

## **Bloodlines**

In the technical sense, bloodlines are a genetical mutation that grants an individual supernatural abilities, such as the power to see through walls or gain exceptional physical strength.

### **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 benefit (see below).

A bloodline level grants none of the similar benefits—it does not increase hit points, base attack bonus or base save bonuses, chakra, or give skill points, or even increase a creature's CR. 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.

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 13th level; taking a second level of bloodline will allow him to gain all abilities and bonuses from level 14th through 20th.

**TABLE: BLOODLINE LEVEL PROGRESSION**

<b>Bloodline Level</b>	<b>Minor</b>	<b>Intermediate</b>	<b>Major</b>
0	6th	5th	5th
1st	20th	12th	10th
2nd	—	20th	15th
3rd	—	—	20th

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 and 8.

### **Sharingan Eye (Bloodline)**

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.

**TABLE: SHARINGAN EYE BLOODLINE TRAITS**

<b>Character Level</b>	<b>Minor</b>	<b>Intermediate</b>
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	—	High Speed Sight 2
13th	Offensive Foresight +2	—
14th	—	Sharingan Eye +5
15th	Glare	High Speed Sight 3
16th	—	Offensive Foresight +3
17th	Sharingan Eye +4	—
18th	—	High Speed Sight 4
19th	High Speed Sight 2	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, Reflex saves and Spot checks equal to the specified amount, as well as other bonuses specified below.

The character can concentrate for a move-equivalent action to gain the ability to See Chakra for as long as he concentrates, plus 3 rounds. Concentrating this way is the same as if he were concentrating on a spell or technique.

The sharingan eye costs 3 points of chakra every 2 rounds 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.

*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 the specified bonus as an insight bonus to attack rolls when his sharingan eye is active.

**Glare (Su):** The character's sharingan gains a third tomoe, and he gains a +4 bonus to

perform Doujutsu techniques 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:** This ability can only be used by someone who meets special requirements and has taken the *Ninja Mimicry* feat. One interesting aspect of the Sharingan is that it allows the character to predict the opponent's movement before he even thinks of moving; that insight allows one to copy techniques as the user is performing them himself.

To do this, the user must have his *Shodan* or *Ichiryuu Sharingan* active, and chose the *ready action*, as though he was using a counterspell, using the following rules:

If the target chosen, which has to be in the character's line of sight, uses a *Genjutsu* or *Ninjutsu* technique using the **hand seals** or **half seals** components, or a *Stance* type *Taijutsu* technique, the character makes the appropriate check to identify it, regardless whether or not the character already knows of it. Identifying the technique is a free action. If the check succeeds, the character can copy the technique and must roll the appropriate Perform DC and pay the same Chakra Cost as the target would (though he can freely convert it to hit points). Note that if the technique has neither hand seals nor half seals component, or if it was performed without hand seals with the hand seals mastery feat, it **cannot** be copied, nullified or memorized.

If the check fails or the character lacks the Chakra, the process also fails. In case of success, the user can chose to either *Nullify*, *Memorize* or *Copy* the technique, as detailed below. The character cannot copy a technique that requires an Advanced Bloodline or special requirements which he does not meet, and the copy suffers a 40% chance of failure if the target is not under *Kokoro Wana's* "Ninja Mimicry" effect. After using this ability, whether he chose to nullify or copy the technique, the user gains a +2 bonus to his Learn checks to learn the Copied or Nullified technique for two weeks, after which the memory will fade if unused.

The character can still successfully copy or nullify the technique, even though it fails on the target's side, and must declare which he will use before knowing the result. If the target is able to forego the hand seals component, the technique cannot be copied.

*Nullify:* Using this ability, the character uses the technique against the target and both technique have absolutely no effect other than to cancel each other out. The target must obviously be in range of the technique for this to work. The character cannot nullify *Stance* type *Taijutsu* techniques or techniques that affect only the user.

*Copy:* With this aspect of the technique mimicry, the character gets to use the technique as the target would, on any target within range.

*Memorize:* Instead of copying or nullifying the technique, the user can simply chose to memorize it. He must still succeed a Perform check and pay half the technique's Chakra Cost (minimum 1), but he may not use it as he would while *Nullifying* or *Copying* a technique. Success allows the user to later develop the technique with a +2 bonus to his

Learn check, as though he had copied or nullified it.

**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.

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, 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.

### **Mangekyou Sharingan**

As a true heir of the Uchiha Clan, you are able to develop the ultimate and most powerful sort of Sharingan.

**Prerequisite:** Advanced Bloodline (Sharingan Eye), Sharingan Eye +5

**Benefit:** Selecting this feat enables you to learn the ninjutsu *Amaterasu* and *Yominodoki* and the genjutsu *Tsukuyomi*, in addition to developing this special Sharingan. 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. See Bloodlines chapter for more details.

### **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 activate any other abilities relevant to the sharingan (such as glare, or high speed sight), but you may perform techniques requiring the sharingan to be active, or activate the mangekyou sharingan.

You may still concentrate to See Chakra, and must pay the cost of the Sharingan every half hour (3 points of Chakra that can't be converted).