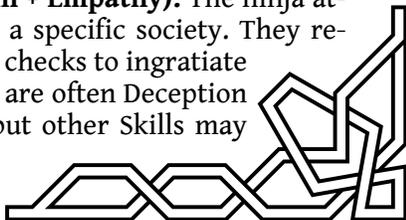
WAY OF THE HIVE LIFE

Element: Earth

Training: Learning the Way of the Hive Life is all about assimilating into one's surrounding and connecting with allies. It involves building real relationships with any- and everyone the ninja comes into contact with, even their rivals and enemies. On a Boost during activation, they may gain +1 Empathy or +1 Persuade, depending on their need at the time.

Backfire: A misstep within one's social circles can be just as deadly as any battlefield. A failure means the ninja suffers either a Confused 1 or Dazed 1 Condition.

BASIC JUTSU

- ◆ **Eyes Everywhere (Yang + Survival):** The ninja forms a link with insects in the area, able to borrow the senses of thousands of vantage points. The ninja receives a bonus to their next Perception Skill against Stealth equal to successes gained.
 - ◆ **Infiltrate the Hive (Yin + Empathy):** The ninja attunes themselves with a specific society. They receive a +1 bonus to any checks to ingratiate with that group. These are often Deception or Empathy bonuses, but other Skills may
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also be affected. This jutsu does not affect combat checks and can only be used for groups/societies the ninja is not already a member of.

- ◆ **Insect Mind (Yin + Discipline):** The ninja assumes the single-focused mindset of an insect. During this time, he receives a +2 bonus against Fear/Awe and +1 bonus against Pain.
- ◆ **Stronger Together (Yang + Persuade):** The ninja brings themselves and their comrades into sync. Support checks (NC2E, pg. 137) may benefit from up to (Yang) additional helpers, each one adding another +2 bonus to the roll.
- ◆ **Unspoken Communication (Yin + Knowledge):** The ninja picks a target and can convey a message no longer than a sentence to them using a series of facial tics. The target instinctually knows exactly what the ninja is trying to say.

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MEDIAN JUTSU

- ◆ **Defense Mechanism (Yin + Survival):** If in a Battle, and accompanied by at least two other comrades, they can avoid being targeted by foes within Near Range. Once activated, the next attack that would come their way must instead target one of the ninja's comrades. On a Boost, it affects the next two attacks aimed at them.
- ◆ **Fly on the Wall (Yang + Perception):** Must have Eyes Everywhere. The ninja can view events from up to 1 mile away, so long as there is an insect in the area. This requires complete concentration on the ninja's part, so the ninja cannot take any other actions while using this jutsu. On a Boost, they may both view and hear events.
- ◆ **One of the Swarm (Yin + Empathy):** Must have Infiltrate the Hive. The ninja changes their physical appearance (including their clothing) to become a completely nondescript, average member of a particular group or society. This only works in groups sufficiently large enough for such an individual to



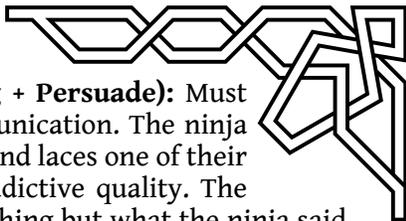
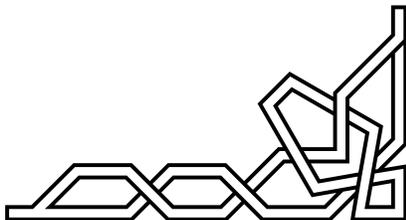
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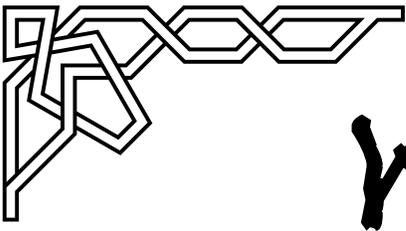
exist - a small, tight-knit secret society will not be fooled by this jutsu (though the ninja's appearance will still change).

- ◆ **Poking the Wasp's Nest (Yang + Marksman):** A swarm of insects fly, crawl or jump toward a Near Range target and, if their activation is successful against the target's Dodge (cannot be Parried), the insects initiate a Grab with the target. The swarm then uses the ninja's statistics to resolve any checks, but suffers a -1 penalty. If the target breaks the Grapple, the swarm disperses. On a Boost, the ninja may make another reflexive activation check to keep their hold. If dispersed again, they cannot retain their hold.
- ◆ **Silent Sting (Yang + Stealth):** If attacking from a hiding place, the ninja may make their initial attack especially potent. Their activation check acts as their attack and their opponent suffers a -2 penalty to resist due to the speed of the attack. If successful, the victim takes damage normally, but must also make a Moderate (2) Fortitude + Athletics check to resist toxins running through system, dealing 3 more damage and causing a Poisoned 2 Condition.

ADVANCED JUTSU

- ◆ **Aiding the Hive (Yang + Persuade):** Must have Stronger Together. The ninja and their comrades are in balance, working together even to fate's pleasure. After an hour ritual, the ninja and up to (Yang) comrades are connected on a basic level, their fates intertwined. For the Battle, they gain 1 Karma whenever one of the affected characters takes an Action to help their comrades. Attacking an enemy isn't necessarily to aid a friend, but moving in to protect them, distracting them or healing a comrade definitely is.

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- ◆ **Bug in the Ear (Yang + Persuade):** Must have Unspoken Communication. The ninja speaks to their target and laces one of their statements with an addictive quality. The target can think of nothing but what the ninja said to them, obsessing over it for up to (Yang) hours. This can lead to a variety of responses, depending on what is spoken. A veiled threat may have the target take their family into hiding, while a list of potion ingredients may make the target obsessed with obtaining the items.
 - ◆ **Infestation (Yang + Empathy):** Must have Insect Mind and Poking the Wasp's Nest. The ninja emulates the resilience and ubiquity of insects, splitting into their own swarm by creating two extra copies of themselves. The copies cannot speak, as they are really just collections of bugs, but they can fight. Each of the three beings are treated as separate individuals who all act on the same Initiative check. All three copies must perform the same Actions and Reactions. Each copy has 4 Health, and the ninja can transfer any damage they take to their copies at any time (copies cannot take Conditions). At the end of Battle, the copies disappear.
 - ◆ **One with the Colony (Yin + Empathy):** Must have One with the Swarm. The ninja rises above the swarm and asserts themselves as leader of the colony, allowing them to grant additional actions to a comrade through a limited hive mind effect. At the beginning of each Round, the ninja selects one ally and the two are granted +1 Dynamic Action.
 - ◆ **Hive vs. The World (Yang + Intuition):** Must have Defense Mechanism. The ninja aligns their spirit with that of their comrades, gaining a number of bonus dice equal to twice the number of comrades they currently have (to a maximum of 10). For example, a ninja with three comrades gains 6d10 in bonus dice. These bonus dice can be spent at any time during the Battle in any combination or can be added to the Karma Pool to aid others.
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WICKED QUILLS

- ◆ **Other Names:** Kami Clan, Whiskers, Quills
- ◆ **Stereotypes:** Savage, Strong, Disloyal
- ◆ **Fighting Styles:** Bear, Eagle
- ◆ **Favored Jutsu:** Way of the Piercing Jacket
- ◆ **Skills:** Crafts +1, Fortitude +1, Holistics +1, Perform +1
- ◆ **Ki Balance:** +1 Yang

HISTORY

The existence of the Kami clan has been one of trials and hardship. They live in a perpetual gray area between the Land of Seed and Blossom and the Izou Empire, on a small strip of land that cradles both nations, but officially belongs to neither. During the initial onslaught of the Land of Seed and Blossom at the hand of the Izou Army, the Wicked Quill did not sit idly by and let their cousins be killed. They fought back the soldiers and were important in staving off the eventual occupation for a few more years at least.

It was a different story during the actual occupation, however. The Wicked Quills were led by more corrupt leaders during this period, who created a “might makes right” attitude within the clan. If the Izou were determined enough to continuously attempt to take the Land of Seed and Blossom, then it was theirs to steal as far as the Kami leaders had anything to say about it. Of course, the rules of war apply to all parties involved, even the onlookers.

The Ninja Crusade and the Blossom Uprising are both events that the Quills take great interest in. They could attempt to align themselves with the Izou ninja, fighting against the Emperor in the hopes that the surviving ninja would not simply try to pick the Kami off once free of the Izou grip. Conversely, helping the Blossom ninja, who openly view the Quills in much the same way as Bamboo Herbalists, could get them into the good graces of the struggling nation, but without the blessing of an Immortal they are doomed always play second fiddle to the seven major clans in power.

LIFESTYLE

Members of the Kami clan fight a constant war on two fronts, so their young are trained from birth to become the perfect warriors. They are masters of winning impossible fights. Some learn the best way to hold their sword long before how to speak or even walk, showing exactly what their clan reveres. They never cut their hair and to do so is considered blasphemy within their clan. There are many Quills who have been disgraced by the Izou Empire, having their heads shaved before a crowd before they're hanged. They learn how to manipulate every follicle in their body, but someone who steals that control from them takes a measure of their respect as well.

Their territory is a long strip of land along the Blossom/Izou border, called Mitsuami (The Braids). It's a fruitful domain, filled with rushing streams and enough game to feed the Kami clan indefinitely. Unfortunately, their claim to the territory is put to the test every day, as even their youngest ninja are thrown into the fray to keep Mitsuami in their possession. Most venture into their domain without even knowing it, as it resembles much of the surrounding territory, but strange markings of the trees and piles of the dead who had crossed paths with the Quills are often all the warning a would-be trespasser needs.

AGENDAS

The Quills have ruled over an almost unnoticeable sliver of territory for decades. Their leadership hopes to broaden this gap and they don't care whether they extend into Izou land, Blossom land or both. They also take no prisoners, meaning anyone that stands in the way of their expansion will meet the same fate of those who once resisted the Emperor. Their territory touches either Bamboo Herbalist or Crystal Bearer domain on either side, pitting them against these ninja first and foremost. They also have grudges against the Hidden Strands of Fate, who once stole many of their techniques for their own. In short, everyone is a potential enemy, unless they play nice.

CLAN PACK #1 - THE OUTSIDERS

GIFT AND TRIGGER

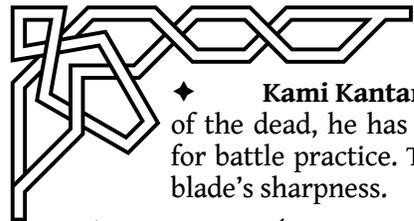
◆ **Gift - Warrior's Eye:** Quills are known for winning as the underdog. They are quick to turn away battles that would only waste their time, hoping to always be on the verge of conquering the next powerful foe. With just a look, the Quill can instantly tell if an opponent is more or less powerful than they are (on the same level, slightly more/less, far greater more/less etc.). By spending Ki (of either type), the ninja can raise one of their combat bonuses (their choice) to match that of their opponent for the Battle. For example, if battling a quick enemy, the ninja may match their Initiative. Alternatively, if battling a truly skilled fighter, they may raise their attack dice pool to match their opponent's Attack as well. They can only have a single bonus of this type active at a time.

◆ **Trigger - Gruff:** The Kami clan is not known for their civility. They are warriors first, diplomats almost never, and even their most graceful attempts are viewed as uncivilized. It is not that they do not understand negotiation, however; it's just that their clan reveres physical strength above all others. Gain 1 Karma when showing that strength causes problems instead of solving them.

CONTACTS

- ◆ **Iwasa Kaneko (Crafts):** A jewel appraiser who has been on the lookout for a certain priceless gem. She's willing to pay almost anything for it.
- ◆ **Marugo Hanae (Speed):** She is a hunter capable of chasing down even the fastest prey and taking them down. Hanae likes the share her spoils with her friends.





◆ **Kami Kantaro (Holistics):** As a collector of the dead, he has preserved several cadavers for battle practice. The only way to truly test a blade's sharpness.

- ◆ **Fujita Nao (Deception):** A wealthy noblewoman with a bounty on her lying, cheating husband's head. She always seems to have a secret hidden.
- ◆ **Fujita Yozo (Travel):** A man on the run and falsely accused of treason. Yozo knows his way around the Empire and will trade his expertise for protection.
- ◆ **Inao Sanetomo (Discipline):** A champion Go player; he has never lost a match due to his intense focus.

BONDS

- ◆ *Choose one ninja who you are determined to teach to better wield a blade and survive on the battlefield.*
- ◆ *Choose one ninja who has a head of beautiful hair that you fully respect.*
- ◆ *Choose one ninja who insists they'll win in a battle against you, but always has an excuse for not fighting.*

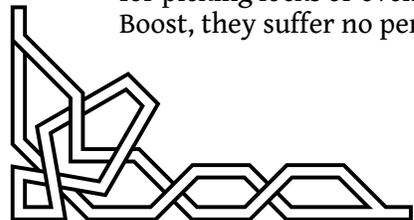
WAY OF THE PIERCING JACKET

Element: Wood

Training: Practice in the Way of the Piercing Jacket requires the utmost level of control over one's body, teaching how to control the very hairs that cover their body as weapons. This is not the jutsu for faint of heart, as many of its displays are bizarre and terrifying. On a Bonus, they gain +1 Intimidation against any onlookers.

Backfire: Failing the focus necessary to control several threads of one's being spread over the battlefield leaves the character tangled and slowed. They suffer a -2 penalty to Initiative on a failed jutsu activation.

BASIC JUTSU

- ◆ **Like Hands (Yin + Fortitude):** The ninja suddenly grows their hair up to 10 ft. to be used just as easily as their own hands. They can perform any Skill check using their hair with only a -2 penalty to their check within Near Range, making this jutsu great for picking locks or even fighting at a distance. On a Boost, they suffer no penalty to their checks.
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CLAN PACK #1 - THE OUTSIDERS

- ◆ **Needle Shower (Yang + Marksman):** All the hairs on the ninja's body prick up, becoming needles that launch at everything in a 20 ft. radius as they leap into the air. Everyone within the radius must successfully Dodge or suffer 2 damage from the needles. During activation, the player may spend any number of Ki points for consecutive attack waves without the need for additional activation checks, prompting multiple Defense checks from their opponents.
- ◆ **Protective Coat (Yang + Fortitude):** The ninja makes the hair all over their body grow to a thickness to protect themselves. Not only does it provide Armor 1 against physical attack, but also makes it impossible for any effects requiring Touch from working on them.
- ◆ **Split Ends (Yang + Fighting):** The ninja makes their hair much deadlier, splitting the ends to deal +1 damage any time they attack with them. Works for up to (Yang) attacks. On a Boost, it lasts the Battle.
- ◆ **Tool for the Job (Yang + Crafts):** The ninja's air grows and hardens into a shape to replicate any tool, from a hammer to a lock pick. The new item can be used (Yang) times before it becomes a ball of hair once more.

MEDIAJUTSU

- ◆ **Cocoon Attack (Yin + Fighting):** With physical contact, the ninja sends their hair to capture someone, surrounding their rope-like strands to hold them in a tight embrace. The ninja gives up their Actions for the Round, but their target may not act, save to make an escape attempt. After the first Round, the target may attempt to get free with a Strength check against the ninja's original jutsu activation. The ninja may use Dynamic Actions to give the target a -1 penalty for each spent. If successful, they are freed. On a failure, the ninja may give up their Actions again for the same effect. This can be repeated for up to (Yin) Rounds.
- ◆ **Long and Luxurious (Yang + Fortitude):** The ninja affects the hair all over their body, making themselves appear beautiful to the eye. They gain a +2 bonus to Persuade and can cause a Confused 1 Condition with a Boost on a successful social attack.

CLAN PACK #1 - THE OUTSIDERS

- ◆ **Razor Jacket (Yin + Fortitude):** Must have Needle Shower and Protective Coat. Hair grows all over the ninja's body into long, sharpened spikes, providing defensive, survival and counter-attack potential. In its purest form, the hair becomes a cocoon for the ninja with (Yin) Health. They cannot take physical Actions while inside. Most ranged attacks are negated, while opponents making a close combat attack must make a Moderate (2) Dodge check to avoid being struck by the randomly growing spikes as they attempt to attack. If this jutsu is used with a Deflect Attack Dynamic Action, the first Dodge is Challenging (4) instead. Lasts until the ninja decides to emerge or the jacket is lowered to 0 Health.
- ◆ **Strong Roots (Yang + Fortitude):** When attempting to lift or break items, they can use their hair to assist. For the rest of the Scene, their Strength is tripled. On a Boost, it is quadrupled instead.
- ◆ **Whip of My Own (Yang + Crafts):** Must have Tool for the Job. The ninja's hair lengthens to up to 10 ft. long, allowing them to use their extension as a Whip (NC2E, pg. 147) with the addition of the Brutal Quality. The hair cannot be cut (no matter how much damage is done to it) and it is razor thin.

ADVANCED JUTSU

- ◆ **All Tangled Up (Yin + Survival):** The ninja's hair extends everywhere within (Yin x50) ft., tangling itself with anything touching the ground. Anyone in the area suffers a Slowed 1 Condition, which increases by 1 with every Move Action they take. Victims may use an Action to struggle with the hair, lowering their Condition by 1 with a success.



- ◆ **Sewn Shut (Yang + Holistics):** The ninja uses their hair to seal all their wounds, healing 2 damage and lowering any Bleeding, Injured or Broken Conditions by (Yang). If used on another, Conditions are lowered by (Yang/2) instead.
- ◆ **Stranglehold (Yin + Athletics):** Must have Whip of My Own. The ninja makes their opponent's hair lengthen and wrap itself around their neck and strangle them, crushing the windpipe and reaching down to their limbs to cut off blood flow. As long as the ninja concentrates, the hair continues to grow and twist. The victim can attempt to resist strangulation with an Action and a Yang + Fortitude check against the ninja's activation check. Each failed check inflicts (Yin - 1) damage to the victim. After failing two checks, the victim suffocates as well, taking on a Deprived 1 Condition with each fail.
- ◆ **Unbreakable (Yang + Fortitude):** The ninja's hair becomes unbreakable and un-cuttable, regardless of what weapon is used to attack it. If used with Razor Jacket or Cocoon Attack, it raised the Health to (Yin x2).
- ◆ **Whiplash Assault (Yang + Fortitude):** Must have Needle Shower and Razor Jacket. The ninja launches their hair from all over their body in all directions, puncturing anything within (Yang x25) ft. and inflicting 3 damage, ignoring up to Armor 2. Any opponents or objects not tied down then fly through the air, as the ninja begins to spin, bringing everything attached with them. This inflicts another 3 damage from banging everything in the area into itself. This power is indiscriminate, however, meaning the ninja will affect their comrades if they use this within close proximity.