

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.

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.

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.

When deactivating the seal or when the seal recedes, creature must make a Fortitude save (DC 10+the number of rounds the seal was active) or suffer 1d4 points of temporary Constitution damage.

Every use of the level 1 cursed seal in a 24 hours period add +2 to the base Fortitude save DC (if used three times in a day, the fourth time the seal was deactivated would have a base Fortitude save DC 16). Each use after the base DC to resist the effects of the Cursed Seal increases past 16 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.

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.

Like the level 1 cursed seal, manifesting or deactivating this ability is difficult for an unwilling creature (see Cursed Seal Level 1).

When deactivating the seal or when the seal recedes, creature must make a Fortitude save (DC 10+the number of rounds the seal was active) or suffer 2d4 points of temporary Constitution damage. On a failed save by 10 or more points, the character will subtract 2 points of Constitution damage, and suffer 2 points of permanent Constitution damage.

Every use of the level 1 cursed seal in a 24 hours period add +2 to the base Fortitude save DC (if used three times in a day, the fourth time the seal was deactivated would have a base Fortitude save DC 16). Each use after the base DC to resist the effects of the Cursed Seal increases past 16 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.

Control Cursed Seal (Wis)

This skill is used by the unwilling recipient 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.

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. The character cannot retry to deactivate an involuntary transformation during an encounter; it deactivates on its own as the encounter ends. Outside battle, the character is not limited on the number of attempt he takes to deactivate an involuntary transformation.

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 a command issued by his Origin.

Death God Pill	17	100	48 hr.	2 wk.	23	29	Unconsciousness 2d6 hours	3d6 Con (see text)	+4 (Ill)
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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.

Juujin Jutsu (Cursed Seal Technique)

Ninjutsu (Sealing; Kinjutsu of All Ninja Village) [Super S-Rank; Rank 14]

Learn DC: 44; **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.