



NARUTO

SCROLLS OF KNOWLEDGE



FRANKTO VINNETI

VOLUME ONE

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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 the deadly shinobi and kunoichi. 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 or she 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 Kyo, 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* supplements 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.

Note: The japanese translations in this chapter are approximate and should not be considered 100% accurate.

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 has the potential to 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 ranks in this skill cannot tap into his chakra reserve to gain extra energy. 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.

Skill threshold allows a character to perform techniques without making a check as part of the technique's perform requirements.

Chakra Pool

The Chakra Pool of a character essentially represents much energy it can expend on

techniques or supernatural abilities 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. A character has a reserve of chakra to supplement his chakra pool called simply the Chakra Reserve.

The Chakra Control skill is crucial for any character who wishes to tap into that reserve and make the most of his abilities.

Chakra Pool: A heroic character's chakra pool is 2 chakra per level, doubled at first level. A character whose Constitution score is high enough gains a certain amount of bonus chakra depending on his Constitution score. A character with levels in an ordinary class does not gain this bonus chakra.

Your Constitution score grants you bonus chakra equal to your Con modifier \times your character level or hit dice. A Constitution modifier of 0 or less results in no bonus chakra.

Ability Score	Bonus Chakra (by character level or hit dice)																			
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th
11 or less	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
12-13	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
14-15	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
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20-21	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
22-23	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90	96	102	108	114	120
24-25	7	14	21	28	35	42	49	56	63	70	77	84	91	98	105	112	119	126	133	140
26-27	8	16	24	32	40	48	56	64	72	80	88	96	104	112	120	128	136	144	152	160
28-29	9	18	27	36	45	54	63	72	81	90	99	108	117	126	135	144	153	162	171	180
30-31	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
32-33	11	22	33	44	55	66	77	88	99	110	121	132	143	154	165	176	187	198	209	220
34-35	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192	204	216	228	240
36-37	13	26	39	52	65	78	91	104	117	130	143	156	169	182	195	208	221	234	247	260
38-39	14	28	42	56	70	84	98	112	126	140	154	168	182	196	210	224	238	252	266	280
40-41	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300

Chakra Reserve: A heroic character gains 2 chakra reserve every level. That chakra reserve replenishes normally while he rests (see Chakra Recovery below). Ordinaries only gain 1 chakra reserve that does not increase with levels.

Nonheroic Creatures: A nonheroic character or creature does not gain chakra reserve, and while bonus chakra from a high Constitution score, feats and abilities is applied normally, the final result is halved. Some abilities, such as the Rare subtype, can grant nonheroic creatures an increased chakra pool.

Chakra Pool and Nonabilities: A creature without a Constitution score, such as an undead or a construct, does not have a chakra pool or reserve 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 chakra signature. It is embedded in its genetic code and is proper to its owner; every chakra signature is unique, no matter how slight the variation. Chakra Signatures can be modified with abilities or

technique, though those are few and far in-between.

Abilities that disguise one's appearance, such as *Henge no Jutsu*, do not change a creature's chakra signature unless explicitly specified. After death, a creature's chakra and chakra signature fades and quickly disappears.

Though some things, such as aging or a dramatic growth in ability, may slightly alter a Chakra Signature, it typically 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, demonic, animal or simply alien.

Chakra Recovery

Once a character experiences a loss of chakra, it recovers when resting in the same manner as it would hit points. A character's chakra pool is recovered fully after an evening of rest (approximately 8 hours).

A character recovers his chakra reserve at a rate equal to his character level every evening of rest. Bed rest does not affect the rate at which a character recovers his chakra reserve. A character whose chakra reserve is 0 suffers from chakra depletion (see below).

Low Reserve: A character whose chakra reserve is reduced below 50% is fatigued until his chakra reserve is over that threshold again. If the character's reserves were depleted during an encounter, the fatigue does not take until the encounter ends. If the chakra reserve falls below one-quarter (25%), even during an encounter, the character is immediately fatigued.

Ingesting a soldier pill will allow the character to negate fatigue from low reserves.

No Chakra: When a character's chakra pool reaches 0, its chakra reserves are instantly reduced to 0 as well to replenish his chakra pool back to 1, and it suffers chakra depletion (see below).

If the character takes chakra damage while at 0 chakra, the chakra damage is doubled and taken from his hit points instead.

A character with chakra pool 0 can only take a single move or attack action every round, and cannot run or charge. Ability damage or drain cannot lower a character's chakra pool below 1.

A character whose maximum chakra pool reaches 0 suffers Constitution damage instead (or Wisdom, if the character has no chakra score or the Will Over Flesh feat).

Chakra Depletion

When a character's chakra reserve is 0, it suffers from chakra depletion until it recovers fully. While in chakra depletion, the character is exhausted until his chakra reserve recovers to the 50% threshold, when it is fatigued until it recovers fully.

In addition, the character only recovers one-quarter of his chakra pool every night during chakra depletion. Complete bed rest doubles that amount.

A character suffering from chakra depletion does not regain chakra when taking a short rest. Chakra reserve recovery coming from a source other than normal rest does not alleviate chakra depletion.

Chakra Damage

When a character takes chakra damage, he risks suffering chakra depletion (see above). There are other ways in which chakra pool can go up or down, as described below.

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 chakra reserves.

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.

Temporary Chakra and Bonus Chakra: Temporary increase of the relevant ability score does not increase the character's chakra pool, unless explicitly states in the ability.

Temporary chakra does not increase the chakra pool but instead serves as a buffer for it. It is generally spent first. If a temporary effect that directly increased the character's chakra pool fades, the character's chakra pool is not reduced below 1 when it does. The character cannot have more than his maximum chakra pool in temporary chakra at any one time.

Bonus Chakra or Chakra Reserve permanently increases a character's maximum chakra pool or reserve.

Elemental Chakra Nature

All living beings are born with a specific elemental chakra nature determined at birth. That chakra nature allows the character to perform elemental Ninjutsu of a certain subtype and greater resistance against that same type. There are 5 chakra types a character can have: Earth, Fire, Lightning, Water and Wind and many combinations between the five. Each chakra type, called nature, is defeated by another, and so on.

When a character gains a specific elemental nature transformation, he becomes able to learn, perform and copy *Ninjutsu* techniques of that subtype. For instance, a character who gains the fire nature transformation is able to learn and perform *Katon* Ninjutsu. Furthermore, the first elemental nature transformation gained at 1st level is called an

affinity, while the nature transformations gained at 11th, 16th, and 21st level afterwards provide no additional benefits than enabling the character to perform a broader range of techniques; an ability that requires or refers to an elemental affinity refers to that nature transformation. See the table below for details.

Level	Learn Bonus	Energy Resistance	Nature Transformations
1st	+1	—	Affinity
6th	+2	—	—
10th	+2	5	—
11th	+3	5	Secondary
15th	+3	10	—
16th	+4	10	Secondary
20th	+4	15	—
21st	+5	15	Secondary

Learn Bonus: This column represents the bonus gained to Learn checks gained from the elemental affinity only.

Energy Resistance: This column represents the energy resistance conferred by the elemental affinity. See the table below for details.

Nature Transformations: This column serves as a marker for the character's progression in acquiring new elemental nature transformations. The character gains an elemental affinity at 1st level, then a secondary nature transformation at 11th, 16th and 21st level.

Variant: Each new elemental nature transformation requires a number of days of training equal to the level it was obtained at to be used (11 days at 11th level, 16 days at 16th level, etc.)

Each element has a weakness and a specific descriptor it is strong against. For example, a character with the wind affinity would gain penalties to saves against techniques with the fire descriptor.

Chakra Nature	Weak against ²	Strong against ²	Descriptor
Earth	Lightning	Water	Earth
Fire	Water	Wind	Fire
Ice ¹	—	—	Cold
Lightning	Wind	Earth	Electricity
Water	Earth	Fire	Water
Wind	Fire	Lightning	Wind
Wood ¹	—	—	Wood

¹ This affinity can only be acquired through special circumstances.

² Chakra nature penalties, weakness and strength only apply to primary elemental affinities.

Weak/Strong against: An elemental affinity is always strong against another affinity, and weak against another. The "weak against" column notes the affinity which the character will suffer a chakra nature penalty from a chakra-based attack with the appropriate descriptor.

The "strong against" column notes the affinity which will cause other characters to suffer a chakra nature penalty from a chakra-based attack with the appropriate descriptor. The element a character is strong against also determines what energy resistance he gains. A fire-natured character would gain wind resistance.

A secondary nature transformation does not grant particular strengths or weaknesses.

A chakra-based form of attack that strikes an object created by chakra which the attack is strong against deals normal damage, regardless of the normal damage penalty for that energy type (see below).

Chakra Nature Penalty: A chakra nature penalty, as mentioned above, is a -2 penalty to saving throws against a chakra-based attack of the specific descriptor.

Descriptor: This column notes the descriptor associated with the specified affinity, for the purpose of powers, spells, techniques and determining energy resistance. Fire affinity grants wind resistance, for example, but wood affinity does not grant energy resistance.

Ice and Wood Elements: These two special elements can only be obtained by selecting special feats or bloodlines. These elements are combinations of other elements and do not have a specific weakness or strength.

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.

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 also gain a Mokuton affinity.

Chakra Resistance

Chakra resistance is the ability to negate all effects of a chakra-based technique—although not all techniques are affected by chakra resistance. In the simplest sense, chakra resistance counts as a Defense score that technique users must pass to affect a resistant creature.

To affect a creature with chakra resistance with a technique, the origin of the technique must make a level check (1d20 + character level) against the creature's chakra resistance score. If the check fails, the technique does not affect the creature. Chakra resistance is always active and does not require the creature's attention to function, meaning it will work even if he is not aware of the threat.

Only techniques and spell-like abilities that allow the use of techniques are affected by chakra resistance; extraordinary abilities, supernatural abilities, spells and powers are not. Techniques originating from objects are also affected by chakra resistance, but mystical effects such as the extra damage of a cold snap enhancement seal is not. Some techniques also ignore chakra resistance, namely Taijutsu techniques, see below.

A creature can choose to freely lower its chakra resistance as part of an swift action that does not provoke an attack of opportunity. Once the chakra resistance has been lowered,

it remains down until the creature's next turn. At the beginning of the creature's next turn, it can choose to keep its chakra resistance down as an swift action that does not provoke an attack of opportunity.

A creature's chakra resistance does not interfere with its own abilities. For example, a creature with chakra resistance attempting to use a *Medical* ninjutsu technique is not hampered.

Chakra resistance cannot be shared and does not stack. Use whichever source of chakra resistance is strongest given the circumstances of the attack.

Applying Chakra Resistance: As a general rule, chakra resistance applies to spell fueled completely by chakra, such as a great gout of flame. The Techniques chapter contains a specific entry for each technique that allows you to determine whether or not chakra resistance applies.

Area Techniques: In the case of area techniques, chakra resistance only protects a single creature. If a creature in the lot has chakra resistance the origin of the technique fails to pass, only that creature is protected from the technique.

Effects: Effects techniques do not always generate effects that are affected by chakra resistance. For example, techniques that create a simple weapon allow a creature to attack another creature with chakra resistance normally. Summoned creatures are also able to attack a creature with chakra resistance normally.

For lingering and ongoing effects with a duration, chakra resistance is only checked once. If the origin successfully rolls against chakra resistance, the resistant creature will always be affected by the technique; otherwise, the creature will always be protected. This only applies to that instance of the technique. If the technique is used again, chakra resistance must be checked as well.

Chakra resistance can protect a creature from techniques that have already been used. For instance, if the creature steps within a square that was set on fire by *Amaterasu*, chakra resistance is checked. If the origin fails, the creature is not damaged by the fire.

Chakra resistance does not generally apply to effects that fool the senses, unless it directly interacts with the creature. The *Kakusu Nioi* technique, which allows the character to hide his scent, will not trigger chakra resistance, but *Funran no Jutsu* which can disable the Scent ability would.

Finally, chakra resistance applies only if the effect is forming. If the end result of a technique is to create a stone wall, a creature with chakra resistance cannot simply touch it to disrupt it if it has already formed.

Resolving Chakra Resistance: Chakra resistance negates the effect of a technique on the resistant creature, but it cannot remove or negate a chakra-based effect, such as most *Genjutsu*, from another creature. Against a lingering effect, a failed check against chakra

resistance allows the resistant creature to ignore the effects of the technique, but others continue to be affected normally.

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

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

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.

Holy damage is a very uncommon type of damage found only in very few techniques, and techniques enhanced by special feats or abilities.

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.

Wind damage deals normal damage against object with hardness; earth and water deal one-quarter damage against objects with hardness, and holy deals no damage to objects.

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 Ninja 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.

Special Creatures: Special creatures such as elite, boss and solo creatures gain additional actions. See the Friends and Foes chapter for more detail.

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 instant action per round.

Swift Action: A character can only use one instant and one swift action per round, but must use a swift action on his turn. It can be used to perform a techniques, or other actions such as making a Chakra Control check to tap one's reserves.

Quickened Actions: A quickened action is not a type of action a character can use normally, but rather an action of a specific type, either a move, attack or full-round actions, that a character can gain through the use of a feat or class ability, such as the Heroic Surge feat or the Ninja Scout's Quicken Technique. A quickened action is taken during a character's turn like a normal action, but the character can only gain one quickened action of any kind per round.

Readied Action: A character can ready a free, swift, move, attack or full-round action, but doing so is always an attack or full-round action, even if the action readied is only a free action, swift action or move action.

Combat

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

Short Rests and Encounter-based Abilities: Some abilities can only be used a certain number of times per encounter. Those abilities become available again as soon as the character rests for 5 minutes, called short resting periods.

The character can rest any number of resting periods in a day as he wishes. During a resting period, the character can perform no strenuous activity that would disrupt normal rest. If interrupted, the character must rest again for a full 5 minutes to complete a resting period.

Afterwards, abilities such as techniques or class abilities that can

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.

only be used a certain number of times per encounter can be used again.

Up to twice per day, the character may regain his up to one-half his character level (round up) or his Constitution modifier in chakra, whichever is higher, during a resting period. The character's chakra pool cannot be exceeded by this means.

Action Points: In addition to their standard uses, a character can spend an action point to gain 1d6 points of temporary 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).

Reflex Saves: A creature can make a Reflex save at any time except when held, immobilized or unable to move. A creature with a Dexterity score of 1 or higher can move. A creature with no Dexterity score fails all Reflex saves and Dexterity checks, and cannot move.

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.

Bonus Types: There are many ways to gain bonuses to an ability score, checks, saving throws or any number of things, and many come from different sources. Multiple different bonus types stack, but typically only a few named bonus stack with themselves. For example, a mastercraft bonus to Defense and the Mystical Armor enhancement seal are both enhancement bonus, and do not stack. A brief description of the different bonus types is included below.

Armor: This bonus comes from wearing a piece of non-enhanced armor and increases the character's Defense. It does not apply against touch attacks.

Circumstance: This modifier enters play in a situation that provides a specific advantage or disadvantage, and is sometimes provided by a technique. Multiple circumstance bonus stack with each other, unless they are provided by the same source.

Competence: This bonus increases the character's ability with skills checks and ability checks.

Deflection: This bonus increases the character's Defense by deflecting attacks.

Dodge: This bonus increases the character's ability to dodge and quickly avoid attacks. Dodge bonuses stack with other dodge bonuses.

Enhancement: This bonus represents an increase in effectiveness of the targeted weapon, armor or the selected ability score.

Inherent: An inherent bonus to an ability score is one granted by training techniques and shinobi drugs. A character is limited to a +5 inherent bonus to any ability score.

Insight: An insight bonus increases the character's ability from a precognitive sense pertaining to the ability itself, such as the *Sharingan Eye*'s ability to perceive movement from reading chakra.

Luck: This bonus represents good fortune for the character.

Morale: A morale bonus or penalty comes from greater hope, courage and determination or from moments of despair and helplessness.

Natural Armor: A natural armor bonus increases Defense, typically from hardened skin, tough scales or chitinous armor. Natural armor does not apply to touch Defense.

Racial: A racial bonus is typically granted to a skill check, based on the race or species of the creature.

Resistance: A resistance bonus increases the character's ability to defend from harm and chakra techniques. It is usually applied to saving throws.

Shield: A shield bonus increases the Defense through wearing a shield in combat, or sometimes through force techniques. Shield bonus do not apply to touch Defense.

Size: This modifier applies when a creature or character increases or decreases in size. Typically applies to Strength, Dexterity and Constitution scores as well as Defense, Hide checks, Grapple checks and attack rolls.

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 or effect 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.

Losing an eye: When a character loses one eye, or covers one of his eyes, he suffers a -2 penalty to Spot and Search checks, and the penalty from distance is doubled. Flanking creatures gain a +1 bonus to attack rolls when flanking a one-eyed character.

A character used to this condition may remove or alleviate some or all of the disadvantages of the condition (GM's discretion.)

Massive Damage Threshold (MAS): The massive damage threshold entry has been excluded from the characters' statistics entries because it cannot be triggered from damage. A massive damage save is always a Fortitude save (DC 15) to avoid being reducing to -1 hit points and dying.

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.

Dying: A character reduced to -1 hit points and dying may immediately make a Fortitude save (DC 15) to remain conscious but helpless.

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.

Invisible: An invisible creature is visually undetectable and gains a +2 bonus to attack rolls against creatures that rely on sight and ignores its opponent's Dexterity bonus to Defense (if any).

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.

Staggered: A staggered character cannot run or charge.

Shinobi Skills

Ninja have abilities most mundane character cannot even fathom. These ability 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,

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 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 cannot run or charge

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.

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 $10 + \frac{1}{2} \text{ character's level} + \text{character's Wis modifier}$. 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 or unaware.

See Chakra (Su): The character is able to see chakra being used, chakra auras and lingering chakra and allows him to attempt to identify the effect of the lingering chakra, though usually not precisely unless he is particularly familiar with the technique.

The character can use the Spot skill instead of making a Genjutsu check or a Wisdom check to detect Genjutsu or see chakra activity (see Sense Chakra for detail). In addition, he can focus his sight to examine a creature or object to detect traces of lingering chakra from it with a Spot check. Those traces are the result of an active effect that was placed on the target from a technique or ability that required the use of chakra. Success allows the character to make a second check to identify the effect to get a rough idea of the source, but requires him to have a clear line of sight to the target. The check difficulty is based on the amount of chakra used to create the effect and requires the target to be within 30 feet.

Source Strength	Spot check DC
Faint (5 chakra or less)	20
Moderate (6 to 15 chakra)	15
Strong (15 to 25 chakra)	10
Overwhelming (26 chakra or more)	5

The character can also see a creature's chakra pool and can determine the strength of the chakra signature, but does not gain a bonus to Spot checks to detect a creature regardless of the strength of its chakra aura. Each chakra signature has an individual color to it, but

it is typically not plausible for the character to remember each one. This ability depends on sight and does not function when blinded. Chakra is normally invisible to a character without this ability or See Through Chakra.

See Through Chakra (Su): This ability functions like See Chakra, but the character gains a +4 circumstance bonus to Spot checks to detect lingering chakra, genjutsu and see chakra activity, and a +2 resistance bonus to Will saves to disbelieve Genjutsu techniques.

The character knows whether a creature is a noncorporeal chakra construct or a physical entity, and can tell most summons and clones by sight, though some exceptions exist (such as *Kage Bunshin no Jutsu*). Furthermore, the character can see internal uses of chakra such as active bloodline abilities and strength or speed ranks as lingering chakra (see above).

Sense Chakra (Su): The character can sense lingering chakra in places and chakra signatures. The ability is something of a sixth sense, but it isn't visual nor does it depend on other senses like touch, or hearing.

To manifest the ability, the character must concentrate for an attack action. He will be able to sense chakra for as long as he concentrates, plus 1d3 rounds. Unless otherwise specified, the character's Sense Chakra ability has a range of 5 feet per level or hit dice.

Chakra Activities: The source comes from a technique that was just used or that has a lasting effect on the target. To detect chakra activity, the character must make a Wisdom check (DC 15–chakra spent). The strength of the aura is based on the chakra cost of the technique 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 Activity	5 or less	6-15	16-25	26 or higher
Chakra Signature	10 or less	11 to 50	51 to 99	100 or higher

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 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 checks made 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 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. The character gains a +10 bonus to checks to detect it even without lighting and in total darkness or concealment, even if he is blind. Miss chance due to lack of sight is not affected.

Dormant Sense: The character is able to sense chakra instinctively when he touches a living creature, even if he is not concentrating on Sensing Chakra. The character will be able to determine how strong the chakra signature was, but will not be able to recognize if it is familiar—only that it is. This ability does not work if the character is fatigued or exhausted.

Suppress Chakra (Su): The character puts a hold on his chakra and burrows it within himself until, with enough skill, it is completely snuffed out.

The ability requires a full-round action to manifest. At this point, the strength of the character's chakra signature is decreased by 1 category (for example, from Strong to Moderate). If the character's chakra pool changes, or if he uses a technique whose chakra cost was not concealed, he must make a Concentration or Chakra Control check (DC 10+chakra lost or gained) or lose control and end the effect prematurely.

The character is able to lower his chakra signature further by 1 additional category every 5 level or hit dice, by spending 5 full-round actions concentrating.

The character can suppress his chakra for as long as he concentrates (as a swift action when not stressed or endangered, or an attack action otherwise) plus 10 minutes/level, or until cancelled.

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 and Threshold Penalty: The penalty to the character's effective skill threshold and perform checks in Chakra Control, Genjutsu and Ninjutsu suffered from tenketsu damage. This penalty does not apply to the chakra control check made to tap one's reserves, 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 and Threshold Penalty	Tenketsu Damage	Chakra Control DC	Technique Rank	Check and Threshold 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

When a character performs certain types of speed and strength training, his body develops enhanced muscles. This translates in mechanic as Strength ranks and Speed ranks.

Temporary Speed or Strength Ranks: If the character gains temporary Speed or Strength ranks, the ability cannot be suppressed and is always active, but costs no chakra. If the character already has a Speed or Strength rank, the abilities do not stack, use whichever is highest.

Speed or Strength Rank Bonus: When the character gains a bonus to Speed or Strength ranks, such as from the Speed or Strength armor seals, this bonus increases the efficiency of the ability, but not the cost.

For example, a +2 bonus to Speed ranks allows Speed rank 0 to function as Speed rank 2, but the ability can be suppressed to Speed rank 1 or 0 as normal.

Activation: During an encounter, or when a character is threatened or stressed, he must choose to consciously suppress his Strength and Speed ranks to conserve energy, otherwise the ability is automatically active.

The opportunity comes into play as soon as the ability activates when the character is no longer flat-footed, at the start of his turn, or at the start of the battle following a surprise round taken against the character, even if he did not win the initiative, as a free action. Activating a previously suppressed strength or speed rank during an encounter, after the first round of combat, is a free action on the character's turn.

Outside of an encounter, a character has to concentrate for a full-round action to call upon his strength and speed. Suppressing strength and speed ranks is a free action on the character's turn.

The character may choose to activate or suppress his strength and speed ranks to any degree he desires. A character with 2 strength ranks and 2 speed ranks can choose to suppress his speed rank fully (speed rank 0) but only suppress 1 strength rank, or suppress them both fully if he desires. Activating strength and speed ranks outside of an encounter works in the same manner, in that the character may choose to call upon some of his strength but none of his speed, or vice-versa.

The chakra cost from strength and speed ranks is spent the moment they are activated—if the character moves from one strength or speed rank to a higher one before he has to pay the chakra cost again, he must still immediately pay the higher rank's chakra cost in full.

If a character's chakra pool would be reduced to 0 or below from strength or speed ranks, the ability is immediately suppressed and cannot be reactivated until the character recovers chakra, unless it can be activated at no cost. When inactive during combat, the ability is referred to as suppressed; outside of combat, it is simply dormant.

Penalties: When a character suffers a penalty to strength or speed rank, his maximum strength or speed rank is immediately lowered until the effect ends (see effect's description for details). A permanent strength or speed rank penalty can only be removed

by medical techniques. Strength and Speed ranks cannot go below 0.

If the character's strength or speed ranks are lowered to 0 because of a penalty, it immediately counts as suppressed and costs no chakra. The chakra cost of strength or speed rank with a penalty is equal to the actual rank, not what the effective rank should be without the penalty.

An encumbered character suffers a -1 strength and speed rank penalty, increasing to -2 if heavily encumbered. A fatigued character suffers a -1 strength and speed rank penalty, increasing to -2 if exhausted.

A character wearing medium armor suffers a -1 speed rank penalty, and a character wearing heavy armor suffers a -3 speed rank penalty. An entangled character suffers a -4 penalty to speed ranks, while helpless, paralyzed, immobilized, grappled or pinned creatures are automatically treated as having speed rank 0. Penalties from fatigue, encumbrance, armor and conditions stack.

Speed Ranks: The speed ranks are numbered from 0 to 10, where an untrained character has a speed rank of 0 and a fully trained character has a speed rank of 5. Some highly specialized, epic characters may gain Speed ranks of up to 10, but such a thing is extremely rare.

Kawarimi Defense: An attack that gains kawarimi defense means a character cannot use defensive maneuver or the 'avoid an attack' maneuver against that attack unless he is moving at a certain speed rank (for example, a character with 4 speed ranks cannot avoid an attack with a kawarimi defense 4 if he is suppressing any of his speed ranks).

High Speed Sight (Ex): A character with the high speed sight ability negates any speed bonus to Hide checks a character gains by having speed ranks up to a certain degree mentioned in the character's statistic block, but only for his person. A character with high speed sight 3 spotting against a character with speed rank 5 would negate +3 of the character's +5 speed bonus to Hide checks.

– *Speed Rank 0 (Ex):* The character moves at normal speed and gains no benefits from this speed rank. When not suppressed or dormant, speed rank 0 costs no chakra.

– *Speed Rank 1 (Ex):* The character gains a +2 bonus to Jump checks, a +1 dodge bonus to Defense and Reflex saves. The character's land speed increases by 10 feet, and gains a +1 speed bonus to Hide checks. A character loses his dodge bonus to Defense when caught flat-footed.

When not suppressed or dormant, speed rank 1 costs 1 point of chakra every 5 rounds. The speed bonus to Hide only applies to situations where fast movement would help.

– *Speed Rank 2 (Ex):* The character gains a +3 bonus to Jump checks, a +2 dodge bonus to Defense and Reflex saves, and a +1 bonus to attack rolls. The character's land speed increases by 15 feet, and gains a +2 speed bonus to Hide checks..

When not suppressed or dormant, speed rank 2 costs 2 points of chakra every 5 rounds.

– *Speed Rank 3 (Ex)*: The character gains a +4 bonus to Jump checks, a +3 dodge bonus to Defense and Reflex saves, and a +1 bonus to attack rolls. The character's land speed increases by 20 feet, and gains a +3 speed bonus to Hide checks.

When not suppressed or dormant, speed rank 3 costs 3 points of chakra every 5 rounds.

– *Speed Rank 4 (Ex)*: The character gains a +5 bonus to Jump checks, a +4 dodge bonus to Defense and Reflex saves, and a +2 bonus to attack rolls. The character's land speed increases by 25 feet, gains a +4 speed bonus to Hide checks, and his attacks have a kawarimi defense 1.

When not suppressed or dormant, speed rank 4 costs 4 points of chakra every 5 rounds.

– *Speed Rank 5 (Ex)*: The character gains a +6 bonus to Jump checks, a +5 dodge bonus to Defense and Reflex saves, and a +2 bonus to attack rolls. The character's land speed increases by 30 feet, gains a +5 speed bonus to Hide checks, and his attacks have a kawarimi defense 2.

When not suppressed or dormant, speed rank 5 costs 1 point of chakra every round.

– *Speed Rank 6 (Ex)*: The character gains a +7 bonus to Jump checks, a +6 dodge bonus to Defense and Reflex saves, and a +3 bonus to attack rolls. The character's land speed increases by 35 feet, gains a +6 speed bonus to Hide checks, 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.

When not suppressed or dormant, speed rank 6 costs 3 points of chakra every 2 rounds.

– *Speed Rank 7 (Ex)*: The character gains a +8 bonus to Jump checks, a +7 dodge bonus to Defense and Reflex saves, and a +3 bonus to attack rolls. The character's land speed increases by 40 feet, gains a +7 speed bonus to Hide checks, and his attacks have a kawarimi defense 3. He gains an additional attack when making a full-attack action, at his highest attack bonus.

When not suppressed or dormant, speed rank 7 costs 2 points of chakra every round.

– *Speed Rank 8 (Ex)*: The character gains a +9 bonus to Jump checks, a +8 dodge bonus to Defense and Reflex saves, and a +4 bonus to attack rolls. The character's land speed increases by 45 feet, gains a +8 speed bonus to Hide checks, and his attacks have a kawarimi defense 4. He gains an additional attack when making a full-attack action, at his highest attack bonus.

When not suppressed or dormant, speed rank 8 costs 5 points of chakra every 2 rounds.

– *Speed Rank 9 (Ex)*: The character gains a +10 bonus to Jump checks, a +9 dodge bonus to Defense and Reflex saves, and a +4 bonus to attack rolls. The character's land speed increases by 50 feet, gains a +9 speed bonus to Hide checks, and his attacks have a kawarimi defense 5. He gains an additional attack when making a full-attack action, at his highest attack bonus.

When not suppressed or dormant, speed rank 9 costs 3 points of chakra every round.

– *Speed Rank 10 (Ex)*: The character gains a +10 bonus to Jump checks, a +10 dodge bonus to Defense and Reflex saves, and a +5 bonus to attack rolls. The character's land speed increases by 60 feet, gains a +10 speed bonus to Hide checks, 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.

When not suppressed or dormant, speed rank 10 costs 5 points of chakra every round. The character cannot activate the Speed rank 10 ability if he is fatigued, exhausted, or suffers from Dexterity or Constitution damage.

Strength Rank: As with speed ranks, strength ranks are numbered from 0 to 10 and untrained character stand at strength rank 0, while only truly epic characters ever reach strength rank 10.

The bonus to attack and weapon damage rolls granted by Strength rank is treated as a bonus granted by the Strength score for the purpose of multiplying or dividing it, and deciding whether to use the Strength or Dexterity score with attack rolls.

– *Strength Rank 0 (Ex)*: The character gains no particular benefits from enhanced strength. When not suppressed or dormant, strength rank 0 costs no chakra.

– *Strength Rank 1 (Ex)*: The character gains a +1 bonus to attack and weapon damage rolls (if he is able to apply his Strength modifier to damage for that weapon—for example, to a katana or shuriken attack, but not a throwing needle).

When not suppressed or dormant, strength rank 1 costs 1 points of chakra every 5 rounds. Whether active or dormant, strength rank 1 increases the character's effective Strength score to determine his carrying capacity by +1.

– *Strength Rank 2 (Ex)*: The character gains a +1 bonus to attack and weapon damage rolls, and a +2 bonus to opposed disarm, trip, grapple, bullrush or overrun checks, strength checks and Break, Climb, Jump and Swim checks. His carrying capacity increases by one-half (round down). In addition, a character with Strength Rank 2 ignores hardness from objects with 2 or less hardness.

When not suppressed or dormant, strength rank 2 costs 2 points of chakra every 5 rounds. Whether active or dormant, strength rank 2 increases the character's effective Strength score to determine his carrying capacity by +2.

– *Strength Rank 3 (Ex)*: The character gains a +2 bonus to attack and weapon damage rolls, and a +4 bonus to opposed disarm, trip, grapple, bullrush or overrun checks, strength checks and Break, Climb, Jump and Swim checks. His carrying capacity doubles. In addition, a character with Strength Rank 3 ignores hardness from objects with 4 or less hardness.

When not suppressed or dormant, strength rank 3 costs 3 points of chakra every 5 rounds. Whether active or dormant, strength rank 3 increases the character's effective Strength score to determine his carrying capacity by +3.

– *Strength Rank 4 (Ex)*: The character gains a +2 bonus to attack and weapon damage rolls, and a +6 bonus to opposed disarm, trip, grapple, bullrush or overrun checks, strength checks and Break, Climb, Jump and Swim checks. His carrying capacity doubles. In addition, a character with Strength Rank 4 ignores hardness from objects with 6 or less hardness.

When not suppressed or dormant, strength rank 4 costs 4 points of chakra every 5 rounds. Whether active or dormant, strength rank 4 increases the character's effective Strength score to determine his carrying capacity by +4.

– *Strength Rank 5 (Ex)*: The character gains a +3 bonus to attack and weapon damage rolls, and a +8 bonus to opposed disarm, trip, grapple, bullrush or overrun checks, strength checks and Break, Climb, Jump and Swim checks. His carrying capacity is multiplied by 2.5 (round down). In addition, a character with Strength Rank 5 ignores hardness from objects with 8 or less hardness.

When not suppressed or dormant, strength rank 5 costs 1 point of chakra every round. Whether active or dormant, strength rank 5 increases the character's effective Strength score to determine his carrying capacity by +5.

– *Strength Rank 6 (Ex)*: The character gains a +4 bonus to attack and weapon damage rolls, and a +10 bonus to opposed disarm, trip, grapple, bullrush or overrun checks, strength checks and Break, Climb, Jump and Swim checks. His carrying capacity is multiplied by 2.5 (round down) and he gains a damage reduction 2/dark iron. In addition, a character with Strength Rank 6 ignores hardness from objects with 8 or less hardness.

When not suppressed or dormant, strength rank 6 costs 3 points of chakra every 2 rounds. Whether active or dormant, strength rank 6 increases the character's effective Strength score to determine his carrying capacity by +6.

– *Strength Rank 7 (Ex)*: The character gains a +4 bonus to attack and weapon damage rolls, and a +10 bonus to opposed disarm, trip, grapple, bullrush or overrun checks, strength checks and Break, Climb, Jump and Swim checks. His carrying capacity triples and he gains a damage reduction 3/dark iron. In addition, a character with Strength Rank 7 ignores hardness from objects with 8 or less hardness.

When not suppressed or dormant, strength rank 7 costs 2 point of chakra every round. Whether active or dormant, strength rank 7 increases the character's effective Strength score to determine his carrying capacity by +7.

– *Strength Rank 8 (Ex)*: The character gains a +5 bonus to attack and weapon damage rolls, and a +11 bonus to opposed disarm, trip, grapple, bullrush or overrun checks, strength checks and Break, Climb, Jump and Swim checks. His carrying capacity triples and he gains a damage reduction 5/dark iron. In addition, a character with Strength Rank 8 ignores hardness from objects with 8 or less hardness.

When not suppressed or dormant, strength rank 8 costs 5 points of chakra every 2 rounds. Whether active or dormant, strength rank 8 increases the character's effective Strength score to determine his carrying capacity by +8.

– *Strength Rank 9 (Ex)*: The character gains a +5 bonus to attack and weapon damage rolls, and a +11 bonus to opposed disarm, trip, grapple, bullrush or overrun checks, strength checks and Break, Climb, Jump and Swim checks. His carrying capacity is multiplied by 3.5 (round down) and he gains a damage reduction 6/dark iron. In addition, a character with Strength Rank 9 ignores hardness from objects with 8 or less hardness.

When not suppressed or dormant, strength rank 9 costs 3 point of chakra every round. Whether active or dormant, strength rank 9 increases the character's effective Strength score to determine his carrying capacity by +9.

– *Strength Rank 10 (Ex)*: The character gains a +6 bonus to attack and weapon damage rolls, and a +12 bonus to opposed disarm, trip, grapple, bullrush or overrun checks, strength checks and Break, Climb, Jump and Swim checks. His carrying capacity quadruples and he gains a damage reduction 8/dark iron. In addition, a character with Strength Rank 10 ignores hardness from objects with 10 or less hardness.

When not suppressed or dormant, strength rank 10 costs 5 point of chakra every round. The character cannot activate the Strength rank 10 ability if he is fatigued, exhausted, or suffers from Strength or Constitution damage. Whether active or dormant, strength rank 10 increases the character's effective Strength score to determine his carrying capacity by +10.

Variants

There are many variant rules offered to enhance gaming experience in Naruto d20, from the Simplified Chakra Pool to the Elemental Affinities. These variants are all completely optional and should be considered carefully with both the players' and GM's best interest in mind before using them in a campaign.

Empathic Learning Variant: This variant allows the character to learn techniques on the spot by spending points which he has earned in combat or by distinguishing himself.

In fast-paced action, the characters don't always have time to train. In fact, a warrior's best

teacher is the field of battle. This variant comes into play when the players overcome a challenge, and when the need strikes for a dramatic or well-timed display of creativity and awesome power.

As the players progress through a story or defeat a challenge, they earn empathy points. Empathy points can be spent during a battle or in a situation where gaining a specific ability will serve the character well.

Awarding Empathy Points: As a general rule, follow the table below to determine when to award the player empathy points. In other situations, when the player is particularly clever or when the character shines, empathy points should also be awarded.

Award empathy points when...	Empathy Points Earned
the character gains a level	2
the players defeat an encounter	1 to 3
the players defeat a boss creature	1 to 2
the players defeat a solo creature	2 to 3
the players reach an adventure landmark	2 to 5

Spending Empathy Points: In dramatic situations, such as an encounter or during pursuit, the player can spend empathy points to instantly learn a technique that is relevant to his situation in only the time it takes to perform the action. Outside of dramatic situations, it takes 1 minute to learn a technique by spending empathy points.

To learn a technique, the player must spend a number of empathy points equal to the technique's skill threshold (see Perform Requirements.) The character cannot gain mastery in a technique by spending empathy points.

It can be helpful for the GM to set a list of a limited number of technique that can be renewed or updated every adventure or everytime a character gains a level, and enforce that specific list for each player outside of very dramatic situations.

Optional: In dramatic situations, the GM may determine that the character may spend the normal amount of ETP to perform a technique he already knows without spending chakra chakra, and halve the chakra spent to empower it, if at all.

In certain situation, the GM may decide that empowering the technique has no chakra cost.

Hostage Maneuver Variant: When a character is holding a creature hostage, it is able to react quickly and deal critical damage, which is primarily what makes hostage situations so tricky.

The hostage can serve as a shield against anyone who dares to direct their attack the character. To qualify as a hostage, the creature must be helpless, prone, grappled or pinned, and be up to two size category smaller than the character, or up to two size category larger and prone.

The hostage maneuver is a full-round action each round that may provoke an attack of opportunity. If the hostage is willing or simply not resisting, holding it is an attack action.

Taken Hostage: When a creature is taken hostage, it may take an attack of opportunity against the character if it retains its Dexterity bonus to Defense. If the attack hits, the hostage attempt has 50% chance to fail.

While taken hostage, the creature can still take any action (see The Certain Death Rule, below.)

The Certain Death Rule: The certain death rule dictates that the character is able to react with an attack of opportunity against the hostage against any action it takes, including speaking or dodging from an attack, before it is able to complete the action. In addition, the character is able to take an attack of opportunity against the hostage at any time he wishes to.

That attack is always considered a coup de grace. A creature immune to critical hits and sneak attacks is also immune to the effects of a coup de grace.

Staggered: If the character takes more than 1 point of damage per level per round while maintaining the hostage maneuver, it will become staggered and unable to make attacks of opportunity against the hostage for 1 round. If the hostage was grappled or pinned, it may make an opposed Grapple check (as a free action) to break the hostage maneuver. Doing so will also break the grapple.

Hostage Shield: Each attack directed at the character has a 75% chance of hitting the hostage instead during the hostage maneuver, unless the attack would miss by 10 or more (this penalty is reduced to 25% if the character is not aware of the attack.) The attack does not check against the hostage's defense unless it attempts to dodge (see *The Certain Death Rule*, above.)

Some conditions might lower or negate the chance of hitting the hostage entirely (at the GM's discretion).

At Sword Point: Initiating the hostage maneuver against an unaware opponent requires a touch attack against the creature who is denied its Dexterity modifier to Defense and a successful level check (DC is the target's level +11). Performing the hostage maneuver in this manner does not result in the target being grappled or hindered and is a full-round action.

Grappled Hostage: Initiating the hostage maneuver during a grapple requires a successful Grapple check against the creature, which provokes an attack of opportunity if the target is carrying a light weapon, has a natural attack or if its unarmed attacks are treated as armed. If the attack hits, the hostage maneuver has a 50% chance to fail.

The character gains a +4 bonus to his Grapple check if the creature is pinned.

Reflex Saves and Movement Penalties Variant: For increased realism, some conditions may reduce a character's ability to dodge attacks. All of these penalties stack.

Cowering: Character takes a -2 penalty to Reflex saves.

Dazed: Character cannot use evasion or improved evasion.

Disabled: Character takes a -1 penalty to Reflex saves.

Flat-footed: Character takes a -4 penalty to Reflex saves (Uncanny Dodge negates).

Grappled: Character takes a -2 penalty to Reflex saves and cannot use evasion.

Panicked: Character takes a -1 penalty to Reflex saves.

Staggered: Character takes a -2 penalty to Reflex saves and cannot use evasion; improved evasion works as evasion.

Stunned: Character takes a -2 penalty to Reflex saves and cannot use evasion or improved evasion.

Save Scores Variant: This variant differs from the normal rules in that when a character uses a technique or an effect that, the players must roll against the opponent's save scores. In effect, this means the attacker makes most of the rolls and thus relieves a good deal of pressure from the game master.

Anytime a character casts a spell, manifests a power, performs a technique, or uses an ability or item that provokes a saving throw, the attacker rolls a save check against the defender's save score. If the result of the save check exceeds or equals the defender's save score, the defender is affected as though it had failed its save. If the result is lower than the save score, the defender is affected as though it had succeeded its save.

A natural roll of 1 is always considered a successful save, and a natural roll of 20 is always considered a failed save.

Save check: $1d20 + \text{technique rank} + \text{ability modifier} + \text{other modifier}$.

Fortitude score: $11 + \text{Fortitude save modifier}$.

Reflex score: $11 + \text{Reflex save modifier}$.

Will score: $11 + \text{Will save modifier}$.

Abilities and Items: If an ability or a specific item has a saving throw DC, the attacker rolls a save check with a bonus equal to the ability or item's DC minus 10. A firecracker tag would have a +5 save check modifier.

Simplified Chakra Variant: 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.

Learning Genjutsu and Ninjutsu techniques now requires 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.

Trump Card Variant: The player characters gain abilities called trump card under this variant. A trump card is a special technique known by the character held in reserves for dramatic situations. The trump card variant enables the character to use that technique for free in certain situations.

Gaining a Trump Card: The character gains a trump card ability when reaching certain levels. Each time, he selects a class ability or technique he learned previously and applies the trump card to that ability or technique. A technique the GM judges is too commonly used should not be allowed to be made a trump card.

Alternatively, the GM may allow a technique or ability that is commonly used to become a trump card when used in very specific circumstances. Techniques that can call summon creatures must be targeted at a specific summon creature (see *Kuchiyose no Jutsu* variants).

Trump Card (Sp): Once per day, you may use the trump card at no cost to yourself if it was not used before during the encounter.

A technique trump card costs no chakra to perform or empower, and a class ability that requires an action point or chakra costs none.

A technique or class ability with a limited number of uses per day or encounter is not expended.

Trump Card (Lesser): This trump card is earned at 5th level and is a technique of rank 4 or lower, or a class ability obtained from any class obtained with 4 or fewer levels in that class.

Trump Card (Superior): This trump card is earned at 10th level and is a technique of rank 9 or lower, or a class ability obtained from any class obtained with 7 or fewer levels in that class.

Trump Card (Greater): This trump card is earned at 15th level and is a technique of rank 14 or lower, or a class ability obtained from any class obtained with 10 or fewer levels in that class.

Retraining a Trump Card: The character can retrain any existing trump cards each time he obtains a new trump card or when he reaches 21st level. In effect, this allows the character to apply a trump card spell-like ability to a different technique or class ability.

Unarmed Lethal Damage Variant: 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 functions 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 truly powerful characters.

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- or 32-point buy, 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 and Reserves

A character's chakra pool is equal to 2 per level, doubled at first level, plus bonus chakra equal to his Constitution modifier (minimum 0) every level. His chakra reserves are equal to 2 per level. Some classes, feats or abilities grant bonus chakra or bonus reserves, or both.

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.

Techniques

Finally, a character begins with a number of techniques at 1st level equal to $1d4+1$. See chapter 10 for more details on techniques.

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
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
Shinobi Adept	7+Int modifier	6+Int modifier
Shinobi Bodyguard	3+Int modifier	2+Int modifier
Shinobi Swordsman	3+Int modifier	2+Int modifier
Shuriken Expert	5+Int modifier	4+Int modifier
Soul Edge	3+Int modifier	2+Int modifier
Squad Captain	5+Int modifier	4+Int modifier
Sword Savant	3+Int modifier	2+Int modifier
Taijutsu Master	3+Int modifier	2+Int modifier
Prestige Classes		
Beastlord	3+Int modifier	2+Int modifier
Blinkstrike	3+Int modifier	2+Int modifier

Devastator	5+Int modifier	4+Int modifier
Exarch	5+Int modifier	4+Int modifier
Exemplar	3+Int modifier	2+Int modifier
Elementalist	5+Int modifier	4+Int modifier
Genjutsu Master	5+Int modifier	4+Int modifier
Livewire	3+Int modifier	2+Int modifier
Ninja Operations Counter	7+Int modifier	6+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 existant 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 existant 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. The default race in d20 Modern is human and the bonus feat and skill points are already represented in the Basic Classes section, therefore no adjustments need to be made from selecting this race.

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

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).

This ability can be used twice per day at 10th level, and three times per day at 20th level.

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 Earth Common, Sign Common, 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 and his allies 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).

This ability can be used twice per day at 10th level, and three times per day at 20th level.

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 Fire Common, Sign Common, 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.

This ability can be used twice per day at 10th level, and three times per day at 20th level.

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 Lightning Common, Sign Common, 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 Water Common, Sign Common, 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.

This ability can be used twice per day at 10th level, and three times per day at 20th level.

Skill Bonus: The human/wind 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 Wind Common, 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. Monstrous 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 attacks).

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

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

Lithe (Ex): The monstrous human's racial ability score modifiers are -2 Strength, +4 Dexterity, +2 Constitution and -2 Charisma instead, and he gains a +2 racial bonus to Balance, Escape Artist and Tumble checks.

Natural Attack (Ex): The monstrous human gains a natural attack, as shown below. If he selects this deformity more than once, he must decide which natural attack is his primary attack. The monstrous human cannot select the same type of natural attack twice.

Natural Attack (bite): The monstrous human gains 1 bite attack that deals 1d4 points of piercing plus one-half his Strength modifier.

Natural Attack (claws): The monstrous human gains 2 claw attacks that deal 1d4 points of slashing damage plus his Strength modifier.

Natural Attack (gore): The monstrous human gains 1 gore attack that deals 1d6 points of piercing plus one-half his Strength modifier.

Natural Attack (tail whip): The monstrous human gains 1 tail whip attack that deals 1d6 points of bludgeoning plus one-half his Strength modifier.

Nocturnal (Ex): The monstrous human gains low-light vision and darkvision out to 60 feet.

Powerful Legs (Ex): The monstrous human's base land speed increases by 10 feet. The monstrous human's feet might be digitigrade or capable of grasping and manipulating objects like hands.

Scales (Ex): 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: 30 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 Common, 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 examples 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.

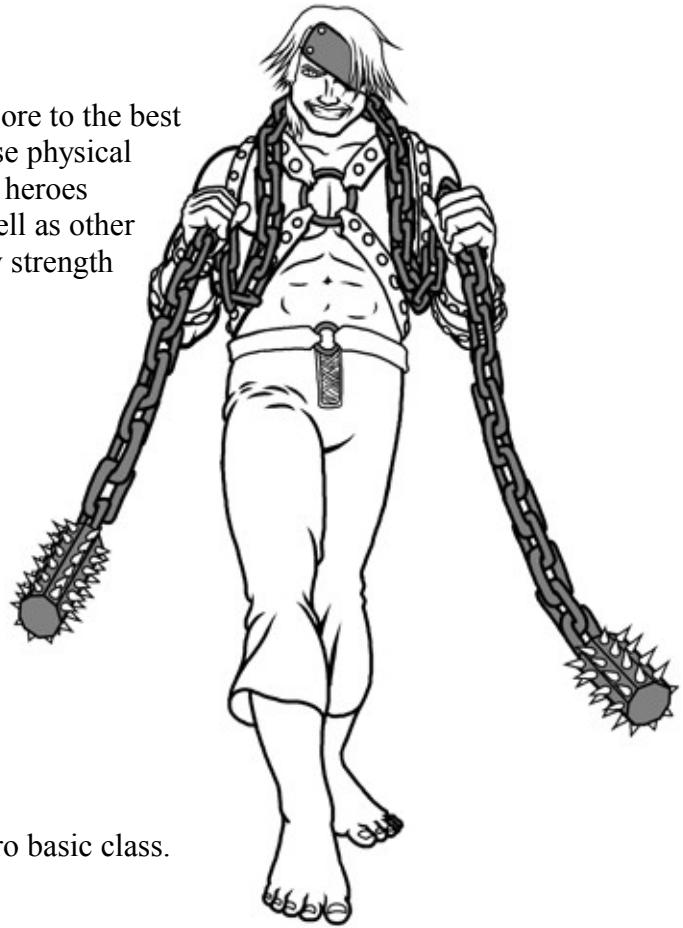
Class Skills

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

Climb (Str), Craft (structural) (Int), Genjutsu (Cha), 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 basic 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, Retrieval Expert, 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.

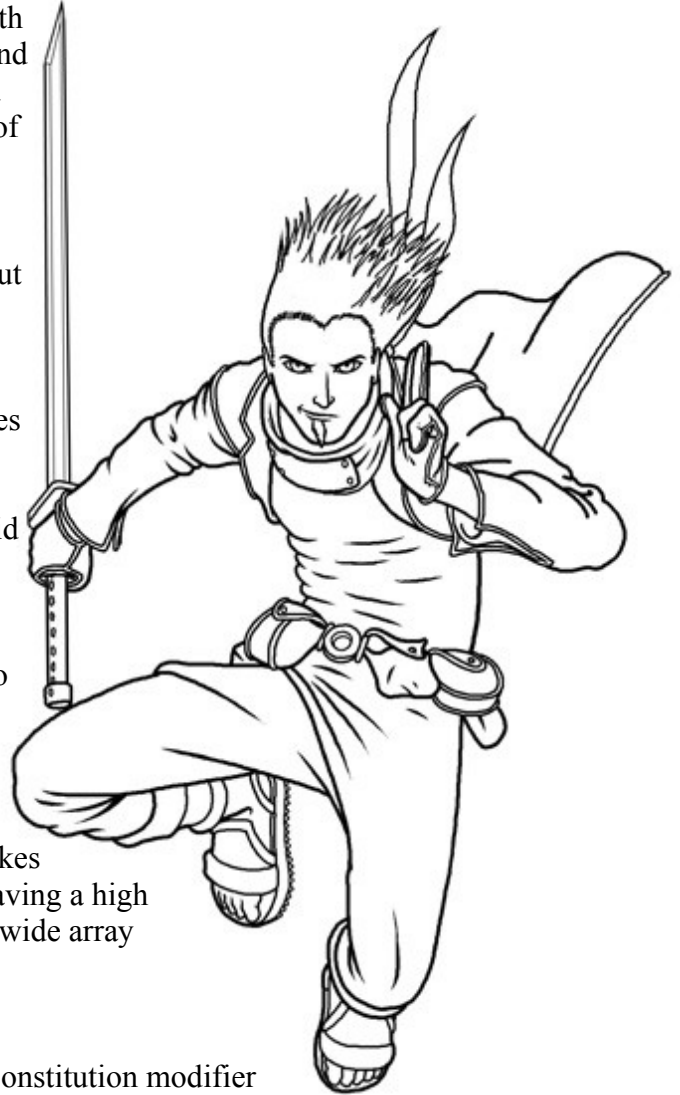
Hit Die

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), Genjutsu (Cha), 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

	Base						
	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	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 basic 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, Retrieval Expert, 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.

Examples of Tough Heroes

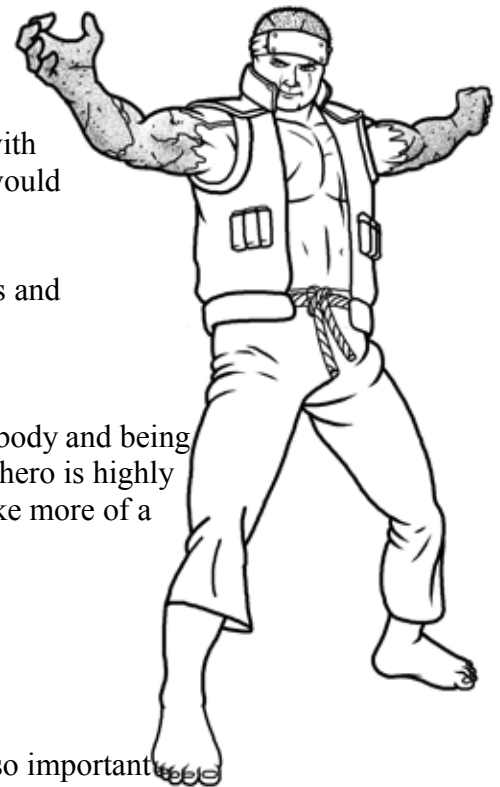
Brawlers, sprinter or any type of shinobi that believes having a fit body and being in good health before training his mind is the thing to do. A tough hero is highly resistant to the whims of nature, poisons and tends to be able to take more of a hit than your ordinary shinobi.

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), Ninjutsu (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

	Base							
	Attack	Fort	Ref	Will			Defense	Reputation
Level	Bonus	Save	Save	Save	Special		Bonus	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 5.

Improved Endurance: The Tough Hero's chakra pool increases by 5 (total 10).

Prerequisite: Endurance.

Advanced Endurance: The Tough Hero's chakra pool increases by 5 (total 15) and he gains a +2 bonus to saving throws against chakra exhaustion and chakra drain.

Prerequisite: Endurance, Improved Endurance.

Sense Chakra: The Tough Hero gains the ability to Sense 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.

Second Chance: The Tough hero can spend 1 action point to gain a second chance. Once this talent is activated, the Tough Hero will gain the benefits of a short rest (5 minutes) and recover twice his Constitution modifier in chakra. The Tough Hero may not exceed his maximum Chakra Pool by this mean.

Prerequisite: Second Wind, 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, Retrieval Expert, 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.

Examples 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), Chakra Control (Wis), 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. His chakra reserve increases by 2.

Improved Ninjutsu: The bonuses increase to +2 to perform and +4 to identify techniques, and his chakra reserve bonus increases to 4.

Prerequisite: Ninjutsu.

Advanced Ninjutsu: The Smart Hero's bonuses increase to +3 to perform and +6 to Ninjutsu to identify, and his chakra reserve bonus increases to 6.

In addition, the Hero gains a +2 bonus to his Learn checks to learn ninjutsu techniques and a +1 enhancement bonus to his effective skill threshold with Ninjutsu techniques.

Prerequisite: Ninjutsu, Improved Ninjutsu.

Sense Chakra: The Smart Hero gains the ability to Sense 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.

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 Armor Seals, Craft Puppets, Craft Sealed Item, Craft Weapon Seals, Educated, Gearhead, Genin, Retrieval Expert, 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.

Examples 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), Ninjutsu (Int), 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 and his chakra reserve increases by 2.

Improved Chakra Control: The Chakra Control bonus increases to +3 and his chakra reserve bonus increases to 4.

Prerequisite: Chakra Control.

Advanced Chakra Control: And finally, the Control bonus increases to +5 and his chakra reserve bonus increases to 6.

In addition, the Hero gains a +2 bonus to his Learn checks with Chakra Control techniques and a +1 enhancement bonus to his effective skill threshold with 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, Retrieval Expert, 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.

Examples 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), Chakra Control (Wis), 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

	Base						
	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	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 to identify Genjutsu. His chakra reserve increases by 2.

Improved Genjutsu: The bonuses increase to +2 to perform and +4 to identify Genjutsu, and his chakra reserve bonus increases to 4.

Prerequisite: Genjutsu.

Advanced Genjutsu: The Charismatic Hero's bonus increase to +3 to perform and +6 to identify Genjutsu, and his chakra reserve bonus increases to 6.

In addition, the Hero gains a +2 bonus to his Learn checks for Genjutsu and a +1 enhancement bonus to his effective skill threshold with 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, Retrieval Expert, 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, Fuinjutsu, Gather Information, Genjutsu, Hide, Investigate, Jump, Knowledge (ninja lore, tactics), 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, Fuinjutsu, Gather Information, Genjutsu, Hide, Investigate, Jump, Knowledge (current events, ninja lore, streetwise, tactics), 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 Ninja, 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, Fuinjutsu, Gather Information, Genjutsu, Hide, Investigate, Knowledge (ninja lore, tactics), 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

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

Prerequisite: Age 12+

Pre-Selected Skills: Genjutsu 2 ranks, Knowledge (ninja lore) 2 ranks and Ninjutsu 2 ranks.

Pre-Selected Feat: A technician 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.

Samurai: You were either raised in a samurai clan or were taught the secrets of Bushido.

Prerequisite: Age 15+.

Skills: Select any 2 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, Gamble, Handle Animal, Intimidate, Jump, Knowledge (tactics), Listen, Sense Motive, Spot, Taijutsu, Tumble.

Feat: Select one of the following: Archaic Weapons Proficiency, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Blind-Fight, Defensive Martial Arts, Exotic Melee Weapon Proficiency, Point Blank Shot, Power Attack, Quick Draw, Windfall.

Wealth Bonus Increase: +1

Reputation Bonus Increase: +1

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

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: Chakra Control, Craft (calligraphy), Fuinjutsu, Knowledge (ninja lore), Ninjutsu.

Feat: The seal expert gains the Sealweaver feat.

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, Fuinjutsu, Gamble, Genjutsu, Knowledge (current events, ninja lore, streetwise, tactics), 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 (Symbiote), Destruction Bugs, Genin, Genius Ninja, 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 Ninja, 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 Ninja, 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 castlegrounds. 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, Intimidate, 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 Ninja, 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 Ninja, 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 +2 bonus on Diplomacy, Intimidate and Sleight of Hand checks, as well as Disguise checks when the character knows he is being observed and tries to act in character.

A character with 5 or more ranks in Bluff gains a +1 enhancement bonus to meet the perform requirements of any Compulsion technique.

Balance (Dex) [New Use]

Synergy: A character with 5 or more ranks in Tumble gains a +2 bonus on Balance checks.

Chakra Control (Wis)

Trained Only.

This skill can be used to perform Chakra Control techniques, activate enhancement seals or other items. It can also be used to tap into the character's chakra reserve or conceal the chakra cost of a technique.

Check (Conceal Chakra): The character checks to conceal the chakra cost of the technique, so that it cannot be sensed as Chakra Activity by creatures who can sense chakra. The character cannot conceal part of a technique's chakra cost.

Conceal	Base DC
Base Chakra Control check DC	15
Every rank of the technique	+1
Every point of the chakra cost	+1

A successful check means that the technique is performed without alerting creatures sensing chakra.

Retry?: The character usually cannot retry unless he attempts to perform the action again.

Time: Using this skill is done as part of an action when performing a technique.

Special: The character can't take 10 or take 20 when concealing the chakra cost.

Check (Tap Reserves): The character is able to gain temporary chakra by lowering his chakra reserves by a specific amount.

Tap Reserves	Base DC
Performed as a move action ¹	10
Performed as a swift action ¹	15
Temporary chakra gained (per point)	+1
Character performs no seals ²	—
Character performs a half-seal ²	-2
Character performs a hand seal ²	-5

¹ Choose one.

² Choose one.

A successful check means the character gains temporary chakra for 1 minute/level by lowering his chakra reserve by the same amount.

Retry?: The character can try again with another action.

Time: Using this skill is either a swift or move action to tap one's reserves.

Special: The character can't take 10 or take 20 when tapping his reserves.

A character with 5 or more ranks in Chakra Control gains a +2 bonus on his Learn checks with Chakra Control techniques.

A character with 10 or more ranks in Chakra Control can create Chakra Control hijutsu or kinjutsu techniques without suffering an additional penalty.

Computer Use (Int) [New Use]

Synergy: A character with 5 or more ranks in Computer Use gains a +2 bonus on Navigate and Research checks made using a computer.

Craft (Int) [New Use]

Synergy: A character with 5 or more ranks in Craft gains a +2 bonus on Knowledge checks to appraise objects related to that Craft skill.

A character with 5 or more ranks in Craft (electronic) gains a +2 bonus on Disable Device and Repair checks made on electronic devices.

A character with 5 or more ranks in Craft (mechanical) gains a +2 bonus on Disable Device and Repair checks made on mechanical devices.

A character with 5 or more ranks in Craft (structural) gains a +2 bonus on Demolitions checks made to place explosive devices.

A character with 5 or more ranks in Knowledge (art) gains a +2 bonus on Craft (visual art) checks.

A character with 5 or more ranks in Knowledge (earth and life sciences) gains a +2 bonus on Craft (pharmaceutical) checks.

A character with 5 or more ranks in Knowledge (physical sciences) gains a +2 bonus on Craft (chemical), Craft (electronic), Craft (mechanical), and Craft (structural) checks.

Craft (calligraphy) (Int)

Trained Only.

This skill is used to craft chakra objects inscribed with sealing patterns to either receive chakra or perform very specific tasks. Using this skill without the Craft Sealed Items doubles the time it takes to craft an inscription or explosive.

Check (Craft Inscriptions): You use the calligraphy skill to craft chakra inscriptions requiring various common, uncommon or rare inks and materials. The chakra column notes the amount of chakra expended during each attempt.

TABLE: CHAKRA INSCRIPTIONS

Type of Inscription	Purchase DC	Craft DC	Chakra	Time
Advanced seal ¹	5	16	2	5 min.
Chakra storing gem				
Least ²	13	15	2	30 min.
Lesser ²	17	20	6	1 hr.
Greater ²	21	25	10	2 hr.
Elemental scroll ³	4	15	1	10 min.
Scroll of seals				

Lesser ³	5	Varies	—	Varies
Greater ³	10	Varies	—	Varies
Sealing scroll	3	15	1	10 min.
Summoning scroll ³				
Lesser	6	15	5	30 min.
Greater	9	20	10	1 hr.
Technique scroll ²	6	Varies	—	Varies

¹ A successful check produces multiple items. See description for details.

² This item carries an XP cost. See description for details.

³ See item description for details.

Advanced Seal: A successful check creates 2 advanced seals.

Chakra Storing Gem: The character can craft chakra storing gems, but doing so requires an XP cost. The gemstone is included in the crafting cost.

Least Chakra Storing Gem: A least chakra storing gem requires the Least Chakra Storing Gem training ninjutsu, level 3 or higher, and costs 10 XP. It is a small, semi-precious, usually opaque and featureless gem.

Lesser Chakra Storing Gem: A lesser chakra storing gem requires the Lesser Chakra Storing Gem training ninjutsu, level 6 or higher, and costs 25 XP. It is a small, precious and usually clear gem, finely cut.

Greater Chakra Storing Gem: A greater chakra storing gem requires the Greater Chakra Storing Gem training ninjutsu, level 10 or higher, and costs 50 XP. It is a small, rare and very precious gemstone.

Elemental Scroll: The character can only craft an elemental scroll if he has the matching elemental affinity.

Scroll of Seals: This scroll contains detailed information and is designed to help pass on the secrets of a particular technique or techniques. Including a technique in a scroll of seals requires the character to have learned the technique and to make a Craft (calligraphy) check equal to the technique's Perform difficulty.

A character can learn an inscribed technique, and gains a +1 bonus to Learn checks per step of mastery the crafter had in the technique (see Self-Teaching in the techniques section).

Lesser: The lesser scroll can contain up to 3 techniques, of which the total number of ranks cannot exceed 6. Each technique included increases the time to craft the scroll by 1 hour per rank.

Greater: The greater scroll can contain up to 3 techniques, with a maximum total ranks of 14. Each technique increases the time to craft the scroll by 4 hours per rank.

Summoning Scroll: The character can only craft a blood pact-specific scroll if he possesses the blood pact himself.

Technique Scroll: The Craft check difficulty for a technique scroll is DC 25 + the rank of the technique. The character must expend an amount of chakra equal to the technique's cost and pay 15 XP per rank of the technique. The character must have also have achieved the third step of mastery in the technique.

If the technique has the Empower component, the character can pay additional chakra to allow the technique to be empowered, but only to the point at which it was originally scribed.

The time to create a technique scroll is 4 hours per rank of the technique.

Check (Craft Explosives): You use the calligraphy skill to craft chakra-based explosives

using various types of inks and materials of varying rarity.

Type of Inscription	Purchase DC	Craft DC	Chakra	Time
Paper bombs				
Firecracker tags ¹	3	17	1	10 min.
Lesser	4	18	1	10 min.
Superior	10	25	3	30 min.
Greater	13	32	5	1 hr.
Trap note	11	28	4	1 hr.
Sealing tag	3	28	12	4 hr.
Sunburst tag ¹	10	20	2	30 min.

¹ A successful check produces multiple items. See description for details.

Special: A character without a calligraphy kit suffers a -4 penalty on Craft checks to make these items.

A character with the Craft Sealed Item skill can substitute a Fuinjutsu check to use this skill, but at a -5 penalty.

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.

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	4 hr.	+1 (Lic)
Heartroot Powder	Inhaled	16	1d4 Con	2d4 Con	21	16	19	16 hr.	+2 (Res)
Nightlily Paste	Injury	18	1d3 Dex	1d6 Wis	17	14	17	4 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	8 hr.	+2 (Res)
Nevoa Gas	Inhaled	14	1d3 Wis	Unconsciousness	21	20	22	6 hr.	+3 (Mil)
Fireseed Spice	Ingested	18	2d4 Chakra	2d4 Chakra	28	24	26	4 hr.	+3 (Mil)
Dokutengu	Contact	13	1d4 Str	1d4 Wis	17	15	19	2 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	4 hr.	+2 (Res)
Chakra Sponge	Contact	19	1d4 Chakra	1d6 Chakra	16	15	22	4 hr.	+3 (Mil)
God's Will	Ingested	16	1d6 Int	1d6 Cha	15	13	17	2 hr.	+2 (Res)
Tosha Pills	Ingested	11	1d4 Cha	Nauseated 1 hr.	13	11	15	2 hr.	+1 (Lic)
Byoukiyuge	Inhaled	14	1d2 Con	1 Con*	19	17	19	8 hr.	+2 (Res)
Hachidoku	Injury	18	2d8 hp	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: 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: On a failed save for both primary and secondary damage, the victim gains a -1 stacking speed rank penalty. 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.

Check: A successful check produces 4 doses of poison.

Special: A character without a chemical kit suffers a -4 penalty on Craft checks to make these items.

Type	Purchase DC	Craft DC	Time
Adrenaline Boost	18	20	4 hr.
Blood Increasing Pills	14	19	4 hr.
Ice Bombs	12	23	2 hr.
Perception Oil	19	25	4 hr.

Ration Pills	9	17	2 hr.
Sense Tablets	12	18	2 hr.
Soldier Pills	10	17	2 hr.
Chakra Restoration Amplifier	10	22	4 hr.
Chakra Restoration Amplifier, Greater	18	26	8 hr.

Check: A successful check produces 5 objects, doses or uses of the crafted item.

Special: A character without a chemical kit suffers a -4 penalty on Craft checks to make these items.

Craft (Pharmaceutical) (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 1.

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	Prep. Time	Brewing Time	Craft DC	Save DC	Initial Damage	Secondary Damage	Res
<i>Akimichi Food Pills¹</i>									
Green	15	100	24 hr.	2 wk.	23	—	—	—	—
Yellow	20	150	48 hr.	2 wk.	27	—	—	—	—
Red	25	250	72 hr.	2 wk.	31	—	—	—	—
Blackweed Elixir	27	1,000	24 hr.	4 wk.	25	18	2d6 Coil	6 Coil*	+4 (Ill)
Chakra Growth	20	450	24 hr.	1 wk.	23	20	1d6 Coil	—	+2 (Res)
<i>Charisma-enhancing Drug</i>									
B-Class	28	1,000	24 hr.	2 wk.	23	18	1d6 Int	1 Int*	+2 (Res)
A-Class	35	3,500	48 hr.	8 wk.	30	22	2d6 Int	3 Int*	+3 (Mil)
S-Class	44	15,000	72 hr.	16 wk.	37	28	3d6 Int	5 Int*	+4 (Ill)
<i>Constitution-enhancing Drug</i>									
B-Class	28	1,000	24 hr.	2 wk.	23	18	Unconsciousness	1 Wis*	+2 (Res)
A-Class	35	3,500	48 hr.	8 wk.	30	22	Unconsciousness	3 Wis*	+3 (Mil)
S-Class	42	15,000	72 hr.	16 wk.	37	28	Unconsciousness	5 Wis*	+4 (Ill)
Death God Pill	17	100	48 hr.	2 wk.	23	29	Unconsciousness 2d6 hours	3d6 Con ²	+4 (Ill)
<i>Dexterity-enhancing Drug</i>									
B-Class	28	1,000	24 hr.	2 wk.	23	18	1d6 Str	1 Str*	+2 (Res)
A-Class	35	3,500	48 hr.	8 wk.	30	22	2d6 Str	3 Str*	+3 (Mil)
S-Class	44	15,000	72 hr.	16 wk.	37	28	3d6 Str	5 Str*	+4 (Ill)
Fireseed Extract	28	1,000	48 hr.	8 wk.	27	22	2d4 Wis	2d4 Wis, 2d6 Cha	+4 (Ill)
<i>Intelligence-enhancing Drug</i>									
B-Class	28	1,000	24 hr.	2 wk.	23	18	1d6 Cha	1 Cha*	+2 (Res)
A-Class	35	3,500	48 hr.	8 wk.	30	22	2d6 Cha	3 Cha*	+3 (Mil)
S-Class	44	15,000	72 hr.	16 wk.	37	28	3d6 Cha	5 Cha*	+4 (Ill)
Lotus Extract	24	1,000	24 hr.	3 wk.	25	20	1d4 Cha, 1d3 Wis	2d4 Cha, 1d6 Wis	+3 (Mil)
<i>Muscle Growth</i>									
Type I	18	75	24 hr.	1 wk.	23	—	—	—	+2 (Res)
Type II	20	150	48 hr.	1 wk.	25	—	—	—	+3 (Mil)

Nevoa Infusion	24	1,000	24 hr.	3 wk.	25	20	1d4 Int, 1d3 Cha	2d4 Int, 1d6 Cha	+3 (Mil)
<i>Strength-enhancing Drug</i>									
B-Class	28	1,000	24 hr.	2 wk.	23	18	1d6 Dex	1 Dex*	+2 (Res)
A-Class	35	3,500	48 hr.	8 wk.	30	22	2d6 Dex	3 Dex*	+3 (Mil)
S-Class	44	15,000	72 hr.	16 wk.	37	28	3d6 Dex	5 Dex*	+4 (Ill)
Swiftwind Elixir	22	250	24 hr.	1 wk.	22	19	1d6 Wis, 1d6 Coil	2 Wis*, 2 Coil*	+3 (Mil)
Tengu Elixir	24	1,000	24 hr.	3 wk.	25	20	1d4 Dex, 1d3 Con	2d4 Dex, 1d6 Con	+3 (Mil)
Tosha Liquor	24	1,000	24 hr.	3 wk.	25	20	1d4 Wis, 1d3 Int	2d4 Wis, 1d6 Int	+3 (Mil)
<i>Wisdom-enhancing Drug</i>									
B-Class	28	1,000	24 hr.	2 wk.	23	18	Paralysis	1 Con*	+2 (Res)
A-Class	35	3,500	48 hr.	8 wk.	30	22	Paralysis	3 Con*	+3 (Mil)
S-Class	44	15,000	72 hr.	16 wk.	37	28	Paralysis	5 Con*	+4 (Ill)

¹ A successful check creates 2 of these items.

² See item description for more details.

Craft (mechanical) (Int) [New Use]

Trained Only. Requires Craft Puppets feat.

This skill is used by mechanics, builders and craftsmen of all kind to create machines, weapons and armor. New uses of this skill focus on the creation of puppets and seal slots

Check (Craft Puppet): *Requires Craft Puppet feat.* Building puppets from an assortment of wood, gears and other pieces of metal is tedious and complicated work, and is considered by many practitioners a form of art. If the check is failed by more than 5, the puppet is built poorly and will not move when animated.

Puppet Core	Purchase DC	Craft DC	Time
<i>Combat Puppets¹</i>			
Small	15	20	8 hr.
Medium	20	23	12 hr.
Large	25	26	16 hr.
<i>Living Puppets¹</i>			
Animal puppet	Varies	Varies	Varies
Human puppet	Varies	Varies	Varies
<i>Puppet components</i>			
Normal quality	Varies	Varies	Varies
Mastercraft component ²	Varies	Varies	Varies
Advanced quality	+10	+15	x4
<i>Utility Puppets¹</i>			
Small	13	16	8 hr.
Medium	18	19	12 hr.
Large	23	22	16 hr.

¹ See item description for details.

² This item carries an XP cost. See description for details.

Combat Puppets: The combat puppet is not as versatile as its utilitarian counterpart, but is much more useful in combat situations. A newly built combat puppet core begins play with 3 weapon points only.

Living Puppets: The creation of living puppets is considered, among most, to be a forbidden art that is not taught or practiced openly. Crafting a living puppet requires the

Craft Living Puppets feat; see chapter 16 for more details.

Puppet Component: There are several quality grades of puppet components, as seen below.

Normal Quality: A puppet component with no difficulty, or a difficulty of D-class to A-class has a Craft difficulty equal to its purchase DC plus 5 and a material cost equal to its purchase DC minus 2. Crafting the component takes 1 hour per 5 points of the material cost. See epic uses of the Craft (mechanical) skill to craft S-class components.

Mastercraft Component: A character with the Mastercraft feat as well as the Craft Puppets can create mastercraft components, as any other objects. The mastercraft quality can improve almost any aspect of a component, including the save difficulty of any direct effect or bonus to attack rolls or damage if the component is a weapon; however, it cannot improve a bonus or penalty to ability scores. This does not include the save difficulty of poisons applied to a component such as the Kunai Shower component, however.

Advanced Quality: An advanced component is rare and difficult to come by, and even more difficult to craft. The Craft check difficulty of an Advanced component increases by 15, the purchase DC to craft it increases by 10 (this increase is counted after determining the Craft check difficulty and does not affect it; however, an added mastercraft component does increase the base cost, and thus the Craft check difficulty) and takes 4 times as long to create.

An advanced component costs 1 less point to install in a puppet (minimum 1); for example, to create a component with a cost of 3 weapon points would be improved to 2 weapon point, while a component with a cost of 1 utility point would be unaffected (likewise, an advanced caltrops trap component with a cost of 2 weapon points and 1 utility point would be improved to either 2 weapon points and 0 utility point or 1 weapon point and 1 utility point, not 1 weapon point and 0 utility point).

Utility Puppets: The utility puppet is useful in more situations than a combat puppet, able to carry more traps or even contain dangerous prisoners or opponents. A newly built utility puppet core begins play with 3 utility points only.

Check (Modify Core): *Requires Craft Puppet feat.* A skilled craftsman will often customize his puppet cores so as to both improve its functionality as well as personalize it.

Modification	Purchase DC	Craft DC	Time
Improve dexterity ¹	15	20	8 hr.
Improve hardness ¹	20	25	8 hr.
Improve resilience ¹	20	25	8 hr.
Improve strength ¹	15	20	8 hr.
Modify body slots ¹	25	30	24 hr.
Modify capacity ¹			
Utility	25	30	24 hr.
Weapon	25	30	24 hr.
Undo modification ¹	5	20	1 hr.
Upgrade core ¹			
Free point	20	25	4 hr.
Utility point	10	15	2 hr.
Weapon point	10	15	2 hr.

¹ See item description for details.

Improve Dexterity: The puppet core's Dexterity modifier or Dexterity score improves by 2, but its Strength score decreases by 2.

Improve Hardness: The puppet core's hardness improves by 1, but its bonus hit points decrease by 5 (minimum 0).

Improve Resilience: The puppet core's bonus hit points increases by 5, but its hardness decreases by 1.

Improve Strength: The puppet core's Strength score improves by 2, but its Dexterity modifier or Dexterity score decreases by 2.

Modify Body Slots: The puppet core can gain a body slot in any category (head, chest or limb) by losing a body slot in a different category.

Modify Capacity: The puppet core can gain a number of weapon or utility points beyond the normal capacity of its type. This modification can only be done once and cannot be undone; and a puppet core cannot receive both versions of this modification.

Utility: The puppet core's Utility points capacity increase by 2, but its Weapon points capacity decreases by 1.

Weapon: The puppet core's Weapon points capacity increase by 2, but its Utility points capacity decrease by 1.

Undo Modification: A successful check removes the effect of a single modification that can be undone. The modification can be reapplied later by making another check.

Upgrade Core: The puppet core gains a free point, utility point or weapon point on a successful check, up to a certain maximum based on what type of puppet core is upgraded (see chapter 16 for details on puppet capacity and limitations). A puppet core can receive this modification multiple times, and it cannot be undone.

Special: A character without a puppet crafter's kit suffers a -4 penalty on Craft checks to built puppets and modify a puppet core.

Check (Enhancement Seal Slots): A craftsman can outfit 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, cloak, ear, waist, wrists, feet, finger) 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.

Enhancement Seal Slot	Craft DC	Chakra	Time
Minor seal slot	15	5	4 hr.
Superior seal slot	20	10	8 hr.
Greater seal slot	25	15	16 hr.

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.

Special: A character without an inscriber's kit takes a -4 penalty on Craft checks to craft enhancement seal slots.

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.

Decipher Script (Int) [New Use]

Synergy: A character with 5 or more ranks in Knowledge (history) gains a +2 bonus on Decipher Script checks made on ancient writing.

A character with 5 or more ranks in Decipher Script gains a +2 bonus on Fuinjutsu checks to double check and identify seal arrays.

Demolitions (Int) [New Use]

Synergy: A character with 5 or more ranks in Craft (structural) gains a +2 bonus on Demolitions checks made to place explosive devices.

Diplomacy (Cha) [New Use]

Synergy: A character with 5 or more ranks in Bluff, Knowledge (behavioral sciences), or Sense Motive gains a +2 bonus on Diplomacy checks.

A character with 5 or more ranks in Knowledge (civics) gains a +2 bonus on Diplomacy checks when pleading a case.

Disable Device (Int) [New Use]

Synergy: A character with 5 or more ranks in Craft (electronic) gains a +2 bonus on Disable Device checks made on electronic devices.

A character with 5 or more ranks in Craft (mechanical) gains a +2 bonus on Disable Device checks made on mechanical devices.

Disguise (Cha) [New Use]

Synergy: A character with 5 or more ranks in Bluff gains a +2 bonus on Disguise checks when he knows he is being observed and tries to act in character.

Escape Artist (Dex) [New Use]

Synergy: A character with 5 or more ranks in Escape Artist gains a +2 bonus on Dexterity checks to bind someone using rope.

Forgery (Int) [New Use]

Synergy: A character with 5 or more ranks in Knowledge (civics) gains a +2 bonus on Forgery checks made to forge official documents.

Fuinjutsu (Int)

Trained Only.

This skill is used to perform Fuinjutsu techniques and craft objects.

Check: The DC to perform a Fuinjutsu is given with the technique itself.

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

Check (Craft Inscriptions): This skill can be used in place of Craft (calligraphy) checks to craft chakra inscriptions at a -5 penalty to checks. See the Craft (calligraphy) skill and Table: Chakra Inscriptions for details.

Try Again?: You are not allowed a retry to perform or identify a Fuinjutsu.

Time: Identifying a Fuinjutsu is a free action.

Special: A character with the Fuinjutsu Adept feat gains a +2 bonus to Fuinjutsu checks.

A character can Take 10 but can't Take 20 when performing a Fuinjutsu technique.

Synergy: A character with 5 or more ranks in Fuinjutsu gains a +2 bonus on his Learn checks with Fuinjutsu techniques.

A character with 5 or more ranks in Decipher Script gains a +2 bonus on Fuinjutsu checks to double check and identify seal arrays.

Gather Information (Cha) [New Use]

Synergy: A character with 5 or more ranks in Gather Information gains a +2 bonus on Knowledge (current events) checks.

A character with 5 or more ranks in Knowledge (streetwise) gains a +2 bonus on Gather Information checks.

Genjutsu (Cha)

Trained Only.

This skill is used to perform Genjutsu techniques 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 with 5 or more ranks in Genjutsu gains a +2 bonus on his Learn checks with Genjutsu techniques.

A character with 10 or more ranks in Genjutsu can create Genjutsu hijutsu or kinjutsu techniques without suffering an additional penalty.

Handle Animal (Cha) [New Use]

Synergy: A character with 5 or more ranks in Handle Animal gains a +2 bonus on Ride checks.

Intimidate (Cha) [New Use]

Synergy: A character with 5 or more ranks in Bluff gains a +2 bonus on Intimidate checks.

Investigate (Int) [New Use]

Synergy: A character with 5 or more ranks in Knowledge (earth and life sciences) gains a +2 bonus on Investigate checks.

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: 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	DC ¹	High Jump Height	DC ¹
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.

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.

Synergy: A character with 5 or more ranks in Tumble gains a +2 bonus on Jump checks. A character with 5 or more ranks in Jump gains a +2 bonus on Tumble checks.

Special: If the character's speed is less than 30 feet, he or she takes a penalty of -6 for every 10 feet of speed less than 30. If the character's speed is greater than 30 feet, he or she gains a bonus of +4 for every 10 feet over 30.

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 *Noble* summon is.

- A DC 25 + the level of the summon will reveal what level and Rank an *Champion* summon is.

Synergy: A character with 5 or more ranks in Knowledge (ninja lore) gains a +2 bonus to Learn checks when mastering, developing or creating a technique.

A character with 5 or more ranks in Knowledge (art) gains a +2 bonus on Craft (visual art) and Perform checks.

A character with 5 or more ranks in Knowledge (behavioral sciences) gains a +2 bonus on

Diplomacy checks.

A character with 5 or more ranks in Knowledge (business) gains a +2 bonus on Profession checks.

A character with 5 or more ranks in Knowledge (civics) gains a +2 bonus on Diplomacy checks when pleading a case and Forgery checks made to forge official documents.

A character with 5 or more ranks in Knowledge (history) gains a +2 bonus on Decipher Script checks made on ancient writing.

A character with 5 or more ranks in Knowledge (earth and life sciences) gains a +2 bonus on Craft (pharmaceutical), Investigate, and Treat Injury checks.

A character with 5 or more ranks in Knowledge (physical sciences) gains a +2 bonus on Craft (chemical), Craft (mechanical), and Craft (structural) checks.

A character with 5 or more ranks in Knowledge (streetwise) gains a +2 bonus on Gather Information checks.

A character with 5 or more ranks in Knowledge (technology) gains a +2 bonus on Craft (electronic) checks.

A character with 5 or more ranks in Gather Information gains a +2 bonus on Knowledge (current events) checks.

Navigate (Int) [New Use]

Synergy: A character with 5 or more ranks in Computer Use gains a +2 bonus on Navigate checks made using a computer.

Ninjutsu (Int)

Trained Only.

This skill is used to perform Ninjutsu techniques 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: A character with 5 or more ranks in Ninjutsu gains a +2 bonus on his Learn checks with Ninjutsu techniques.

A character with 10 or more ranks in Ninjutsu can create Ninjutsu hijutsu or kinjutsu techniques without suffering an additional penalty.

Perform (Cha) [New Use]

With this skill, the character learns to perform for an audience a specific set of skills he has practiced. This practice serves no purpose in battle, but is very showy and eye-pleasing.

- Martial Arts: The character is proficient at martial arts used in shows and war dances. He can merge deadly battle skills with grace and finesse to create an entrancing dance or awe-inspiring demonstration.

Special: As per the Perform skill, the character can take 10 but not take 20.

The character suffers a -4 penalty to checks made when using a weapon he is not proficient in, or without the Combat Martial Arts feat while unarmed.

Synergy: A character with 5 or more ranks in Knowledge (art) gains a +2 bonus on Perform checks.

A character adds one-half his base attack bonus as a synergy bonus to Perform (martial arts) checks.

Profession (Wis) [New Use]

Synergy: A character with 5 or more ranks in Knowledge (business) gains a +2 bonus on Profession checks.

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).

Repair (Int) [New Use]

The new uses of this skill are aimed primarily at craftsmen and puppeteers.

Check (Puppet Repairs): Removing -1 from the defeat penalty requires a Repair check (DC 20) and takes 1 hour, half that if the check was beaten by 5 or more. It has a cost equivalent to a wealth check DC 8.

Repairing a destroyed puppet requires a Repair check (DC 35) and each attempt is 32 hours of work (4 days), half that if the check was beaten by 5 or more. It has a cost equivalent to a wealth check DC 17.

All components are included during the repair—meaning that they are functional, but not necessarily reloaded unless the extra cost are paid.

Check (Installing a Puppet Component): To install a puppet component requires a Repair check (DC is equal to the component's purchase DC).

Check (Uninstalling a Puppet Component): Uninstalling a puppet component requires a Repair check (DC 15).

Time: Installing a component takes 1 hour per 5 points of the purchase DC. Uninstalling a component takes 10 minutes.

Special: A character without a puppet crafter's kit suffers a -4 penalty on Repair checks to install or uninstall a puppet component or repair a puppet.

Synergy: A character with 5 or more ranks in Craft (electronic) gains a +2 bonus on Repair checks made on electronic devices.

A character with 5 or more ranks in Craft (mechanical) gains a +2 bonus on Repair

checks made on mechanical devices.

Research (Int) [New Use]

Synergy: A character with 5 or more ranks in Computer Use gains a +2 bonus on Research checks made using a computer.

Ride (Dex) [New Use]

Synergy: A character with 5 or more ranks in Handle Animal gains a +2 bonus on Ride checks.

Search (Int) [New Use]

Synergy: A character with 5 or more ranks in Search gains a +2 bonus on Survival checks made to find or follow tracks.

Sense Motive (Wis) [New Use]

The new uses of this skill allow a character to discern whether or not another character is behaving normally.

Check (Analyze Behavior): The character can tell if another character's actions are being influenced by an outside source, such as an enchantment, illusion or compulsion, even if that character isn't aware of it himself. The difficulty for this check is usually DC 25.

Try Again?: The character usually cannot retry unless the person begins to act in a way that would raise suspicion again.

Time: Analyzing a target's behavior takes 1 minute.

Synergy: A character with 5 or more ranks in Sense Motive gains a +2 bonus on Diplomacy checks.

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 Bluff gains a +2 bonus on Sleight of Hand checks.

A character with 5 or more ranks in this skill gains a +1 enhancement bonus to meet the perform requirements and to perform checks with techniques requiring hand seals or half seals.

Sign Language (None)

Trained Only.

The Sign 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.
- Each language costs 1 rank. When a character chooses the Sign Language skill, he

chooses which language he can sign.

- 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. The chance of failure is rolled each round.

- Deaf creatures can understand sign languages.

- There are two types of Sign Languages: Sign Common, and country-specific (for example, Sign Fire Common).

- Sign Language can be used to relay 2 short sentences (4-6 words or less) or 1 medium-length sentence (8-10 words or less) per round as a free action.

Country-specific sign language are a closely-guarded secret, as they are employed only by shinobi factions.

Survival (Wis) [New Use]

Synergy: A character with 5 or more ranks in Search gains a +2 bonus on Survival checks made to find or follow tracks.

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 technique 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 5 or more ranks in Taijutsu gains a +2 bonus on Learn checks with Taijutsu techniques.

A character with 10 or more ranks in Taijutsu can create Taijutsu hijutsu or kinjutsu techniques without suffering an additional penalty.

A character with 10 or more ranks in Taijutsu gains a +1 bonus to unarmed damage.

Treat Injury (Wis) [New Use]

Trained Only. Requires Surgery feat.

There are few artifacts more precious in this world than a doujutsu bloodline, and it takes great skill to harvest and implant them.

Check (Harvest Eye): The character makes a check to harvest the eye of a restrained creature.

To harvest an eye, the character must make two successful consecutive checks. Each check deals 1d4 points of damage to the creature.

Two consecutive failures destroys the eye. Once an eye is harvested or destroyed, the creature suffers 2 negative levels for 24 hours, which then disappear without requiring a Fortitude save.

This check can only be used on an immobilized, paralyzed or unconscious creature.

Target's Condition	Base DC
Target is...	
Resisting	20
Passive	15
Unconscious, sedated, paralyzed or dead	10

Several other conditions apply that may affect whether or not the check is successful. If the target has been dead and the corpse was unpreserved for more than 1 hour per point of its Constitution modifier, the eye is useless.

Conditions	DC Modifier
Each hour since death	+2
Poor lighting	+4
Surgery performed outside	+2
Surgery performed without a medical kit or chakra scalpel	+4
Target is a different race from the character	+5
Half time to make a check	+5

If the harvested eye is left unpreserved or without a vessel for more than 1 day, it becomes unusable. If the eye is harvested or destroyed, the creature suffers 2d6 points of Constitution damage (Fortitude save DC 20 halves) and becomes exhausted. If the creature survives, it suffers *Doujutsu Drawbacks (Victim/Donor only)* until it recovers its own eye or gains an appropriate eye of the same bloodline.

Try Again?: The character can try again until he makes two consecutive successes or failures. Each check deals 1d4 points of damage to the creature.

Time: Each check takes 1 minute.

Special: The character cannot take 10 or take 20 when making this check.

Check (Implant Eye): When in possession of an eye with a doujutsu bloodline, the character is able to implant it in a new vessel by removing the eye corresponding to the doujutsu eye and implanting the new one.

If the subject of the implantation already has an advanced bloodline, the transplant is rejected and it will suffer 1 point of Constitution damage each day, that cannot be healed by any means, until the eye is removed or the subject dies.

The Constitution damage is immediately healed upon removing the eye, or the subject will suffer 2d6 points of Constitution damage (Fortitude half, or the previously suffered amount, whichever is higher) that will heal normally if the eye is destroyed instead.

Make a check to implant the eye in the new vessel.

Conditions	DC
Eye is a mundane eye	10
Eye is a <i>Doujutsu</i> bloodline	15
Subject is...	
...conscious	+10

...resisting	+15
...unconscious, sedated, paralyzed or dead	+5
...a different race from the character	+5
Surgery performed outside	+4
Poor lighting	+2
Each hour the eye was left decaying, unpreserved	+2
Character has 1 or more <i>Medical</i> ninjutsu of rank 6 or higher	-10
Half time to make a check	+5

If the surgery is successful, the subject gains the ability to pick the Advanced Bloodline feat for his bloodline as part of his normal level progression or any bonus feat lists, as well as any bloodline-specific feat the previous owner of the eye had selected. Additionally, the subject will gain 1 negative level which becomes permanent after 24 hours unless he succeeds a Fortitude save (DC 20). The negative level gain increases to 2 if the bloodline was intermediate or 3 if it was major.

When the bloodline is implanted, the subject will automatically suffer Doujutsu Drawbacks for Implanted Doujutsu, unless he pays a certain amount of XP. See *Doujutsu Drawbacks* in the Advanced Bloodline chapter for detail.

If the eye transplant was a normal eye used to replace a lost eye, the negative level still applies, but it does not entail XP cost. Inter-species eyes cannot be implanted successfully and will be rejected (see above).

Try Again?: The character may retry two times. If third check is a failure, the eye will be destroyed and the subject will take 1d6 points of Constitution damage.

Time: Each check takes 10 minutes.

Special: The character cannot take 10 or take 20 when making this check.

A character without the Surgery feat takes a -4 penalty to make checks to harvest or implant an eye.

Synergy: A character with 5 or more ranks in Knowledge (earth and life sciences) gains a +2 bonus on Treat Injury checks.

Tumble (Dex)

Trained Only.

Adept at taking falls, you are quick to tumble back on your feet and past opponents.

Check (Tumble): The character can land softly when you fall or tumble past opponents. He can also tumble to entertain an audience (as though using the Perform skill). The DCs for various tasks involving the Tumble skill are given on the table below.

Tumble DC	Task
15	Treat a fall as if it were 20 feet shorter than it really is when determining damage.
15	Tumble at one-half speed as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you provoke attacks of opportunity normally. Check separately for each opponent you move past, in the order in which you pass them (player's choice of order in case of a tie). Each additional enemy after the first adds +2 to the Tumble DC.

25 Tumble at one-half speed through an area occupied by an enemy (over, under, or around the opponent) as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you stop before entering the enemy-occupied area and provoke an attack of opportunity from that enemy. Check separately for each opponent. Each additional enemy after the first adds +2 to the Tumble DC.

Obstructed or otherwise treacherous surfaces, such as natural cavern floors or undergrowth, are tough to tumble through. The DC for any Tumble check made to tumble into such a square is modified as indicated below.

Surface is...	DC Modifier
Lightly obstructed (scree, light rubble, shallow bog ¹ , undergrowth)	+2
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	+5
Lightly slippery (wet floor)	+2
Severely slippery (ice sheet)	+5
Sloped or angled	+2

¹ Tumbling is impossible in a deep bog.

Check (Accelerated Tumbling): The character can take a –10 penalty on his tumble checks to tumble past or through enemies at his full speed instead of one-half his speed.

Check (Stand from Prone): The character can stand up from prone as a free action that does not provoke an attack of opportunity by initiating any sort of move action. This action requires a Tumble check (DC 20) and causes the movement to fail on a failed check.

Try Again?: No. An uninterested audience is not receptive to repeat performances. You can try to reduce the damage from a fall as a reaction only once per fall.

Time: None, each check Tumble check is taken as part of a move action.

Synergy: A character with 5 or more ranks in Tumble gains a +2 bonus on Balance and Jump checks.

A character with 5 or more ranks in Jump gains a +2 bonus on Tumble checks.

A character with 5 or more ranks in Tumble gains a +3 dodge bonus to Defense when fighting defensively instead of the usual +2 dodge bonus to Defense.

A character with 5 or more ranks in Tumble gains a +6 dodge bonus to Defense when executing the total defense standard action instead of the usual +4 dodge bonus to Defense.

Special: If you have the Acrobatic feat, you get a +2 bonus on Tumble checks.

Individual and Group Tactics

Tactics are a way to expand on the character's ability to perform feats in and out of combat, and to improve a character's ability to synergize and work better as part of a team. A tactic can be various things, from improving one's ability to recover from being knocked down to allowing for a team to deal deadly blows when working as a team.

The different types of tactics are expertise, formation, martial and movement, and each focus on a certain area of expertise. While any character may choose to learn a tactic, certain role might favor a certain tactic, or type of tactic, over another.

Expertise: An expertise tactics expands on some aspects of the skills they apply to, usually manipulating it in ways to achieve a certain effect. Any character might elect to learn such a tactic.

Formation: A formation tactic increases the character's ability to work as a team. While they do not grant any benefits by themselves, they can be used to devastating effects with others. Formation tactics are not specifically limited to a number of skills, and are used by any combatants. Clones can grant the benefit of a formation to another character, but not to itself (a character flanking with an ally's clone would gain benefits from Pincer Attack, but a character flanking with his own clone would not).

Martial: Martial tactics resolve around combat and are generally used as part of an attack, feint or maneuver. They use skills like Bluff, Jump, Knowledge (tactics), Sense Motive or Tumble, or sometimes feats. Characters usually on the offensive during combat favor these tactics.

Movement: A movement tactic usually involves moving from one point to another, dodging around obstacles and recovering from being thrown. Such tactics use skills that are used during movement, such as Balance, Jump, Move Silently and Tumble. Melee- and ranged-based characters are well known for selecting movement tactics.

Learning a Tactic

To learn a tactic costs the character 2 skill points. Whenever the character gains skill points, he may choose to acquire a new tactic. A character may learn any tactic that he meets the requirements for. Any situations that would cause you to no longer meet the requirement prevents the use of a tactic until the requirements are met again.

A character cannot learn more than one tactic per level, and no more tactics than one-half his character level, rounded up (a level 1 character could only learn another tactic at level 3, for instance). Tactics cannot be learned multiple times, its effects do not stack.

Learning a tactic takes 3 days, minus 1 day per ally learning the same tactic (minimum 1 day). A day of training takes 8 hours, and can be interrupted for up to 4 hours.

Using Tactics

A tactic is done either as part of an action you are already taking, or requires an action specified in the tactic's description (if any). Tactics do not provoke attacks of opportunity unless specifically stated otherwise.

Cheap Shot [Formation]

Your attacks weaken the defenses of an unaware opponent for every member of your formation.

Prerequisite: Improved Initiative.

Benefit: Each successful attack made against a flat-footed target increases the attack bonus of every ally using the Cheap Shot by +1 against that target for 1 round (maximum +3).

Cover my Back [Formation]

You cover your allies, and they cover you.

Prerequisite: Knowledge (tactics or ninja lore) 5 ranks or Spot 5 ranks.

Benefit: When within 30 feet of any allies using the Cover my Back tactic, you gain a +1 bonus to Spot check per ally (maximum +3) and lower the attack bonus of attackers

flanking you by 1. You and your allies must be able to communicate in at least 1 language conjointly.

Canny Defenses [Formation]

You break illusions down as a team

Prerequisite: Knowledge (ninja lore) 10 ranks or Genjutsu 14 ranks.

Benefit: When you or an ally within 30 feet needs to make a Genjutsu check to identify or analyze a genjutsu, the check can instead be made by the ally with the Canny Defense tactic with the highest check modifier to identify a Genjutsu, if he is within 30 feet and able to communicate in a manner that can be understood. The Canny Defense can only be used once per round.

Death March [Movement]

You can run even while fatigued.

Prerequisite: Concentration 5 ranks, Endurance.

Benefit: You are able to run or charge while fatigued, but you take 2 points of damage every round spent doing so. Any constitution checks made to avoid running out of breath is made at a -6 penalty while fatigued.

Field Surgery [Expertise]

You are able to treat a patient lacking proper tools.

Prerequisite: Treat Injury 8 ranks.

Benefit: You suffer no penalty for using the treat injury skill without a proper kit when checking to restore hit points, stabilize a dying character, treat disease and poison or revive a stunned, dazed or unconscious character.

Frog's Leap [Movement]

You are able to travel great distance with more ease.

Prerequisite: Jump 5 ranks.

Benefit: You gain a +10 bonus to Jump checks made while Land Hopping. In addition, you can Land Hop for 6 hours instead of 4 without suffering penalties.

Pincer Attack [Formation]

You and your allies are adept at delivering deadly attacks to your foes.

Prerequisite: Knowledge (ninja lore or tactics) 8 ranks.

Benefit: When flanking an opponent with any creature with the Pincer Attack tactic, your melee attacks deal an additional 2 points of damage.

Strength in Numbers [Formation]

You and your allies make the most of each other's presence.

Prerequisite: Knowledge (tactics or ninja lore) 6 ranks, 8 or more ranks in at least 3 skills.

Benefit: When within 30 feet of any allies using the Strength in Numbers tactic, you are able to take 10 on skill checks while stressed or threatened.

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 always be satisfied with.

General Feats	Prerequisite	Benefits
Advanced Bloodline	1st level only	Character gains an advanced bloodline.
Advanced Seal Proficiency	Fuinjutsu 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	Improved Two-Weapon Defense, Two-Weapon Defense, Two-Weapon Fighting	Same as Two-Weapon Defense, but shield bonus is +3.
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 Penetration	—	Character gains a +2 bonus to overcome chakra resistance.
Chakra Presence	Chakra Pool 50	Character can release large amount of energy to neutralize his foes.
Chakra Restoration	—	Increases Chakra Reserve 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.
Combat Tactics	—	Character gains a +4 bonus to Concentration checks to perform defensively.
Control Frenzy	Frenzy ability	Reroll failed attempt to resist frenzy.
Dense Chakra	Con 13, chakra pool 20	Character's techniques are more difficult to dispel or disrupt.
Determined Genius/Chakra Coils Disorder	Wis 13, 1st level only	Character can't use most techniques, but gains various bonuses instead.
Elemental Specialization	Chakra Control 12 ranks, Ninjutsu 15 ranks	Character may ignore the material focus component of elemental techniques.
Empower Sealing Sword	Int 15, sealing sword (superior) ability, base attack bonus +10	Character's critical threat range increases with his sealing sword full.
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.
Fuinjutsu Adept	—	Character gains +2 bonus to Fuinjutsu checks and +1 Fuinjutsu save DC and +1 attempt to learn Fuinjutsu techniques.
Genin	Know 4 or more techniques	Various bonuses to skill checks and reputation in his village.
Genius Ninja	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.
Gouken	Taijutsu 4 ranks	Character can learn Gouken techniques and confirms unarmed critical strikes easier.
Grand Master	4 ranks any one of the following: Chakra Control, Genjutsu, Ninjutsu or Taijutsu	Greater ease with which to master technique.
Greater Chakra Penetration	—	Character gains a +4 bonus to overcome chakra resistance.
Greater Street Savvy	Street Savvy ability	Gain +2 bonus to Street Savvy checks.
Hand Seals Proficiency	—	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.
Heroic Surge	Heroic character only	Character can gain quickened actions.
Illuminated Proficiency	Sacred fist stance, buddhist palm (chakra), Wis 15	Character can treat some weapon attacks as sacred fist attacks.
Improved Chakra Pool	—	Character's Chakra Pool increases by 3 and reserves by 1.
Improved Combat Expertise	Int 13, Combat Expertise, base attack bonus +6	Lower attack bonus to increase Defense further.
Improved Feint	Int 13, Combat Expertise	Character can feint in combat as a move action.
Improved Grapple	Str 13, Combat Throw	Character can grapple without provoking attacks of opportunity.
Improved Power Attack	Str 17, Power Attack, base attack bonus +6	Lower attack bonus to increase damage with 2-handed attacks.
Improved Two-Weapon Defense	Two-Weapon Defense, Two-Weapon Fighting	Same as Two-Weapon Defense, but shield bonus to Defense is +2.
Initiate of the Eight Celestial Gates	Str 15 or Dex 15 or Con 15	Character can learn Hachimon Tonkou techniques.
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, Sense Chakra	Higher proficiency at Sensing Chakra.
Keen Sight	Heroic character, can only be taken at 1st level	Character gains low-light vision.
Kusari-gama Style	base attack bonus +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.
Melee Mastery	Weapon Focus, Weapon Specialization class feature, base attack bonus +11	Character gains a +1 bonus to attack and damage rolls to all melee weapons of a certain type.
Monkey Grip	Str 13, base attack bonus +1	Character can wield larger weapons without penalty.

Moujuu Aishou	1st level only	Character gains an animal companion.
Multipuppet Fighting	Advanced Puppetry, 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 ninja weapons.
Ninjutsu Adept	—	Character gains +2 bonus to Ninjutsu checks, and +1 Ninjutsu save DC and +1 attempt to learn Ninjutsu techniques.
Oversized Two-Weapon Fighting	Str 13, Two-Weapon Fighting	Character treats one-handed off-hand weapon as light weapon.
Oversized Weapons Mastery	Str 15, Monkey Grip, base attack bonus +11	Character is able to wield oversized weapons with little effort.
Oversized Weapons Proficiency	Str 13, Monkey Grip, base attack bonus +1	Character is able to wield oversized weapons with proficiency.
Power Critical	Base attack bonus +4, proficiency with the chosen weapon	Character is better at confirming critical hits with one weapon.
Puppet Multiattack	Advanced Puppetry	Character's puppets gain multiattack.
Puppeteer Insight	Advanced Puppetry II, Int 13	Character is adept at fighting other puppeteers.
Ranged Mastery	Weapon Focus, Weapon Specialization class feature, base attack bonus +11	Character gains a +1 bonus to attack and damage rolls to all ranged weapons of a certain type.
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.
Retrieval Expert	Ninjutsu 9 ranks	Character can learn spacetime techniques without penalty.
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 13	Character may make a sacred flurry and gain additional attacks in a full-attack action.
Sealweaver	Int 13	Character can learn Fuinjutsu techniques normally.
Shadow Arts	Hide 5 ranks, Ninjutsu 5 ranks	Character can learn Shadow ninjutsu techniques.
Skilled	1st level only	Character gains more skill points every level.
Skillful Assault	Wis 13, Heroic character	Allows character to avoid killing opponents.
Specialist's Gaze Counter	Wis 13, base attack bonus +3	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.
Superior Combat Martial Arts	Combat Martial Arts, base attack bonus +3	Character deals increased unarmed strike damage.
Tactical Implements	Weapon Focus (any weapon)	Character is able to use improvised weapon as substitute for material focus in Taijutsu [Armed] techniques.
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	—	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 gains a +1 shield bonus to Defense when fighting defensively or taking total defense.
Unbalance Opponent	Dex 15, Combat Throw, Defensive Martial Arts, base attack bonus +6	Character can throw an opponent off balance and make it less likely to be hit in melee.

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.

Item Creation Feats	Prerequisite	Benefits
Craft Armor Seals	Craft (calligraphy) 4 ranks, Craft (mechanical) 6 ranks, Chakra Control 4 ranks, heroic character	Character can add Armor-type Enhancement Seals to an armor.
Craft Living Puppets	Craft (mechanical) 12 ranks, Knowledge (earth and life science) 9 ranks, Craft Puppets	Character is able to create puppets from a human or animal corpse.
Craft Sealed Item	Craft (calligraphy) 4 ranks, Chakra Control 4 ranks	Character can use Craft (calligraphy) to make various ninja implements without penalty and craft sealed items.
Craft Shinobi Drugs	—	Character can craft shinobi drugs, gains +2 bonus to saves against shinobi drugs.
Craft Poisons	—	Character can craft and apply poisons without penalty.
Craft Puppets	—	Character can craft puppets.
Craft Weapon Seals	Craft (calligraphy) 4 ranks, Craft (mechanical) 6 ranks, Chakra Control 4 ranks, heroic character	Character can add Weapon-type Enhancement Seals to a weapon.
Grandmaster Craftsman	Any item creation feat	Reduce base materials cost of items crafted by 25%.
Legendary Craftsman	Any item creation feat	Reduce XP cost when crafting items by 25%.
Master Craftsman	Any item creation feat	Reduce time taken when crafting items by 25%.
Mastercrafter	Either Craft (electrical) 9 ranks or Craft (mechanical) 9 ranks or both	Allows character to craft mastercrafted objects.

Meta-Chakra Feats	Prerequisite	Benefits
Adept Puppeteer	Ninjutsu 12 ranks, Int 13, Advanced Puppetry II ability	Reanimate puppets instantly.
Blood Mage	Fuinjutsu 6 ranks, Con 13	Character able to learn Blood Sorcery techniques, and sacrifice hit points for chakra.
Blurstrike	Quick Draw, Blinkstrike +1 class ability, fifth step of mastery in <i>Kenjutsu: Iaido</i>	Character can sheathe his weapon as a free action in Blurstrike stance.
Chakra Weaving	—	Gain 3 meta-chakra charges.
Concealed Technique	Efficient Technique, Chakra Control 12 ranks	Technique's cost is concealed.
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 Mastery	Genius Ninja, any 1 meta-chakra feat, Ninjutsu 9 ranks	Character gains an elemental nature transformation.
Elemental Shaping	Any 1 meta-chakra feats, Ninjutsu 12 ranks	Elemental ninjutsu can be made shapeable.
Empower Summoning	Retrieval Expert	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 15 ranks, Sleight of Hands 12 ranks, Genius Ninja, 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.

Hidden Gaze	Genjutsu 15 ranks	Character can deliver gaze attacks with his whole body.
Improved Avoidance	Str 13 or Dex 13	Character can spend a meta-chakra charge to use defensive maneuvers and avoid attacks without counting towards his daily maximum.
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 Seals	Ninjutsu 9 ranks, Sleight of Hands 6 ranks, Genius Ninja	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, Fuinjutsu 9 ranks, Con 15	Character able to learn Fiendfire, and expend meta-chakra charges for fire resistance.
Protective Technique	Any 1 meta-chakra feat, Con 13.	Character is protected by a chakra shroud after using the technique.
Sturdy Illusion	Any 1 meta-chakra feat, Genjutsu 12 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%.

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. See the Bloodlines and Templates chapter for more detail on bloodline and bloodline prerequisites.

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, such as a doujutsu eye implanted by the Treat Injury skill.

A character can only have one bloodline feat.

Advanced Seal Proficiency

Prerequisite: Fuinjutsu 6 ranks.

Benefits: You can learn fuinjutsu techniques of the *Advanced Seal* subtype, but remain unable to learn regular Fuinjutsu techniques.

Advanced Study

Prerequisite: Can only be taken at 1st level.

Benefit: You gain a the ability to learn a single technique up to rank 3 when selecting this feat, and gain a +2 competence bonus to Learn checks to learn and master that technique. 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 Ninja.

Advanced Two-Weapon Defense

Prerequisite: Improved Two-Weapon Defense, Two-Weapon Defense, Two-Weapon Fighting.

Benefit: When fighting defensively or taking a total defense action and wielding two weapons or a double weapon (not counting natural attacks or unarmed strikes), you gain an additional +1 shield bonus to Defense.

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 below.

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. Most blood pacts are made with a particular tribe or clan of summoned creatures, but that is not exclusively the case.

The methods used to sign a blood pact vary but cannot be undone. Blood pacts have varying expectations from their summoner. 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.

The summoner gains a bonus while within 50 feet of a summoned creature of his blood pact, as shown on the table below.

Special: The Game Master may require a special event to make this feat available (See Quests and Event section for more details).

Creature Type	Requirements	Blood Pact Bonus
Bear	Str 15	+2 sacred bonus to Grapple checks
Boar	Con 13	Trample (slam or unarmed damage) 1/day
Dog	—	+4 insight bonus to Survival checks
Dragon	Cha 15, Intimidate 6 ranks	+4 morale bonus to Intimidate checks
Hare	—	+1 luck bonus to all saves
Hawk	Spot 6 ranks	+2 competence bonus to Spot checks
Hivemind	Int 15	+4 resistance bonus to Will against mind-affecting effects
Horse	—	+4 competence bonus to Ride checks
Imperial Wyrn	Wis 15, Cha 13	+2 sacred bonus to Diplomacy and Sense Motive checks
Lizard	Dex 13	+2 competence bonus to Hide and Move Silently checks

Monkey	Climb 6 ranks	+4 morale bonus to Climb checks
Ogre	Str 15 or Con 15	+2 morale bonus to Fortitude saves
Ox	Str 13	+2 resistance bonus to Fortitude saves
Ram	—	Powerful charge +1d6
Rat	—	+4 competence bonus to Hide checks
Raven	Listen 4 ranks, Spot 4 ranks	+2 sacred bonus to Spot and Listen checks
Salamander	Swim 6 ranks	+4 competence bonus to Swim checks
Shark	Survival 4 ranks, Swim 4 ranks	Smell blood in the air up to 200 feet.
Slug	—	+4 competence bonus to Escape Artist checks
Snake	Cha 13	+4 resistance bonus to Fortitude saves against poison
Spider	Int 13	+2 resistance bonus to Fortitude saves against poison and Will saves against mind-affecting effects
Tiger	Dex 15	Pounce 1/day
Toad	Wis 13	+4 luck bonus to Jump checks
Turtle	—	+2 resistance bonus to Fortitude saves
War Hero	Cha 15	+1 morale bonus to attack weapon and damage rolls

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 Penetration

Your chakra techniques are powerful and have no problem overcoming chakra resistance.

Benefit: You gain a +2 bonus to level checks to overcome chakra resistance.

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 plus or minus 1 per 10 points above or below 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 normal.

Benefit: The character recovers chakra reserve at a rate equal to double his character level per evening of rest.

Additionally, the character can recover chakra during a short rest an extra time per day.

Normal: A character normally only recovers chakra reserve at a rate equal to his character level 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.

See Ninja Ranks chapter for more detail.

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.

Combat Tactics

Benefit: The character gains a +4 bonus to Concentration checks made when performing techniques defensively.

Craft Armor Seals [Item Creation]

Prerequisite: Craft (calligraphy) 4 ranks, Craft (mechanical) 6 ranks, Chakra Control 4 ranks, heroic character.

Benefit: With this feat, the character is able to add an Armor Seal seals to a piece of equipment or armor. The penalty to learn Fuinjutsu techniques is lessened by -4, but still requires twice the required time below 12th level.

Craft Living Puppets [Item Creation]

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 and animal puppets. Refer to the puppet chapter for more details.

Craft Poisons [Item Creation]

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 [Item Creation]

Using your mechanical genius, you can easily craft the most complex of puppets without trouble of any sort.

Benefit: You may use the new Craft Puppet and Modify Core use of the Craft (mechanical) skill.

Craft Shinobi Drugs [Item Creation]

Benefit: This feat allows you to craft Shinobi Drugs (see Craft (Pharmaceutical) 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.

Craft Sealed Item [Item Creation]

You are capable of crafting objects such as paper bombs and chakra gems, as well as sealed items.

Prerequisites: Chakra Control 4 ranks, Craft (calligraphy) or Fuinjutsu 4 ranks.

Benefit: You may use the Craft (calligraphy) skill to create chakra inscriptions and explosives without increasing the craft time.

You are able to craft Sealed Items (as per enhancement seals).

Craft Weapon Seals [Item Creation]

Prerequisite: Craft (calligraphy) 4 ranks, Craft (mechanical) 6 ranks, Chakra Control 4 ranks, heroic character.

Benefit: You are able to add Weapon Seals to a properly outfitted weapon. The penalty you take to learn Sealing ninjutsu is lessened by -4, although the time required is still increased.

Dense Chakra

Prerequisite: Con 13, chakra pool 20.

Benefit: Your chakra is denser than normal. Your effective level to determine the difficulty of disrupting and dispelling your techniques increases by 1.

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. 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.

Elemental Specialization

Prerequisite: Chakra Control 12 ranks, Ninjutsu 15 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.

Any material component fades immediately after the technique ends or after its effects have been dealt.

Special: A character can gain this feat multiple times. Each time, the character must select another element.

Empower Sealing Sword

Prerequisite: Int 15, sealing sword (superior) ability, base attack bonus +10.

Benefit: Your chakra state weapon gains a critical threat range bonus +1 while the containment effect of the sealing sword ability is full. This does not stack with other abilities that increase a weapon's critical strike range.

The Containment enhancement seal on a weapon does not provide this benefit.

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 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), poison, disease, hemorrhaging (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 subjected to in the last 14 days before its passing, plus 1 day per point you exceed the DC by.

Condition (DC 20): You are able to determine the subject's maximum hit points and chakra pool, level, advanced bloodline and elemental affinities.

Enhancements (DC 25): You can determine whether or not the subject had taken shinobi drugs, analyze and catalog their effects. Further analysis may reveal the components used in the drug, at the GM's discretion.

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 utilized 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 body parts are missing. If any body parts 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.

Fuinjutsu Adept

You are a master of sealing techniques.

Benefit: You gain a +2 bonus to Fuinjutsu checks by selecting that feat and the DC of your Fuinjutsu techniques increase by 1. In addition, you may make 1 additional attempt when learning Fuinjutsu techniques.

You gain a +1 bonus to your effective skill threshold when performing Fuinjutsu techniques.

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 chose one of the two following abilities in place of a skill bonus: Sense Chakra or Suppress Chakra.

See Ninja Ranks chapter for more details.

Special: This feat is a bonus feat available to all basic classes.

Genius Ninja

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, Fuinjutsu, 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 Ninja 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 DC of your Genjutsu techniques increase by 1. In addition, you may make 1 additional attempt when learning Genjutsu techniques.

You gain a +1 bonus to your effective skill threshold when performing Genjutsu techniques.

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 suffer no penalty to Learn techniques that would penalize you for not having the Gouken feat and gain a +2 bonus to attack rolls to confirm critical hits with unarmed attacks.

Normal: A character without this feat takes a -4 penalty to learn checks for certain taijutsu techniques, such as *Taijutsu: Gouken - Konoha Daisenpuu* (see Techniques chapter for details).

Grand Master

Prerequisite: 4 ranks any one of the following: Chakra Control, Genjutsu, Ninjutsu or Taijutsu.

Benefit: You gain a +6 bonus to Learn checks made to master a technique of all types. This applies to all steps of mastery.

Grandmaster Craftsman [Item Creation]

Prerequisite: Any item creation feat.

Benefit: Multiply the purchase difficulty class or cost of any base material cost of any item you craft by 75%. The XP cost of enhancement seals and sealed objects is not affected.

Reducing the material cost of an item by one-quarter reduces the purchase DC by 2.

Greater Chakra Penetration

Prerequisite: Chakra Penetration.

Benefit: You gain a +2 bonus to level checks to overcome chakra resistance. This bonus stacks with the chakra penetration feat.

Greater Street Savvy

Prerequisite: Street Savvy ability.

Benefit: You gain a +2 bonus when making Street Savvy checks.

Hand Seals Proficiency

Benefit: You are able to perform hand seals while holding a Small or smaller object in one hand.

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 automatically pass performance requirements for the Kinobori and Tadayou techniques.

Heroic Surge

Prerequisite: Heroic character only.

Benefit: The character gains a quickened move or attack action during his turn. The character may use Heroic Surge once per day at 1st level, twice per day at 5th level, three times per day at 9th level, four times per day at 13th level, and five times per day at 17th level.

The character can only gain one quickened action per round, no matter what type (see Basic Game Mechanics for rules on Quickened Actions).

Special: This feat replaces the standard d20 Modern version of the feat of the same name.

Illuminated Proficiency

Prerequisite: Sacred fist stance, buddhist palm (chakra), Wis 15.

Benefit: You may treat attacks from a quarterstaff, tonfa, nunchaku or kama as a sacred fist attack while in sacred fist stance. You use either the weapon's base damage or your sacred fist damage, whichever is higher. The buddhist palm ability is also conferred to the weapon.

Any other ability that affect unarmed attack, such as weapon focus or weapon specialization, does not apply to weapon attacks.

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 3 and chakra reserve by 1 by selecting this feat.

Special: You can select this feat multiple times, its effects stack.

Improved Combat Expertise

Prerequisite: Int 13, Combat Expertise, base attack bonus +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: A character cannot use the combat expertise feat to gain a bonus to Defense above +5.

Improved Feint

Prerequisite: Int 13, Combat Expertise.

Benefit: You can make a Bluff check to feint in combat as a move action.

Normal: Feinting in combat is an attack action.

Improved Grapple

Prerequisite: Str 13, Combat Throw.

Benefit: You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 competence bonus on all grapple checks (regardless of whether you started the grapple).

Normal: Characters without this feat provoke an attack of opportunity when they initiate a grapple.

Improved Power Attack

Prerequisite: Str 17, Power Attack, base attack bonus +6.

Benefit: When lowering your attack bonus to increase your damage, the damage bonus is doubled when wielding a weapon with two hands, and increased by one-half (50%), rounded down, when wielding a weapon with one hand.

Normal: Without this feat, wielding a weapon with both hands has no effect on Power Attack.

Improved Two-Weapon Defense

Prerequisite: Two-Weapon Defense, Two-Weapon Fighting.

Benefit: When fighting defensively or taking a total defense action and wielding two weapons or a double weapon (not counting natural attacks or unarmed strikes), you gain an additional +2 shield bonus to Defense.

Initiate of the Eight Celestial Gates

Prerequisite: Str 15 or Dex 15 or Con 15.

Benefit: By selecting this feat, the character is able to learn techniques of the *Hachimon Tonkou* type and its subtypes.

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.

See Ninja Ranks chapter 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: Int 13, Combat Expertise, proficient with the kusari-gama.

Benefit: You can use the kusari-gama as a two-handed weapon to attack enemies up to 10 feet away and no longer suffer an attack of opportunity to do so. However, you do not threaten a larger area than normal when wielding the weapon in this manner.

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.

Legendary Craftsman [Item Creation]

Prerequisite: Any item creation feat.

Benefit: When calculating the XP cost of any item you craft, multiply that amount by 75%.

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 recover one-half the amount of hit points, chakra pool and chakra reserve normally recovered during normal rest.

In this mode of sleep, ability damage is not recovered. 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.

Master Craftsman [Item Creation]

Prerequisite: Any item creation feat.

Benefit: When calculating the time taken to craft an item, multiply that amount by 75%. The minimum amount of time taken when crafting enhancement seals or sealed objects is 4 hours. The brewing time of shinobi drugs is not affected.

Mastercrafter [Item Creation]

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, the mastercraft quality of an object can provide a the user a bonus to attack or damage rolls, skill checks, Defense or any other characteristics of the object that improves.

A mastercraft electronic or mechanical object can provide 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, damage rolls or even hardness (your choice). A mastercraft suit of armor improves the armor's equipment bonus to Defense, or armor penalty.

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	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.

Melee Mastery

Prerequisite: Weapon Focus, Weapon Specialization class feature, base attack bonus +11.

Benefit: You may select a group of weapon, bludgeoning, piercing or slashing. You must have selected the Weapon Focus and Weapon Specialization class feature for a melee weapon that deals that type of damage. When using a melee weapon that uses the selected damage type, you gain a +1 bonus to attack and weapon damage rolls.

Special: You may select this feat multiple times; each time, it applies to a different melee weapon damage type.

Monkey Grip

You are adept at using abnormally large weapons with ease.

Prerequisite: Str 13, base attack bonus +1

Benefit: This feat grants the character the ability to wield larger weapons with less effort. A Medium character with this feat is able to wield a Large weapon with one hand, or a Huge weapon with two-hands, although penalties for wielding an improperly-sized weapon are not affected. A Medium weapon is not considered a light weapon for a character with this feat.

The character is also able to take a hand off a two-handed weapon as a free action to perform a technique with half seal components or cast a spell with somatic components.

Normal: You can use a melee weapon one size category larger but with greater effort. A light weapon for a Medium character without this feat is Small or smaller.

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 chose 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 class ability, Dex 13.

Benefits: You can animate multiple puppets with an attack action. When animating or fighting with more than one puppet, you can increase the number of hit dice of puppets you can control by one-half (+50%) by lowering the maximum hit dice a puppet can be animated with up to your character level or hit dice –3.

Mutation

Prerequisite: Monstrous human only, can only be taken at 1st level.

Benefits: You gain an additional deformity.

Ninjutsu Adept

You are very good at performing hand seals and concentrating to perform Ninjutsu, and identifying them.

Benefit: You gain a +2 bonus to Ninjutsu checks by selecting that feat and the DCs of your techniques are increased by 1. In addition, you may make 1 additional attempt when learning Ninjutsu techniques.

You gain a +1 bonus to your effective skill threshold when performing Ninjutsu techniques.

Nin Weapons Proficiency

Benefit: You gain proficiency with all the weapons in the Nin Weapons group.

Special: This feat is a bonus feat to all basic classes.

Oversized Two-Weapon Fighting

Prerequisite: Str 13, Two-Weapon Fighting

Benefit: You suffer penalties to attack roll when wielding one-handed weapons in your off-hand as though you were wielding a light weapon instead.

Oversized Weapons Mastery

Prerequisite: Str 15, Monkey Grip, Oversized Weapons Proficiency, base attack bonus +11.

Benefit: You are able to wield oversized weapons with one hand. In addition, weapons one size category larger are now treated as light weapons. Weapons that cannot normally be wielded one-handed, such as a fullblade, still require two hands to use.

Oversized Weapons Proficiency

Prerequisite: Str 13, Monkey Grip, base attack bonus +1.

Benefit: You are able to wield oversized weapons proficiently so long as you have proficiency in the base weapon.

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 class ability.

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 II class ability, 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 hit dice 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.

Ranged Mastery

Prerequisite: Weapon Focus, Weapon Specialization class feature, base attack bonus +11.

Benefit: You may select a group of weapon, ballistic, bludgeoning, piercing or slashing. You must have selected the Weapon Focus and Weapon Specialization class feature for a ranged weapon that deals that type of damage. When using a ranged weapon that uses the selected damage type, you gain a +1 bonus to attack and weapon damage rolls.

Special: You may select this feat multiple times; each time, it applies to a different ranged weapon damage type.

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* or *Storm of Blows*.

Retrieval Expert

Prerequisite: Ninjutsu 9 ranks

Benefit: This feat allows you to learn Spacetime 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.

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 13.

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.

Sealweaver

Prerequisite: Int 13.

Benefit: You can learn *Fuinjutsu* techniques normally.

If selected at 1st level, you gain *Fuinjutsu* as a class skill whenever Craft (calligraphy) is a class skill.

Normal: A character without this feat takes a -8 penalty to Learn checks and takes twice the normal amount of time to learn *Fuinjutsu* techniques.

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 *Shadow* ninjutsu techniques.

Normal: A character without this feat cannot learn *Shadow* techniques.

Skilled

Prerequisite: Can only be taken at first level.

Benefit: The character selecting this feat gains 4 skill points at 1st level, and an additional skill point per level afterwards.

Skillful Assault

Prerequisite: Wis 13, Heroic character.

Benefit: At the beginning of your turn, you can designate an opponent and each attack made against that opponent will not reduce it below 0, but suffer a -2 circumstance penalty to attack and damage rolls. This cannot be used on a creature at or below 0 hit points. You may select a new opponent at the beginning of any turn.

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: Wis 13, base attack bonus +3.

Benefit: When *Averting One's Eyes* to defend against a gaze attack, you may reroll the success chance of the maneuver if you happen to fail. In addition, the opponent gain no concealment bonus from the maneuver.

Normal: You have a 50% chance to avoid the gaze attack, but your attacks suffer a 50% miss chance against the 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.

Superior Combat Martial Arts

Prerequisite: Combat Martial Arts, base attack bonus +3.

Benefit: Your unarmed strikes deal more damage as you gain levels, as shown on the table below.

Character Level	Damage
8 or lower	1d6
9-16	1d8
17 or higher	1d10

Special: If you have the Feral Combat beastmaster ability, Living Weapon martial artist ability, Sacred Fist Stance sacred fist ability or the Unarmed Strike taijutsu master ability, you deal damage as though four levels higher.

Tactical Implements

Prerequisite: Weapon Focus (any weapon).

Benefit: This feat allows you to treat any weapon or improvised weapon of a similar shape and size to the selected weapon and allow it to substitute for the *Material Focus* component of a *Strike* Taijutsu technique with the Armed descriptor if it requires the selected weapon.

Special: This feat may be selected multiple times; each time, it applies to an additional weapon.

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.

You gain a +1 bonus to your effective skill threshold when performing 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 that can only be spent in the following skills or your current class' skills:

Balance, Chakra Control, Concentration, Craft (chemical, mechanical, calligraphy), Fuinjutsu, Genjutsu, Hide, Jump, Knowledge (ninja lore, tactics), Listen, Move Silently, Ninjutsu, Search, Sign Language, 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.

Technique Focus

You attain particular aptitude at a specific field of Genjutsu or Ninjutsu.

Benefit: You choose one subtype of Genjutsu or Ninjutsu techniques (such as Doujutsu or Katon) and are able to perform those techniques as though you were one level higher. In addition, you gain a +1 enhancement bonus to skill threshold to perform techniques of that subtype.

Enhancement bonus do not stack with one another. Universal focus applies to any Genjutsu or Ninjutsu without a subtype.

Special: You can chose this feat multiple times. Each time, it applies to a different subtype of techniques.

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 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 enhancement seals (see Empower Soul Edge ability) and benefits from the Ghost Edge ability.

Two-Weapon Defense

Prerequisite: Two-Weapon Fighting.

Benefit: When fighting defensively or taking a total defense action and wielding two weapons or a double weapon (not counting natural attacks or unarmed strikes), you gain an additional +1 shield bonus to Defense.

Unbalance Opponent

Prerequisite: Dex 15, Combat Throw, Defensive Martial Arts, base attack bonus +6.

Benefit: You can designate an opponent no more than one size category larger than you as a free action. That opponent doesn't get to add its Strength modifier to attack rolls when targeting you with a melee attack, but the opponent's Strength modifier applies to damage as usual. If the opponent has a Strength penalty, it still takes this penalty. An opponent is always aware that it is the target of this feat after it makes an attack against you.

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 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, and chakra recovered while resting, during complete short rest, bed rest and resting periods.

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.

When applying a meta-chakra feat to a technique, its perform requirements increase by an amount specified in the feat description. If the perform requirements of a technique was increased by 3, simply increase the skill threshold by 3. When increasing the perform DCs component, increase the complexity rating rather than the DC itself. When calculating the cost of an enhanced technique, simply add or subtract from the cost as advised.

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 15, Advanced Puppetry class 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 without paying chakra from chakra threads. 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: Fuinjutsu 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, fifth step of mastery in *Kenjutsu: 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.

Concealed Technique [Meta-Chakra]

Prerequisite: Efficient Technique, Chakra Control 12 ranks.

Benefit: You may apply this meta-chakra feat to a Chakra Control, Fuinjutsu, Genjutsu or Ninjutsu technique. The chakra cost of the technique is completely concealed and the chakra cost is reduced by 1 every 4 ranks (minimum 1). The technique's perform requirements increase by 6.

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 perform requirements increases by 4. The chakra cost decreases by 50%. If the technique was empowered, the total cost decreases by 25% instead (use whichever lowers the cost more).

Special: If you apply this feat to a technique, it cannot be enhanced by another meta-chakra feat.

Elemental Mastery [Meta-Chakra]

Your innate genius allows you to learn gain additional elemental affinities.

Prerequisite: Genius Ninja, any 1 meta-chakra feat, Ninjutsu 9 ranks.

Benefit: When selecting this feat, you gain an additional elemental nature transformation.

Special: This feat can be selected multiple times, each time it applies to a different affinity.

Elemental Shaping [Meta-Chakra]

You are able to practice far greater control over your elemental Ninjutsu techniques.

Prerequisite: Any 1 meta-chakra feats, 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.

The technique's perform requirements increase by 2. The chakra cost increases by 1 every 2 ranks (round up).

Empower Summoning [Meta-Chakra]

Your summoned creatures are more powerful than usual.

Prerequisite: Retrieval Expert.

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 technique's perform requirements increase by 3. The 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 all variable, numeric value of the chosen Fuinjutsu, Genjutsu or Ninjutsu technique by 50% (one-half). Saving throws, weapon damage and opposed rolls are not affected, nor are technique without random variables. The technique's perform requirements increase by 3. The chakra cost increases by 1 per rank.

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. If the technique has a maximum range it can reach, it is not increased.

The technique's perform requirements increase by 2. The chakra cost increases by 1 every 2 ranks (round up).

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 perform requirements increase by 2. The chakra cost increases by 1 every 2 ranks (round up).

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 *Strike* 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 perform requirements increase by 2. The chakra cost increases by 1 every 2 ranks (round up).

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 Ninja (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 Fuinjutsu, 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.

The technique's perform requirements increase 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 (maximum rank 14). This also increases the perform requirements as well as the saving throw DC of the technique by the set amount. All effects dependent on the technique's Rank are calculated according to the heightened technique.

The technique's perform requirements increase by 3. The chakra cost increases by 3 plus 1 every 2 ranks (round up).

Special: If you apply this feat to a technique, it cannot be enhanced by another meta-chakra feat.

Hidden Gaze [Meta-Chakra]

Prerequisite: Genjutsu 15 ranks.

Benefit: This meta-chakra feat can only be applied to a *Doujutsu* genjutsu technique. The gaze attack cannot be avoided by averting one's gaze, and is delivered as long as the character is in the targets' line of sight.

The technique's perform requirements increase by 2. The chakra cost increases by 1 every 2 ranks (round up).

Blind creatures are still unaffected by *Doujutsu* techniques.

Special: If you apply this feat to a technique, it cannot be enhanced by another meta-chakra feat.

Improved Avoidance [Meta-Chakra]

You gain greater ability to perform defensive maneuvers and to avoid incoming attacks.

Prerequisite: Str 13 or Int 13.

Benefit: Up to 3 times per day, the character can spend a meta-chakra charge when taking a "defensive maneuver" or "avoiding an attack" action. This action counts towards neither the technique's use per day nor the maximum use of that specific action per day.

Special: This feat can be selected twice. The second time, the requirements increase to Str 15 or Int 15, and the feat can be used up to 5 times per day.

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 Fuinjutsu, Genjutsu or Ninjutsu technique. Saving throws, weapon damage and opposed rolls are not affected, nor are techniques without random variables.

The technique's perform requirements increase by 3. The chakra cost is increased by 3 plus 1 per rank.

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 Ninja (genjutsu or ninjutsu).

Benefit: A character selecting this feat may use a Fuinjutsu, 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 technique's perform requirements by 2.

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 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, Fuinjutsu 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 perform requirements increase by 2. The chakra cost is increased by 1 every 2 ranks (round up).

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 perform requirements increase by 2. The chakra cost is increased by 1 every 2 ranks (round up).

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 perform requirements increase by 3. The chakra cost is increased by 3 plus 1 every 2 ranks (round up).

Special: If you apply this feat to a technique, it cannot be enhanced by another meta-chakra feat.

Underhanded Technician [Meta-Chakra]

Prerequisite: Sneak attack +2d6.

Benefit: You may apply this meta-chakra feat to a Chakra Control or Ninjutsu technique that targets only one creature, or that is shaped to target a number of creatures equal to your Intelligence modifier (maximum 3).

If you meet the requirements to deal sneak attack damage, you may add your sneak attack damage die to the total damage dealt, and you gain a +4 bonus to checks made to conceal the chakra cost. The technique's perform requirements increase by 6. The chakra cost is increased by 3 plus 1 every 2 ranks (round up).

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 perform requirements increase by 2. The chakra cost is increased by 1 every 2 ranks (round up).

If the character does not have the demonic subtype, he suffers 1d4 points of damage per rank as backlash when performing the technique.

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 perform requirements increase by 3. The chakra cost is increased by 2 plus 1 every 2 ranks (round up).

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.

In accordance to the d20 Future progress levels rules, most equipment here is at a technological level of PL3, very nearly PL4. Cars, computers and firearms are generally nonexistant.

General Equipment

The following section contains any number of item the everyday shinobi uses during his missions or to perform his duty.

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.

Not all equipment is the same size; namely, weapons and objects both follow different progressions for size. The table below contains guidelines to determine the size and weight of weapons and equipment.

Weapon Size	Object Size	Weight
Tiny or smaller	Fine	1 lb or less
Small	Diminutive	1–5 lbs
Medium	Tiny	5–10 lbs
Large	Small	10–100 lbs
Huge	Medium	100–1,000 lbs
—	Large	1,000–10,000 lbs
—	Huge	10,000–100,000 lbs
—	Gargantuan	100,000–1,200,000 lbs
—	Colossal	1,200,000 lbs or more

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.	3	—
Small	Tiny	0.5 lb.	2	—
Large	Small	3 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
Sealing Scroll				
Small	Tiny	1 lb.	5	—
Large	Small	3 lb.	8	—
<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	—
<i>Preservation Container</i>				
Tiny	Tiny	0.5 lb.	5	—
Small	Small	1 lb.	7	—
Regular	Medium	5 lb.	10	—
Large	Large	25 lb.	15	—
Shuriken Holster	Tiny	1 lb.	3	—
Shuriken Holster, Large	Small	1 lb.	4	—

Clothing

Conical Hat	Small	1 lb.	2	—
Forehead Protector (see text)	Small	1 lb.	25	+4 (Ill)
<i>Ninja Outfits</i>				
Casual	Medium	2 lb.	8	—
Standard	Medium	3 lb.	9	—
Travel Cloak	Medium	2 lb.	6	—

Ninja Tools

Calligraphy Kit	Small	2 lb.	8	—
<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)
<i>Inscriber's Kit</i>				
Basic	Med	6 lb.	8	—
Deluxe	Med	10 lb.	13	—
Iron Wire (per 20 feet)	Small	1 lb.	4	—
Caltrops	Small	2 lb.	5	+1 (Lic)
<i>Puppet Crafting Kit</i>				
Basic	Med	20 lb.	13	—
Deluxe	Med	25 lb.	17	—
Portable Radio (CD)	Tiny	0.5 lb.	14	+1 (Lic)
Rebreather	Small	2 lb.	12	+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)
<i>Training Weight</i>				
Type I	Small	50 lb.	8	—

Type II	Small	75 lb.	10	—
Type III	Small	100 lb.	13	—
Type IV	Small	125 lb.	15	—
Type V	Small	150 lb.	18	—
Type VI	Small	300 lb.	21	—
Type VII	Medium	500 lb.	24	—
Type VIII	Medium	1,000 lb.	27	—
<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	+2 (Res)
Chakra Storing Gems				
Least	Tiny	0 lb.	15	+1 (Lic)
Lesser	Tiny	0 lb.	20	+2 (Res)
Greater	Tiny	0 lb.	25	+3 (Mil)
Greater Chakra Restoration Amplifier	Tiny	1 lb.	18	+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 Clotting Pill	Tiny	0 lb.	14	+2 (Res)
Ration Pill	Tiny	0 lb.	9	+1 (Lic)
Sense Tablet	Tiny	0 lb.	12	+4 (Illegal)
Soldier Pill	Tiny	0 lb.	10	+3 (Mil)

Services

Hiring Shinobi	—	—	Varies	Varies
<i>Seal Slots</i>				
Minor Seal Slot	—	—	8	—
Superior Seal Slot	—	—	12	—
Greater Seal Slot	—	—	19	—
Epic Seal Slot	—	—	26	—
Legendary Seal Slot	—	—	30	—
Sealed Item	Varies	Varies	Varies	Varies

Books and References

Blank Scroll: This type of scroll is often seen and used in the ninja world. It can hold the equivalent of 6 to 10 pages of text, each containing up to 250 words. 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 1 to 5 pages.

Large: The large scroll is far bigger and may contain anywhere between 30 to 100 pages of text.

Elemental Scroll: This type of scroll is used to aid when performing an elemental technique. It does not grant the character an elemental affinity. Using an Elemental 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 perform requirements for Ninjutsu techniques of the appropriate element, and counts as though one level higher

when doing so.

Each time the scroll is used, one charge is consumed. An elemental scroll has 10 charges, and reverts to a blank scroll when expended.

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: This volume details the various ninja clans around the world, some notable members and sometimes, though rarely, bloodline. General information about a clan is a Knowledge (ninja lore) or Research check (DC 15 or 20). Information about a particular member of the clan or a bloodline is much rarer and limited to recorded instances and requires a Knowledge (ninja lore) or Research check (DC 20 to 30).

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, Taijutsu: Keikai-

uchi, 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, Kaen 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.

Every 2 ranks of technique in the scroll increases the Purchase DC by 1.

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 *Gesouin* or *Chozouin*. 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.

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 character a +2 bonus to meet the perform requirements of *Spacetime* techniques with the Summoning descriptor, as well as making the character count as though he was one level higher for the purpose of meeting summon rank requirements or determining the highest level of summon creature he can summon.

Greater: The very same as above, except that the character gains a +4 bonus to meet the

perform requirements and counts as though he was two levels higher for the purpose of meeting summon rank requirements or determining the highest level of summon creature he can summon.

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 tap his reserves

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.

Training Weight: There are two parts to this item, each making up exactly half of the weight. The wrist weight give the character a penalty to Strength ranks, while the ankle weight give the character a penalty to Speed ranks. A full set of weight (ankle and wrists) is needed to gain the equipment bonus to Learn checks.

Dropping the ankle or wrists weights is a free action on the character's turn, dropping both in the same round is a move-equivalent action that does not provoke an attack of opportunity. Donning on the weight requires 3 rounds for each ankle and wrist weights, and may provoke an attack of opportunity.

Type I: The character suffers a -1 penalty to strength and/or speed ranks and gains a +1 equipment bonus to Learn checks for training techniques to gain strength or speed ranks. If the character has the Strength rank 1 extraordinary ability, the type I weight does not count towards his maximum carrying capacity even when suppressed, only his effective weight.

Type II: The character suffers a -2 penalty to strength and/or speed ranks and gains a +2 equipment bonus to Learn checks. The weights do not count towards the character's maximum carrying capacity if he has the Strength rank 2 extraordinary ability.

Type III: The character suffers a -3 penalty to strength and/or speed ranks and gains a +3

equipment bonus to Learn checks. The weights do not count towards the character's maximum carrying capacity if he has the Strength rank 3 extraordinary ability.

Type IV: The character suffers a -4 penalty to strength and/or speed ranks and gains a +4 equipment bonus to Learn checks. The weights do not count towards the character's maximum carrying capacity if he has the Strength rank 4 extraordinary ability.

Type V: The character suffers a -5 penalty to strength and/or speed ranks and gains a +5 equipment bonus to Learn checks. The weights do not count towards the character's maximum carrying capacity if he has the Strength rank 5 extraordinary ability.

Type VI: The character suffers a -6 penalty to strength and/or speed ranks and gains a +5 equipment bonus to Learn checks. The weights do not count towards the character's maximum carrying capacity if he has the Strength rank 6 extraordinary ability.

Type VII: The character suffers a -8 penalty to strength and/or speed ranks and gains a +5 equipment bonus to Learn checks. The weights do not count towards the character's maximum carrying capacity if he has the Strength rank 8 extraordinary ability.

Type VIII: The character suffers a -10 penalty to strength and/or speed ranks and gains a +5 equipment bonus to Learn checks. The weights do not count towards the character's maximum carrying capacity if he has the Strength rank 10 extraordinary ability.

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.

Preservation Container: A preservation container is used to store organic matter in a state where it will not decay. The preservation container can be used once and for up to 10 days.

Tiny: A tiny container is used for small organs like eyes or fingers. It contains up to a half pound of organic matter.

Small: A small container contains up to 1 pound of organic matter.

Regular: A regular container contains up to 10 pounds of organic matter.

Large: A large container contains up to 50 pounds of organic matter.

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, 10 throwing knives, 15 shuriken or throwing needles (choose 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.

Shuriken Holster, Large: The large shuriken holster is a larger version of its standard counterpart and has 3 compartments to hold weapons as a shuriken holster. Each compartment can hold up to 4 kunai, 10 throwing knives, 15 shuriken or throwing needles (choose one).

Clothing

The items below are types of clothing specific to ninja.

Conical Hat: The conical hat is a traditional travel item and comes in many variety, the most common type being a *sugegasa*, the traditional Japanese conical hat.

Forehead Protector: These armored forehead protectors 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 Outfits: The clothes worn and favored by ninja are often multipurpose, with the base requirement that they not hinder the wearer in combat. Ninja outfits usually include all of the following, when bought: pants or skirt, shirt, undergarments, shoes, sandals or open-toed boots, socks or stockings, belts or suspenders, and often include fishnet undershirts as well. These clothes, when worn, do not count towards the character's encumbrance.

Casual: These casual clothes are favored by ninja because, while they are not uniforms, they are still ideal to fight in and do not bind or restrict movements.

Standard: The standard ninja uniform is designed to help the user blend in the environment. The outfit 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).

Travel Cloak: This garment is a full-body cloak often worn by shinobi and travelers. A travel cloak has 12 pockets that can hold up to 1 pound of material.

Most travel cloaks are hooded, and have a snap-on fastener that will hold the cloak in place. It can be donned off as a free action. The cloak can be printed with a camouflage design, as a standard ninja outfit, and can provide a +2 equipment bonus to Hide checks in the appropriate setting.

Ninja Tools

The items described here are tools used by ninja during missions or their assignments,

often provided or requisitioned.

Calligraphy Kit: A calligraphy kit is used in creating sealing objects and to scribe seals as part of sealing Ninjutsu techniques. It is also used in more mundane activities such as writing letters and calligraphy.

Combat Puppets: A combat puppet core, when purchased from the market, begins with 3 combat points and 1 utility point.

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 mask is layered with paper-thin strips of cloth that purify the air.

The wearer is not affected by inhaled poisons and effects unless he is exposed for 2 rounds or longer. He gains a +6 equipment bonus to Fortitude saves against inhaled poisons.

Inscriber's Kit: This kit contains calligraphy brushes, steel brushes, chisels and various instruments to carve metals.

Basic: The inscriber's kit allows the character to make Craft (mechanical) check to craft enhancement seal slots without penalties.

Deluxe: The deluxe kit grants a +2 equipment bonus to Craft (mechanical) checks to craft enhancement seal slots, and allows the character to make Craft (mechanical) checks to craft enhancement seal slots without penalties.

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.

Puppet Crafting Kit: This bulky toolkit contains everything a mechanic will ever need to craft and repair puppets.

Basic: This kit allows a character to craft puppets and puppet components without penalties

Deluxe: This kit contains a number of specialized tools and grants a +2 equipment bonus to Repair checks made to repair a damaged puppet, install or reload puppet components and allows the character to use the Craft (mechanical) skill to craft puppets without penalties.

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.

Rebreather: This breathing apparatus covers the lower half of the wearer's face and has one or two small air filter canisters that provides total protection from lung irritants and other inhaled agents, as well as allowing the breather to breathe underwater. A canister provides 4 hours of breathable air, and changing it is a move action. The purchase DC for an extra canister is 6.

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.

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.

Utility Puppets: A utility puppet core, when purchased from the market, begins with 3 utility points and 1 combat point.

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 Clotting Pills: After ingesting a blood clotting pill, the character heals 1 hit point. In addition, he gains +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 clotting 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 20, +1 per additional pill) or be nauseated for 1 minute.

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 5 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: A least chakra storing gem can hold up to 5 chakra.

Lesser: A lesser chakra storing gem can hold up to 10 chakra.

Greater: A greater chakra storing gem can hold up to 20 chakra.

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 while under the effects of a chakra restoration amplifier ingested previously lowers the duration by 2 rounds, minimum 0.

If the character consumes more than 1 chakra restoration amplifier per point of his Intelligence modifier in a 24 hours period (maximum 3), his chakra restoration rate will be halved for 1d3 days, including chakra regained after a day of training. If the character consumes twice that amount or more, the penalty will last 3d8 days.

The chakra restoration amplifier potion is often jokingly called "crap" on the field, standing for chakra restoration amplifying potion.

Chakra Restoration Amplifier, Greater: The greater chakra restoration amplifier is the same as its lesser counter part, but restores 4 chakra per round instead of 2.

The character is unable to tap his reserves for the duration of the effect, and the penalty to all chakra control checks otherwise is -15.

The character suffers 4d6 points of damage per round of the effect if he has less than 10 hit dice.

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.

A ration pill may only be ingested if the character was well fed—consuming food and drink as appropriate for its diet—for a full week beforehand.

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, rest or undergo any natural means of restoring ability damage or hit points, or regaining spent chakra, power points or spells 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-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 (Fortitude save DC 18 negates nausea).

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.

Services

These services are provided by experts in their fields.

Hiring Shinobi: See the section on hiring ninja in the Quests and Events chapter.

Seal Slots: Seal slots allow enhancement seals to be added to a weapon or armor.

Sealed Items: In addition to the fee, +2 per seal category, some craftsmen also add a fee depending on the general skill of the person to craft it (+1 to the purchase DC per 4 levels of the craftsman).

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 (see *damage reduction*).

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.

Weight: This column gives the weapon's weight. Increasing the weapon's size category one step doubles its weight, and decreasing it halves it.

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.

Changing Weapon Sizes and Weapon Damage

The following weapons are sized for a Medium-size character, although this might not reflect the actual size of the weapon. Increasing and decreasing the weapon size will also change the damage the weapon deals, following the standard progression of damage below.

Example Weapon (Damage)	Creature Size								
	Fine	Diminutive	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
Throwing Needle (1)	—	—	—	—	1	1d2	1d3	1d4	1d6
Shuriken (1d3)	—	—	1	1d2	1d3	1d4	1d6	1d8	2d6
Kunai (1d4)	—	1	1d2	1d3	1d4	1d6	1d8	2d6	3d6
Chisa-gatana (1d6)	1	1d2	1d3	1d4	1d6	1d8	2d6	3d6	4d6
Daikunai (1d8)	1d2	1d3	1d4	1d6	1d8	2d6	3d6	4d6	6d6
Katana (1d10)	1d3	1d4	1d6	1d8	1d10	2d8	3d8	4d8	6d8
Kanabo (1d12)	1d4	1d6	1d8	1d10	1d12	3d6	4d6	6d6	8d6
Long Katana (2d6)	1d4	1d6	1d8	1d10	2d6	3d6	4d6	6d6	8d6
Fullblade (2d8)	1d4	1d6	1d8	1d10	2d8	3d8	4d8	6d8	8d8

The weapon size is not the same size as the object, but weapons of varying sizes deal different damage. Using an innappropriately sized weapon can have some consequences, as below.

Inappropriately Sized Weapons

A character cannot make the best use of a weapon that isn't properly sized for its size category. It takes a cumulative -2 penalty to attack rolls for each size category difference.

Whether a weapon is considered a light weapon is altered by one step per size category of difference between the weapon's size and the size of the character wielding it.

TABLE 7-2: WEAPONS

Weapon	Damage	Critical	Damage Type	Range Increment	Weight	Size	Purchase DC	Restriction
<i>Enhancement Seals</i>								
Minor seal	Varies	—	Varies	—	—	—	+2 ¹	+1 (Lic)
Superior seal	Varies	—	Varies	—	—	—	+4 ¹	+2 (Res)
Greater seal	Varies	—	Varies	—	—	—	+6 ¹	+2 (Res)
Epic seal	Varies	—	Varies	—	—	—	+8 ¹	+3 (Mil)
Legendary seal	Varies	—	Varies	—	—	—	+10 ¹	+3 (Mil)

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 ¹	1d6	19-20	Slashing	—	1.5 lb.	Small	8	—
Daikunai	1d8	19-20	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 ¹	1d8	19-20	Slashing	10	2 lb.	Med	5	+1 (Lic)
Garrote wire ¹	Special	—	See text	—	1 lb.	Small	6	—
Hand crossbow ¹	1d4	20	—	30	2 lb.	Small	8	+1 (Lic)

Bolts (20)	—	—	Piercing	—	2 lb.	Tiny	4	—
Knuckle blade ¹	*	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	—
Kunai, curved	1d4	18-20	Slashing	5	0.5 lb.	Tiny	7	—
Kusari-gama ¹	1d6/1d4	20	Slashing and Bludgeoning	—	2 lb.	Large	9	+1 (Lic)
Ninja-to (or Chokuto)	1d8	19-20	Slashing	—	3 lb.	Med	11	—
Nunchaku	1d6	20	Bludgeoning	—	2 lb.	Small	3	—
Shuriken (5) ¹	1d3	20	Piercing	10	1 lb.	Tiny	3	—
Sword-cane ¹	1d6	18-20	Piercing	—	2 lb.	Med	9	—
Tessen ¹	1d4	20	Bludgeoning	10	1.5 lb.	Small	4	—
Throwing knife (5) ¹	1d4	19-20	Piercing	10	2 lb.	Tiny	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	—
Chisa-gatana ¹	1d6	19-20	Slashing	—	1.5 lb.	Small	8	—
Dagger	1d4	19-20	Piercing	10	1 lb.	Tiny	3	—
Daikyu ¹	1d8	20/x3	Piercing	120	3 lb.	Large	14	—
Arrows (20)	—	—	—	—	3 lb.	—	6	—
Fullblade (non-proficient) ¹	2d8	19-20	Slashing	—	23 lb.	Huge	14	+1 (Lic)
Greatbow ¹	1d10	20/x3	Piercing	80	10 lb.	Large	15	+1 (Lic)
Arrows (20)	—	—	—	—	3 lb.	—	6	—
Greathammer	1d12	20/x3	Bludgeoning	—	20 lb.	Large	14	—
Greatsword	2d6	19-20	Slashing	—	9 lb.	Large	11	+1 (Lic)
Hankyu ¹	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) ¹	1d10	19-20	Slashing	—	6 lb.	Large	12	+1 (Lic)
Kodachi	1d6	20	Slashing	—	2.5 lb.	Small	8	—
Large katana ¹	2d6	19-20	Slashing	—	9 lb.	Large	13	+1 (Lic)
Longsword	1d8	19-20	Slashing	—	3 lb.	Med	11	—
Naginata ¹	1d10	20/x3	Slashing	—	12 lb.	Large	14	+1 (Lic)
Sabre ¹	1d6	18-20	Slashing	—	3 lb.	Med	8	—
Shortsword	1d6	19-20	Piercing	—	2 lb.	Small	5	—
Throwing axe	1d6	20	Slashing	10	2 lb.	Small	4	—
Throwing knife (5) ¹	1d4	19-20	Piercing	10	2 lb.	Tiny	4	—
Wakizashi	1d6	19-20	Slashing	—	1.5 lb.	Small	6	—
War Fan ¹	1d8	20	Bludgeoning	—	6 lb.	Large	7	—
Warhammer	1d8	20/x3	Bludgeoning	—	6 lb.	Med	12	—

Exotic Weapons (requires the Exotic Melee, Firearms or Ranged Weapons Proficiency feat)

Daigama	1d10	20/x3	Piercing and Slashing	—	5 lb.	Med	11	+1 (Lic)
Double katana ¹	1d10	18-20	Slashing	—	9 lb.	Large	14	+1 (Lic)
Fullblade (proficient) ¹	2d8	19-20	Slashing	—	23 lb.	Huge	14	+1 (Lic)
Hansori ¹	1d10/1d4	19-20	Slashing	—	7.5 lb.	Large	13	+1 (Lic)
Hooksword	1d8	20/x3	Slashing	—	4 lb.	Med	12	+1 (Lic)
Katana (one-handed) ¹	1d10	19-20	Slashing	—	6 lb.	Large	12	+1 (Lic)
Large shuriken (3) ¹	1d8	19-20	Piercing and Slashing	10	2 lb.	Med	10	+1 (Lic)
Mancatcher ¹	1d8	20	Bludgeoning	—	8 lb.	Large	10	—
Scythe	2d4	x4	Piercing and Slashing	—	12 lb.	Large	8	—

Scythe, hand	1d10	x3	Piercing and Slashing	—	6 lb.	Med	13	—
Shuko and ashiko ¹	1	20	Piercing	—	1 lb.	Small	7	—
Spiked greatmace	1d12	20/x3	Bludgeoning and Piercing	—	16 lb.	Large	15	+1 (Lic)
Two-bladed sword	1d8/1d8	19-20	Slashing	—	10 lb.	Large	15	+1 (Lic)

Simple Weapons (requires the Simple Weapons Proficiency feat)

Quarterstaff ¹	1d6/1d6	20	Bludgeoning	—	4 lb.	Large	3	—
Throwing spear	1d6	20	Piercing	30	2 lb.	Med	4	—

¹ See weapon description for details.

Weapon Descriptions

The weapons described below have special benefits other than the characteristics mentioned above.

Enhancement Seals: In addition to the fee, +2 per seal category, some craftsmen also add a fee depending on the general skill of the person to craft it (+1 to the purchase DC per 4 levels of the craftsman).

Battle Wire: The battle wire is a 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.

Attacking with the battle wire is a ranged attack, and it cannot be used as a melee weapon. The wearer adds his Dexterity modifier to damage rolls with the battle wire, and the wearer can still deliver unarmed attacks normally while 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.

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 (e.g. character is gagged). A blowgun can hold one dart.

Chakra Gauntlet: These heavy, metal-plated gauntlets do not improve or impair unarmed strikes, but allow the wielder to deal lethal damage with unarmed attacks. The gauntlets cannot be worn with brass knuckles, shiko and ashiko, knuckle blades or similar weapons. The damage and critical statistics provided are for a character untrained with unarmed attacks.

The wielder suffers a -2 penalty to meet perform requirements for techniques with Hand Seals or Half seals components.

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.

Daigama: The daigama is a cross between a scythe and a shortspear. It deals both slashing and piercing damage. The blade extends at a 40 degree angle rather than 90 degrees, which makes it ideal for sweeping strikes. It gives the wielder a +2 bonus to trip attempts.

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 additional action. The wielder applies his Strength score to damage rolls with this weapon (maximum +4).

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 producing 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 and stabilize with the treat injury skill is increased by 5 for 24 hours.

Unlike the katana, the double katana does not count as a Medium-sized weapon for the purpose of two-weapon fighting.

Fullblade: This weapon is an enormous sword that requires great skill to be used properly. The wielder takes a -2 penalty to attack rolls from using an improperly-sized weapon unless he takes the Exotic Melee Weapon Proficiency feat for the fullblade.

The Monkey Grip feat does not allow the wielder to use this weapon one-handed, but allows a larger or oversized fullblade to be used at a -2 penalty. The wielder is only considered proficient in the fullblade if he takes the Exotic Melee Weapon Proficiency

feat.

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 deadlier attack. The wielder adds his Strength modifier to damage rolls. It otherwise functions the same as a daikyu.

Greathammer: The greathammer provides a +2 bonus to Strength checks when used to break down doors and gates.

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 daikyu.

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.

Hooksword: The hooksword grants a +2 bonus to opposed attack rolls to make disarm attempts and can be used to make a trip attack. If the wielder is tripped during the attempt, he can drop the hooksword to avoid being tripped.

Katana: To wield a katana proficiently one handed, one must have the *Exotic Melee Weapon Proficiency* feat with the katana, otherwise it can be wielded two-handed as an archaic weapon.

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. This does not affect techniques with the kick descriptor.

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.

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.

Large Katana: The large katana is a two-handed weapon, unlike the katana, and cannot be wielded one handed.

Large Shuriken: A large shuriken generally only takes the shape of a throwing star and is simply a much larger version of the traditional shuriken. When thrown, the character adds his Strength modifier to damage with a large shuriken.

The character cannot substitute this weapon when a technique or ability calls for a shuriken attack unless specified otherwise. Attacking with a large shuriken in melee is

possible, but the wielder takes a -4 penalty to attack rolls.

The large shuriken does not count as ammunition for the purpose of drawing them or what happens after they are thrown, but rather only for the purpose of crafting them or applying enhancement seals to them.

Mancatcher: This weapon resembles a pole mounted with a U-shaped head and is used to capture and hinder. The wielder can make trip attempts with this weapon, as well as grapple attempts if the target is adjacent to a larger object or prone, at a +2 bonus. During a pin, the wielder can make a grapple check to deal weapon damage instead of unarmed damage.

The mancatcher is a reach weapon and as such, the wielder can attack foes with a 10-foot reach, but not adjacent enemies with it.

Naginata: This spear-like weapon is commonly used by warriors and monks, and is a reach weapon. As such, the wielder can attack foes with a 10-foot reach, but not adjacent enemies with it.

Ninja-to (or Chokuto): 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. Without the special sheath, this weapon is referred to as a *chokuto*.

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 shuriken count as ammunition for the purpose of drawing them, crafting them or applying enhancement seals to them, and what happens after they are thrown.

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: This weapon comes in two versions: the tessen, which can be collapsed one size category (though the damage is also reduced 1 die size) and the gunbai, a non-folding versions used to by samurai to communicate with their troops.

Throwing Knife: This throwing knife is ideal for making precise throws but poorly balanced for melee combat. Melee attacks with a throwing knife are made at a –4 penalty. When throwing, the character adds his strength modifier to damage.

The throwing knife count as ammunition for the purpose crafting them or applying enhancement seals to them, and what happens after they are thrown, but must be drawn normally.

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.

Throwing Spear: Because it isn't designed to be used in melee, and the wielder is treated as nonproficient and takes a –4 penalty to attack rolls when using a throwing spear as a melee weapon.

Two-bladed Sword: The two-bladed sword is a double weapon, and can be used to fight as if fighting with two weapons. Doing so imposes normal penalties to attack rolls as if fighting with a one-handed weapon and a light weapon. A creature wielding a two-bladed sword in one hand cannot use it as a double weapon.

War Fan: This weapon comes in two varieties: one which can be collapsed lapsed one size category smaller (thus reducing its damage by one die size) and another, non-folding version called a battle gunbai, smaller versions of which are used by samurai to communicate with their troops.

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..

TABLE 7-3: EXPLOSIVES

Explosive	Damage	Damage Type	Burst Radius	Reflex DC	Range Increment	Weight	Size	Purchase DC	Restriction
Ice Bomb	4d6	Cold and piercing	10 ft.	15	20 feet	0.5 lb.	Tiny	12	+2 (Res)
Paper Bombs									
Firecracker tags ¹	2d6	Fire	See text	15	—	0 lb.	Tiny	5	+1 (Lic)
Lesser	2d6	Fire	10 ft.	15	—	0 lb.	Tiny	6	+1 (Lic)
Superior	4d6	Fire	10 ft.	15	—	0 lb.	Tiny	12	+2 (Res)
Greater	6d6	Fire	10 ft.	18	—	0 lb.	Tiny	15	+3 (Mil)
Trap note	4d6	Fire	10 ft.	15	—	0 lb.	Tiny	13	+2 (Res)
Sealing tag	See text	—	—	—	—	0 lb.	Tiny	15	+3 (Mil)
Smoke Bomb	—	—	See text	—	10 feet	See text	Tiny	4	+1 (Lic)
High-powered	—	—	—	—	10 feet	See text	Tiny	8	+2 (Res)
Poisoned	See text	See text	See text	—	10 feet	See text	Tiny	See text	+3 (Mil)
Sunburst tag	See text	—	15 ft.	See text	—	0 lb.	Tiny	12	+2 (Res)

High-powered Smoke Bomb: This smoke bombs functions like its normal counterpart, except the initial burst fills all squares within 10 feet with smoke. The smoke cloud spread increases by 5 feet per round for the next 3 rounds, up to 25 feet. High-powered smoke bombs are sold in packs of 2.

Ice Bomb: This device is a small sphere holding a liquid that, once it makes contact with

oxygen, creates a zone of sharp ice spikes. The spikes can provide cover, but will melt after 1d4 minutes (or 1d4 rounds if the ambient temperature is greater than 50 degree Fahrenheit). An ice bomb can also be used on water. The Purchase DC given is for a pack of 3 ice bombs.

Paper Bomb: These small pieces of papers have been covered in sealing arrays and are also known as exploding notes or exploding tags. They are by far the most common explosive used by shinobi due to the ease with which they can be carried and concealed.

Most paper bombs are covered in a sticky substance, enabling them to be attached to objects easily. As such, there are several methods of delivery; the typical delivery for exploding tags is to set them on a surface and detonate them when one or more enemy passes nearby. However, it is also possible to attach a paper bomb to a creature with a successful grapple check; should the maneuver succeed, the target does not get a save. The character can also wrap the paper bomb around a thrown weapon and throw it at an enemy, then set it off; on a successful attack roll, the enemy takes a -4 penalty to its save against the detonation.

There are several types of paper bombs, as described below.

Lesser: A lesser paper bomb must first be charged before it can detonate, requiring a move action and a Chakra Control check (DC 10 + 1 per charge). The first charge costs no chakra and enables the paper bomb to be set off to deal 2d6 damage, but each charge afterwards costs 1 chakra and increases the damage by +1d6 (maximum 5 charges, or 6d6 damage). The damage is halved on a successful Reflex save.

A paper bomb remains charged for 1 minute per character level afterwards, and can be set off to detonate as an instant action. Furthermore, a delay component can be added to delay the detonation when it is set off by up to 1 minute, increasing the difficulty to charge the tag by +5.

Additional paper bombs can be linked together, provided the linked bomb is within 10 feet of another paper bomb charged by the character, so that when one paper bomb is set off, all linked bombs are as well. Linking a paper bomb requires an attack action and a paper bomb with at least 1 charge, and increases damage by +1 charge, which can exceed the normal maximum of 5 charges, and the blast radius by 5 feet (maximum 30 feet). The character can link 1 bomb per level together, and only bombs of the same type can be linked. The link is broken when a paper bomb is moved, removed or loses its charge, effectively making the link impossible unless the paper bombs are set in place.

A paper bomb can only be set off by a character with the same chakra signature as the one who charged it, and within 50 feet of the bomb.

Superior: A superior paper bomb deals increased damage on the initial charge, increasing by +1d6 per charge (maximum 5 charges and 8d6 damage). The check difficulty to charge a superior paper bomb is DC 15 + 1 per charge. Additionally, linked paper bombs can increase the blast radius to 40 feet.

Greater: A greater paper bomb deals increased damage on the initial charge and can hold up to 5 charges, dealing a maximum of 10d6 damage. The check difficulty to charge a greater paper bomb is DC 20 + 1 per charge, and linked bombs can increase the blast radius to 50 feet.

Trap Note: A trap note functions like a superior paper bomb, but it cannot be set to a delayed explosion. However, the trap note immediately explodes when damaged or removed. A trap note that suffers fire damage greater than 1 per charge is destroyed before it can explode, unless it is linked to the trap note that dealt the damage.

Any linked trap note will trigger the rest if it is set off, damaged or removed.

Firecracker: This smaller paper bomb is not commonly found in a ninja's inventory and are normally used for training. It functions like a lesser paper bomb, but has a smaller blast radius and cannot be linked. A single firecracker deals 1 point of fire damage, halved on a successful Reflex save.

However, 5 firecrackers can be charged at once and set off in close proximity. When used in that way, the firecrackers function as a lesser paper bomb with a smaller radius.

Charging a single firecracker costs no chakra and requires a DC 5 check, but charging multiple firecrackers is done as with the lesser paper bomb. The purchase DC given is for 5 firecrackers.

Poisoned Smoke Bomb: A poisoned smoke bomb functions like a normal smoke bomb, but also delivers an inhaled or contact poison that was used in its creation. The effects of the poison are unchanged, but the save difficulty is reduced by 3. The price of a poisoned smoke bomb is equal to the cost of a smoke bomb plus 2 doses of the poison used. 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 or by succeeding a grapple attempt and pin, and must be charged with a Chakra Control check (DC 20). The sealing tag can be activated as a swift action within 10 feet and seals the creature's ability to use any Chakra Control, Genjutsu and Ninjutsu technique, imposing a -30 penalty to meet the perform requirements and to checks made to use chakra-activated objects, such as exploding tags. The effects last for 1 week or until the tag is removed. Once removed after activation, the tag crumbles to dust. A sealing tag reduces the target's chakra 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: A sunburst tag is similar to a paper bomb, but releases a burst of stunningly bright light. The sunburst tag can be charged with a Chakra Control check (DC 15), and detonated as a swift action within 50 feet.

The resulting burst of light forces creatures to make a Fortitude save (DC 15) or be dazed 1d4 rounds. Blind or creatures devoid of vision are immune to this effect. The purchase DC given is for a pack of 4 sunburst tags.

Shinobi Drugs

Among village secrets are shinobi drugs, a sort of mystical, permanent performance-enhancing drug that often radically changes whoever uses them physiologically. The price of shinobi drugs may vary from supplier to supplier because it is very difficult adequately price. They are, however, very rare and difficult to come by.

TABLE 7-4: SHINOBI DRUGS

Shinobi Drug	Purchase DC	Restriction
<i>Akimichi Food Pills</i>		
Green	—	+2 (Res)
Yellow	—	+2 (Res)
Red	—	+2 (Res)
Blackweed Elixir	30	+4 (Ill)
Chakra Growth	22	+2 (Res)
<i>Charisma-enhancing Drug</i>		
B-Class	30	+2 (Res)
A-Class	37	+3 (Mil)
S-Class	45	+3 (Mil)
<i>Constitution-enhancing Drug</i>		
B-Class	30	+2 (Res)
A-Class	37	+3 (Mil)
S-Class	45	+4 (Ill)
Death God Pill	20	+3 (Mil)
<i>Dexterity-enhancing Drug</i>		
B-Class	30	+2 (Res)
A-Class	37	+3 (Mil)
S-Class	45	+3 (Mil)
Fireseed Extract	30	+4 (Ill)
<i>Intelligence-enhancing Drug</i>		
B-Class	30	+2 (Res)
A-Class	37	+3 (Mil)
S-Class	45	+3 (Mil)
Lotus Extract	28	+3 (Mil)
<i>Muscle Growth</i>		
Type I	20	+2 (Res)

Type II	22	+3 (Mil)
Nevoa Infusion	28	+3 (Mil)
<i>Strength-enhancing Drug</i>		
B-Class	30	+2 (Res)
A-Class	37	+3 (Mil)
S-Class	45	+3 (Mil)
Swiftwind Elixir	25	+3 (Mil)
Tengu Elixir	28	+3 (Mil)
Tosha Liquor	28	+3 (Mil)
<i>Wisdom-enhancing Drug</i>		
B-Class	30	+2 (Res)
A-Class	37	+3 (Mil)
S-Class	45	+3 (Mil)

Akimichi Food Pill: These pills are created only by the Akimichi clan of Konoha, and anyone found selling or crafting those pills is quickly vanished with extreme prejudice. A character without the Akimichi Toughness feat will die one round after ingesting an akimichi 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 attack and weapon damage rolls, a +4 bonus to opposed disarm, trip, grapple, bullrush or overrun checks and Climb, Jump and Swim checks, as well as +10 temporary chakra 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 increases the bonus attack and weapon damage rolls to +3, the bonus to opposed disarm, trip, grapple, bullrush, overrun, Climb, Jump and Swim checks to +6, and +20 temporary chakra 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). The duration of any previously ingested akimichi food pill is refreshed and increased by 5 rounds.

Red: The red food pill grants the character +50 temporary chakra for 3 rounds.

Additionally, 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 2d6 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.

Blackweed Elixir: The character gains the ability to learn and perform *Fuinjutsu* techniques without penalty.

Chakra Growth: The character gains a +5 bonus to his chakra pool, but suffers a -4

penalty to Chakra Control checks to tap his reserves.

Charisma-enhancing Drug: The Charisma-enhancing drug permanently increases the character's Charisma score by a set amount. The drug is sold individually.

B-Class: The character gains a +1 inherent bonus to his Charisma score.

A-Class: The character gains a +3 inherent bonus to his Charisma score.

S-Class: The character gains a +5 inherent bonus to his Charisma score.

Constitution-enhancing Drug: The Constitution-enhancing drug permanently increases the character's Constitution score by a set amount. The drug is sold individually.

B-Class: The character gains a +1 inherent bonus to his Constitution score.

A-Class: The character gains a +3 inherent bonus to his Constitution score.

S-Class: The character gains a +5 inherent bonus to his Constitution score.

Death God Pill: This drug's secondary damage only effects to a character without the Cursed Seal template. Any character with the Cursed Seal template gains the Cursed Seal Level 2 ability.

Dexterity-enhancing Drug: The Dexterity-enhancing drug permanently increases the character's Dexterity score by a set amount. The drug is sold individually.

B-Class: The character gains a +1 inherent bonus to his Dexterity score.

A-Class: The character gains a +3 inherent bonus to his Dexterity score.

S-Class: The character gains a +5 inherent bonus to his Dexterity score.

Fireseed Extract: The character gains the Sense Chakra ability (as per shinobi skill), and his effective level is one-half his character level. If the character already could Sense Chakra, his effective level increases by 5 while doing so.

Intelligence-enhancing Drug: The Intelligence-enhancing drug permanently increases the character's Intelligence score by a set amount. The drug is sold individually.

B-Class: The character gains a +1 inherent bonus to his Intelligence score.

A-Class: The character gains a +3 inherent bonus to his Intelligence score.

S-Class: The character gains a +5 inherent bonus to his Intelligence score.

Lotus Extract: The character gains a +1 inherent bonus to Ninjutsu checks and the saving throw difficulty class of his Ninjutsu techniques.

Muscle Growth: This drug is taken in order to complete Speed or Strength rank 4 and 5 training. The drug functions for both speed and strength training.

Nevoa Infusion: The character gains a +2 bonus to Chakra Control checks.

Strength-enhancing Drug: The Strength-enhancing drug permanently increases the character's Strength score by a set amount. The drug is sold individually.

B-Class: The character gains a +1 inherent bonus to his Strength score.

A-Class: The character gains a +3 inherent bonus to his Strength score.

S-Class: The character gains a +5 inherent bonus to his Strength score.

Swiftwind Elixir: The character gains a +1 bonus to Perform and Learn checks for all Ninjutsu techniques of the *Spacetime* subtype with the Teleportation descriptor, and is able to learn the following Training techniques without penalties: *Shodan Kousoku*, *Nidan Kousoku*, *Sandan Kousoku*, *Yondan Kousoku* and *Godan Kousoku*.

Tengu Elixir: The character gains a +1 inherent bonus to Taijutsu checks and saving throw difficulty class of his Taijutsu techniques.

Tosha Liquor: The character gains a +1 inherent bonus to Genjutsu checks and the saving throw difficulty class of his Genjutsu techniques.

Wisdom-enhancing Drug: The Wisdom-enhancing drug permanently increases the character's Wisdom score by a set amount. The drug is sold individually.

B-Class: The character gains a +1 inherent bonus to his Wisdom score.

A-Class: The character gains a +3 inherent bonus to his Wisdom score.

S-Class: The character gains a +5 inherent bonus to his Wisdom score.

Armors

The suits of armor described below are not all restricted to shinobi, but are 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 is 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 7-5: ARMORS

Armor	Type	Armor Bonus	Nonprof Bonus	Maximum Dex Bonus	Armor Penalty	Speed (30 feet)	Weight	Purchase DC	Restriction
<i>Enhancement Seals</i>									
Minor Seal	—	Varies	—	—	—	—	—	+2 ¹	+1 (Lic)
Superior Seal	—	Varies	—	—	—	—	—	+4 ¹	+2 (Res)
Greater Seal	—	Varies	—	—	—	—	—	+6 ¹	+2 (Res)
Epic Seal	—	Varies	—	—	—	—	—	+8 ¹	+3 (Mil)
Legendary Seal	—	Varies	—	—	—	—	—	+10 ¹	+3 (Mil)
Light Armor									
Armored Suit	Tactical	+4	+1	+4	−2	30	20 lb.	18	—
Battle Vest	Concealable	+2	+1	+5	−0	30	5 lb.	12	—
Heavy Vest	Tactical	+3	+1	+5	−2	30	8 lb.	14	+1 (Lic)
Ninja Vest	Tactical	+2	+1	+6	−1	30	7 lb.	10	+2 (Res)
Reinforced Suit	Impromptu	+1	+0	+7	−0	30	10 lb.	10	—
Medium Armor									
Battle Armor	Archaic	+5	+2	+2	−2	20	40 lb.	19	—
Battlefield Unit	Tactical	+5	+2	+3	−4	20	30 lb.	22	+2 (Res)
Heavy Armor									
Battle Armor, heavy	Archaic	+7	+3	+1	−6	20	50 lb.	23	—
O-yoroi	Archaic	+7	+3	+2	−5	20	45 lb.	28	+1 (Lic)
Samurai Armor	Tactical	+6	+3	+3	−4	20	50 lb.	25	+1 (Lic)

Enhancement Seals: In addition to the fee, +2 per seal category, some craftsmen also add a fee depending on the general skill of the person to craft it (+1 to the purchase DC per 4 levels of the craftsman).

Armored Suit: This suit of armor includes a tunic, trousers, boots, gauntlets and an armored helmet with a forehead protector plate, all made of thick fabric, leather and chainmail.

Battle Armor: This suit of armor is of a very archaic design. The full suit contains an iron breastplate, shin guards, vambraces, tassets, and spaulders.

Battle Vest: This battle armor is nothing more than simple armor plating bound together, and can easily be concealed under clothing. It is popular in ANBU.

Older designs may also include either, or both, lamé-styled tassets and spaulders. Worn this way, the battle vest is considered an archaic armor.

Battlefield Unit: This suit of armor consists of an armored ninja vest, shoulder plates and tassets, and an armored helmet with a forehead protector plate.

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.

Ninja Vest: This standard flak jacket is worn by chuunin and jounin shinobi. This armor-plated jacket 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 designs for this armor that are easily to differentiate.

O-yoroi: This armor was worn by samurai long ago and is made almost exclusively of leather, reinforced in places with small metal or ceramic 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.

Reinforced Suit: This suit of armor consists of little more than reinforced, padded or lined protective clothing and easily passes for normal clothing.

The padded armor can be made to resemble any type of clothing outfit, as well as the standard ninja outfit or fatigues, by increasing the purchase cost by +2. If made into fatigues or standard ninja outfits, the armor provides a +2 equipment bonus to Hide checks in the appropriate settings, as normal.

The equipment entry for such a suit would say "reinforced standard ninja suit" or "reinforced formal suit."

Samurai Armor: This armor is a modern version of the traditional *o-yoroi* and is made almost exclusively of light, reinforced metal plating over a suit of thick protective cloth. Though it affords less protection than the o-yoroi, the samurai armor allows for greater mobility even though it is heavier.

The full suit consists of a great helmet and face mask which functions as a rebreather, shoulderplates, chestplate, iron gauntlets and a body suit that doubles as a cold-weather outfit, and provides a +2 bonus to Fortitude saves against cold weather.

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 7-6: 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	+1 (Lic)
Luxury sedan	1	4	325 lb.	-2	+0	280 (28)	8	5	34	H	32	+1 (Lic)
Sports coupé	1	1	200 lb.	-2	+0	310 (31)	8	5	32	H	30	+1 (Lic)
Civilian Motorcycles												
Racing bike	1	0	0 lb.	+0	+3	350 (35)	10	5	18	M	27	+1 (Lic)
Street bike	1	1	0 lb.	-1	+1	270 (27)	9	5	22	L	26	+1 (Lic)
Dirt bike	1	1	0 lb.	+0	+2	165 (16)	10	5	18	M	23	+1 (Lic)
Civilian Trucks												
Sports utility vehicle	1	3	1,000 lb.	-2	-2	140 (14)	8	5	38	H	34	+1 (Lic)

Minivan	1	5	350 lb.	-2	-2	185 (19)	8	5	34	H	28	+1 (Lic)
Pickup	1	2	1,600 lb.	-2	-2	175 (17)	8	5	34	H	27	+1 (Lic)

Civilian Water Vehicles

Runabout	1	5	2,100 lb.	-2	-2	55 (5)	8	5	28	H	28	+1 (Lic)
Cabin cruiser	1	3	2,100 lb.	-4	-4	80 (8)	6	5	40	G	32	+1 (Lic)
Personal watercraft	1	1	60 lb.	-1	+1	105 (10)	9	5	22	L	24	+1 (Lic)

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.

Lifestyle, Goods and Services

This section contains lifestyle and services a shinobi may make use of, including housing, meals, medical costs and more.

Lifestyle, goods or service	Purchase DC
Housing	

Small condo	28
Large condo	30
Small house	30
Medium house	32
Large house	34
Mansion	36
Manor	40
Castle	44
Lodging (per day)	
Budget motel or inn	7
Average hotel or inn	9
Upscale hotel or inn	11
Entertainment	
Movie ticket	3
Sporting event ticket	7
Theater or opera ticket	8
Meals (per day)	
Budget	2
Average	4
Good	6
Luxury	8
<i>Restaurant</i>	
Casual diner	4
Upscale restaurant	7
Fancy restaurant	9
Transportation	
<i>Coach or taxi</i>	
Short distance (20 miles or less)	6
Long distance (20 to 50 miles)	10
<i>Car rental</i>	
Economy car	6
Mid-size or truck	8
Luxury car	10
Bribery	
Bouncer	6
Bureaucrat	10
Informant	7
Law enforcement	10
Legal services	10 + lawyer's ranks in Knowledge (civics)
Medical Services	
Long-term care	10 + doctor's ranks in Treat Injury
Restore hit points	12 + doctor's ranks in Treat Injury
Surgery	15 + doctor's ranks in Treat Injury
Treat poison or disease	10 + doctor's ranks in Treat Injury

Housing: There are a number of housing options listed, from a small condo to a castle. The purchase DC listed covers only the down payment, not the total cost of the home (the cost of mortgage and taxes simply replaces rent, which is already accounted for in the wealth system).

A small house or condo are one- or two-bedroom homes; a large condo and medium house are three-bedroom homes; a large house is a four-bedroom home; a mansion is a five- or six-bedroom home with an extra den and spacious rooms. A manor can have up to ten bedrooms and five suites and includes grounds, extra dens and rooms, while a castle can have upwards of thirty bedrooms, fifteen suites, and includes expansive grounds, dens and rooms and all of the desired amenities. All of these homes are of typical construction; luxury appointments or avant garde design is available with a +2 increase to the purchase DC.

Location dramatically affects a home's value. The given purchase DC assumes a typical suburban location. An undesirable location, such as a bad neighborhood or a remote rural site, reduces the purchase DC by 2. A particularly good location in an upscale neighborhood or city center increases the purchase DC by 2. Purchasing the home outright increases the purchase DC by 6.

Entertainment: Purchase DCs are given for several entertainment options. They represent the purchase of a single ticket. A pair of tickets can be purchased together; doing so increases the purchase DC by 2.

Meals: The quality of a meal varies drastically depending on one's budget. Budget meals might include rice, bread, noodles, cheap vegetables and water. Average meals might consist of rice, bread, stews, vegetables, sugared drinks or cheap alcohol. Good meals might include expensive cuts of meats, barbecue, vegetables, pastries and sugared drinks and alcohol. Luxury meals, on the other hand, will consist of high-quality ingredients and fancy preparation and is generally considered *haute cuisine* and fine dining.

Restaurant: Several typical restaurant types are provided. The cost of picking up the tab for additional diners adds +2 per person to the purchase DC.

Transportation: The fares provided for a coach or taxi trip are one-way. A two-way fare can be purchased, but increases the purchase DC by 2. Car rental rates are per day.

Medical Services: Medical services must be paid for in full regardless of whether they are successful. See the Treat Injury skill for more information on the medical services described below.

Long-Term Care: The purchase DC represents treatment for regaining hit points or ability score points more quickly than normal on a given day.

Restore Hit Points: The purchase DC represents treatment for hit point damage from wounds or injuries on a given day.

Surgery: The purchase DC represents the cost of a single surgical procedure.

Treat Poison or Disease: The purchase DC represents one application of treatment for a poison or disease.

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.

Light, Medium or Heavy Armor: These columns show the increase to an item's purchase DC based on its armor type.

Shields: This column shows the increase to a shield's Purchase DC, if applicable.

Weapons: This column shows a weapon's purchase DC modifier. If the weapon is bought or crafted in bulk, apply the special material to all of the weapons.

Restriction: This value overlaps an item's restriction, if it was lower. If the restriction is higher, it remains unchanged.

TABLE 7-7: SPECIAL MATERIALS

Material	Light Armor	Medium Armor	Heavy Armor	Shields	Weapons	Restriction
Cold iron	—	—	—	—	+2	—
Dark iron	+2	+4	+6	+2	+5	—
Dark iron, heavy	—	—	—	—	+18	+2 (Res)
Ironium	+1	+3	+5	+1	+3	—
Nonlethal	—	—	—	—	-3	—
Silver	+1	+2	+3	+1	+2	—
Oversized	—	—	—	—	+4	—
Thorium	+3	+6	+9	+3	+8	+1 (Lic)

Cold Iron: This iron, mined deep underground, is forged at lower temperatures to preserve its properties. Applying an enhancement seal to a cold iron weapon increases the cost by 2.

A weapon made from cold iron overcomes damage reduction of the appropriate type. Cold iron has 30 hit points per inch and hardness 10.

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 overcome 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. Objects made from heavy dark iron have 40 hit points per inch, hardness 20 and weigh 8 times as much.

A weapon made of heavy dark iron is one size category larger normal, although it does not deal increased damage, and does not incur penalties for wielding an improperly sized weapon. Therefore, a kunai is wielded as a Medium weapon, and a Large 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.

Ironium: This metal is an alloy of steel and minute amounts of thorium and is commonly used by shinobi who favor chakra weapons. Although it does not grant specific benefits, it adapts to chakra in a way similar to thorium, to a slightly lesser extent. Armor made of ironium grants a +1 equipment bonus to Chakra Control checks to tap one's reserves.

An item made primarily of metal isn't affected by being crafted with ironium. Ironium has 30 hit points per inch of thickness and a hardness of 10.

Nonlethal Weapons: These nonlethal versions of standard weapons are usually made of wood or less dangerous materials. They have the same size and damage as the original, but deal bludgeoning damage and 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. A nonlethal weapon always deals double damage on a critical hit, no matter what the original weapon's critical hit multiplier is.

Bokken and Shinai are typically nonlethal weapons. Some weapons cannot be made nonlethal (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 overcome 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.

Oversized: An oversized weapon is not necessarily crafted with a special material, but it gains additional benefits. An oversized weapon is treated as though one size category larger than normal, but does not deal increased damage. The weapon gains reach, or if it already had reach, it deals damage as though one size category larger instead.

The benefits of an oversized weapon only apply if the wielder can treat the weapon as a two-handed weapon.

A character without the Oversized Weapons Proficiency suffers a -4 non-proficiency penalty in addition to any penalties for wielding an improperly-sized weapon. An oversized weapon cannot normally be used one-handed, and weighs 4 times as much.

Thorium: This silvery-gold colored, 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 tapping his reserves.

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 20 hit points per inch of thickness and a hardness of 8. It also overcome damage reduction of the appropriate type.

CHAPTER VIII: NINJA RANKS

The standard ninja chain of command is as follow: Academy Student, Genin, Chuunin, Special Jounin and Jounin. Honorary ranks such as elite jounin are not part of the chain of command, while black ops ranks like ANBU and hunter ninja have authority over any other ninja rank, given the proper order. The Kage's word is law in the ninja hierarchy.

Civilian: A civilian is the ordinary clerk, messenger, and hot dog stand guy. The average person falls in this category, and most of them are ordinary characters.

Academy Students: The academy students are generally children between 5 and 12 years old. They are the next generation of shinobi and treated as such. The academy period generally lasts 3 to 5 years, but some ninja—revered throughout the countries as genius ninja—sometimes completely it more quickly.

Rank	Average Level
Civilian	1-3rd
Academy Student	1st
Genin	1-5th
Chuunin	6-11th
Jounin	12th and up
ANBU	7th and up
Hunter Ninja	10th and up
Captain	18th and up
Kage	21st and up

Genin: A genin is the lowest of the official ninja ranks. Genins are part of the mission roster but generally assigned low-risk, local missions.

Chuunin: These shinobi lead 4-man genin cells. Chuunin with the feat of the same name have the ability to call a favor from a genin once per month provided the genin is friendly with the chuunin (as per Charismatic Hero talent, use half character levels plus Cha modifier for the check). Using this ability requires the expenses of an action point.

Special Jounin: A special jounin is a shinobi who gained jounin-level skill and proficiency in a single area of expertise. They are often used as platoon leaders and sent on high-risk missions. The special jounin can call on a favor from a friendly chuunin or genin, as the chuunin (see above).

Jounin: The jounin is a first rate ninja and the primary attack force of any ninja villages. They are assigned high-risk missions, used as platoon leaders, as 4-man chuunin cell leaders or as genin team instructors. The jounin with the Jounin feat can call on a favor from a friendly special jounin, chuunin or genin once a week, as the chuunin (see above).

Elite Jounin: This honorary rank is used for jounin who are particularly powerful or skilled. It is not part of the chain of command, but other ninja tend to have greater respect of elite jounin, and they have tendency to incite fear in the enemy.

Kage: The Kage is the village leader and the strongest ninja in the village. He commands respect from his underlings and strikes fear in the enemy whenever he steps on the battlefield, and with good reason. The kage leads the ANBU and hunter ninja, and is protected by his own elite guard, called younin. The Kage's identity is not always a matter of public knowledge.

ANBU: The ANBU is a black ops unit under direct command of the village leader and

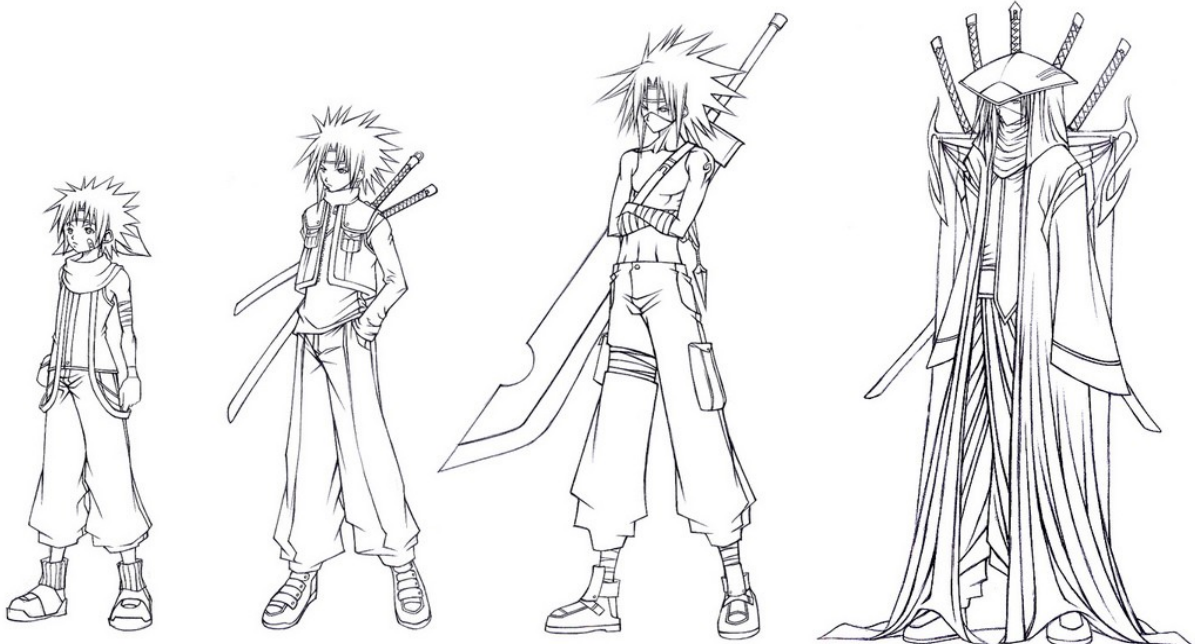
obey his orders explicitly. ANBU are bound by few rules which they follow like a code: always complete the mission, never leave a body and let no one see you. The ANBU are assassins, saboteurs, spies and infiltrators.

They put the mission above their own lives and generally get the best results of all ninja. ANBU are not of any specific rank, but are almost always more skilled than other ninja. They wear animal masks to conceal their faces while on duty (see Sentinel's Mask).

Hunter Ninja: Some villages have a subdivision of ANBU dedicated to the hunting, retrieving and disposing of rogue ninja called the hunter ninja. They are specifically trained to neutralize specific opponents and highly trained to work both alone and in shinobi cells. They are very secretive, and wear masks to conceal their identities (see Sentinel's Mask).

Rogue Ninja: Also called missing-nin, the rogue ninja is a ninja who abandoned his village. They are hunted by the Kage's hunter ninja and generally have bounties on their heads.

Captain: This rank goes by many names, but the captain is the second-in-command of a village and obeys to the kage. There is traditionally only one captain per village.



Genin

Chuunin

Jounin

Kage

CHAPTER IX: ADVANCED AND PRESTIGE CLASSES

This chapter is dedicated to new advanced and prestige classes that help characters, both shinobi and not, reach new heights. Advanced classes are obtainable at 3rd level, while prestige class cannot usually be taken before 6th level.

Modern Campaigns

Campaigns set during modern times will have a slightly different set of skills. Most importantly, the following classes can count Computer Use (Int) as a class skill: Devastator, Elementalist, Master Strategist, Medical Specialist, Ninja Hunter, Ninja Police, Ninja Scout, Puppeteer, Shade and Technique Analyst.

Furthermore, the following classes can select Personal Firearms Proficiency as a bonus feat: Beastmaster, Exemplar, Genjutsu Master, Master Strategist, Ninja Hunter, Ninja Police, Ninja Scout, Puppeteer, Shinobi Bodyguard and Squad Captain.

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), Profession (Wis), Spot (Wis), Survival (Wis), Swim (Str), Taijutsu (Str), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

TABLE: 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 prowess 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), Profession (Wis), Spot (Wis), Survival (Wis), Swim (Str), Taijutsu (Str), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

TABLE: THE BEASTMASTER

Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
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 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 Spacetime techniques—specifically, 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 Spacetime; 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 one Spacetime technique with the Teleportation descriptor.

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), Profession (Wis), Read Language (None), Speak Language (None), Spot (Wis), Taijutsu (Str), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

TABLE: THE BLINKSTRIKE

Level	Base Attack	Fort	Ref	Will	Special	Defense	Reputation
	Bonus	Save	Save	Save		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 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, staggered, exhausted, encumbered or wearing armor.

Bonus Chakra

The Blinkstrike gains a certain amount of bonus chakra and bonus reserve from taking levels in this class. The amount of bonus chakra or chakra reserve gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount gained every level from gaining an additional hit dice.

The amount of bonus chakra or reserve doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra and Reserve, such as from various classes, do stack with each other.

Class Levels	Bonus Chakra	Bonus Reserve
1st	1	2
2nd	2	4
3rd	3	6
4th	4	8
5th	5	10

Blink Step

A number of times per day, while in the Blinkstrike stance, the character can take a blink step as a move action.

The blinkstrike appears to distort and vanish and teleports up to his land speed, as *teleport* supernatural ability (see mode of movements in the Friends and Foes chapter). This mode of teleport has no visual or auditory component.

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

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, and is also able to turn while charging, avoiding 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.

Once per day, the blinkstrike can designate a warp charge as a powerful charge, and deal +3d6 points of bonus damage on a successful hit, not multiplied on a critical hit.

Devastator

Of all the technique users, the devastator is the deadliest. He has reached the peak of his ability and can literally turn himself into a force of nature, tapping into a well of vast power. A constant companion to the Devastator's great power is complete and utter devastation.

Requirements:

To qualify to become a *devastator*, a character must fulfill all the following criteria.

Skills: Chakra Control 16 ranks, Knowledge (ninja lore) 12 ranks and Genjutsu 16 ranks or Ninjutsu 16 ranks.

Feats: Genjutsu Adept or Ninjutsu Adept, Technique Focus (any) and any 2 meta-chakra feats.

Special: A devastator candidate must have an effective skill threshold 18 ranks in either Genjutsu or Ninjutsu.

The character must also have 20 or more bonus reserve from talents, feats or class levels.

Class Information

The following information pertains to the Devastator prestige class.

Hit Die

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

Action Points

The Devastator gains a number of action points equal to $7 + \text{one-half his character level}$, rounded down, everytime he attains a new level in this class.

Class Skills

The Devastator's class skills are as follows.

Chakra Control (Wis), Concentration (Con), Craft (all skills taken individually) (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Drive (Dex), Demolitions (Int), Fuinjutsu (Int), Genjutsu (Cha), Intimidate (Cha), Listen (Wis), Knowledge (all skills taken individually) (Int), Ninjutsu (Int), Perform (sing, string instruments) (Cha), Profession (Wis), Read Language (None), Search (Int), Sign Language (None), Speak Language (None).

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

TABLE: THE DEVASTATOR

Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+0	+1	+2	Unleashed power, bonus chakra	+1	+1
2 nd	+1	+0	+2	+3	Succession technique	+2	+1
3 rd	+2	+1	+2	+3	Succession technique	+2	+1
4 th	+3	+1	+2	+4	Succession technique	+3	+2
5 th	+3	+1	+3	+4	Force of nature	+3	+2

Class Features

The following features pertain to the Devastator prestige class.

Unleashed Power

The devastator is able to fire a blast of raw chakra as an attack action. The blast is a ranged touch attack with a long range (30 feet plus 15 feet every 2 levels) that deals 1d6 points of force damage per devastator level, plus 1d6 every point of chakra spent in it. The devastator cannot spend more than 1 point of chakra every 2 levels.

Bonus Chakra

The Devastator gains a certain amount of bonus chakra and bonus reserve from taking levels in this class. The amount of bonus chakra or chakra reserve gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount gained every level from gaining an additional hit dice.

The amount of bonus chakra or reserve doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra and Reserve, such as from various classes, do stack with each other.

Class Levels	Bonus Chakra	Bonus Reserve
1st	1	4
2nd	3	8
3rd	5	12
4th	7	16
5th	9	20

Succession Technique

At 2nd, 3rd and 4th level, the devastator gains a special ability from the list below, called succession techniques. Unless otherwise specified, a succession technique cannot be selected twice.

Advanced Chakra Nature Manipulation (Su): The devastator is able to combine chakra natures into a hybrid subtype that can have devastating effects. Each hybrid attack deals two types of damage; if a creature is vulnerable to either, both types deal increased damage. If the creature is immune to either, the attack deals half damage of a single type it would be vulnerable to; if the creature is immune to both types, the attack has no effect. Energy resistance applies normally.

Abilities such as the elementalists' elemental fury apply to all damage die. A technique so modified cannot be copied or assimilated. This ability can be selected twice; each time applying to a different nature manipulation.

Selecting this ability permanently costs the devastator 1 meta-chakra charge.

- *Blaze Release: Enton (requires Electricity and Fire affinity) (Su):* The hybrid attack deals half electricity and half fire damage. This hybrid type applies only to *Ninjutsu* techniques either the electricity or fire descriptor, and includes whichever descriptor is missing.

- *Crystal Release: Shoton (requires Earth and Ice affinity) (Su):* The hybrid attack deals half cold and half earth damage. This hybrid type applies only to *Ninjutsu* techniques

either the cold or earth descriptor, and includes whichever descriptor is missing. It ignores object hardness fully. Objects created from *Shoton* hybrids gain +6 hardness.

- *Dust Release: Jinton (requires Earth and Wind affinity) (Su)*: The hybrid attack deals half earth and half wind damage. This hybrid type applies only to *Ninjutsu* techniques either the earth or wind descriptor, and includes whichever descriptor is missing.

- *Ice Release: Hyouton (requires Ice or Water and Wind affinity) (Su)*: The devastator gains the ability to learn and perform Hyouton techniques. The devastator is able to deconstruct any Ninjutsu technique with the cold descriptor and deal half water and half wind damage instead, replacing the cold descriptor by water and wind. The Elemental Fury ability or other similar abilities do not apply to the deconstructed technique, but any material focus requirement is waived.

- *Lava Release: Youton (requires Earth and Fire affinity) (Su)*: The hybrid attack deals half earth and half fire damage. This hybrid type applies only to Ninjutsu techniques either the earth or fire descriptor, and includes whichever descriptor is missing.

- *Steam Release: Futton (requires Fire and Water affinity) (Su)*: The hybrid attack deals half fire and half water damage. This hybrid type applies only to *Ninjutsu* techniques either the fire or water descriptor, and includes whichever descriptor is missing.

- *Storm Release: Ranton (requires Electricity and Water affinity) (Su)*: The hybrid attack deals half electricity and half wind damage. This hybrid type applies only to *Ninjutsu* techniques either the electricity or water descriptor, and includes whichever descriptor is missing.

Advanced Chakra Shape Manipulation (Su): The devastator is able to turn a Genjutsu or Ninjutsu burst attack into a shapeable spread effect, and a cone effect into a line twice its length. Additionally, he is able to turn a spread effect into a shapeable burst, or a line into a cone effect half its length (round down).

The devastator is able to spend a meta-chakra charge to deliver the full effects of the technique with a melee touch attack. The range becomes "melee touch" and it targets a single creature exclusively. A technique so modified cannot be copied or assimilated.

Bonus Feat: Instead of a succession technique, the devastator may elect to pick a bonus feat from the list below. This ability can be selected twice.

Advanced Seal Proficiency, Chakra Penetration, Chakra Presence, Chakra Restoration, Chakra Weaving, Combat Tactics, Efficient Technique, Elemental Shaping, Elemental Specialization, Empower Technique, Empowered Resilience, Enlarge Technique, Extend Technique, Force of Personality, Retrieval Expert, Grand Master, Greater Chakra Penetration, Hand Seals Proficiency, Hidden Gaze, Improved Chakra Pool, Insightful Reflexes, Maximize Technique, Sturdy Illusion, Supercharged Technique, Technique Focus, Training, Vile Technique, Widen Technique.

Chakra Medium Alteration (Su): The devastator is able to manipulate the way his Genjutsu techniques affect a foe. He may deliver a scent-based illusion as a gaze attack or sound-based effect, or a gaze attack as a sound- or scent-based effect, or finally a sound-based effect as a gaze attack or smell-based effect.

The number of target affected is still dependent on the technique used and level of the

devastator, and normal limitations of gaze attacks, scent- and sound-based effects apply (such as blindness or deafness). Selecting this ability permanently costs the devastator 1 meta-chakra charge.

Chakra Reach Extension (Su): The devastator is able to deliver melee touch attacks with Chakra Control, Genjutsu or Ninjutsu techniques on a target up to 30 feet away. He must make a ranged touch attack. This ability can be selected twice, the range increases to 60 feet; the second time permanently costs the devastator 1 meta-chakra charge.

Chakra Pulse Mastery (Su) (requires 1 other succession technique): The devastator adds his Devastator level as a circumstance bonus to dispel checks against Genjutsu techniques.

Chakra Shape Manipulation (Su): The devastator is able to shape area effects to omit certain spaces that would normally be affected. The area effect must be either a burst, cone, cylinder, emanation or spread effect, and the minimum dimension for these spaces is one 5-ft. cube. Furthermore, the minimum dimension for a shapeable technique is 5 feet, rather than 10 feet.

Devastation (Su) (requires 1 other succession technique): The devastator adds his Charisma or Intelligence modifier (whichever applies) to damage when using a Genjutsu or Ninjutsu technique, up to +1 per rank or +10, whichever is lower. This applies only in instances where an ability deals hit points damage, not ability damage.

Intense Power (Su) (requires 2 other succession techniques): The devastator counts as though one level higher when performing Chakra Control, Genjutsu and Ninjutsu techniques for purposes of determining level-dependent variables such as maximum damage dice or range, and level checks only.

Force of Nature

Once per day, the Devastator can activate this ability to become a vessel for immense power for a short duration by spending an action point to regain chakra. He taps his reserves for seemingly unlimited energy and can perform techniques without drawing from his chakra pool or chakra reserves.

The Devastator is able to do so for 1 round \times one-half the result of his action point (round down, minimum 1). At the end of the encounter or after 1 minute, his chakra reserve is reduced to 0 and his current chakra pool halved (minimum 1). The character may spend a second action point to lose only half his chakra reserve. This ability cannot be used while suffering from chakra depletion or while exhausted.

Elementalist

This elemental specialist specializes 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), Profession (Wis), Read Language (None), Search (Int), Speak Language (None), Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

TABLE: THE ELEMENTALIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
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 elementalist may chose one element he wishes to Specialize in. He may

chose from any of his elemental affinities. He gains a +2 bonus to his Ninjutsu checks and +1 enhancement bonus to his effective skill threshold with techniques with the appropriate descriptor. Because of his deficiency with the opposed element, he suffers a -2 penalty to his Ninjutsu and Learn checks and perform requirements with techniques of the element his chosen element is weak against (see Elemental Chakra Nature for details).

Bonus Chakra

The Elementalist gains a certain amount of bonus chakra and bonus reserve from taking levels in this class. The amount of bonus chakra or chakra reserve gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount gained every level from gaining an additional hit dice.

The amount of bonus chakra or reserve doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra and Reserve, such as from various classes, do stack with each other.

Class Levels	Bonus Chakra	Bonus Reserve
1st	1	4
2nd	3	8
3rd	5	12
4th	7	16
5th	9	20
6th	11	24
7th	13	28

Elemental Fury

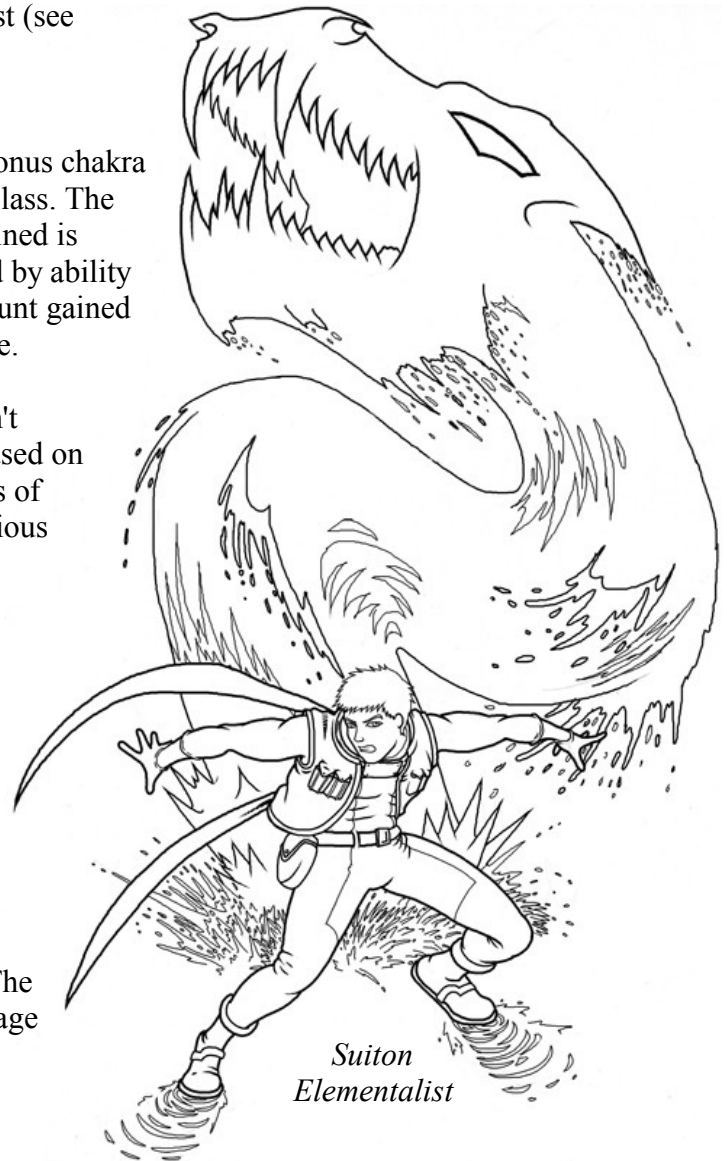
At second level, the elementalist may use his specialized element with greater efficiency. The elementalist deals an additional point of damage per die with any *Ninjutsu* technique with the appropriate descriptor.

Limitless Fury

By third level, the elementalist is 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. Chakra Penetration, Chuunin, Elemental Shaping, Genin, Retrieval Expert, Greater Chakra Penetration, Improved Chakra Pool, Insightful Reflexes, Jounin, Supercharged Technique, Technique Focus, Vile Technique.



*Suiton
Elementalist*

Rage of the Elements

At 5th level, the elementalalist may spend an action point to activate this ability or use it for free once per day. *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 one-half again normal damage, and his saving throws DC will increase by one point every odd-numbered elementalalist level (the saving throw DC increase does not stack with Elemental Focus).

This ability can only be used once every odd-numbered elementalalist level per day, and does not stack with the Empower Technique or Heighten Technique meta-chakra feats.

Elemental Focus

At 6th level, the elementalalist 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 +1 bonus to his saving throws Difficulty Class with his chosen element, while the saves of his opposed element decrease by 1. This bonus does not stack with the one provided by the Rage of the Elements ability.

Elemental Surge

Three times per day, the Elementalalist can perform a Ninjutsu technique from his chosen element as a quickened action, provided the technique's perform time is no longer than 1 full-round action. The perform requirements of the technique are automatically met, and performing the technique does not provoke an attack of opportunity. This enables the elementalalist to take other actions, even performing a second technique, in the same round as he performed a quickened technique. The elementalalist can only gain one quickened action per round, no matter the type (see Basic Game Mechanics for rules on Quickened Actions).

Exarch

The exarch is the cornerstone of any army. He works tirelessly as a miracle worker, healer, physician and sometimes assassin, and takes the ability of a regular medical specialist to mystifying extremes.

Requirements:

To qualify to become an *exarch*, a character must fulfill all the following criteria.

Skills: Chakra Control 16 ranks, Knowledge (earth and life science) 12 ranks, Ninjutsu 16 ranks, Treat Injury 12 ranks.

Feats: Harmony, any meta-chakra feat.

Special: The character must have the chakra scalpel and chakra scalpel expertise abilities.

Class Information

The following information pertains to the Exarch prestige class.

Hit Die

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

Action Points

The Exarch gains a number of action points equal to $7 + \text{one-half his character level}$, rounded down, everytime he attains a new level in this class.

Class Skills

The Exarch's class skills are as follows.

Balance (Dex), Chakra Control (Wis), Concentration (Con), Craft (all skills taken individually) (Int), Fuinjutsu (Int), Genjutsu (Cha), Hide (Dex), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Ninjutsu (Int), Profession (Wis), Read Language (None), Speak Language (None), Spot (Wis), Survival (Wis), Treat Injury (Wis), Tumble (Dex).

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

TABLE: THE EXARCH

	Base						
	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	Bonus
1 st	+0	+2	+0	+2	Chakra scalpel overchannel, medical specialist abilities, bonus chakra	+1	+1
2 nd	+1	+3	+0	+3	Exarch arcana	+2	+1
3 rd	+1	+3	+1	+3	Exarch arcana	+2	+1
4 th	+2	+4	+1	+4	Exarch arcana	+3	+2
5 th	+2	+4	+1	+4	Exarch's blessing	+3	+2

Class Features

The following features pertain to the Exarch prestige class.

Chakra Scalpel Overchannel

The exarch's chakra scalpel deals an additional dice of damage. In addition, when creating the chakra scalpel, the exarch can spend a meta-chakra charge to imbue it with elemental power, if he has any. The chakra scalpel's additional damage dice is energy damage matching his primary elemental affinity, but it cannot deal non-lethal damage when so empowered.

Medical Specialist abilities

Each level in the exarch class stacks with levels in the Medical Specialist advanced class for the purpose of determining chakra scalpel damage and the ability to discharge or concentrate on *Medical* Ninjutsu techniques.

Bonus Chakra

The Exarch gains a certain amount of bonus chakra and bonus reserve from taking levels in this class. The amount of bonus chakra or chakra reserve gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount gained every level from gaining an additional hit dice.

The amount of bonus chakra or reserve doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra and Reserve, such as from various classes, do stack with each other.

Class Levels	Bonus Chakra	Bonus Reserve
1st	1	4
2nd	3	8
3rd	5	12
4th	7	16
5th	9	20

Exarch Arcana

At 2nd, 3rd and 4th level, the exarch gains a special ability chosen from the following list:

Arm of Justice (Su): The exarch is able to make melee touch attacks with a range of 30 feet. He must make a ranged touch attack instead. This ability also applies to *Medical* ninjutsu techniques and chakra scalpel attacks.

Bonus Feat: Instead of a special ability, the exarch may elect to pick a bonus feat from the list below. This ability can be selected twice.

Advanced Seal Proficiency, Chakra Restoration, Chakra Weaving, Combat Tactics, Craft Poisons, Craft Shinobi Drugs, Efficient Technique, Empower Technique, Empowered Resilience, Extend Technique, Forensics Training, Grand Master, Hand Seals Proficiency, Improved Chakra Pool, Insightful Reflexes, Maximize Technique, Reverse Doctor, Training.

Exarch Smite (Su): When empowering his chakra scalpel with elemental power, the exarch deals an additional 1d10 points of energy damage on a critical hit. The critical threat range of the empowered scalpel increases by 1. Selecting this ability permanently costs the exarch 1 meta-chakra charge.

Exarch's Retribution (Su): The exarch can perform any of the *Iryou Ninjutsu: Chiyu* techniques and deal damage to the target as though it suffered from chakra overload. The exarch must still succeed on a touch attack, and the target still receives a saving throw to take only half damage, but suffers no additional effects (such as fast healing from the Exarch's Blessing ability).

Lay on Hands (Su): When the exarch performs a Medical ninjutsu techniques of rank 6 or higher on a character, he may spend a meta-chakra charge to restore an amount of chakra equal to his Wisdom modifier to the target. This ability can only be used twice on the same target in a 24 hours period. This ability cannot affect the exarch himself. Selecting this ability permanently costs the exarch 1 meta-chakra charge.

Maximized Healing (Su): Twice per day, the exarch is able to use any Medical ninjutsu technique as though empowered by the meta-chakra feat of the same name. Doing so does not cost additional chakra or meta-chakra charges.

Medical Miracle (Su): Once per day, the exarch is able to spend an action point to revive any character who was brought down to -10 hit points or lower within the last 3 rounds. This ability is an attack action and costs 1 point of chakra per hit dice of the revived character. The revived character can make a Fortitude save (DC 20) to stabilize and be brought back to 0 hit points.

A character cannot be affected by this ability more than once every 7 days.

Rejuvenating Touch (Su) (requires 2 other exarch arcanas): When the exarch performs Medical ninjutsu techniques of rank 8 or higher on a character, he may spend a meta-chakra charge to restore 1d4 points of permanent or temporary ability damage, and removes 1 negative level. This ability can only be used twice on the same target in a 24 hours period. This ability cannot affect the exarch himself. Selecting this ability permanently costs the exarch 1 meta-chakra charge.

Exarch's Blessing

The exarch's medical chakra lingers within the characters healed by him. Each time he automatically discharges a *Medical* ninjutsu technique, the target gains a fast healing quality for 5 rounds. Multiple use of medical techniques does not grant stacking fast healing, but the duration is refreshed each time.

The fast healing gained varies depending on the technique used. *Chiyu - Shodan* grants fast healing 2; *Nidan* grants fast healing 3; *Sandan* grants fast healing 4; *Yondan* grants fast healing 5; *Godan* grants fast healing 8.

Exemplar

The exemplar is a warrior. He is a High General, a living legend, a warmaster of such skill seen only once a generation. Wherever the exemplar wages war, his reputation precedes him. Veterans cower before him and lie broken and defeated in his wake.

Requirements:

To qualify to become an *exemplar*, a character must fulfill all the following criteria.

Skills: Taijutsu 16 ranks.

Feats: Defensive Martial Arts, Taijutsu Adept, Weapon Focus (any weapon) and any one of the following: Archaic Weapons Proficiency, Combat Martial Arts, Exotic Melee or Ranged Weapon Proficiency or Nin Weapons Proficiency.

Special: Weapon Specialization class feature.

An exemplar candidate must have an effective skill threshold 18 ranks in *Strike* Taijutsu techniques.

Class Information

The following information pertains to the Exemplar prestige class.

Hit Die

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

Action Points

The Exemplar gains a number of action points equal to $7 + \text{one-half his character level}$, rounded down, everytime he attains a new level in this class.

Class Skills

The Exemplar's class skills are as follows.

Balance (Dex), Climb (Str), Drive (Dex), Jump (Str), Knowledge (history, ninja lore, tactics) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read Language (None), Ride (Dex), Speak Language (None), Taijutsu (Str), Tumble (Dex).

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

TABLE: THE EXEMPLAR

Level	Base					Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save	Special		
1 st	+1	+2	+1	+0	Master strike	+1	+1
2 nd	+2	+3	+2	+0	High mastery	+2	+1
3 rd	+3	+3	+2	+1	High mastery	+2	+1
4 th	+4	+4	+2	+1	High mastery	+3	+2
5 th	+5	+4	+3	+1	Last stand	+4	+2

Class Features

The following features pertain to the Exemplar prestige class.

Master Strike

The exemplar is able declare one attack per exemplar level per day as a master strike attack. This must be done before damage is rolled. A master strike attack ignores all hardness and damage reduction. The attack must be made with a weapon which the exemplar has the Weapon Focus feat with.

High Mastery

At 2nd, 3rd and 4th level, the exemplar gains a high mastery, a special ability taken from the list below:

Bonus Feat: Instead of a special ability, the exemplar may elect to pick a bonus feat from the list below. This ability can be selected twice.

Advanced Two-Weapon Defense, Advanced Two-Weapon Fighting, Chakra Presence, Flawless Form, Hachimon Tonkou, Improved Two-Weapon Defense, Improved Two-Weapon Fighting, Grand Master, Monkey Grip, Oversized Weapons Mastery, Oversized Weapons Proficiency, Power Critical, Skillful Assault, Tactical Implements, Training, Two-Weapon Defense, Two-Weapon Fighting.

Defensive Stance (Su): When entering a stance, the exemplar gains a damage reduction $2/-$ as long as he remains in the stance. This ability can be selected more than once, each time the damage reduction factor increases by 2. Selecting this ability permanently reduces the exemplar's hit points by 5 each time.

Fearless (Su): The exemplar gains a bonus to saves against fear effects equal to his exemplar level. In addition, the duration of any fear effect against the exemplar is halved; if the duration was 1 round, the exemplar is not affected at all.

Improved Evasion (Ex): Against effects that require a Reflex saving throw for half damage, the exemplar suffers no damage on a successful save and only half damage on a failed save. This ability functions only when the exemplar is wearing light armor or no armor. Selecting this ability permanently reduces the exemplar's hit points by 5.

Insightful Defense (Su): The exemplar adds his Intelligence modifier as an insight bonus to his Defense score while wearing no armor.

Last Man Standing (Ex): The exemplar is able to remain conscious while at -1 hit points or lower. Furthermore, he is able to act normally while disabled and does not take damage for taking an action while disabled.

Rampage (Su): After scoring a critical hit, the exemplar gains a bonus to attack and weapon damage rolls equal to his exemplar level on his next attack. Selecting this ability permanently reduces the exemplar's hit points by 5.

Storm of Blows (Su): The exemplar can make one extra attack in a full-attack action at his highest base attack bonus. This attack and each other attack made in the round take a -2 penalty. The exemplar must be unarmored to use this ability. Once per day per exemplar level, he may increase that penalty to -5 to gain 2 extra attacks instead.

This ability does not stack with other similar effects, such as the *Renzuki Taijutsu* technique. When wielding multiple weapons, this ability is only applied to the primary weapon.

This ability can only be used once per round. If the character gains extra actions, the extra actions cannot be empowered by the storm of blows. Selecting this ability permanently reduces the exemplar's hit points by 5.

Supreme Melee Mastery (Su) (requires 2 other high masteries): The exemplar gains the benefits of the Melee Mastery feat, but in all melee damage types. This applies only to melee attacks and does not stack with the Melee Mastery feat.

Supreme Ranged Mastery (Su) (requires 2 other high masteries): The exemplar gains the benefits of the Ranged Mastery feat, but in all ranged damage types. This applies only to ranged attacks and does not stack with the Ranged Mastery feat.

Last Stand

Once per day when taking damage that would reduce the Exemplar to -10 hit points or lower, this ability activates. The Exemplar is able to remain conscious and survive any amount of damage, as well as become immune to ability damage, ability drain, daze, death effects, disease, negative level, poison, sleep and stunning effects, as well as any effect that causes the loss of a turn for 1 round. While the ability lasts, the exemplar's attacks ignore all hardness and damage reduction and do not automatically miss on a

natural roll of 1. All chakra cost of abilities and techniques are reduced by 50%.

At the end of the attacker's next turn, the Exemplar rolls a percentile die and adds his total character level. On a roll of 90 or more, the character is instantly returned to -9 hit points and stable. On a natural roll of 99 or 100, the ability lasts for an additional round. Percentile dice is rolled each round the ability lasts to determine if it will last a round longer, but the consequences of failure are eliminated after the first success.

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.

Bluff (Cha), 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), Profession (Wis), Read Language (None), Research (Int), Search (Int), Speak Language (None), Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

TABLE: THE GENJUTSU MASTER

	Base						
	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	Bonus
1 st	+0	+1	+0	+2	Genjutsu mastery, bonus chakra	+1	+1
2 nd	+1	+2	+0	+3	Bonus feat	+2	+1
3 rd	+2	+2	+1	+3	Genjutsu mastery, sneak attack +1d6	+2	+1

4 th	+3	+2	+1	+4	Bonus feat	+3	+2
5 th	+3	+3	+1	+4	Genjutsu mastery	+3	+2
6 th	+4	+3	+2	+5	Quicken illusion	+4	+2
7 th	+5	+4	+2	+5	Genjutsu mastery, sneak attack +2d6	+4	+3

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 levels 1, 3, 5, and 7), 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 15% (35% 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 one 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. 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 Genjutsu checks made to perform Genjutsu techniques, and a +1 enhancement bonus to his Genjutsu skill threshold.

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 +1d6 (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 and bonus reserve from taking levels in this class. The amount of bonus chakra or chakra reserve gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount gained every level from gaining an additional hit dice.

The amount of bonus chakra or reserve doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra and Reserve, such as from various classes, do stack with each other.

Class Levels	Bonus Chakra	Bonus Reserve
1st	1	4
2nd	3	8
3rd	5	12
4th	7	16
5th	9	20
6th	11	24
7th	13	28

Sneak Attack

This ability functions as the Ninja Scout sneak attack ability. 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. Creatures immune to critical hits and sneak attacks, or who have concealment, do not suffer extra damage.

This extra damage is 1d6 at 3rd level, and it increases to 1d6 at 7th level. If the genjutsu master gains a bonus to sneak attack from another source, the bonuses stack.

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, Chakra Penetration, Educated, Extend Technique, Focused, Genin, Retrieval Expert, Greater Chakra Penetration, Chuunin, Jounin, Meticulous, Nin Weapons Proficiency, Sturdy Illusion, Talented Shinobi, Technique

Focus.

Quicken Illusion

Three times per day, the Genjutsu Master can perform a Genjutsu technique as a quickened action, provided the technique's perform time is no longer than 1 full-round action. The perform requirements of the technique are automatically met, and performing the technique does not provoke an attack of opportunity. This enables the genjutsu master to take other actions, even performing a second technique, in the same round as he performed a quickened technique. The genjutsu master can only gain one quickened action per round, no matter the type (see Basic Game Mechanics for rules on Quickened Actions).

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 6 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), Profession (Wis), 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: THE LIVEWIRE

	Base Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	Bonus
1 st	+1	+0	+2	+0	Livewire, wire trick	+1	+1

2 nd	+2	+0	+3	+0	Wire trick, bonus feat	+2	+1
3 rd	+3	+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: 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/x2).

Sneak Attack +1d6 (any Wire Trick): The livewire gains sneak attack +1d6. See the Ninja Scout's sneak attack ability 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 though a 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.

Master Strategist

The master strategist is the man behind the curtain. He makes deadly plans to aid his allies and bring his enemies down with terrifying swiftness and efficiency. The master strategist works best with allies as his ability to make plans can empower them a great deal, but he can be a force to be reckoned with on his own, given time.

Requirements:

To qualify to become a *master strategist*, a character must fulfill all the following criteria.

Skills: Knowledge (tactics) 9 ranks.

Feats: Combat Expertise.

Special: Plan or Plan X class feature.

Class Information

The following information pertains to the Master Strategist prestige class.

Hit Die

The Master Strategist gains 1d6 hit points per level. The Constitution modifier applies.

Action Points

The Master Strategist 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 Master Strategist's class skills are as follows.

Chakra Control (Wis), Concentration (Con), Craft (calligraphy, chemical) (Int), Decipher Script (Int), Demolitions (Int), Diplomacy (Cha), Forgery (Int), Fuinjutsu (Int), Gather Information (Cha), Genjutsu (Cha), Intimidate (Cha), Investigate (Int), Knowledge (all skills, taken individually) (Int), Listen (Wis), Navigate (Int), Ninjutsu (Int), Profession (Wis), Read/Write Language (none), Research (Int), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis), Taijutsu (Str).

Skill Points at Each Level: 9 + Int modifier.

TABLE: THE MASTER STRATEGIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+1	+0	+2	Improved plans, bonus chakra	+1	+1
2 nd	+1	+2	+0	+3	Strategic timing, bonus feat	+2	+1
3 rd	+1	+2	+1	+3	Swift planning 1/day	+2	+1
4 th	+2	+2	+1	+4	Declaration of war, tactical assessment, bonus feat	+3	+2

5 th	+2	+3	+1	+4	Swift planning 2/day	+3	+2
6 th	+3	+3	+2	+5	Tactical focus, bonus feat	+4	+2
7 th	+3	+4	+2	+5	Checkmate	+4	+3

Class Features

The following features pertain to the Master Strategist prestige class.

Improved Plans

When using the Plan ability, the master strategist adds any levels in this class to Smart Hero or Ninja Operations Counter levels when making an Intelligence check. Increase the result of the plan by 1, regardless of the result of the Intelligence check. This ability does not stack with the Plan X ability.

Bonus Chakra

The Master Strategist gains a certain amount of bonus chakra and bonus reserve from taking levels in this class. The amount of bonus chakra or chakra reserve gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount gained every level from gaining an additional hit dice.

The amount of bonus chakra or reserve doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra and Reserve, such as from various classes, do stack with each other.

Class Levels	Bonus Chakra	Bonus Reserve
1st	1	2
2nd	2	4
3rd	3	6
4th	4	8
5th	5	10
6th	6	12
7th	7	14

Strategic Timing

Starting 2nd level, the Master Strategist may use his Intelligence modifier in place of his Dexterity modifier to roll initiative.

Swift Planning

At 3rd and 5th level, the master strategist gains the ability to formulate a plan during combat as per Improved Plans ability, but at a -4 penalty. Using this ability is an attack action that may provoke an attack of opportunity.

Declaration of War

The master strategist knows that the best way to end the fight is to start the fight himself. The master strategist must be able to study the participants prior to combat for at least one round. If he does this, he gains a free readied action that allows him to take either a move or attack action if either side takes a hostile action. This action is taken before Initiative is rolled, therefore giving the master strategist the element of surprise.

Tactical Assessment

The master strategist has a keen eye to judge an enemy's strength. By observing an individual or obstacle for at least 1 round, the master strategist can make an Intelligence check (DC 20) with a bonus equal to his master strategist level to determine its relative danger.

A successful check reveals its strength compared to the master strategist or a nearby creature or obstacle: stronger (higher level or hit dice), on par (same level or hit dice) or weaker (lower level or hit dice).

Tactical Focus

At 6th level, the Master Strategist selects a number of skills from his class list equal to 3 + his Intelligence modifier. He may take 10 to any of those skills even when stress or distractions would prevent it.

Checkmate

When the Master Strategist forms a plan during an encounter, he can invoke the Checkmate ability while the plan bonus is still at its maximum. The Plan bonus is doubled for one round, and creatures gain one-half the initial Plan bonus to techniques, spells, powers and ability save DCs, rounded down. After the Checkmate fades, the plan bonus is reduced to 0.

This ability is a swift action and requires an action point to be activated, and can be used once per day. All allies who can hear the master strategist and that benefit from his initial Plan gain the bonus of Checkmate.

Bonus Feat

At 2nd, 4th and 6th level, the Master Strategist gets a bonus feat. The bonus feat must be selected from the following list, and the Master Strategist must meet all the prerequisites of the feat to select it.

Chakra Penetration, Chuunin, Combat Tactics, Combat Throw, Deceptive, Defensive Martial Arts, Educated, Genin, Great Fortitude, Improved Combat Expertise, Improved Avoidance, Improved Feint, Improved Initiative, Insightful Reflexes, Iron Will, Jounin, Technique Focus, Training, Trustworthy, Unbalance Opponent, Weapon Finesse.

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: +2

Skills: Chakra Control 6 ranks, Knowledge (earth and life science) 6 ranks, Ninjutsu 6 ranks, Treat Injury 6 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), Fuinjutsu (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), Profession (Wis), Read Language (None),
Speak Language (None), Spot (Wis), Survival (Wis), Treat
Injury (Wis), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

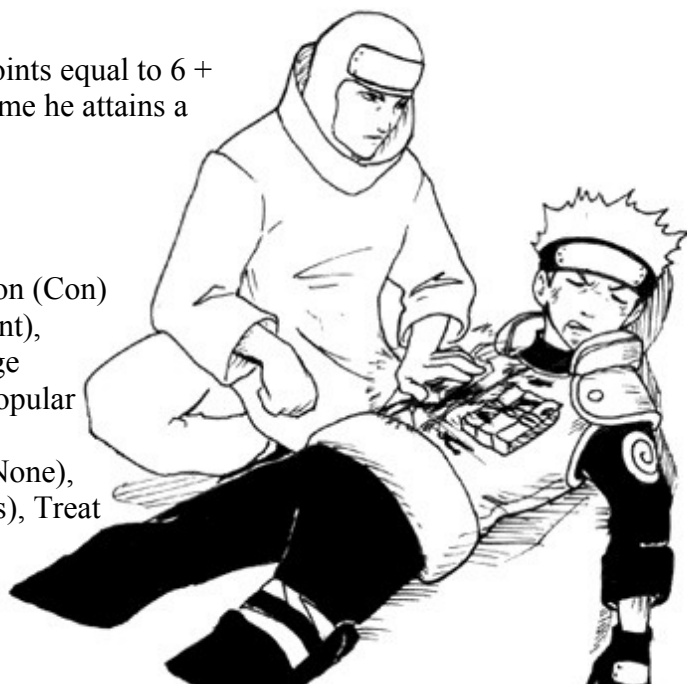


TABLE: THE MEDICAL SPECIALIST

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 penalty to the Learn check, and the increased time. 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 and bonus reserve from taking levels in this class. The amount of bonus chakra or chakra reserve gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount gained every level from gaining an additional hit dice.

The amount of bonus chakra or reserve doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra and Reserve, such as from various classes, do stack with each other.

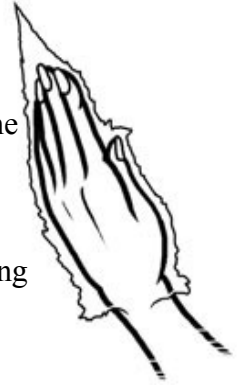
Class Levels	Bonus Chakra	Bonus Reserve
1st	1	4
2nd	3	8
3rd	5	12
4th	7	16
5th	9	20
6th	11	24
7th	13	28
8th	15	32
9th	17	36
10th	19	40

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 overcoming 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 modified by the medical specialist's Wisdom modifier. A medical specialist with the Two-Weapon Fighting feat can create two chakra scalpels in one action.



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.

The medical specialist also gains a +1 enhancement bonus to his effective skill threshold for to perform *Medical* ninjutsu techniques.

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, Retrieval Expert, Improved Initiative, Nin Weapons Proficiency, Reverse Doctor, Surgery, Unbalance Opponent.

Sneak Attack

This ability functions as the Ninja Scout sneak attack ability. 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. Creatures immune to critical hits and sneak attacks, or who have concealment, do not suffer extra damage.

This extra damage is 1d6 at 3rd level, and it increases by 1d6 every 5 levels thereafter. If the medical specialist gains a bonus to sneak attack from another source, the bonuses stack.

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 ability damage lasts for 1 minute per medical specialist level.

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 minute 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 as though empowered by the meta-chakra feat of the same name. The perform requirements are automatically met with empowered healing.

Ninja Hunter

The Ninja Hunter specializes in fighting and countering other ninja and excels in professions such as the ANBU or the Hunter Ninja corps. They are highly capable, well-trained ninja with a wide range of abilities that enable it to expertly gain the upper hand in ninja battles. The ninja hunter synergizes well with ninja scouts, master strategists and squad captains.

Requirements:

To qualify to become a *ninja hunter*, a character must fulfill all the following criteria.

Skills: Genjutsu 5 ranks, Knowledge (ninja lore) 8 ranks, Ninjutsu 5 ranks, Survival 7 ranks, Taijutsu 5 ranks.

Feats: Improved Initiative, Track.

Class Information

The following information pertains to the Ninja Hunter prestige class.

Hit Die

The Ninja Hunter gains 1d8 hit points per level. The Constitution modifier applies.

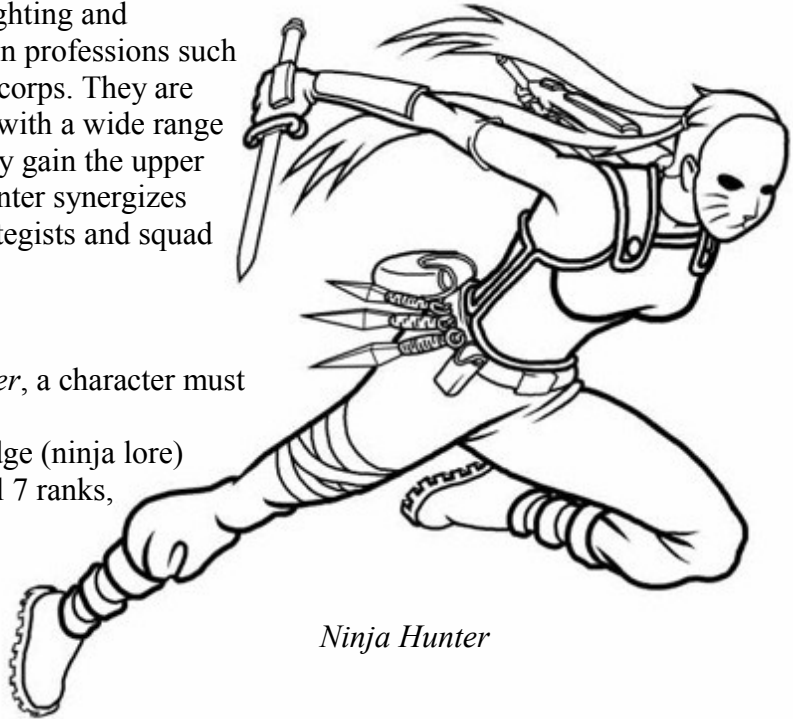
Action Points

The Ninja Hunter 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 Hunter's class skills are as follows.

Balance (Dex), Chakra Control (Wis), Climb (Str), Concentration (Con), Disable Device



(Int), Drive (Dex), Escape Artist (Dex), Fuinjutsu (Int), 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), Sleight of Hand (Dex), Speak Language (None), Spot (Wis), Survival (Wis), Swim (Str), Taijutsu (Str), Tumble (Dex).

Skill Points at Each Level: 7 + Int modifier.

TABLE: THE NINJA HUNTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+1	+1	+1	Sense chakra, ninja hunter +2, bonus chakra	+1	+1
2 nd	+1	+2	+2	+2	Combat support, battle analysis +2, plan X	+1	+1
3 rd	+2	+2	+2	+2	Uncanny dodge, trap sense	+2	+1
4 th	+3	+2	+2	+2	Technique counter	+2	+2
5 th	+3	+3	+3	+3	Ninja hunter +4	+3	+2
6 th	+4	+3	+3	+3	Evasion X, battle analysis +4	+3	+2
7 th	+5	+4	+4	+4	Improved uncanny dodge, greater technique counter	+4	+3

Class Features

The following features pertain to the Ninja Hunter prestige class.

Sense Chakra

At 1st level, the ninja hunter gains the Sense Chakra ability.

Ninja Hunter

At 1st level, the ninja hunter gains a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks made against shinobi. A shinobi is any creature with 4 or more ranks in any of the following skills: Chakra Control, Fuinjutsu, Genjutsu, Ninjutsu or Taijutsu. This bonus also applies to checks made using the Technique Counter ability. At 5th level, this bonus increases to +4.

Bonus Chakra

The Ninja Hunter gains a certain amount of bonus chakra and bonus reserve from taking levels in this class. The amount of bonus chakra or chakra reserve gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount gained every level from gaining an additional hit dice.

The amount of bonus chakra or reserve doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra and Reserve, such as from various classes, do stack with each other.

Class Levels	Bonus Chakra	Bonus Reserve
1st	1	2
2nd	2	4

3rd	3	6
4th	4	8
5th	5	10
6th	6	12
7th	7	14

Combat Support

At 2nd level, the ninja hunter gains a +4 bonus to all checks to aid another and to dispel checks when using *Genjutsu Kai* or a similar technique or ability.

Battle Analysis

At 2nd level, the ninja hunter and all allies within 30 feet gain a +2 competence bonus to skill checks to identify Chakra Control, Genjutsu, Ninjutsu or Taijutsu techniques. Allies must be able to see the ninja hunter to gain this bonus. At 6th level, this bonus increases to +4.

Plan X

At 2nd level, the ninja hunter gains the Plan ability, as the Smart Hero talent of the same name using his ninja hunter level instead of his smart hero level. If the ninja hunter already has the Plan ability, the Plan X ability functions like the Plan talent, but the resulting bonus is increased by 1. Levels in the smart hero, master strategist and ninja hunter classes stack when determining the Plan check bonus.

Uncanny Dodge

At 3rd level, the ninja hunter retains his Dexterity bonus to Defense when caught flat-footed or struck by an unseen opponent. The benefits of this ability do not extend to feinting or other conditions that may deny the ninja hunter his Dexterity bonus to Defense.

Trap Sense

At 3rd level, the ninja hunter gains an intuitive defense against traps. He gains a +2 bonus to Reflex saves made to avoid traps and a +2 dodge bonus to Defense against attacks made by traps.

Technique Counter

At 4th level, the ninja hunter gains the technique counter ability. After seeing an opponent use a technique or spell-like ability for the first time, he can attempt to make a check to identify it and, provided he is successful, immediately make a special check to analyze and counter it.

The check is an Intelligence check, to which he gains a bonus equal to his ninja hunter bonus and his ninja hunter class levels, and has a difficulty class of DC 11 + technique rank. A failed check prevents the ninja hunter from using his technique counter ability on that technique or spell-like ability for the rest of the encounter.

On a successful check, the ninja hunter gains a bonus to saving throws against repeated instances of the technique or spell-like ability equal to his Intelligence modifier, up to +1 every odd-numbered ninja hunter level, for the remainder of the encounter.

Evasion X

At 6th level, the ninja hunter gains the Evasion X ability. When making a Reflex save against an technique or ability that allows a Reflex for half damage, the ninja hunter takes no damage on a successful save.

If the ninja hunter has the Evasion ability, this ability functions like improved evasion instead. When wearing light armor or no armor, the ninja hunter takes only half damage on a failed save from techniques and abilities that allow a Reflex save for half damage, and no damage on a successful save.

Improved Uncanny Dodge

At 7th level, the ninja hunter can no longer be flanked. This defense denies opponents the ability to sneak attack the ninja hunter unless the attacker is at least four levels higher than the ninja hunter.

Greater Technique Counter

At 7th level, the ninja hunter gains his ultimate ability. After successfully using his technique counter ability, the ninja hunter can spend an action point each time it would come into play to grant allies within 30 feet a the benefits of this ability as well.

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.

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), Fuinjutsu (Int), Genjutsu (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Investigate (Wis), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Ninjutsu (Int), Pilot (Dex), Profession (Wis), Read Language (None), Research (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (None), Spot (Wis), Survival (Wis), Taijutsu (Str), Tumble (Dex).

Skill Points at Each Level: 7 + Int modifier.

TABLE: THE NINJA POLICE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation 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 and bonus reserve from taking levels in this class. The amount of bonus chakra or chakra reserve gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount gained every level from gaining an additional hit dice.

The amount of bonus chakra or reserve doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra and Reserve, such as from various classes, do stack with each other.

Class Levels	Bonus Chakra	Bonus Reserve
1st	1	2
2nd	2	4
3rd	3	6
4th	4	8
5th	5	10
6th	6	12
7th	7	14
8th	8	16
9th	9	18
10th	10	20

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 a Ninja Police character 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 9th 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, Retrieval Expert, Greater Street Savvy, Meticulous, Nin Weapons Proficiency, Renown, Studios, Track and Trustworthy.

Sneak Attack

This ability functions as the Ninja Scout sneak attack ability. 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. Creatures immune to critical hits and sneak attacks, or who have concealment, do not suffer extra damage.

This extra damage is 1d6 at 4th level, and it increases by 1d6 every 4 levels thereafter. If the ninja police gains a bonus to sneak attack from another source, the bonuses stack.

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.

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), Fuinjutsu (Int), 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), Profession (Wis), 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: THE NINJA SCOUT

Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
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 and bonus reserve from taking levels in this class. The amount of bonus chakra or chakra reserve gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount gained every level from gaining an additional hit dice.

The amount of bonus chakra or reserve doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra and Reserve, such as from various classes, do stack with each other.

Class Levels	Bonus Chakra	Bonus Reserve
1st	1	2
2nd	2	4
3rd	3	6
4th	4	8
5th	5	10
6th	6	12
7th	7	14
8th	8	16
9th	9	18
10th	10	20

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, Retrieval Expert, 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

At 10th level, the Ninja Scout gains the ability to perform quickened techniques. Once per day every odd-numbered level, the Ninja Scout can spend an action point to gain a quickened action to perform a Chakra Control, Genjutsu or Ninjutsu technique with a perform time no longer than 1 attack action. The Ninja Scout does not provoke an attack of opportunity for performing a quickened technique, and may take another action in the same round, even performing a second technique. The Ninja Scout can use this ability without spending an action point once per day, but can only gain one quickened action per round, no matter the type (see Basic Game Mechanics for rules on Quickened Actions).

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.

Skills: Concentration 3 ranks, Ninjutsu 6 ranks, Repair 6 ranks.

Special: The puppeteer candidate must be able to create C-Class chakra threads or better with the *Ninpou: Chakra no Ito* technique.

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

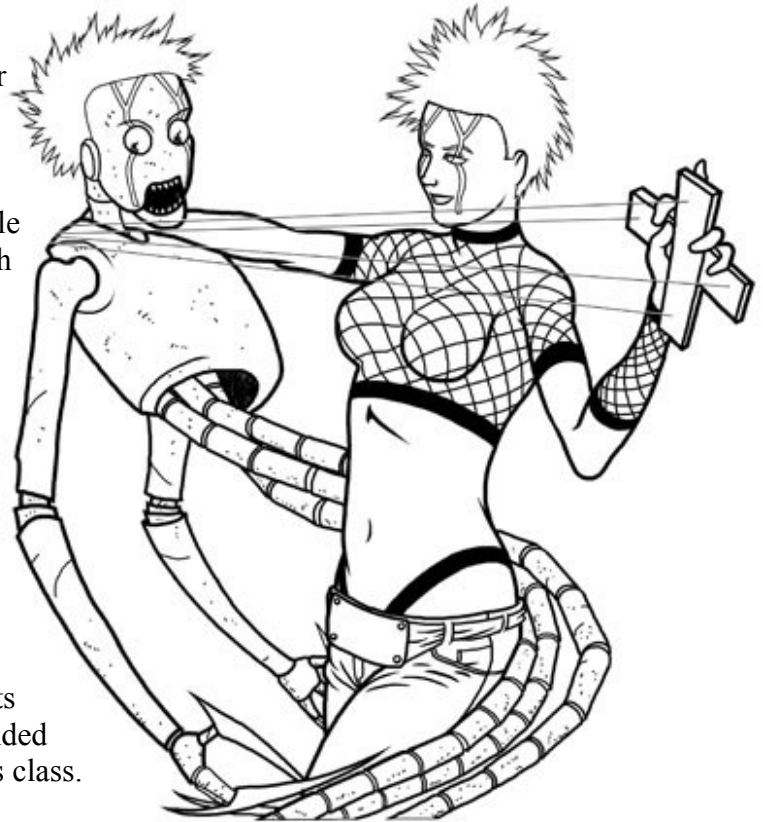
The Puppeteer gains a number of action points equal to 6 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Puppeteer's class skills are as follows.

Chakra Control (Wis), Craft (chemical, mechanical) (Int), Concentration (Con), Disable Device (Int), Drive (Dex), Escape Artist (Dex), Hide (Dex), Knowledge (earth and life science, ninja lore, popular culture, streetwise, technology) (Int), Listen (Wis), Ninjutsu (Int), Perform (Cha), 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: THE PUPPETEER**

Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+1	+1	+1	Puppetry, bonus chakra	+1	+0
2 nd	+1	+2	+2	+2	Puppeteer skill	+1	+0
3 rd	+1	+2	+2	+2	Advanced puppetry	+2	+0
4 th	+2	+2	+2	+2	Puppeteer skill	+2	+0
5 th	+2	+3	+3	+3	Advanced puppetry II	+3	+1
6 th	+3	+3	+3	+3	Puppeteer skill	+3	+1
7 th	+3	+4	+4	+4	Advanced puppetry III	+4	+1
8 th	+4	+4	+4	+4	Puppeteer skill	+4	+1
9 th	+4	+4	+4	+4	Advanced puppetry IV	+5	+2
10 th	+5	+5	+5	+5	Puppeteer skill	+5	+2

Class Features

The following features pertain to the Puppeteer advanced class.

Puppetry

The user is able to use chakra threads to animate and control a single Small, Medium or Large puppet within his reach as an attack action, and use any component installed on the puppet. The puppet cannot move further than the maximum distance of the chakra threads, but the chakra threads' range increment penalties otherwise do not apply. The puppeteer can control up to 1 hit dice of puppet per character level. No puppet can be animated with more hit dice than the puppeteer's total hit dice.

The puppet is animated with 1 hit dice per chakra spent, and has a chakra pool equal to the chakra spent animating it. A puppet reduced to 0 chakra is deanimated and cannot be reanimated for 1d4 rounds, and a puppet reduced to 0 hit points is disabled (see Puppet Combat for details). If the chakra threads are severed or cancelled, the puppet is deanimated but retains its chakra for 1 round, enabling the puppeteer to reanimate the puppet by paying the chakra cost of the chakra threads only, rather than the full cost of the puppet.

The puppeteer must make a Concentration check at the beginning of each turn if he has taken damage in the previous turn. The check is DC 10+damage taken, and causes the puppet to be disabled when failed.

The puppet is animated for 5 minutes, plus 1 minute per character level. See the Puppets section of the Ninja Tools chapter for detail on controlling puppets and puppet components. Using this ability can provoke an attack of opportunity.

Bonus Chakra

The Puppeteer gains a certain amount of bonus chakra and bonus reserve from taking levels in this class. The amount of bonus chakra or chakra reserve gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount gained every level from gaining an additional hit dice.

The amount of bonus chakra or reserve doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra and Reserve, such as from various classes, do stack with each other.

Class Levels	Bonus Chakra	Bonus Reserve
1st	1	2
2nd	2	4
3rd	3	6
4th	4	8
5th	5	10
6th	6	12
7th	7	14
8th	8	16
9th	9	18
10th	10	20

Advanced Puppetry

The puppeteer is able to control two Small puppets instead of a Medium-sized or Large puppet. He is able to do so with a single use of the Puppetry ability, but must pay the chakra cost for each puppet. The sum of both puppet's hit dice cannot exceed the amount the puppeteer could normally control.

The puppets animated by the Puppetry ability remain animated for 5 minutes plus 2 minutes per character level.

Advanced Puppetry II

The puppeteer can use the Puppetry ability as a move action, and reanimate puppets that were disabled from the puppeteer damage on his next turn as a move action by simply paying the cost of the chakra threads instead of the puppet's full chakra cost. This must be done within 1 round of the puppet being disabled.

A puppet that was disabled from taking chakra damage or deanimated because the duration of the Puppetry ability expired cannot be reanimated with this ability.

Advanced Puppetry III

The puppeteer is able to control two Medium-sized puppets, or one Medium-sized and one Small puppet at once with the Puppetry ability.

The duration of the Puppetry ability increases to 5 minutes plus 5 minutes per character level.

Advanced Puppetry IV

The puppeteer can control up to four Small puppets at once, or three Medium-sized puppets, or one Large puppet and one Medium-sized puppets at once with the Puppetry ability.

The duration of the Puppetry ability increases to 5 minutes plus 10 minutes per character 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 Living Puppets, Craft Poisons, Craft Puppets, Deceptive, Educated, Focused, Gearhead, Genin, Mastercrafter, Meticulous, Multipuppet Fighting, Nin Weapons Proficiency, Puppeteer Insight, Puppet Multiattack, Stealthy, Studious, Trustworthy.

Efficient Puppetry (any 4 Puppeteer skills): Whenever the puppeteer animates a puppet

with a number of hit dice equal to or higher than his puppeteer level, he can reduce the chakra cost by an amount equal to one-half his puppeteer level. This also affects the total chakra pool of the animated puppet.

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.

Intense Concentration: The puppeteer no longer risks losing control of his puppets when damaged.

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: The puppeteer gains a +1 attack bonus when attacking with puppets, and his puppets make extra attacks as though his base attack bonus was 1 point higher. 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 while the puppeteer remains stationary.

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), Craft (calligraphy) (Int), Fuinjutsu (Int), Knowledge (ninja lore, theology and philosophy) (Int), Profession (Wis), Move Silently (Dex), Read Language (None), Ride (Dex), Sense Motive (Wis), Speak Language (None), Spot (Wis), Taijutsu (Str), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

TABLE: THE SACRED FIST

	Base						
	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	Bonus
1 st	+0	+2	+2	+2	Sacred fist stance (1d6), bonus chakra	+1	+0
2 nd	+1	+3	+3	+3	Bonus feat	+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	Sacred fist stance (1d8)	+3	+1
6 th	+4	+5	+5	+5	Buddhist palm (chakra)	+3	+1
7 th	+5	+5	+5	+5	Devotion	+4	+1
8 th	+6	+6	+6	+6	Bonus feat	+4	+1
9 th	+6	+6	+6	+6	Sacred fist stance (1d10), 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 nonlethal damage without penalty.

The sacred fist increases a character's unarmed strike damage increases to 1d6 at first level, then 1d8 at 5th level and 1d10 at 9th level.

Bonus Chakra

The Sacred Fist gains a certain amount of bonus chakra and bonus reserve from taking levels in this class. The amount of bonus chakra or chakra reserve gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount gained every level from gaining an additional hit dice.

The amount of bonus chakra or reserve doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra and Reserve, such as from various classes, do stack with each other.

Class Levels	Bonus Chakra	Bonus Reserve
1st	—	1
2nd	1	2
3rd	1	3
4th	2	4
5th	2	5
6th	3	6
7th	3	7
8th	4	8
9th	4	9
10th	5	10

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 still dies 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 a *shade*, a character must fulfill all the following criteria.

Skills: Hide 9 ranks, Listen 6 ranks, Move Silently 9 ranks, Spot 6 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), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

TABLE: 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, poison expert, sneak attack +1d6	+1	+0
2 nd	+1	+0	+3	+0	+1 save against poison	+1	+0
3 rd	+2	+1	+3	+1	Sneak attack +2d6	+2	+0
4 th	+3	+1	+4	+1	+3 save against poison	+2	+0
5 th	+3	+1	+4	+1	Sneak attack +3d6	+3	+1
6 th	+4	+2	+5	+2	+5 save against poison	+3	+1
7 th	+5	+2	+5	+2	Sneak attack +4d6, sure kill	+4	+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.

Poison Expert

The shade never risks poisoning himself when applying poison to a weapon.

Save against Poison

The shade has a natural affinity with poison and gains a natural bonus to saving throws against poisons. This bonus is +1 at 2nd level, and increases by +2 every even-numbered level.

Sneak Attack

This ability functions as the Ninja Scout sneak attack ability. 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. Creatures immune to critical hits and sneak attacks, or who have concealment, do not suffer extra damage.

This extra damage is 1d6 at 1st level, and it increases by 1d6 every odd-numbered level thereafter. If the shade gains a bonus to sneak attack from another source, the bonuses stack.

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.

Shinobi Adept

The Shinobi Adept is a competent technique user and provides a strong base for any going down the path. Many Genjutsu Masters, Elementalists and Technique Analysts are also Shinobi Adepts. The fastest path to this class is through the Smart Hero or Charismatic Hero basic classes.

Requirements:

To qualify to become a *shinobi adept*, a character must fulfill all the following criteria.

Skills: Knowledge (ninja lore) 6 ranks and Genjutsu or Ninjutsu 6 ranks.

Special: Must have at least the third step of mastery of mastery in one *Genjutsu* or *Ninjutsu* technique.

Class Information

The following information pertains to the Shinobi Adept advanced class.

Hit Die

The Shinobi Adept gains 1d6 hit points per level. The Constitution modifier applies.

Action Points

The Shinobi Adept 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 Shinobi Adept's class skills are as follows.

Chakra Control (Wis), Concentration (Con), Decipher Script (Int), Disable Device (Int), Drive (Dex), Demolitions (Int), Fuinjutsu (Int), Genjutsu (Cha), Hide (Dex), Listen (Wis), Knowledge (behavioral sciences, earth and life science, history, ninja lore, physical sciences, popular culture, tactics, theology and philosophy) (Int), Move Silently (Dex), Ninjutsu (Int), Perform (sing, string instruments) (Cha), Profession (Wis), Read Language (None), Search (Int), Sign Language (None), Sleight of Hand (Dex), Speak Language (None), Spot (Wis), Taijutsu (Str).

Skill Points at Each Level: 7 + Int modifier.

TABLE: THE SHINOBI ADEPT

	Base						
	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	Bonus
1 st	+0	+1	+1	+1	Combat tactics, bonus chakra	+1	+1
2 nd	+1	+2	+2	+2	Technique adept, bonus feat	+1	+1
3 rd	+1	+2	+2	+2	Chakra endurance, evasion	+2	+1

Class Features

The following features pertain to the Shinobi Adept advanced class.

Combat Tactics

The Shinobi Adept gains the Combat Tactics feat for free. If he already has the Combat Tactics feat, he may select a feat from his list of bonus feats instead.

Bonus Chakra

The Shinobi Adept gains a certain amount of bonus chakra and bonus reserve from taking levels in this class. The amount of bonus chakra or chakra reserve gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount gained every level from gaining an additional hit dice.

The amount of bonus chakra or reserve doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra and Reserve, such as from various classes, do stack with each other.

Class Levels	Bonus Chakra	Bonus Reserve
1st	1	4
2nd	3	8
3rd	5	12

Technique Adept

The Shinobi Adept gains a +2 bonus to all Genjutsu and Ninjutsu checks to identify, analyze and apply general knowledge, and a +1 bonus to Learn checks when learning Genjutsu and Ninjutsu techniques.

The Shinobi Adept also gains a +1 enhancement bonus to his effective skill threshold for Genjutsu and Ninjutsu techniques.

Bonus Feat

At 2nd level, the Shinobi Adept gets a bonus feat. The bonus feat must be selected from the following list, and the Shinobi Adept must meet all the prerequisites of the feat to select it.

Chuunin, Enlarge Technique, Extend Technique, Focused, Genin, Genjutsu Adept, Improved Avoidance, Improved Chakra Pool, Ninjutsu Adept, Technique Focus.

Chakra Endurance

The Shinobi Adept gains a +2 bonus to Chakra Control checks made to tap reserves.

Evasion

The Shinobi Adept is proficient in his own weapons and seldom gets grievously wounded by it. When exposed to an ability that allows the shinobi adept to attempt a Reflex save for half damage, he takes no damage instead. This ability can only be used when wearing light armor or no armor.

Shinobi Bodyguard

A ninja adept at protecting other and jumping in harm's way, the Shinobi Bodyguard 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 *shinobi bodyguard*, 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 Shinobi Bodyguard advanced class.

Hit Die

The Shinobi Bodyguard gains 1d12 hit points per level. The Constitution modifier applies.

Action Points

The Shinobi Bodyguard 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 Shinobi Bodyguard's class skills are as follows.

Climb (Str), Concentration (Con), Drive (Dex), Hide (Dex), Jump (Str), Intimidate, Knowledge (ninja lore) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read Language (None), Search (Int), Sense Motive (Wis), Speak Language (None), Spot (Wis), Swim (Str), and Taijutsu (Str).

Skill Points at Each Level: 3 + Int modifier.

TABLE: THE SHINOBI BODYGUARD

	Base						
	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	Bonus
1 st	+0	+2	+1	+0	Remain conscious	+1	+1
2 nd	+1	+3	+2	+0	Harm's way	+1	+1
3 rd	+2	+3	+2	+1	Damage reduction 1/–, bonus feat	+2	+1
4 th	+3	+4	+2	+1	Uncanny dodge	+2	+2
5 th	+3	+4	+3	+1	Cover	+3	+2
6 th	+4	+5	+3	+2	Damage reduction 2/–	+3	+2
7 th	+5	+5	+4	+2	Mettle	+4	+3
8 th	+6	+6	+4	+2	Improved uncanny dodge	+4	+3
9 th	+6	+6	+4	+3	Damage reduction 3/–, bonus feat	+5	+3
10 th	+7	+7	+5	+3	Adapt, undying shinobi	+5	+4

Class Features

The following features pertain to the Shinobi Bodyguard advanced class.

Remain Conscious

The Shinobi Bodyguard has the ability to continue to perform as normal when he would otherwise be unconscious and dying. When the Shinobi Bodyguard'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 Shinobi Bodyguard'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 Shinobi Bodyguard 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 Shinobi Bodyguard, he takes damage normally. If it misses, it also misses the ally.

The Shinobi Bodyguard 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.

Uncanny Dodge

At 3rd level, the shinobi bodyguard is rarely caught off-guard during combat, even when ambushed. He retains his Dexterity bonus to Defense when caught flat-footed or when struck by an unseen opponent.

Cover

At 4th level, the shinobi bodyguard can choose to provide greater protection to any creature he guards with his harm's way ability. The shinobi bodyguard can use his harm's way ability to defend an ally against areas of effect by subjecting himself to the attack. The shinobi bodyguard can still make a saving throw normally if the attack requires one.

Damage Reduction

At 3rd, 6th and 9th level, the shinobi bodyguard learns to shrug off the 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 Shinobi Bodyguard's damage reduction is 1/– at 3rd level, 2/– at 6th level and 3/– at 9th level. This damage reduction stacks with the damage reduction of the Tough hero basic class.

Mettle

At 7th level, when the shinobi bodyguard makes a successful Fortitude or Will save against any spell, power, technique or ability that would have a lesser effect on a successful save (such as a technique that allows a saving throw of Fortitude half or Will partial), the shinobi bodyguard instead completely negates the effect. This ability only functions when the shinobi bodyguard is conscious.

Improved Uncanny Dodge

At 8th level, the shinobi bodyguard can no longer be flanked. This defense denies opponents the ability to sneak attack the shinobi bodyguard unless the attacker is at least four levels higher than he is.

Adapt

At 10th level, the shinobi bodyguard knows the battlefield is a chaotic place liable to change at any time. He can change the ally protected by his Harm's Way ability as a free action on his turn.

Undying Shinobi

At 10th level, the shinobi bodyguard gains the ability to act normally and without penalty or suffering additional damage when disabled or reduced below 0 hit points. He may choose to succumb to unconsciousness at any time. Once per day, he may spend an action point to stabilize immediately.

Bonus Feats

At 3rd and 9th level, the Shinobi Bodyguard gets a bonus feat. The bonus feat must be selected from the following list, and the Shinobi Bodyguard must meet all the prerequisites of the feat to select it.

Blood Pact, Chuunin, Cleave, Focused, Jounin, Power Attack, Toughness.

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 a Shinobi Swordsman, even though they carry swords that can range in size from a ninja-to to an immense fullblade. The fastest path to this class is through the Strong Hero basic class.

Requirements:

To qualify to become a *shinobi swordsman*, a character must fulfill all the following criteria.

Base Attack Bonus: +3

Skills: Hide 3 ranks, Move Silently 3 ranks, Taijutsu 6 ranks

Feats: Stealthy

Special: Must be proficient in the use of his chosen weapon.

Special: Must know at least 3 *Strike* or *Stance* taijutsu technique.

Class Information

The following information pertains to the Shinobi Swordsman advanced class.

Hit Die

The Shinobi Swordsman gains 1d10 hit points per level. The Constitution modifier applies.

Action Points

The 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 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), Profession (Wis), 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: THE SHINOBI SWORDSMAN

	Base						
	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	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 Shinobi Swordsman advanced class.

Weapon Focus

At first level, the Shinobi Swordsman choses a weapon in which he will spend the rest of his levels as a shinobi swordsman specializing into. The Shinobi Swordsman 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".

If the shinobi swordsman already has the weapon focus feat in his chosen weapon, he may instead choose a feat from the bonus feat list.

Quick Draw

The Shinobi Swordsman must be prompt to react and handle most dangerous situations with ease. He gains the Quick Draw feat at 2nd level.

Invisible Strike

When the Shinobi Swordsman strikes from the shadows, simply none can escape his blade. Whenever attacking an unaware opponent, the shinobi swordsman gains a +1 bonus to attack and damage rolls.

Bonus Feats

At 3rd, 6th, and 9th level, the Shinobi Swordsman gets a bonus feat. The bonus feat must be selected from the following list, and the 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, Power Critical, Specialist's Gaze Counter, Taijutsu Adept, Training, Two-Weapon Defense, Two-Weapon Fighting.

Sneak Attack

This ability functions as the Ninja Scout sneak attack ability. 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. Creatures immune to critical hits and sneak attacks, or who have concealment, do not suffer extra damage.

This extra damage is 1d6 at 4th level, and it increases by 1d6 every 4 levels thereafter. If the shinobi swordsman gains a bonus to sneak attack from another source, the bonuses stack.

Weapon Specialization

At 5th level, the Shinobi Swordsman's proficiency with his chosen weapon is taken further, and he gains a +2 bonus to damage rolls with it.

If the shinobi swordsman already has this ability with his chosen weapon, he may apply it to another weapon or select a bonus feat instead.

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 7th level, the Shinobi Swordsman can focus his power and significantly increase the already devastating power of his attacks. At the expense of an action point, he gains the ability to apply his Strength modifier to damage rolls with his chosen weapon 1.5 times when wielding the weapon one-handed, or 2 times when wielding the weapon 2-handed. If the shinobi swordsman is wielding his chosen weapon in his off-hand, he applies his full Strength modifier to damage rolls. Additionally, while this ability is active, the saving throw difficulty of any *Strike* taijutsu technique increases by 2.

This ability can only be used once per day without expending an action point, and a maximum of once per day every two shinobi swordsman level.

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 Shinobi Swordsman's bonus to damage with his chosen weapon increases to +4.

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), Taijutsu (Str), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

TABLE: 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.

Thrown Weapon Focus

At 1st level, the Shuriken Expert gains greater proficiency with thrown attacks of all kinds. 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. If the shuriken expert already has the rapid shot feat, he gains a bonus feat instead.

Sneak Attack

This ability functions as the Ninja Scout sneak attack ability. 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. Creatures immune to critical hits and sneak attacks, or who have concealment, do not suffer extra damage.

This extra damage is 1d6 at 3rd level, and it increases by 1d6 every 5 levels thereafter. If the shuriken expert gains a bonus to sneak attack from another source, the bonuses stack.

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 deals 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, as well as creatures immune

to critical hits 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 one-quarter, one-half, three-quarters or nine-tenths 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 encounter, 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), Profession (Wis), Read Language (None), Ride (Dex), Speak Language (None), Spot (Int), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

TABLE: 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), bonus chakra	+1	+0
2 nd	+2	+0	+2	+3	Empower soul edge (minor)	+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 (superior)	+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. If the soul edge already had the weapon focus feat for his soul edge, he may choose a feat from his bonus feat list instead.

Bonus Chakra

The Soul Edge gains a certain amount of bonus chakra and bonus reserve from taking levels in this class. The amount of bonus chakra or chakra reserve gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount gained every level from gaining an additional hit dice.

The amount of bonus chakra or reserve doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra and Reserve, such as from various classes, do stack with each other.

Class Levels	Bonus Chakra	Bonus Reserve
1st	—	1
2nd	1	2
3rd	1	3
4th	2	4
5th	2	5
6th	3	6
7th	3	7
8th	4	8
9th	4	9
10th	5	10

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 superior and greater weapon seals respectively.

The soul edge can also bypass damage reduction if the gauntlets worn are made of special materials, such as thorium or dark iron.

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.

Advanced Two-Weapon Fighting, Alertness, Armor Proficiency (light), Chuunin, Dodge, Efficient Technique, Empowered Resilience, Exotic Melee Weapon Proficiency, Genin, Harmony, Improved Two-Weapon Fighting, Innate Control, Jounin, Keen Senses, Mobility, Soul Edge Specialization, Twin Soul Style, Two-Weapon Fighting.

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 7th 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 longsword or 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 2 points of chakra. This bonus lasts for the duration of the encounter or until the soul edge is dismissed or destroyed.

Squad Captain

The squad captain is a shinobi directing the flow of combat from the front lines, giving the right order at the right time and empowering his allies with his commanding presence.

Requirements:

To qualify to become a *squad captain*, a character must fulfill all the following criteria.

Base Attack Bonus: +2

Skills: Knowledge (tactics) 6 ranks and Diplomacy or Profession 6 ranks.

Feats: Genin, Nin Weapons Proficiency.

Class Information

The following information pertains to the Squad Captain advanced class.

Hit Die

The Squad Captain gains 1d8 hit points per level. The Constitution modifier applies.

Action Points

The Squad Captain 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 Squad Captain's class skills are as follows.

Chakra Control (Wis), Craft (calligraphy, chemical, pharmaceutical) (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Genjutsu (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (all skills taken individually) (Int), Move Silently (Dex), Listen (Wis), Ninjutsu (Int), Profession (Wis), Read Language (None), Sense Motive (Wis), Sign Language (None), Speak Language (None), Spot (Wis), Taijutsu (Str).

Skill Points at Each Level: 5 + Int modifier.

TABLE: THE SQUAD CAPTAIN

Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+1	+0	+1	Command	+1	+1
2 nd	+1	+2	+0	+2	Force march, sneak attack +1d6	+1	+1
3 rd	+2	+2	+1	+2	Bonus feat	+2	+1
4 th	+3	+2	+1	+2	Tactical expertise	+2	+2
5 th	+3	+3	+1	+3	Sneak attack +2d6	+3	+2
6 th	+4	+3	+2	+3	Bonus feat	+3	+2
7 th	+5	+4	+2	+4	Improved command, mettle	+4	+3
8 th	+6	+4	+2	+4	Tactical mastery, sneak attack +3d6	+4	+3
9 th	+6	+4	+3	+4	Bonus feat	+5	+3
10 th	+7	+5	+3	+5	Leading by example	+5	+4

Class Features

The following features pertain to the Squad Captain advanced class.

Command

The squad captain can improve an ally's chance of success when aiding another. Instead of making a skill check to aid another, he can make a Diplomacy check (DC 10) and grant his Charisma or Reputation bonus, whichever is greater, as a competence bonus to the ally's check. The bonus cannot be greater than 3 plus half the squad captain's class level.

The ally must be within line of sight and able to hear and understand him.

Force March

The squad captain gains a bonus to Constitution checks to continue running and during a forced march and a bonus to Jump checks to halve or ignore terrain penalties equal to half

his squad captain level (round down).

This bonus is conferred to a number of allies within 30 feet equal to half his squad captain level plus his Reputation bonus.

Sneak Attack

This ability functions as the Ninja Scout sneak attack ability. 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. Creatures immune to critical hits and sneak attacks, or who have concealment, do not suffer extra damage.

This extra damage is 1d6 at 2nd level, and it increases by 1d6 every 3 levels thereafter. If the squad captain gains a bonus to sneak attack from another source, the bonuses stack.

Bonus Feats

At 3rd, 6th, and 9th level, the Squad Captain gets a bonus feat. The bonus feat must be selected from the following list, and the Squad Captain must meet all the prerequisites of the feat to select it.

Alertness, Armor Proficiency (light, medium), Combat Expertise, Chuunin, Dodge, Educated, Endurance, Force of Personality, Heroic Surge, Jounin, Improved Disarm, Improved Feint, Improved Initiative, Iron Will, Light Sleeper, Renown.

Tactical Expertise

At 4th level, the squad captain can direct the flow of battle and use his tactical knowledge to coordinate his allies. As a full-round action, he can grant a bonus to attack roll or as a dodge bonus to Defense for 1 round, to a number of allies within 50 feet equal to his half squad captain level plus his Reputation bonus. The bonus is equal to one-half his squad captain level.

The squad captain cannot apply the benefits of this ability to himself. The allies must be within line of sight and able to hear and understand him.

Improved Command

The squad captain can use his mere presence to bolster his troops. As an attack action, the squad captain can negate one of the following conditions for a single ally: cowering, dazed, fatigued, nauseated, panicked, shaken or stunned.

Furthermore, when the squad captain uses the command ability, the bonus he grants is equal to his Charisma modifier plus his Reputation bonus, up to 5 plus one-half his squad captain level.

The ally must be within line of sight. The squad captain cannot use this ability on himself. This ability can be used once per day every 2 squad captain level.

Tactical Mastery

This ability functions as the tactical expertise ability, but the squad captain spends an attack action to use it instead of a full-round action.

Mettle

When the squad captain makes a successful Fortitude or Will save against any spell, power, technique or ability that would have a lesser effect on a successful save (such as a technique that allows a saving throw of Fortitude half or Will partial), the shinobi bodyguard instead completely negates the effect. This ability only functions when the squad captain is conscious.

Leading by Example

The squad captain can spend an action point to ignore the effects of the following conditions: cowering, dazed, exhaustion, fatigue, nausea, panicked and shaken, and delay the secondary effects of poison.

This ability lasts up to for the duration of the encounter, until the character falls unconscious or 5 minutes (whichever comes first), and up to 3 times per day. It can be used without spending an action point once per day.

Summoner

The summoner is adept at spacetime Ninjutsu of the summoning variety. 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, Retrieval Expert

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), Profession (Wis), Read Language (None), Ride (Dex), Speak Language (None), Search (Int), Spot (Int).

Skill Points at Each Level: 3 + Int modifier.

TABLE: THE SUMMONER

	Base						
	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	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 and bonus reserve from taking levels in this class. The amount of bonus chakra or chakra reserve gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount gained every level from gaining an additional hit dice.

The amount of bonus chakra or reserve doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra and Reserve, such as from various classes, do stack with each other.

Class Levels	Bonus Chakra	Bonus Reserve
1st	1	4
2nd	3	8
3rd	5	12
4th	7	16
5th	9	20
6th	11	24
7th	13	28

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, Craft Sealed Item, Empower Summoning, Genin, Harmony, Improved Chakra Pool, Insightful Reflexes, Jounin, Nin Weapons Proficiency, Ninjutsu Adept, 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; a noble or champion 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

Three times per day, the summoner can perform a Spacetime ninjutsu technique with the Summoning descriptor with a perform time no longer than 1 full-round action as an attack action. The perform requirements of the technique are automatically met, and performing the technique does not provoke an attack of opportunity. This ability can only be used once per round.

Additionally, this ability can be used to perform a Spacetime ninjutsu technique with the Summoning descriptor as a quickened action, provided the technique's perform time is no longer than 1 attack action. The ability otherwise functions as described above, but the summoner can only gain one quickened action per round, no matter the type (see Basic Game Mechanics for rules on Quickened Actions).

Sword Savant

The sword savant is an adept warrior with the uncanny ability to flawlessly blend ninjutsu and taijutsu into a deadly hybrid style. A simple wave of the sword savant's weapon can unleash a thunderstorm or cause a powerful earthquake.

Requirements:

To qualify to become a *sword savant*, a character must fulfill all the following criteria.

Base Attack Bonus: +6

Skills: Genjutsu 12 ranks or Ninjutsu 12 ranks, and Taijutsu 12 ranks.

Feats: Genjutsu Adept or Ninjutsu Adept, and Taijutsu Adept.

Special: Must be proficient in at least one archaic, exotic, or nin weapon.

Class Information

The following information pertains to the Sword Savant prestige class.

Hit Die

The Sword Savant gains 1d8 hit points per level. The Constitution modifier applies.

Action Points

The Sword Savant 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 Sword Savant's class skills are as follows.

Balance (Dex), Chakra Control (Wis), Climb (Str), Concentration (Con), Genjutsu (Cha), Jump (Str), Knowledge (ninja lore, tactics) (Int), Listen (Wis), Move Silently (Dex), Ninjutsu (Int), Profession (Wis), Read Language (None), Speak Language (None), Taijutsu (Str), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

TABLE: THE SWORD SAVANT

	Base						
	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	Bonus
1 st	+0	+0	+1	+1	Chakra state, weapon focus, bonus chakra	+1	+0
2 nd	+1	+0	+2	+2	Bonus feat	+1	+0
3 rd	+2	+1	+2	+2	Sword weaving	+2	+0
4 th	+3	+1	+2	+2	Sealing sword (minor)	+2	+0
5 th	+3	+1	+3	+3	Weapon specialization	+3	+1
6 th	+4	+2	+3	+3	Heightened chakra state, bonus feat	+3	+1
7 th	+5	+2	+4	+4	Sealing sword (superior)	+4	+1

Class Features

The following features pertain to the Sword Savant prestige class.

Chakra State

The sword savant can focus for 1 hour and spend 1 point of chakra per sword savant level to imbue a single weapon with the chakra state. The chakra state lasts until it is applied to another weapon or until the chosen weapon is further than 5 feet away from the sword savant for 24 hours or more.

The chakra state weapon is treated as a chakra weapon to overcome damage reduction.

If the Sword Savant has the two-weapon fighting feat, he may apply the benefits of his chakra state ability to two weapons.

Bonus Chakra

The Sword Savant gains a certain amount of bonus chakra and bonus reserve from taking levels in this class. The amount of bonus chakra or chakra reserve gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount gained every level from gaining an additional hit dice.

The amount of bonus chakra or reserve doesn't stack, simply choose the appropriate value

based on the character's class levels. Multiple instances of Bonus Chakra and Reserve, such as from various classes, do stack with each other.

Class Levels	Bonus Chakra	Bonus Reserve
1st	1	2
2nd	2	4
3rd	3	6
4th	4	8
5th	5	10
6th	6	12
7th	7	14

Sword Weaving

While holding his chakra state weapon, the sword savant is able to perform techniques using half seals or hand seals with a simple wave of his sword. Doing so in a threatened area can still provoke an attack of opportunity.

The sword savant must choose which type of techniques to apply this ability to: Genjutsu or Ninjutsu.

Bonus Feats

At 2nd and 6th level, the Sword Savant gets a bonus feat. The bonus feat must be selected from the following list, and the Sword Savant must meet all the prerequisites of the feat to select it.

Chakra Penetration, Chakra Restoration, Combat Reflexes, Dodge, Elemental Specialization, Enlarge Technique, Extend Technique, Flawless Form, Greater Chakra Penetration, Monkey Grip, Technique Focus, Training.

Sealing Sword

The chakra state weapon acts as a containment seal while worn by the sword savant. At 4th level, the chakra state acts as a minor containment seal. At 7th level, it acts as a superior seal. The sealing sword can be recharged once per day.

Weapon Specialization

At 5th level, the Sword Savant gains a +2 bonus to damage rolls with the weapon he applied the Weapon Focus ability to.

If the sword savant already has this ability with his chosen weapon, he may apply it to another weapon or select a bonus feat instead.

Heightened Chakra State

The sword savant gains a +2 bonus to all attack rolls with his chakra state weapons. In addition, he gains extra attacks as though his base attack bonus was 2 points higher than it is. To benefit from the extra attacks, the sword savant must only use his chakra state weapon to attack that round.

The sword savant does not gain the benefits of this ability if it is obtained at 21st level or higher.

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: THE TAIJUTSU MASTER

	Base						
	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	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	2d8

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.

The taijutsu master also gains a +1 enhancement bonus to his effective skill threshold to learn Taijutsu techniques.

Uncanny Critical (any 4 Taijutsu Mastery and Weapon Focus [unarmed]): The Taijutsu Master's unarmed strikes can threaten a critical hit against creatures not normally subject to critical hits.

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."

Sneak Attack (requires Sneak Attack +1d6): The Taijutsu Master may chose this ability and increase his sneak attack damage by one die.

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 rolls, 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 *Strike* 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 (minimum 1).

Weapon Focus: 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 Tajutsu 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 (Weapon Focus (unarmed) feat): The character gains a +2 damage bonus on his unarmed attacks, and damage done by *Strike* taijutsu techniques.



*Taijutsu
Master*

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, Taijutsu Adept.

Sneak Attack

This ability functions as the Ninja Scout sneak attack ability. 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. Creatures immune to critical hits and sneak attacks, or who have concealment, do not suffer extra damage.

This extra damage is 1d6 at 5th level and it does not increase from taking levels in this class. If the taijutsu gains a bonus to sneak attack from another source, the bonuses stack.

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), Fuinjutsu (Int), Genjutsu (Cha), Knowledge (earth and life science, history, ninja lore, physical science) (Int), Listen (Wis), Ninjutsu (Int), Profession (Wis), Read Language (None), Research (Int),

Search (Int), Speak Language (None), Spot (Wis), Taijutsu (Str).

Skill Points at Each Level: 5 + Int modifier.

TABLE: THE TECHNIQUE ANALYST

	Base						
	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	Bonus
1 st	+0	+0	+0	+2	Meta-chakra specialization, chakra theory, 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.

- *Adept Puppeteer*: When reanimating a puppet in this manner, you ignore any penalties the puppet incurs for previous defeats for 1 round.
- *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.
- *Concealed Technique (any 1 meta-chakra specialization)*: The perform requirements increases only by 3.
- *Critical Stare*: The analyst can see through chakra instead.
- *Efficient Technique*: The perform requirements increases only by 2.
- *Elemental Shaping (any 1 meta-chakra specialization)*: The analyst can shape a technique to target, or avoid, a specific creature inside a square rather than avoiding the square itself entirely.
- *Empower Summoning*: The summoned creature gains an additional 1d8 hit points.
- *Empower Technique (any 1 meta-chakra specialization)*: The chakra cost increases only by 3 plus 1 every 2 ranks (round up, no higher than the technique's rank).
- *Enlarge Technique*: The technique's perform requirements do not increase.
- *Extend Technique*: The technique's perform requirements do not increase.
- *Flawless Form*: The chakra cost increases only by 1 every 3 ranks (round up).
- *Heighten Technique (any 1 meta-chakra specialization)*: The technique can be heightened by up to 7 ranks instead of 5.
- *Hidden Gaze*: The technique can be delivered even when blinded, but blind creatures

are still immune.

- *Improved Avoidance*: The analyst gains a +4 bonus to checks made with avoidance and defensive maneuvers when using this feat.
- *Maximize Technique (any 2 meta-chakra specialization)*: The chakra cost increases only by 1 per rank.
- *One-Man Army*: The analyst can spend an additional meta-chakra charge to reduce the 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 chakra cost increases only by 1 every 2 ranks (round up).
- *Underhanded Technique (any 2 meta-chakra specialization)*: The chakra cost increases by 1 every 2 ranks only.
- *Vile Technique (any 1 meta-chakra specialization)*: The backlash is only 1 point of damage per rank.
- *Widen Technique (any 1 meta-chakra specialization)*: The technique's perform requirements do not increase.

Chakra Theory

The technique analyst gains a +1 enhancement bonus to his skill threshold to perform *Genjutsu* and *Ninjutsu* techniques. This does not stack with other enhancement bonuses.

Bonus Chakra

The Technique Analyst gains a certain amount of bonus chakra and bonus reserve from taking levels in this class. The amount of bonus chakra or chakra reserve gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount gained every level from gaining an additional hit dice.

The amount of bonus chakra or reserve doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra and Reserve, such as from various classes, do stack with each other.

Class Levels	Bonus Chakra	Bonus Reserve
1st	1	4
2nd	3	8
3rd	5	12
4th	7	16
5th	9	20

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 encounter, the Technique Analyst can use this ability to one of the two following ways:

- Negate the need to spend a meta-chakra charge when applying a meta-chakra feat to a single technique.
- 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).

CHAPTER X: TECHNIQUES

The following chapter contains all manners of techniques, including many different and complete fighting styles, and all the rules touching learning, creating and using techniques.

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 (Enhancement) [Akimichi Hijutsu]*" is a rank Taijutsu technique of the Enhancements 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 for Chakra Control is Wisdom, and perform requirements are met with the Chakra Control skill.

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.

Fuinjutsu

This type of technique uses arcane symbols either created by chakra or drawn in advance and empowered with chakra. The relevant ability score for Fuinjutsu is Intelligence, and perform requirements are met with the Fuinjutsu skill.

Some Fuinjutsu techniques require sealing slots to be used on the creature's body. A creature's body, regardless of its size, holds 6 seal slots. A seal slot applied by a technique is freed when the seal's duration expires, it is dismissed or broken. Other Fuinjutsu techniques require a seal to be crafted in advance. The amount of time crafting such a seal requires usually depends on the complexity of the seal: 1 round (D-Class or lower), 5

rounds (C-Class), 1 minute (B-Class), 5 minutes (A-Class), 10 minutes (S-Class and Super S-Class), and 30 minutes (Epic). Some seals may take more or less time to craft than the number listed above.

A character without the Sealweaver feat or who is not at least 12th level with 12 or more ranks in the Fuinjutsu skill suffers a -8 penalty to Learn checks to learn Fuinjutsu techniques and takes twice the normal amount of time.

Advanced Seals: An advanced seal technique is a subtype of Fuinjutsu techniques and requires the Advanced Seals Proficiency feat to be learned, but not the Sealweaver feat.

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. Not all genjutsu are mind-affecting effects. If a genjutsu is dispelled, it is usually only dispelled on one creature at a time (see Genjutsu Kai or technique's description for details).

The relevant ability score for Genjutsu is Charisma, and perform requirements are met with the Genjutsu skill.

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.

The relevant ability score for Ninjutsu is Intelligence, and perform requirements are met with the Ninjutsu skill.

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 Elementalists.

Doton techniques can only be learned with the Earth affinity.

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 Elementalists.

Fuuton techniques can only be learned with the Wind affinity.

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 Elementalists.

Hyouton techniques can only be learned with the Ice affinity or a comparable ability.

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 Elementalists.

Katon techniques can only be learned with the Fire affinity.

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 one of the most potent offensive subtypes. Raiton techniques usually deal electricity damage. It can be specialized into by Elementalists.

Raiton techniques can only be learned with the Lightning affinity.

Shadow: A shadow technique manipulates the very shadows around you to your will. A shadow technique can only be learned by a character with the Shadow Art feat.

Spacetime: Spacetime ninjutsu, also called "jikuukan ninjutsu" is an obscure branch of ninjutsu involving the retrieval, summoning or transportation of an object or creature from one place to another.

By far the most common use of spacetime ninjutsu is the Summoning Technique and others of its variety. Any detail on Spacetime ninjutsu techniques with the Teleportation subtype is considered obscure knowledge (DC 30 or higher Knowledge (ninja lore) check.)

You take a -8 penalty to Learn checks and take twice as long as normal to learn Spacetime techniques.

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.

Suiton techniques can only be learned with the Water affinity.

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.

The relevant ability score for Taijutsu is Strength, and perform requirements are met with the Tainjutsu skill.

Enhancement: An enhancement technique involves enhancing the body in some way.

Strike: A strike technique, as its name implies, is a special move involving a physical attack of some sort. Most taijutsu techniques are strikes. A strike technique can be used with a weapon or unarmed, unless it has the *[armed]* or *[punch]* descriptor, even if it is not described as a hand to hand or kenjutsu technique.

Mobility: A mobility technique is typically a non-combat technique and the closest physical equivalent to the ninjutsu Spacetime [Teleportation] 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 until broken by an ability or until you switch to another stance or simply dismiss the stance. A short rest, extended rest or extended period of non-combat will also dismiss a 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 5 subtypes: Chakra Control, Fuinjutsu, 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, and very rarely the mastery component. 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, reserves and chakra control. The relevant ability score and skill are Wisdom and Chakra Control.

Genjutsu: Training techniques of this subtype increase the character's ability to perceive, resist, disbelieve or perform illusions. The relevant ability score and skill are Charisma and Genjutsu.

Ninjutsu: Training techniques of this subtype usually enhance the character's ability to perform or counter a certain type of ninja techniques. The relevant ability score and skill are Intelligence and Ninjutsu.

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. The relevant ability score and skill are Strength and Taijutsu.

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 the user meet any Perform requirements to be used and do not belong to one of the four shinobi skills. 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 and the relevant bonus. 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 prowess. 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 noticeable. 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, armed, chaotic, cold, combination, darkness, death, earth, electricity, evil, fear, fire, force, good, grapple, hijutsu, kick, kinjutsu, language-dependent, lawful, light, mind-affecting, negative energy, poison, punch, sonic, teleportation, water and wood.

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 technique with the armed descriptor cannot be used without a held weapon. Likewise, a technique with the punch descriptor cannot be used with a held weapon. A grapple technique requires at least one hand free.

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-dependent technique says the technique fails.

A kinjutsu is a forbidden technique that can seldom be duplicated. See Learn DC for details, below.

A combination technique combines elements of several techniques. See Learn DC for details.

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 can prove to be more trouble than it's worth. To increase the difficulty of learning a technique, increasing the complexity rating is a more viable option.

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 requires 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. If he can no longer train (Chakra Pool would be reduced to 0), that 4-hour block is wasted, but he cannot incur chakra depletion from training.

Training can be interrupted for up to 1 month before it must be redone entirely. A 4-hour training block refreshes the time before the character must train again to avoid wasting the time involved.

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, and meet any other requirements the technique may have, such as elemental affinities (see Ninjutsu technique subtypes, above).

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, plus his relevant ability score modifier. So if a character has 9 ranks in Genjutsu and a Charisma score of 15, he would be able to make 7 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 one-quarter the technique's rank in days per success required, rounded up to the nearest half-day. The minimum time spent on a single attempt is 4 hours, or one half-day.

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	Attempt successful
Failure by less than 5	Attempt unsuccessful
Failure by more than 5	Attempt unsuccessful, time increased by one-half

Action Points: An action point spent to boost a Learn check applies to all Learn check attempts made for that technique.

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 developped. It can be created from scratch, but at an increased penalty. In any instance, attempting to Learn a kinjutsu requires 2 additional success. Mastering a hijutsu and kinjutsu doesn't require additional successes.

Combination Techniques: A technique marked with the combination descriptor requires combines elements of several techniques that must have been previously mastered.

For a technique to qualify for the *[Combination]* descriptor, it must require 1 or more steps of mastery each in at least two techniques, all of the same type (all chakra control,

genjutsu, ninjutsu or taijutsu techniques).

A technique with the combination descriptor requires 2 less success (minimum 1), but has a Learn DC 5 points higher.

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-Class or lower	1 success	+1
D-Class	1 success	+2
C-Class	2 success	+3
B-Class	3 success	+4
A-Class	4 success	+5
S-Class	5 success	+6
Super S-Class	6 success	+7
Epic	8 success	+15
Hijutsu (see above)	+1 success	—
Kinjutsu	+2 success	—
Combination	-2 success	+5

Optional Rule: Instead of using the offered Learn system, the GM can decide to use one as follow: Add the number of successes 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.

A character suffers a -4 penalty to Learn checks when creating a hijutsu or kinjutsu techniques in addition to making additional successes.

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 -2 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, called steps, and each grant a set bonus. To master any stage, a character must succeed the Learn DC once again and spend time training equal to the number of successes he must achieve. 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.

Hijutsu and kinjutsu do not have increased successes, but the difficulty to master a hijutsu increases by +2, and the difficulty to master a kinjutsu increases by +5. The number of successes the character must achieve to master an epic technique is doubled. Any condition that would normally increase the time, the number of successes or impose a penalty to Learn checks still applies.

- *First Step (Competence):* The first step of mastery requires 1 success. The character gains a +1 bonus to meet the Perform requirements. 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 success. The character gains a +2 bonus to meet the Perform requirements. 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 requires 1 success. The character gains a +3 bonus to meet the Perform requirements. 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 2 successes. The character gains a +4 bonus to meet the Perform requirements. 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 2 successes, and is made with a -2 penalty to Learn checks. The character gains a +6 bonus to meet the Perform

requirements. 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. For example: shintenshin no jutsu (2 masteries).

Perform requirements

There are two parts to a technique's Perform requirements: a threshold and a difficulty check. If the character performing the technique meets the threshold, a number of ranks required in the appropriate skill, then he does not need to check against the Perform DC.

For example, an entry noting "**Perform requirements:** 3 ranks (DC 15)" means that the character must succeed a Perform check against DC 15 or have 3 ranks in the relevant skill to perform the technique.

Skill Threshold: When a character obtains a certain number of ranks in a skill, he is able to perform techniques with little to no difficulty. The number of skill ranks needed depends on the technique's rank and complexity rating, as shown in the table below.

Factor	Skill Threshold
Technique rank (each)	+1
Complexity rating...	
D-Class or lower	+0
C-Class	+1
B-Class	+2
A-Class	+3
S-Class	+4
Super S-Class	+5
Epic	+8

If a character does not meet the skill threshold, he must check against the technique's Perform DC (see below).

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 +5 bonus to his skill check in order to perform a technique. This bonus cannot be higher than his character level. To do so must be declared before the Perform check is rolled.

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 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 with a perform time of 1 round requires 1 full-round action to perform, during which the character can take a 5-ft step (as above), but the technique takes effect at the start of the character's next turn.

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): The technique requires the use of hand seals, and requires at least two hands free to perform it. A blinded character has a 20% chance to fail a technique that requires hand seals. Techniques with this components cannot be used while grappled or pinned.

Half Seals (S): The technique requires half-seals, which are hand seals performed with only one hand, most usually a basic half-seal to channel chakra. Half seals require only one hand free to perform. Half-seals made from one's off-hand imply a -4 circumstance penalty to Perform checks and skill threshold. A blinded character has a 10% chance to fail a technique that requires half seals. Techniques with this components cannot be used while grappled or pinned.

Concentration (C): The character must be able to concentrate or maintain concentration to perform the technique. A Shaken character has a 20% chance to fail a technique that requires concentration.

Mobility (M): The character must simply be able to perform unrestricted movement. An entangled, paralyzed, grappled or pinned character cannot perform a technique that requires mobility. The character suffers a 5% chance to fail a technique that requires mobility per point of armor check penalty, up to 60%. This penalty is also increased by 5% every 5 feet the character's movement is reduced below his race's base movement speed, up to 30%. The character suffers a 10% chance to fail the technique if he is unable to run or charge. The chances of failure are cumulative, but may not 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. A nearby object must be within 30 feet of the character. 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.

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 empowerable.

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. See material focus for details.

Physical Health (P): The character cannot perform the technique if fatigued, disabled, dying, exhausted, nauseated or suffering ability damage or ability drain. The character suffers a 10% chance to fail the technique if performed while carrying a heavy load.

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.

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. 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 forgo 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 Resistance

Chakra resistance is a defensive ability which allows the resistant creature to negate the effects of chakra-based attacks, such as elemental Ninjutsu techniques. If your technique is being resisted by a creature with chakra resistance, you must make a level check (1d20 + character level) against the creature's chakra resistance score, as an attacker would roll an attack against the defender's Defense score. If the chakra resistance is beaten, the technique affects the resistant creature normally. Add any modifiers gained to pierce chakra resistance to that level check (such as feats or class abilities).

The Chakra Resistance entry in a technique's description allows you to determine if chakra resistance protects the defending creature against the technique. Techniques with a Personal range and Taijutsu techniques generally do not have this entry. If the entry is missing, the technique is not affected by chakra resistance.

The terms "object" and "harmless" apply to chakra resistance as they do with saving throws. A creature must willingly lower its chakra resistance as a swift action in order to be affected by a technique noted as harmless. In that case, you do not need to make a level check against spell resistance.

Chakra Cost

The chakra cost is taken from one's Chakra Pool. If the user fails to meet the perform requirements, he doesn't have to pay the chakra cost.

Descriptive Text

This portion of the technique details what the technique does, how it works. If an entry of the technique specifies "see text," this is where the explanation is found.

Avoiding an Attack: If a technique has an effect called avoiding an attack, it means that

the technique can be used to avoid or mitigate the effects of an attack. A character is limited to 5 avoiding an attack actions per day, regardless of the technique. Avoiding an attack is not the same as a defensive maneuver.

Defensive Maneuver: If a technique has a defensive maneuver effect, it means that the character can help the character, an ally or both avoid or mitigate the effects of an attack. A character is limited to 5 defensive maneuver actions per day, regardless of the technique. A defensive maneuver is not the same as avoiding an attack.

Empower: Many techniques have the Empower component, and allow the character to spend an additional number of chakra when performing the technique to empower the effects. The more chakra spent, the stronger or longer lasting the technique will be. Empowering a technique is done as part of the action taken to perform it.

Held weapon: Most *Strike* Taijutsu technique refer to the held weapon in the user's main hand. If the technique has the *Punch* or *Kick* descriptor, the held weapon also includes the character's unarmed or natural attack.

Mastery: Refer to this portion of the descriptive text to determine the additional effects of mastering a technique with the Mastery component.

Weapon damage: A technique that deals weapon damage deals damage as though the user had executed a normal attack, including all modifiers and penalties they incur.

Advanced Seal: Bakudan (Advanced Seal: Bomb)

Fuinjutsu (Advanced Seal)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (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 Resistance:** Yes; **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)

Fuinjutsu (Advanced Seal)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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 Resistance:** Yes; **Chakra Cost:** 2.

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

The user can spend 2 points of chakra to throw an additional dagger, up to 1 per level. Each dagger requires another seal and attack roll.

Expendable Components: One advanced seal.

Advanced Seal: Ryokuin (Advanced Seal: Energy Seal)

Fuinjutsu (Advanced Seal)

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform requirements:** 11 ranks (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 Resistance:** Yes; **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 (Spacetime; requires Ninpou: Chakra no Ito (5), Puppetry (a), Advanced Puppetry IV (a), Epic Technique (Akahigi - Hyakki no Souen) (f)) [Akasuna no Sasori Hijutsu, Summoning]

Rank: 17 (Epic); **Learn DC:** 42, 9 success; **Perform requirements:** 25 ranks (DC 47); **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 Resistance:** No; **Chakra Cost:** 35 (huge) or 50 (gargantuan) or 80 (colossal).

This technique was created by the sand's legendary puppet master, *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 the *Puppetry* ability, except that the use 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.

Akumu no Jutsu (Nightmare Technique)

Genjutsu (Phantasm; Requires Genjutsu 12 ranks) [Mind-Affecting, Fear]

Rank: 7 (A-Class); **Learn DC**: 22, 4 success; **Perform requirements**: 10 ranks (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 Resistance:** Yes; **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)) [Fire, Uchiha Kinjutsu]

Rank: 10 (A-Class); **Learn DC:** 25, 6 success; **Perform requirements:** 13 ranks (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 half and Reflex partial; **Chakra Resistance:** Yes (see text); **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 2d6 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 for 1 round is a Reflex save (DC 25). It cannot be doused by normal water unless it was created or manipulated by a creature with at least 18 ranks in the Ninjutsu skill for 1 minute (by means of a Suiton technique), but it can be sealed by the *Fuuka Houin* technique.

If a burst of flame was fired near a surface, a 5-ft. square of the surface will catch on fire, dealing half the damage of the original burst of flame to every creature and object that comes in contact with it. The fire will not spread and will burn until everything within is consumed.

After using this technique, the user gains 1 point of mangekyou sharingan blindness. See Mangekyou Sharingan for details on blindness. Every 2 rounds after the first the user concentrates on this technique, the user gains 1 point of mangekyou sharingan blindness. 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.

This technique can only be learned if selected by the user when taking the Mangekyou Sharingan feat. The character gains a +4 bonus to checks to overcome chakra resistance.

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 1d6 per level or 15d6. This process must be repeated for each burst of amaterasu.

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 requirements:** 5 ranks (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 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, Water]

Rank: 11 (S-Class); **Learn DC:** 27, 7 success; **Perform requirements:** 15 ranks (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.

Baika no Jutsu (Double Size Technique)

Ninjutsu [Akimichi Hijutsu]

Rank: 2 (C-Class); **Learn DC:** 15, 3 success; **Perform requirements:** 3 ranks (DC 13); **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 2 round/level (D); **Saving Throws:** None; **Chakra Resistance:** No; **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 overlaps said effect and make them stronger if possible.

A strong enough attack may dispel 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. A character using this this technique without the *Akimichi*

Toughness feat becomes Exhausted.

Bakuhatsuryoku (Explosive Speed)

Taijutsu (Mobility; Requires Shunpo (I))

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (DC 26); **Time:** 1 attack action; **Components:** M; **Range:** See text; **Duration:** Instantaneous; **Saving Throws:** Reflex negates; **Chakra Resistance:** No; **Chakra Cost:** 10.

This technique can only be performed in the Shunpo stance. The user takes a number of leaps in a straight line equivalent to a single move action taken in leap movement. Each creature adjacent to a square the user passes through suffers 3d6 points of fire damage and is pushed back 5 feet (Reflex negates). Unlike other types of leap movements, the user is plainly visible to the untrained eye during this movement (DC 0 Spot check).

The user may choose to move less than his complete move action, but must take at least two leaps. The user must move through a straight, unobstructed line to be able to complete this technique.

Bakuretsu Junjiru no Jutsu (Explosive Sacrifice Technique)

Ninjutsu (Katon) [Fire]

Rank: 4 (B-Class); **Learn DC:** 18, 3 success; **Perform requirements:** 6 ranks (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 Resistance:** No; **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 Kowarimi no Jutsu (Exploding Body Substitution Technique)

Ninjutsu

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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 Kowarimi 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 Kawaremi 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. Skill threshold does not apply to avoid an attack.

Avoiding an attack costs 2 point of chakra, and can be done up to 1 time per day. The attack avoided must be from a creature with of his Challenge Rating equal to his level 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 Kawaremi 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 CR 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 Kawaremi 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 from a CR up to his level 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 from a CR up to his level 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 from a CR up to his level 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 from a CR up to his level or 20, whichever is lower.

Material Focus: One or more exploding tag, greater exploding tag or sunburst tag.

Bakusuihou (Exploding Water Cannons)

Ninjutsu (Suiton) [Water]

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (DC 25); **Time:** 1 full-attack action; **Components:** H, F, E; **Range:** Medium (20 ft. + 10 ft./2 levels); **Effect:** One 5-ft.-wide line per "cannon"; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Resistance:** Yes; **Chakra Cost:** 6.

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 creates a cannon of water that shoots out in a 5-ft. wide line from the source of water used and that cannot reach farther than 100 feet. Any creature caught in the line of effect of a cannon takes 5d6 points of water damage, halved with a successful Reflex save. This damage ignores hardness.

Empower

The user can create an additional cannon at the cost of 5 points of chakra, maximum total 1 every 5 levels.

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)) [Water]

Rank: 12 (S-Class); **Learn DC:** 28, 5 success; **Perform requirements:** 16 ranks (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 negates; **Chakra Resistance:** Yes; **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.

Bifuu no Jutsu (Zephyr's Wind Technique)

Ninjutsu (Fuuton)

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform requirements:** 3 ranks (DC 14); **Time:** 1 attack action; **Components:** H, E; **Area:** 10-ft. radius emanation centered on the user; **Duration:** Instantaneous; **Saving Throws:** Reflex negates; **Chakra Resistance:** No; **Chakra Cost:** 2.

This technique creates a sudden blast of air (approximately 25 mph) from the user, which can clear out dust, smoke, mist or fog and extinguish out small flames, such as candles, as well as fan larger fires. Diminutive or smaller creatures must make a Reflex save to avoid being knocked back 10 feet.

Empower

The user can spend an additional point of chakra to increase the radius by 5 feet (up to 30 feet total).

Bouenkyou Shikaku no Jutsu (Telescopic Vision Technique)

Chakra Control (Spirit)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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.

Boushiyou no Jutsu (Dream Application Technique)

Genjutsu (Phantasm) [Mind-Affecting]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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:** Will negates (harmless); **Chakra Resistance:** Yes (harmless); **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 requirements:** 7 ranks (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.

A character using this this technique without the *Akimichi Toughness* feat becomes fatigued.

Bunkai Sabaki no Jutsu (Movement Analysis Technique)

Taijutsu (Strike)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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 insight to attack and damage rolls against it.

Bunshin no Jutsu (Duplication Technique)

Ninjutsu

Rank: 1 (E-Class); **Learn DC:** 12, 1 success; **Perform requirements:** 1 rank (DC 11);
Time: 1 attack action; **Components:** C, H; **Range:** Personal; **Effect:** Duplicates of the user; **Duration:** 1 minute / level; **Saving Throws:** None; **Chakra Resistance:** No;
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 100 feet away from 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.

Byouretsuo no Jutsu (Violent Sickness Technique)

Genjutsu (Compulsion) [Mind-Affecting]

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform requirements:** 7 ranks (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 negates; **Chakra Resistance:** Yes; **Chakra Cost:** 4.

This specific genjutsu is used to trigger several mechanism in the target's body, causing it to become violently sick for unexplicable 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)

Fuinjutsu

Rank: 10 (S-Class); **Learn DC:** 26, 5 success; **Perform requirements:** 14 ranks (DC 30); **Time:** 1 attack action; **Components:** C, H; **Range:** Melee Touch; **Target:** One creature; **Duration:** 1 hour/level; **Saving Throws:** Will negates; **Chakra Resistance:** Yes; **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 requirements:** 8 ranks (DC 21); **Time:** 1 attack action; **Components:** C, E, P; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 40-foot radius area (S) (see text); **Duration:** Instantaneous; **Saving Throws:** Fortitude half (see text); **Chakra Resistance:** Yes; **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 damage by 1 die at the cost of 1 point of chakra, up to 1d6 per level (maximum 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 requirements:** 6 ranks (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 Resistance:** Yes; **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)

Fuinjutsu

Rank: 10 (A-Class); **Learn DC:** 25, 4 success; **Perform requirements:** 13 ranks (DC 27); **Time:** 1 hour; **Components:** C, H, X; **Range:** 10 feet; **Area:** 5-ft.-radius emanation; **Duration:** Permanent; **Saving Throws:** (see text); **Chakra Resistance:** Yes; **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: Materials to scribe a seal. Scribing the seal requires a Fuinjutsu check (DC 25), does not have to be done by the user and takes one seal slot. An attempt to craft the seal takes 1 minute, and a failed check will result in the sealing process failing without the user noticing until the end.

A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Chakra Kanshouki (Chakra Buffer)

Chakra Control (Spirit)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 +50%, round up. 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, the user can spend an instant action and 2 chakra from the buffer to gain a damage reduction 1/-, a acid, cold, earth, electricity, fire, water and wind resistance 1 or negate 1 fall damage die (choose one). The effect may increase by 1 up to 10 for 20 chakra.

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. 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.

Chakra Utsushi no Jutsu (Chakra Revealing Technique)

Chakra Control

Rank: 3 (B-Class); **Learn DC:** 17, 3 success; **Perform requirements:** 5 ranks (DC 18);

Time: 1 attack action; **Components:** C; **Range:** Melee Touch; **Target:** Object or creature animated with chakra threads; **Duration:** 1 round; **Saving Throws:** Will partial;

Chakra Resistance: Yes; **Chakra Cost:** 2.

The chakra threads that animate the target light up temporarily and are visible to the naked eyes. Creature attempting to spot and follow the chakra threads gain a +8 bonus to the check. The creature creating the chakra threads can make a Will save to reduce the bonus to +2.

Chakragakure no Waza (Method of Chakra Concealment)

Fuinjutsu

Rank: 7 (C-Class); **Learn DC:** 20, 2 success; **Perform requirements:** 9 ranks (DC 20);

Time: 5 minutes; **Components:** C, X, Mas; **Range:** 0 feet; **Target:** One creature; **Effect:** Scribes 1 seal; **Duration:** Until released; **Saving Throws:** Will negates (harmless);

Chakra Resistance: Yes; **Chakra Cost:** 2.

This sealing technique scribes a seal on the target's body to contain chakra. When the technique is completed, the subject may pour up to 5 points of chakra inside each seals. The chakra poured into a seal gives the subject a -1 penalty to its chakra pool per point. When undone the penalty from the seal is removed and the subject immediately recovers the chakra. The chakra inside the seal cannot be sensed, but is immediately obvious to creatures who can See Chakra or See Through Chakra, even through thick clothing and armor, and grants creatures with the abilities a +4 bonus to Spot checks to spot the subject.

Up to three seals can be undone as a free action, each requiring a Ninjutsu check (DC 15+amount of chakra in the seal). Releasing more than 3 seals is a move-equivalent

action. A failed check means the seal is not released, and attempting to release the seals may provoke an attack of opportunity.

When undone, the chakra contained in the seal returns to the subject's body.

Mastery

The first, third and fifth step of mastery increases the amount of chakra contained by the seals by 1 (up to 8).

Expendable Components: Materials to scribe a seal. Scribing the seal requires a Fuinjutsu check (DC 22), does not have to be done by the user and takes one seal slot. An attempt to craft the seal takes 5 rounds, and a failed check will result in the sealing process failing without the user noticing until the end.

A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Chakramane no Jutsu (Chakra Imitation Technique)

Chakra Control (Spirit) [Kinjutsu of All Ninja Village]

Rank: 10 (S-Class); **Learn DC:** 26, 7 success; **Perform requirements:** 14 ranks (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 choose to simply modify his own so that he is no longer recognizable by this mean.

Chakra no Bakudan (Chakra Bomb)

Ninjutsu (Katon) [Fire]

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (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 Resistance:** Yes; **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 objects 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 point 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 requirements:** 2 ranks (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 requirements:** 2 ranks (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.

Defensive Maneuver: Once per day as an instant action, the user may perform this technique to aid himself or an adjacent ally to defend against an incoming attack. Skill threshold does not apply to defensive maneuvers.

To burn out the tag, the user must make a Perform check (as per Chakra no Kogasu, mastery counts) opposed to the opponent's attack roll. Success burns out the tag before it explodes.

This technique allows the user to defend against an attack or effect from an opponent with a Challenge Rating equal to his level 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 Chakra no Kogasu as a defensive maneuver counts towards the number of times per day techniques such as Chibounushi no Jutsu and 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 Challenge Rating of attacks the user can defend against to his level or 5, whichever is lower.

Every step of mastery after the first increases the Challenge Rating of attack he can

defend by 5 or up to his level, whichever is lower.

Chakra Shori no Waza (Method of Chakra Reading)

Ninjutsu

Rank: 3 (B-Class); **Learn DC:** 16, 3 success; **Perform requirements:** 5 ranks (DC 18); **Time:** 5 minutes; **Components:** C, S; **Range:** Touch; **Effect:** Reads a seal containing residual chakra or an unattended sealed item or enhancement seal; **Duration:** Up to 12 rounds; **Saving Throws:** None; **Chakra Cost:** 0.

This technique can be activated to perform two functions, as shown below.

Chakra Reading: Each round, the user can attempt to glean information on a single enhancement seal, enhancement bonus, power or property of an item or sealed item. This is a full-round action that requires a Ninjutsu check (DC 15 + seal or item level) and can be retried.

A successful check reveals the function of the seal, power or property, how to activate it (if appropriate) and how many charges are left (if it uses charges).

Seal Reading (requires Kaikken no In technique): The user touches a *kaikken no in* or similar seal and is able to read the residual chakra information stored in it. The user is able to determine the type of technique chakra (Chakra Control, Genjutsu, Ninjutsu or raw chakra, such as taijutsu techniques, bloodline effects, speed or strength ranks, etc.) in the order it was used, going backwards, and may attempt to identify the chakra signature of the creature who used the chakra with a Wisdom check (DC 20, no retry) if he is sufficiently familiar with it.

Each round spent reading the chakra goes back in the recorded history of the seal by 1 hour, and any read information is destroyed.

Chi Hakaiha no Jutsu (Earth Destruction Wave Technique)

Ninjutsu (Doton) [Earth]

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (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 Resistance:** No; **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 (Harden Earth Technique)

Ninjutsu (Doton) [Earth]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (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 Resistance:** Yes; **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 per level into rocks every 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 manufactured 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 requirements:** 6 ranks (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) [Electricity, Hatake Kakashi Hijutsu]

Rank: 5 (A-Class); **Learn DC:** 20, 5 success; **Perform requirements:** 8 ranks (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 Resistance:** Yes; **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 may uses the *Ryuutsuki* technique to attack with the Chidori and while it will instantly 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).

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)) [Electricity, Uchiha Sasuke Hijutsu]

Rank: 8 (B-Class); **Learn DC:** 22, 4 success; **Perform requirements:** 10 ranks (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 Resistance:** Yes; **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.

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)) [Electricity, Uchiha Sasuke Hijutsu]

Rank: 3 (S-Class); **Learn DC:** 19, 6 success; **Perform requirements:** 7 ranks (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 Resistance:** Yes; **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 throw an additional chidori senbon for 1 point of chakra per senbon, maximum 1 per level or 10.

Chihou no Jutsu (Earth Compass Technique)

Ninjutsu (Doton) [Earth]

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform requirements:** 1 rank (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 requirements:** 9 ranks (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 Resistance:** Yes; **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)

Fuinjutsu [Kinjutsu of All Ninja Villages]

Rank: 11 (A-Class); **Learn DC:** 26, 6 success; **Perform requirements:** 14 ranks (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) 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 Components: Materials to scribe a seal. Scribing the seal requires a Fuinjutsu check (DC 26), does not have to be done by the user and takes one seal slot. An attempt to craft the seal takes 1 minute, and a failed check will result in the sealing process failing without the user noticing until the end.

A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Chimetsu Daigeki (Earth-shattering Blast)

See *Godai Ransatsu: Sandan Jutsu* technique.

Chirou no Jutsu (Earthen Prison Technique)

Ninjutsu (Doton; Requires Ninjutsu 12 ranks) [Earth]

Rank: 6 (B-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 8 ranks (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 negates; **Chakra Resistance:** Yes; **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 an attack 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 27) or destroying the prison with a held weapon, unarmed attack or have another creature attack it. At this stage of the technique, the prison has 20 hit points.

Second Step: At this point, the subject loses his Dexterity bonus to defense and suffers a -4 penalty to attack rolls and Defense. He cannot use techniques requiring mobility or any semblance of leg movements. At this stage of the technique, the prison has 35 hit points.

Third Step: The subject is completely covered by 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, and may also hold his breath. The subject can break out of the prison with a Break check (DC 30) or another creature can break him out, but he cannot attack the prison himself. At this stage of the technique, the prison has 50 hit points.

Material Focus: A Large (at least 100 pounds) source of earth, sand, mud or rock nearby to form the prison.

Chitenkyou no Jutsu (Bridge of Heaven and Earth)

Ninjutsu (Doton) [Earth]

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform requirements:** 10 ranks (DC 23); **Time:** 1 full-round action; **Components:** H, Mas; **Range:** 0 feet; **Effect:** Creates a stairway 15-ft. wide, 5 ft. long/level; **Duration:** Concentration (up to 1 round/level) plus 3 rounds; **Saving Throws:** None; **Chakra Resistance:** No; **Chakra Cost:** 6.

The user creates a floating bridge, or stairway, from nearby rocks and clumps dirt. The stairway begins in front of the user's square and continues for 5 feet per level. It may incline upwards up to 45 degree, or slope downwards at a similar angle. A single 5-ft. square can support a Medium or smaller creature.

Mastery

The second and fourth steps of mastery in this technique increase the width of the stairway by 10 feet.

Chitenraisou (One-Thousand Heavenly Spears)

Ninjutsu (Raiton) [Electricity]

Rank: 10 (S-Class); **Learn DC:** 26, 5 success; **Perform requirements:** 14 ranks (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 Resistance:** Yes; **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 requirements:** 10 ranks (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 Resistance:** Yes; **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 be overcome with bloodlust and automatically attack the nearest enemy, regardless of its status or strength until it dies or the duration expires. If no enemy are present, the subjects attack the nearest creature.

Any creature that fails its Will save also gains a +2 enhancement bonus to Strength and Dexterity scores, a +2 morale bonus to Will save, and is unable to use any spell, powers, spell-like ability or techniques, 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 (I)) [Akimichi Hijutsu]

Rank: 9 (B-Class); **Learn DC:** 23, 4 success; **Perform requirements:** 11 ranks (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. A character using this technique without the *Akimichi Toughness* feat becomes Exhausted.

Choufunran no Jutsu (Great Confusion Technique)

Genjutsu (Requires Genjutsu 13 ranks)

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform requirements:** 10 ranks (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 Resistance:** Yes; **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.

Choumetsu no Jutsu (Pitch Destruction Technique)

Ninjutsu [Sonic]

Rank: 6 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 7 ranks (DC 19); **Time:** 1 attack action; **Components:** S; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 10-ft. radius burst; **Duration:** Instantaneous (see text); **Saving Throws:** Reflex half or Fortitude negate (see text); **Chakra Resistance:** No; **Chakra Cost:** 6.

This technique sends a burst quick and destructive soundwave along the ground and requires the user to touch his hand to the ground or a surface directly connected to it (such as a wall). The technique has different effects varying on the area it targets, whether the ground is hard or soft.

Hard Ground: The sound pulse sends debris flying and deals 2d6 points of bludgeoning damage and 2d6 points of slashing damage to creatures in the area of effect. In addition, a 5-ft. square in the center of the area of effect is treated as though it was filled with caltrops until it is repaired (damage dealt to the ground is equal to three times the damage dealt by the technique).

Soft Ground: The sound pulse sends a cloud of sand, dirt or a wave of mud flying, blinding all creatures in the area for 1d4 rounds unless they succeed a Fortitude save.

Chounouryoku (Extra Sensory Perception)

Chakra Control (Spirit) [Lost Hijutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 5 success; **Perform requirements:** 11 ranks (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 requirements:** 27 ranks (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 Resistance:** Yes; **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 requirements:** 1 rank (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 (Varies; requires Craft Sealed Item (f) and Craft (calligraphy) or Fuinjutsu 8 ranks) [Lost Hijutsu]

Rank: 4 (B-Class); **Learn DC:** 18, 3 success.

The user gains the knowledge required to craft a *Greater Chakra Storing Gem*. See Craft (calligraphy) skill for details. The subtype is either Ninjutsu if learned with Craft (calligraphy) or Fuinjutsu if learned with Fuinjutsu.

Craft Least Chakra Storing Gem

Training (Varies; requires Craft Sealed Item (f) and Craft (calligraphy) or Fuinjutsu 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. The subtype is either Ninjutsu if learned with Craft (calligraphy) or Fuinjutsu if learned with Fuinjutsu.

Craft Lesser Chakra Storing Gem

Training (Varies; requires Craft Sealed Item (f) and Craft (calligraphy) or Fuinjutsu 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. The subtype is either Ninjutsu if learned with Craft (calligraphy) or Fuinjutsu if learned with Fuinjutsu.

Dai Gamiyari (Great Paper Lance)

Chakra Control

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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 Resistance:** No; **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)) [Wind]

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (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 Resistance:** Yes; **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 skill threshold and 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 spend 1 point of chakra to increase the damage by 1 die, up to 1 die per level or 12d6. Doing so also increases the perform requirements by 1 every 2 die.

Dai Tatsumaki no Jutsu (Great Tornado Technique)

Ninjutsu (Fuuton) [Wind]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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 Resistance:** No; **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) [Earth]

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (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 Resistance:** Yes; **Chakra Cost:** 8 (small) or 12 (medium) or 17 (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) [Water]

Rank: 10 (A-Class); **Learn DC:** 26, 4 success; **Perform requirements:** 13 ranks (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 Resistance:** No; **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 requirements:** 4 ranks (DC 16);

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.

Daikodan no Jutsu (Great Tiger Projectile)

Ninjutsu (Hyouton; Requires Ninjutsu and Chakra Control 13 ranks) [Cold]

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform requirements:** 10 ranks (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 Resistance:** Yes; **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 8d6 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) [Fire]

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform requirements:** 10 ranks (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 Resistance:** Yes; **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 8d6 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 requirements:** 9 ranks (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, Wind]

Rank: 3 (D-Class); **Learn DC:** 15, 3 success; **Perform requirements:** 3 ranks (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 negates; **Chakra Resistance:** Yes; **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 requirements:** 6 ranks (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 Ryuu: Kourai Dachi (Dattoumaru Style: Rising Thunder Stance)

Taijutsu (Stance; Requires Hiraishin (a) and Up the Walls (a)) [Dattoumaru Hijutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform requirements:** 8 ranks (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* ability. While in this stance, half the user's unarmed attack is considered electricity damage and he gains electricity resistance 5. The user deals an additional 1d10 points of electricity damage on an unarmed critical hit.

Deishouha no Jutsu (Crushing Mud Wave Technique)

Ninjutsu (Doton) [Earth]

Rank: 11 (S-Class); **Learn DC:** 27, 5 success; **Perform requirements:** 15 ranks (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 negates; **Chakra Resistance:** No; **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.

Dendousoku no Jutsu (Conductor Shock Technique)

See *Godai Ransatsu: Yondan Jutsu* technique.

Dengan no Jutsu (Stungun Technique)

Ninjutsu (Raiton; requires Lightning affinity (a) and Raishuriken no Jutsu (2))
[Electricity]

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform requirements:** 2 ranks (DC 13); **Time:** 1 attack action; **Components:** H; **Range:** 10 feet; **Effect:** Ray; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Resistance:** Yes; **Chakra Cost:** 2.

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.

Denha no Jutsu (Static Burst Technique)

See *Godai Taigeki: Shodan Jutsu* technique.

Denkai no Jutsu (Electrolysis Technique)

Ninjutsu (Raiton) [Electricity]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 Resistance:** Yes (object); **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.

Denpo no Jutsu (Static Bullets Technique)

See *Godai Taigeki: Nidan Jutsu* technique.

Densetsu no Reiki (Aura of Legend)

Chakra Control (Spirit)

Rank: 4 (D-Class); **Learn DC:** 16, 1 success; **Perform requirements:** 4 ranks (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*.

Denshindou no Jutsu (Static Shock Technique)

See *Godai Taigeki: Sandan Jutsu* technique.

Dochuu Engyou no Jutsu (Underground Displacement Technique)

Ninjutsu (Doton) [Earth]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (DC 16);

Time: 1 attack action; **Components:** C, H, Mas; **Range:** Personal; **Target:** You;

Duration: 1 round/level; **Saving Throws:** None; **Chakra Cost:** 1.

This technique allows the user to move through *firm*, earth-based 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.

With the fifth step of mastery in this technique, the user is able to burrow through hard terrain as well.

Doku Hakken no Jutsu (Poison Detection Technique)

Chakra Control (Spirit)

Rank: 1 (C-Class); **Learn DC:** 14, 2 success; **Perform requirements:** 2 ranks (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 [Poison]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 Resistance:** Yes; **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) [Poison]

Rank: 6 (A-Class); **Learn DC:** 21, 4 success; **Perform requirements:** 9 ranks (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 Resistance:** Yes; **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 requirements:** 6 ranks (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 negates; **Chakra Resistance:** Yes; **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 or sign 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 or sign its native languages.

Dorodan no Jutsu (Mud Blast Technique)

See *Godai Taigeki: Sandan Jutsu* technique.

Doroga no Jutsu (Mud Fang Technique)

See *Godai Taigeki: Nidan Jutsu* technique.

Doronami no Jutsu (Mud Wave Technique)

See *Godai Taigeki: Shodan Jutsu* technique.

Doroku Gaeshi (Land Wall Flip)

Ninjutsu (Doton) [Earth]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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 Resistance:** No;

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) [Earth]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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 negates; **Chakra Resistance:** Yes; **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 dumpling" will crumble shortly after being thrown.

Doryuu Taiga no Jutsu (Mud River Technique)

Ninjutsu (Doton) [Earth]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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 Resistance:** No; **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)) [Earth]

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform requirements:** 7 ranks (DC 19); **Time:** 1 attack action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels) (see text); **Effect:** Fires 1 projectile/3 level per round (maximum 5); **Duration:** 1 round/level (D; see text); **Saving Throws:** Reflex negate (see text); **Chakra Resistance:** Yes; **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 the *Doryuu Taiga* technique powering it ends.

Doryuuga Sougakari (Focused Earth Dragon Fang)

See *Godai Ransatsu: Nidan Jutsu* technique.

Doryuuheki (Mudslide Barrier)

Ninjutsu (Doton) [Earth]

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform requirements:** 11 ranks (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 Resistance:** No; **Chakra Cost:** 12.

Doryuuheki creates a wall of rock that can merge into adjoining rock surfaces. A *Doryuuheki* is up to 5 inch thick per level of the user and composed of up to one 10-ft. wide by 10-ft. high plane 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. 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) [Earth]

Rank: 14 (S-Class); **Learn DC:** 30, 5 success; **Perform requirements:** 18 ranks (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 Resistance:** Yes; **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 (Spacetime; Requires Dog Blood Pact (f)) [Summoning]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 Resistance:** No; **Chakra Cost:** 10.

This technique can only be used on the ground, and will instantly fail if used 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 attack at a +11 bonus and, if at least 3 hit, the target will be immobilized into 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 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 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) [Earth]

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform requirements:** 3 ranks (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 Resistance:** No; **Chakra Cost:** 5.

One of the earth element's sole low-level damaging technique 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) [Earth]

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (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 Resistance:** Yes; **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 requirements:** 3 ranks (DC 15); **Time:** 1 swift action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** Will negates; **Chakra Resistance:** No; **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 (Spacetime; Requires Ninjutsu 17 ranks) [Orochimaru Kinjutsu, Summoning]

Rank: 9 (Super S-Class); **Learn DC:** 26, 8 success; **Perform requirements:** 14 ranks (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 Resistance:** Yes; **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 (Spacetime; Requires Epic Technique (Edo Tensei) (f)) [Lost Kinjutsu, Summoning]

Rank: 15 (Epic); **Learn DC:** 40, 10 success; **Perform requirements:** 23 ranks (DC 45); **Time:** 1 full-round action; **Components:** C, H, F, XP; **Effect:** One dead creature resurrected; **Duration:** 1 day (see text) (D); **Saving Throws:** None; **Chakra Cost:** 30.

The Edo Tensei is a forbidden technique that raises the dead. As such, it is frowned upon at the best of times and its secrets kept from all but the strongest, most determined ninja. The technique summons a prepared receptacle and a dead soul and forces merging that will result in a lifelike replica of a the creature.

This technique summons the soul of a dead creature and forces it to possess a specially prepared *seishinkugi*, as per *Kinjutsu: Seishinkugi* technique. The *seishinkugi* and its container are summoned in an adjacent square to the user. The summoned soul retains all class levels, hit points, chakra, techniques and special qualities and ability scores it had at the time of its death, as limited by the *seishinkugi*. If an ability of the summoned soul required certain conditions that cannot be reproduced, such as a sealed *bijuu*, the summoned soul loses that ability. Regardless of whether the summoning was done using a *seishinkugi* that had been previously used, the summoned soul is always summoned at maximum hit points and chakra.

The summoning requires at least some level of familiarity as well as accurate information on the chosen creature, and lacking either or both may cause the summoning to fail (GM's discretion). The user cannot summon a creature higher level than his character level.

At the time of the summoning, the summoned soul has a will of its own but can be immobilized by the user with a single half seal, as a free action, for as long as he concentrates (doing so is a free action and can immobilize more than one summoned soul). An enhancing talisman may cause the summoned soul to behave differently.

An enhancing talisman must be inserted into the *seishinkugi* after the summoning as an attack action, as per *Seishinkugi* technique. An immortality talisman extends the duration of the technique indefinitely.

Regardless of the control the summoned soul was put under, it will always retain the ability to voluntarily fail a saving throw against a technique that would seal its soul away and kill it instantly, such as *Shiki Fuujin*. The container is summoned regardless of the distance that separates it from the summoner.

Without the immortality talisman, the summoning will last 1 day or until the *seishinkugi* is destroyed. A dead soul can only be summoned once every 7 days, and can resist the user's summoning after the first time. If the soul resists, the summoning has a 90% chance to fail, plus 1% chance per further attempt, success or failure.

If a summoned soul is dispelled within 1 day of the summoning, the *seishinkugi* and its container return to the location they were summoned from and can be reused after a 24 hours period with only a 50% base chance to fail if the summon is unwilling. The enhancing talisman must be extracted before the dead soul can possess the *seishinkugi* again, but it retains its current charge and components. Extracting the talisman takes 1 minute. Each summoned soul can be dispelled individually.

Mastery

The first, third and fifth step of mastery in this technique allow an additional creature to be summoned when performing the technique, each costing 30 chakra, 750 XP and requiring a *seishinkugi*.

Material Focus: The container and *seishinkugi*.

XP Cost: 750 XP.

Enbuarashi no Jutsu (Fire Storm Technique)

Ninjutsu (Katon; requires Ninjutsu 19 ranks)

Rank: 14 (Super S-Class); **Learn DC:** 31, 6 success; **Perform requirements:** 19 ranks (DC 39); **Time:** 1 attack action; **Components:** H, E; **Range:** Long (30 ft. + 15 ft./2 levels); **Area:** Two 5-ft. squares per level ; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Resistance:** Yes; **Chakra Cost:** 18.

The user calls down roaring fireballs from high above to rain down all around him.

Any creature within the area of effect suffers 16d6 points of fire damage, halved on a successful Reflex save.

Empower

The user can spend 1 chakra to increase the damage by 1 die, up to 1d6 per level or 24d6.

Enga no Jutsu (Fire Fangs Technique)

See *Godai Taigeki: Nidan Jutsu* technique.

Enka Rasengan (Blazing Fire Spiral Blast)

Ninjutsu (Katon; Requires Rasengan (t)) [Fire, Jiraiya Hijutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform requirements:** 8 ranks (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) [Fire]

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (DC 20); **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Resistance:** Yes (see text); **Chakra Cost:** 5.

Safer than its 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 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*, *Suibouheki no Jutsu*, *Tsuchi no Yoroi*, *Junkaze no Jutsu*, *Kyuuukyoku Enkoudate no Jutsu* or other similar techniques. Chakra resistance applies to the reflected damage only.

Enkounebai no Jutsu (Sticky Fire Technique)

Ninjutsu (Katon) [Fire]

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform requirements:** 2 ranks (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 negates; **Chakra Resistance:** Yes; **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) [Fire]

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (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 Resistance:** Yes; **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, Reflex negates. 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) [Wind]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 attack action; **Components:** H; **Range:** 30 feet; **Area:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** Reflex half, Fortitude partial; **Chakra Resistance:** Yes; **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) [Fire]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (DC 18); **Time:** 1 attack action; **Components:** S; **Range:** 0 feet; **Effect:** Creates a flame sword; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Resistance:** Yes; **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 requirements:** 2 ranks (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:** 8 hours/level (D); **Saving Throws:** None; **Chakra Resistance:** No; **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 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 requirements:** 11 ranks (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 Resistance:** Yes; **Chakra Cost:** 10.

The user creates a field of illusion upon himself that causes him to appear unworthy of attention. Creatures automatically avert 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), Koemane no Jutsu (1), Disguise 4 ranks, Ninjutsu 9 ranks and Chakra Control 9 ranks) [Hijutsu of All Ninja Villages]

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 minute; **Components:** C, H, Mas; **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 half again (+50%) as much damage from any source.

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 a transformation technique of some kind.

Mastery

With the first step of mastery, the user is able to change his scent, but not remove it.

With the third step of mastery, the user is able to change his gender.

Fubuki no Jutsu (Blizzard Technique)

Ninjutsu (Hyouton) [Cold]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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 Resistance:** Yes; **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 requirements:** 8 ranks (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)

Fuinjutsu

Rank: 8 (S-Class); **Learn DC:** 24, 5 success; **Perform requirements:** 12 ranks (DC 28); **Time:** 1 full-round action; **Components:** H; **Range:** Melee Touch; **Target:** One creature; **Duration:** 1 minute/level; **Saving Throws:** Fortitude negates; **Chakra**

Resistance: Yes; **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 requirements:** 3 ranks (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 requirements:** 1 rank (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 requirements:** 7 ranks (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 Resistance:** Yes; **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 requirements:** 12 ranks (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)

Fuinjutsu [Lost Kinjutsu]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform requirements:** 19 ranks (DC 39); **Time:** 4 hours; **Components:** H, C, X, P; **Range:** 5 feet (See text); **Target:** One willing creature; **Duration:** 1 year; **Saving Throws:** Fortitude negates (harmless); **Chakra Resistance:** Yes (harmless); **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: Materials to scribe a seal. Scribing the seal requires a Fuinjutsu check (DC 29), does not have to be done by the user and takes 1 page (equivalent to 250 words). An attempt to craft the seal takes 10 minutes, and a failed check will result in the sealing process failing without the user noticing until the end. A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

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 requirements:** 25 ranks (DC 47);
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 and skill threshold 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 (Strike) [Lost Hijutsu, Punch]

Rank: 9 (A-Class); **Learn DC:** 24, 5 success; **Perform requirements:** 12 ranks (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 that deals an additional die of damage and ignores up to 15 points of damage reduction and hardness from objects with hardness 15 or lower. The subject must also make a Fortitude save to avoid suffering 2d6 points of damage and being knocked back 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 20) to avoid suffering 1d6 points of temporary Strength damage.

The user suffers a -4 penalty to Learn checks with this technique without the Gouken feat.

Fuuchoudan no Jutsu (Wind Bird Missile Technique)

Ninjutsu (Fuuton; Requires Ninjutsu and Chakra Control 14 ranks) [Wind]

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform requirements:** 11 ranks (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 Resistance:** Yes; **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 10d6 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) [Wind]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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 Resistance:** No; **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.

Fuinjutsu: Chuuzouin (Sealing Technique: Storage Seal)

Fuinjutsu (Requires Fuinjutsu: Gesouin (t))

Rank: 9 (B-Class); **Learn DC:** 24, 3 success; **Perform requirements:** 11 ranks (DC 24); **Time:** 1 minute; **Chakra Cost:** 10.

This technique functions the same as Fuinjutsu: Gesouin, except as 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 scroll can be made to carry liquid, but once a single seal is undone, the entire scroll is ruined, unless the liquid was in a container. A destroyed has a 50% chance of releasing all of the objects in the scroll, dealing 2d6 points of damage per full seal to every creature caught in the square the seal was destroyed (Reflex save DC 25 for half).

A typical scroll can hold up to 5 of these seals.

Expendable Components: Materials to scribe a seal. Scribing the seal requires a Fuinjutsu check (DC 24), does not have to be done by the user and takes 1 page (equivalent to 250 words). An attempt to craft the seal takes 1 minute, and a failed check will result in the sealing process failing without the user noticing until the end. A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Fuinjutsu: Gesouin (Sealing Technique: Minor Storage Seal)

Fuinjutsu

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (DC 18); **Time:** 1 attack action; **Components:** C, H, X; **Range:** 0 feet; **Effect:** Stores up to 10 pounds of non-living matter into a storage seal; **Duration:** Permanent (or until discharged); **Saving Throws:** None; **Chakra Resistance:** Yes (object); **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. The seal is always marked with a symbol that can give a vague idea to its content. A sealed kunai might, for example, be marked "sword" or "blade."

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 scroll can be made to carry liquid, but once a single seal is undone, the entire scroll is

ruined, unless the liquid was in a container. A destroyed seal has a 50% chance of releasing all of the objects in the scroll, dealing 2d6 points of damage per full seal to every creature caught in the square the seal was destroyed (Reflex save DC 25 for half).

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.

Expendable Components: Materials to scribe a seal. Scribing the seal requires a Fuinjutsu check (DC 20), does not have to be done by the user and takes 1 page (equivalent to 250 words). An attempt to craft the seal takes 5 rounds, and a failed check will result in the sealing process failing without the user noticing until the end. A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Fuinjutsu: Gouriki Genkai (Sealing Technique: Power Limiter)

Fuinjutsu

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform requirements:** 7 ranks (DC 19); **Time:** 1 full-round action; **Components:** C, E; **Range:** Melee Touch; **Target:** One willing creature; **Duration:** 1 day/level (see text); **Saving Throws:** None; **Chakra Cost:** 2.

The user touches a creature and seals away its strength and speed as seal marks creep over its body then disappear.

This technique creates a strong seal that inhibits strength and speed and uses one seal slot on the subject's body. The subject takes a -1 strength and speed rank penalty.

The seal can be removed by the subject as a move action with a half seal, which can provoke an attack of opportunity. The seal marks appear on the skin and through clothes before slowly burning away.

Empower

The user can increase the penalty by 1 for 1 chakra, up to -5. Each time, the seal uses an extra seal slot.

Fuinjutsu: Juurakuin (Sealing Technique: Brand of the Beast)

*Fuinjutsu (Requires Kuchiyose no Jutsu (1), Blood Pact (f) and Craft Sealed Item (f))
[Kinjutsu of All Ninja Villages]*

Rank: 8 (A-Class); **Learn DC:** 23, 6 success; **Perform requirements:** 11 ranks (DC 25); **Time:** 1 minute; **Components:** C, H, X; **Range:** Touch; **Target:** One willing creature; **Duration:** Permanent; **Saving Throws:** Fortitude partial (see text); **Chakra Resistance:** Yes; **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 blood pact, 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 skill threshold and 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: Materials to scribe a seal. Scribing the seal requires a Fuinjutsu check (DC 23), does not have to be done by the user and takes one seal slot. An attempt to craft the seal takes 1 minute, and a failed check will result in the sealing process failing without the user noticing until the end. A failed sealing will knock the target unconscious for 1 hour.

A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Fuinjutsu: Jou no In (Sealing Technique: Locking Seal)

Fuinjutsu

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (DC 16); **Time:** 1 full-round action; **Components:** H, X, E; **Range:** 5 feet; **Effect:** Seals one object shut; **Duration:** 1 week/level (D); **Saving Throws:** None; **Chakra Resistance:** No; **Chakra Cost:** 3 (general lock) or 6 (specific lock).

This seal can be applied to an object that can open and close, such as a book, a scroll, a pouch or even a door. The object will be sealed shut and cannot be opened without the appropriate counter, or until the seal fades.

Empower

By spending an additional 3 points of chakra, 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: Materials to scribe a seal. Scribing the seal requires a Fuinjutsu check (DC 16), does not have to be done by the user. An attempt to craft the seal takes 1 round, and a failed check will result in the sealing process failing without the user noticing until the end.

A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Fuinjutsu: Jou no In Kai (Sealing Technique: Locking Seal Release)

Ninjutsu

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform requirements:** 1 rank (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 *Fuinjutsu: 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.

Fuinjutsu: Kaiyaku Fuuin (Sealing Technique: Contract Cancellation Seal)

Fuinjutsu (Requires Sealweaver (f) and Fuinjutsu 19 ranks) [Kinjutsu]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform requirements:** 19 ranks (DC 39); **Time:** 1 minute; **Components:** C, F; **Range:** Melee Touch; **Target:** One creature or object (see text); **Duration:** Instantaneous; **Saving Throws:** Will negates; **Chakra Resistance:** Yes; **Chakra Cost:** 10.

The user makes a touch attack against a creature who has used the *Fuinjutsu: Keiyaku Fuuin* technique to bind a creature, on a creature who was bound by the same technique, or on a creature who has signed a blood pact. The target must make a will save.

The *contract seal's* effect is broken on a failed save, the the bound creature returns to its senses and must no longer obey the *contract seal's* master's command, if it was forced to. If the affected creature has signed a blood pact, it will be unable to summon any creature from that blood pact for 1d4 hours, and any summoned creature must make a Will save or be banished.

This technique can also be used on an object contracted with the *Fuinjutsu: Shuntori Fuin* technique. The object can make a Will save as though it was attended by the creature who created the *instant retrieval* seal.

This technique can only be used on a creature or object once per day.

Material Focus: A bit of the contract seal's master's or blood pact signatory's blood.

Fuinjutsu: Keiyaku Fuuin (Sealing Technique: Contract Seal)

Fuinjutsu (Requires Sealweaver (f) and Fuinjutsu 19 ranks) [Kinjutsu]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform requirements:** 19 ranks (DC 39); **Time:** 1 minute; **Components:** C, X; **Range:** Melee Touch; **Target:** One willing or dominated creature; **Duration:** 1 day/level (D); **Saving Throws:** Will negates (dominated creature); **Chakra Resistance:** Yes; **Chakra Cost:** Varies.

The user forms a temporary summoning contract with a creature. The creature, once bound, must obey any order given by the user as a summoned creature. The user may also summon the creature at the cost of 1 chakra per hit dice of the bound creature (minimum 15). This summon is an attack action, and the creature is not bound by the normal rules surrounding summon creatures and cannot be banished.

The creature must be either willing or dominated to enter a contract, and no more than twice the user's hit dice. The technique's chakra cost is equal to the bound creature's hit dice, minimum 15.

Expendable Component: The mixed blood of the user and the bound creature to scribe a

seal. Scribing the seal requires a Fuinjutsu check (DC 29), does not have to be done by the user and takes one seal slot. An attempt to craft the seal takes 5 rounds, and a failed check will result in the sealing process failing without the user noticing until the end. A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Fuinjutsu: Keiyaku Houjin (Sealing Technique: Ally Contract)

Fuinjutsu (Requires Retrieval Expert (f) and Ninjutsu 12 ranks)

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform requirements:** 10 ranks (DC 23); **Time:** 1 full-round action; **Components:** C, X; **Range:** Personal; **Target:** You; **Duration:** 3 days or until discharged; **Saving Throws:** None; **Chakra Cost:** Varies.

This technique creates a seal on the target that allows it to be summoned by the spacetime ninjutsu *shunkoku kasei*, as long as it is used within a range of 3 miles. This technique's chakra cost is 2 plus one-half the level or hit dice of the target, minimum 8. This seal uses one seal slot.

Mastery

The second and fourth steps of mastery in this technique increase the range by 1 mile and the duration by 1 day.

The fifth step of mastery requires ECL 18 and allows the creation of a personal summoning scroll. This scroll functions as the *Shunkoku Meihoujin* technique and requires a Fuinjutsu check (DC 23) to craft, requiring 30 minutes and an additional 4 points of chakra. The scroll has 1 charge and lasts for the duration of the technique or until it is used.

Material Focus: A bit of the target's blood to scribe the seal. Scribing the seal requires a Fuinjutsu check (DC 23), does not have to be done by the user and takes one seal slot. An attempt to craft the seal takes 5 minutes, and a failed check will result in the sealing process failing without the user noticing until the end.

A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Fuinjutsu: Ninjoukan (Sealing Technique: Empathic Connection)

Fuinjutsu (Requires Fuinjutsu 12 ranks) [Kinjutsu of All Ninja Villages]

Rank: 5 (B-Class); **Learn DC:** 19, 5 success; **Perform requirements:** 7 ranks (DC 20); **Time:** 10 minutes; **Components:** C, H, X; **Range:** 10 feet; **Target:** Two willing creatures; **Duration:** Permanent; **Saving Throws:** None; **Chakra Resistance:** Yes; **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 encounters 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: Materials to scribe a seal on each recipient. Scribing the seal requires a Fuinjutsu check (DC 20), does not have to be done by the user and takes one seal slot. An attempt to craft the seal takes 5 rounds, and a failed check will result in the sealing process failing without the user noticing until the end. A failed sealing will knock the recipient unconscious for 1 hour.

A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Fuinjutsu: Ryuutatsu no In (Sealing Technique: Flow Suppression Seal)

Fuinjutsu [Hijutsu of All Ninja Villages]

Rank: 10 (A-Class); **Learn DC:** 25, 5 success; **Perform requirements:** 13 ranks (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 Resistance:** Yes (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: Materials to scribe a seal. Scribing the seal requires a Fuinjutsu check (DC 25), does not have to be done by the user and takes one seal slot. An attempt to craft the seal takes 2 minutes, and a failed check will result in the sealing process failing without the user noticing until the end. A failed sealing will deal 2d8 points of damage to the subject as backlash.

A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Fuinjutsu: Shuntori Fuin (Sealing Technique: Instant Retrieval Seal)

Fuinjutsu

Rank: 10 (A-Class); **Learn DC:** 25, 4 success; **Perform requirements:** 13 ranks (DC 27); **Time:** 1 full-round action; **Components:** C, X; **Range:** 0 feet; **Effect:** Creates one retrieval seal; **Duration:** Permanent; **Saving Throws:** Will negates (see text); **Chakra Cost:** 20.

This technique creates a *retrieval seal*, a seal that allows an object to be summoned from anywhere in the world. The seal is permanent but must be recharged after being used once. Recharging the seal requires the technique to be used again on the same seal, and can only be done at least 24 hours after the seal was used.

The seal summons the item, or items, it was bound to in an adjacent square. This can be done by anyone as an attack action that may provoke an attack of opportunity and requires no check. The seal cannot summon a soulbound object unless the creature it was bound to is dead or hasn't had physical contact to the object for one year, or is the one using the seal. Sentient and held objects also make a Will save to resist the summoning.

Successfully crafting this seal requires the items it will be bound to. The seal can be bound to one Huge size object (two Large, four Medium, and eight Small or smaller objects all count as one Huge object), and the contents will be summoned in their entirety when the seal is used.

Expendable Components: Materials to scribe a seal. Scribing the seal requires a Fuinjutsu check (DC 25), does not have to be done by the user and takes 1 page (equivalent to 250 words). An attempt to craft the seal takes 5 minutes, and a failed check will result in the sealing process failing without the user noticing until the end. A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Fuinjutsu: Suihadou (Sealing Technique: Way of the Flowing Water)

Fuinjutsu

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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 Resistance:** Yes; **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, implies a -1 strength rank and speed rank penalty, and a -1 penalty to Defense and weapon 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: Materials to scribe a seal. Scribing the seal requires a Fuinjutsu check (DC 19), does not have to be done by the user and takes one seal slot. An attempt to craft the seal takes 1 minute, and a failed check will result in the sealing process failing without the user noticing until the end.

A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Fuinjutsu: Usagido (Sealing Technique: Way of the Rabbit)

Fuinjutsu

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform requirements:** 10 ranks (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 Resistance:** Yes; **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, implies a -2 strength rank and speed rank penalty as well as a -2 penalty to Fortitude and Reflex saves, Defense, attack and weapon damage rolls. 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: Materials to scribe a seal. Scribing the seal requires a Fuinjutsu check (DC 22), does not have to be done by the user and takes one seal slot. An attempt to craft the seal takes 5 minutes, and a failed check will result in the sealing process failing without the user noticing until the end.

A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Fuuja Houin (Evil Suppressor)

Fuinjutsu

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform requirements:** 10 ranks (DC 24); **Time:** 1 minute; **Components:** C, H, X, XP; **Range:** 5 feet; **Target:** One creature; **Duration:** Permanent; **Saving Throws:** Will negate (unwilling); **Chakra Resistance:** Yes; **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. The seal is discharged after 1 check per level of the recipient.

Expendable Components: Materials to scribe a seal. Scribing the seal requires a Fuinjutsu check (DC 22), does not have to be done by the user and takes one seal slot. An attempt to craft the seal takes 10 minutes, and a failed check will result in the sealing process failing without the user noticing until the end.

A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

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 requirements:** 19 ranks (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. 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)

Fuinjutsu

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (DC 22); **Time:** 1 attack action; **Components:** C, H; **Range:** Melee touch; **Target:** One creature; **Duration:** 1 hour/level; **Saving Throws:** None; **Chakra Resistance:** Yes; **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)

Fuinjutsu

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform requirements:** 10 ranks (DC 24); **Time:** 1 minute; **Components:** C, H, F; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One 5-ft. square/2 levels; **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.

Expendable Components: Materials to scribe a seal. Scribing the seal requires a Fuinjutsu check (DC 25), does not have to be done by the user and takes 1 page (equivalent to 250 words). An attempt to craft the seal takes 5 rounds, and a failed check will result in the sealing process failing without the user noticing until the end. A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Fuukadan no Jutsu (Wind Flower Missile Technique)

Ninjutsu (Fuuton) [Wind]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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 Resistance:** Yes; **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) [Wind]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 attack action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Targets:** One creature; **Duration:** 1 round (see text); **Saving Throws:** Reflex negates; **Chakra Resistance:** Yes; **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 and becomes unable to use the Evasion ability.

It becomes consequently unable to perform techniques that require movements, such as Shunshin no Jutsu, Shunpo movement or Hiraameki, but *Spacetime* techniques like *Jigen Ugoku 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.

While restrained, any projectiles or thrown weapons, other than ballistic weapons, have a 75% chance of being deflected.

Fuurensetsu no Jutsu (Reaping Winds Technique)

See *Godai Ransatsu: Nidan Jutsu* technique.

Fuzen Shinrui Fuuin (Minor Blood Bond Seal)

Fuinjutsu [Lost Kinjutsu]

Rank: 9 (A-Class); **Learn DC:** 24, 6 success; **Perform requirements:** 12 ranks (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. 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:* Materials to scribe a seal with the user's blood. Scribing the seal requires a Fuinjutsu check (DC 24), does not have to be done by the user and takes one seal slot. An attempt to craft the seal takes 5 rounds, and a failed check will result in the sealing process failing without the user noticing until the end. A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Gamayu Endan (Toad Oil Blast)

Ninjutsu (Katon; Requires Toad Blood Pact (f)) [Fire]

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform requirements:** 10 ranks (DC 24); **Time:** 1 attack action; **Components:** H; **Range:** (see text); **Area:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Resistance:** Yes; **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 nobles and champions, 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 requirements:** 2 ranks (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 Resistance:** No; **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 (Strike; Requires Gatotsu: Isshiki (2) and Gatotsu: Nishiki (2)) [Armed]

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (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.

This technique can only be used once per encounter.

Mastery

The second and fourth step of mastery in this technique allow the technique to be used an additional times each.

Material Focus: A piercing or slashing weapon.

Gatotsu: Isshiki (Piercing Fang: First Form)

Taijutsu (Strike) [Armed]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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. 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 Form)

Taijutsu (Strike; requires Gatotsu: Isshiki (1)) [Armed]

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (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 Nisshiki 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 Form)

Taijutsu (Strike; requires Gatotsu: Isshiki (3) and Gatotsu: Nishiki (1)) [Armed]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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. If it hits, the attack 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' Form)

Taijutsu (Strike; requires Gatotsu: Isshiki (5) and Gatotsu: Nishiki (5) and Gatotsu: Sanshiki (3)) [Armed, Saitou Hajime Hijutsu]

Rank: 9 (A-Class); **Learn DC:** 24, 5 success; **Perform requirements:** 12 ranks (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 every 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 2 points of chakra to increase the damage by 1d6 and the knockback distance by 5 feet, up to a maximum of 1d6 and 5 feet per level or 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.

Gehidama no Jutsu (Minor Fireball Technique)

See *Godai Taigeki: Sandan Jutsu* technique.

Gekirou no Jutsu (Raging Sea Technique)

Ninjutsu (Suiton) [Water]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 Resistance:** No; **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 requirements:** 5 ranks (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 Resistance:** Yes; **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 skill threshold and the perform DC increase by 1 every 3 chakra spent in this technique.

Gekata no Fuukatsu (Lesser Seal Breaking)

Ninjutsu [Hijutsu of All Ninja Villages]

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform requirements:** 8 ranks (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 Resistance:** Yes; **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 meeting the perform requirements, 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 requirements:** 15 ranks (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 Genjutsu Kai (3))

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 requirements:** 2 ranks (DC 13); **Time:** 1 attack action; **Components:** C, Mas; **Range:** Melee Touch; **Target:** One willing creature; **Duration:** Instantaneous; **Saving Throws:** Will negate (harmless); **Chakra Resistance:** Yes (harmless); **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 knows its effects (successfully identifying the Genjutsu), or has succeeded in identifying and analyzing the Genjutsu without having seen it cast (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, or make an additional check to dispel the same effect.

Genkai Fuuin (Limiter Seal)

Fuinjutsu

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 full-round action; **Components:** H, X; **Range:** Touch; **Target:** One creature; **Duration:** Permanent or until released; **Saving Throws:** Will negates; **Chakra Resistance:** Yes; **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 weapon damage rolls, 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 Components: Materials to scribe a seal. Scribing the seal requires a Fuinjutsu check (DC 21), does not have to be done by the user and takes one seal slot. An attempt to craft the seal takes 1 round, and a failed check will result in the sealing process failing without the user noticing until the end.

A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Genryuudan (Illusory Dragon Blast)

Genjutsu (Phantasm) [Mind-Affecting, Lost Hijutsu]

Rank: 6 (A-Class); **Learn DC:** 21, 5 success; **Perform requirements:** 9 ranks (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**

Resistance: Yes; **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) [Earth]

Rank: 1 (E-Class); **Learn DC:** 12, 1 success; **Perform requirements:** 1 rank (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 negates; **Chakra Resistance:** Yes; **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 requirements:** 13 ranks (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 Resistance:** Yes; **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 unaffected by his own illusion.

Genzou no In (Illusion Seal)

Fuinjutsu (Advanced Seal)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 attack action; **Components:** H, F; **Range:** 10 feet; **Duration:** 1 minute/level (D); **Saving Throws:** Will disbelief (see text); **Chakra Resistance:** No; **Chakra Cost:** 6.

Using this technique, the user creates the illusion that something exists 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 requirements:** 11 ranks (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 Resistance:** Yes; **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 user can spend 2 points of chakra to increase the damage by 1d6, up to 1d6 per level or 12d6.

Material Focus: Zangetsu.

Gishi no Jutsu (Feign Death)

Chakra Control (Body)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (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.

Gisou no Jutsu (Camouflage Technique)

Ninjutsu (Requires Hide 6 ranks and Survival 6 ranks) [Hijutsu]

Rank: 5 (C-Class); **Learn DC:** 18, 3 success; **Perform requirements:** 6 ranks (DC 18);

Time: 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 5.

The user covers himself with a blanket of chakra-based camouflage and becomes very difficult to detect in a certain environment.

The user gains a +8 circumstance bonus to Hide checks so long as he remains in the same environment he performed the technique in. Furthermore, he may make a Hide check even while observed by standing still for at least 1 round. Creatures that can See Chakra are not affected by this technique. The technique ends when you take a hostile action.

Godan Jouryoku (Rank Five Strength)

Training (Taijutsu; Requires Strength rank 4 (a), Taijutsu 15 ranks, Taijutsu Adept (f) and Training (f))

Rank: 12 (S-Class); **Learn DC:** 28, 5 success; **Components:** X, Mas.

Through extensive training, the character increases his strength to what is wholly accepted as the human limit. The character gains the Strength rank 5 extraordinary ability.

Mastery

At the fifth step of mastery, the character may activate his strength rank 5 ability for up to 5 rounds every day without paying chakra. The ability does not need to be used 5 rounds in a row, but begins to cost chakra after the fifth round. This does not stack with mastery granted by other Strength rank training techniques.

Expendable Components: Muscle Growth: Type II drug.

Godan Kousoku (Rank Five Speed)

Training (Taijutsu; Requires Speed rank 4 (a), Taijutsu 15 ranks, Taijutsu Adept (f) and Training (f))

Rank: 12 (S-Class); **Learn DC:** 28, 5 success; **Components:** X, Mas.

Through extensive training, the character increases his speed to what is wholly accepted as the human limit. The character gains the Speed rank 5 extraordinary ability.

Mastery

At the fifth step of mastery, the character may activate his speed rank 5 ability for up to 5 rounds every day without paying chakra. The ability does not need to be used 5 rounds in a row, but begins to cost chakra after the fifth round. This does not stack with mastery granted by other Speed rank training techniques.

Expendable Components: Muscle Growth: Type II drug.

Gogyou Fuuin (Five Element Seal)

Fuinjutsu

Rank: 11 (S-Class); **Learn DC:** 27, 5 success; **Perform requirements:** 15 ranks (DC 31); **Time:** 1 attack action; **Components:** C, X; **Range:** Melee touch; **Target:** One creature; **Duration:** 1 day/level; **Saving Throws:** Will negates; **Chakra Resistance:**

Yes; **Chakra Cost:** 10.

The user makes a touch attack against the target. If it hits and the target fails its save, the target 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 Fuijin* 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.

Godai Ransatsu: Nidan Jutsu (Elemental Destruction: Rank Two Technique)

Ninjutsu (Subtype varies; requires 4 or more techniques of the appropriate subtype)

[Varies]

Rank: 12 (A-Class); **Learn DC:** 26, 4 success; **Perform requirements:** 15 ranks (DC 29); **Time:** 1 attack action; **Components:** H, E, F, Mas (see text); **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** Up to 5 creatures or object (no two target can be more than 15 ft. apart); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Resistance:** Yes; **Chakra Cost:** 11.

The user launches a powerful, focused attack at several opponents. If a character entry has a specific variant of this technique, use that name instead (see below).

The attack deals 8d6 points of damage to each creature or object targeted, up to a maximum of 5 targets (Reflex half). No single creature or object can be targeted twice. See below for the damage type, descriptors and special circumstances:

- *Shinhyoukidan no Jutsu (Cold descriptor):* The missiles deal cold damage. The material focus component requires a small (at least 50³ feet) source of snow or ice nearby.
- *Doryuuga Sougakari (Earth descriptor):* The missiles deal earth damage. The material focus component requires a small (at least 50 pounds) source of earth, stone or mud nearby.
- *Raitsume no Jutsu (Electricity descriptor):* The missiles deal electricity damage.
- *Karyuuga no Jutsu (Fire descriptor):* The missiles deal fire damage.
- *Suiryuuga Sougakari (Water descriptor):* The missiles deal water damage. The material focus component requires a small (at least 50 litres) source of water nearby.
- *Fuurensatsu no Jutsu (Wind descriptor):* The missiles deal wind damage.

This technique can be learned multiple times; each time a new variant must be chosen. Each variant is different and must be learned or taught separately.

Empower

The user may spend 1 point of chakra to increase the damage by 1 die, up to 1d6 per level or 20d6.

Mastery

Each step of mastery in this technique increases the maximum number of targets by 1. The first, third and fifth steps of mastery in this technique increases the maximum distance between targets by 5 feet.

Material Focus: Varies.

Godai Ransatsu: Sandan Jutsu (Elemental Destruction: Rank Three Technique)

Ninjutsu (Subtype varies; requires 6 or more techniques of the appropriate subtype) [Varies]

Rank: 14 (S-Class); **Learn DC:** 29, 5 success; **Perform requirements:** 18 ranks (DC 34); **Time:** 1 attack action; **Components:** C, H, E, F (see text); **Range:** Long (30 ft. + 15 ft./2 levels); **Area:** 40-ft. radius burst; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Resistance:** Yes; **Chakra Cost:** 14.

The user unleashes his ultimate elemental technique. If a character entry has a specific variant of this technique, use that name instead (see below).

Any creature and unattended object in the area of effect suffer 10d6 points of damage, halved with a successful Reflex save. See below for the damage type, descriptors and special circumstances:

- *Hyouseidan no Jutsu (Cold descriptor):* The technique deals cold damage. The material focus component requires a small (at least 500³ feet) source of snow or ice nearby.
- *Chimetsu Daigeki (Earth descriptor):* The technique deals earth damage. The material focus component requires a small (at least 500 pounds) source of earth, stone or mud nearby.
- *Kougeki no Jutsu (Electricity descriptor):* The technique deals electricity damage.
- *Shinryuudan no Jutsu (Fire descriptor):* The technique deals fire damage.
- *Tsunami no Jutsu (Water descriptor):* The technique deals water damage. The material focus component requires a small (at least 500 litres) source of water nearby.
- *Kuusetsume no Jutsu (Wind descriptor):* The technique deals wind damage.

This technique can be learned multiple times; each time a new variant must be chosen. Each variant is different and must be learned or taught separately.

Empower

The user may spend 1 point of chakra to increase the damage by 1 die, up to 1d6 per level or 24d6.

Material Focus: Varies.

Godai Ransatsu: Shodan Jutsu (Elemental Destruction: Rank One Technique)

Ninjutsu (Subtype varies; see text) [Varies]

Rank: 10 (B-Class); **Learn DC:** 23, 3 success; **Perform requirements:** 12 ranks (DC 25); **Time:** 1 attack action; **Components:** H, E, F (see text); **Range:** 60 feet; **Area:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra**

Resistance: Yes; **Chakra Cost:** 8.

Using this technique, the user releases a devastating elemental attack at his opponents. If a character entry has a specific variant of this technique, use that name instead (see below).

Any creature and unattended object in the area of effect suffers 6d6 points of damage, halved with a successful Reflex save. See below for the damage type, descriptors and special circumstances:

- *Hyoudetsudan (Cold descriptor)*: The technique deals cold damage. The material focus component requires a small (at least 15³ feet) source of snow or ice nearby.
- *Tsuchihoudan (Earth descriptor)*: The technique deals earth damage. The material focus component requires a small (at least 250 pounds) source of earth, stone or mud nearby.
- *Raiseidan no Jutsu (Electricity descriptor)*: The technique deals electricity damage.
- *Kaenhoudan no Jutsu (Fire descriptor)*: The technique deals fire damage.
- *Suiseidan no Jutsu (Water descriptor)*: The technique deals water damage. The material focus component requires a small (at least 250 litres) source of water nearby.
- *Shinkuudan no Jutsu (Wind descriptor)*: The technique deals wind damage.

This technique can be learned multiple times; each time a new variant must be chosen. Each variant is different and must be learned or taught separately.

Empower

The user may spend 1 point of chakra to increase the damage by 1 die, up to 1d6 per level or 16d6.

Material Focus: Varies.

Godai Ransatsu: Yondan Jutsu (Elemental Destruction: Rank Four Technique)

Ninjutsu (Subtype varies; requires 6 or more techniques of the appropriate subtype)
[Varies]

Rank: 14 (S-Class); **Learn DC:** 29, 5 success; **Perform requirements:** 18 ranks (DC 34); **Time:** 1 attack action; **Components:** C, H, E, F (see text); **Range:** Long (30 ft. + 15 ft./2 levels); **Effect:** Ray; **Duration:** Instantaneous; **Saving Throws:** Fortitude or Reflex partial (see text); **Chakra Resistance:** Yes; **Chakra Cost:** 15.

The user unleashes a powerful ray attack.

The user makes a ray attack against a single enemy within range. If it hits, the attack deals 12d6 points of energy damage.

- *Shiroiyari no Jutsu (Cold descriptor)*: The technique deals cold damage and will stagger the target for 1 round (Fortitude negates).
- *Shingen no Jutsu (Earth descriptor)*: The technique deals earth damage and the target must make a Fortitude save to avoid being stunned for 1 round (Fortitude negates).
- *Dendousoku no Jutsu (Electricity descriptor)*: The technique deals electricity damage

and the attack gains an additional +2 circumstance bonus to attack rolls.

- *Karyuu Entou no Jutsu (Fire descriptor)*: The technique deals fire damage and the target catches on fire (Reflex negates).

- *Suidoutai no Jutsu (Water descriptor)*: The technique deals water damage and the target will be dazzled for 1 round (Reflex negates).

- *Shippuken (Wind descriptor)*: The technique deals wind damage and the target will be deafened for 1 round (Fortitude negates).

This technique can be learned multiple times; each time a new variant must be chosen. Each variant is different and must be learned or taught separately.

Empower

The user may spend 1 point of chakra to increase the damage by 1 die, up to 1d6 per level or 24d6.

Material Focus: Varies.

Godai Taigeki: Sandan Jutsu (Elemental Beatdown: Rank Three Technique)

Ninjutsu (Subtype varies; see text) [Varies]

Rank: 5 (C-Class); **Learn DC**: 17, 2 success; **Perform requirements**: 6 ranks (DC 18);

Time: 1 attack action; **Components**: E, H; **Range**: Medium (20 ft. + 10 ft./2 levels);

Area: 10-ft. radius burst; **Saving Throws**: Reflex half; **Chakra Resistance**: Yes;

Chakra Cost: 4.

If a character entry has a specific variant of this technique, use that name instead (see below).

Any creature and unattended object in the area of effect suffer 4d6 points of damage, halved with a successful Reflex save. See below for the damage type, descriptors and special circumstances:

- *Denshindou no Jutsu (Electricity descriptor)*: The technique deals electricity damage, up to 12d6.

- *Dorodan no Jutsu (Earth descriptor)*: The technique deals earth damage, up to 10d6. The material focus component requires a small (at least 75 pounds) source of earth, stone or mud nearby.

- *Gehidama no Jutsu (Fire descriptor)*: The technique deals fire damage, up to 12d6.

- *Gufuudan no Jutsu (Wind descriptor)*: The technique deals wind damage, up to 12d6.

- *Hyourindan no Jutsu (Cold descriptor)*: The technique deals cold damage, up to 10d6. The material focus component requires a small (at least 15³ feet) source of snow or ice nearby.

- *Mizudan no Jutsu (Water descriptor)*: The technique deals water damage, up to 10d6. The material focus component requires a small (at least 75 litres) source of water nearby.

This technique can be learned multiple times; each time a new variant must be chosen. Each variant is different and must be learned or taught separately.

Empower

The user may spend 1 point of chakra to increase the damage by 1 die, maximum 1 die per level or depending on the variant performed.

Material Focus: Varies.

Godai Taigeki: Shodan Jutsu (Elemental Beatdown: Rank One Technique)

Ninjutsu (Subtype varies; see text) [Varies]

Rank: 3 (C-Class); **Learn DC:** 15, 2 success; **Perform requirements:** 4 ranks (DC 16);

Time: 1 attack action; **Components:** H, E, F (see text); **Range:** Close (10 ft. + 5 ft./2

levels); **Area:** Cone-shaped burst from the user; **Duration:** Instantaneous; **Saving**

Throws: Reflex half; **Chakra Resistance:** Yes; **Chakra Cost:** 2.

If a character entry has a specific variant of this technique, use that name instead (see below).

Any creature and unattended object in the area of effect suffers 2d6 points of damage, halved with a successful Reflex save. The cone's length cannot exceed 30 feet. See below for the damage type, descriptors and special circumstances:

- *Denha no Jutsu (Electricity descriptor):* The technique deals electricity damage, up to 10d6.

- *Doronami no Jutsu (Earth descriptor):* The technique deals earth damage, up to 8d6. The material focus component requires a small (at least 25 pounds) source of earth, stone or mud nearby.

- *Goukakyuu no Jutsu (Fire descriptor):* The technique deals fire damage, up to 10d6.

- *Gufuuran no Jutsu (Wind descriptor):* The technique deals wind damage, up to 10d6.

- *Hyoukaimen no Jutsu (Cold descriptor):* The technique deals cold damage, up to 8d6. The material focus component requires a small (at least 5³ feet) source of snow or ice nearby.

- *Mizurappa (Water descriptor):* The technique deals water damage, up to 8d6. The material focus component requires a small (at least 25 litres) source of water nearby.

This technique can be learned multiple times; each time a new variant must be chosen. Each variant is different and must be learned or taught separately.

Empower

The user may spend 1 point of chakra to increase the damage by 1 die, maximum 1 die per level or depending on the variant performed.

Material Focus: Varies.

Godai Taigeki: Nidan Jutsu (Elemental Beatdown: Rank Two Technique)

Ninjutsu (Subtype varies; see text) [Varies]

Rank: 4 (C-Class); **Learn DC:** 16, 4 success; **Perform requirements:** 5 ranks (DC 17);

Time: 1 attack action; **Components:** H, E, F, Mas (see text); **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** Up to 2 creatures or object (no two target can be more than 15 ft.

apart); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Resistance:** Yes;

Chakra Cost: 3.

If a character entry has a specific variant of this technique, use that name instead (see below).

The attack deals 3d6 points of damage to each creature or object targeted, up to a maximum of 2 targets (Reflex half). No single creature or object can be targeted twice. See below for the damage type, descriptors and special circumstances:

- *Denpo no Jutsu (Electricity descriptor)*: The missiles deal electricity damage, up to 11d6.
- *Doroga no Jutsu (Earth descriptor)*: The missiles deal earth damage, up to 9d6. The material focus component requires a small (at least 25 pounds) source of earth, stone or mud nearby.
- *Enga no Jutsu (Fire descriptor)*: The missiles deal fire damage, up to 11d6.
- *Gufuiken (Wind descriptor)*: The missiles deal wind damage, up to 11d6.
- *Hyourento (Cold descriptor)*: The missiles deal cold damage, up to 9d6. The material focus component requires a small (at least 5³ feet) source of snow or ice nearby.
- *Mizuteppo (Water descriptor)*: The missiles deal water damage, up to 9d6. The material focus component requires a small (at least 25 litres) source of water nearby.

This technique can be learned multiple times; each time a new variant must be chosen. Each variant is different and must be learned or taught separately.

Empower

The user may spend 1 point of chakra to increase the damage by 1 die, maximum 1 die per level or depending on the variant performed.

Material Focus: Varies.

Gokan Ranchou no Jutsu (Senses Confusion Technique)

Ninjutsu

Rank: 8 (B-Class); **Learn DC**: 22, 3 success; **Perform requirements**: 10 ranks (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 Resistance**: No; **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 (Sution; Requires Shark Blood Pact (f)) [Water]

Rank: 8 (A-Class); **Learn DC**: 23, 4 success; **Perform requirements**: 11 ranks (DC

25); **Time:** 1 attack action; **Components:** H; **Range:** 0 feet; **Effect:** Creates 5 water sharks; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Resistance:** Yes; **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 of 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 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)) [Fire, Uchiha Itachi Hijutsu]

Rank: 9 (S-Class); **Learn DC:** 25, 6 success; **Perform requirements:** 13 ranks (DC 29); **Time:** 1 attack action; **Components:** S, E, Mas; **Range:** 50 feet (see text); **Area:** Line attack 15-ft. wide from the user, then 30-ft. radius burst; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Resistance:** Yes; **Chakra Cost:** 10.

This technique, created by the genius ninja Uchiha Itachi, is a vast improvement of the Uchiha clan's Goukakyuu.

This technique begins as a line attack from a fireball, which then explodes in a burst attack. Any creature caught in the burst radius suffers 7d6 points of damage, while creatures in the line attack only suffer half that damage, halved with a successful Reflex save in both cases. A creature caught in both effects does not take additional damage.

The explosion can be triggered before the attack reaches the end of the line, but this reduces the length of the line as well.

Empower

The user can spend an additional 1 chakra to increase the damage by 1 die, maximum 1d6 per level or 18d6.

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)

See *Godai Taigeki: Shodan Jutsu* technique.

Gouka Kasui no Jutsu (Hellfire Spikes Technique)

Ninjutsu (Katon) [Fire]

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (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 Resistance:** Yes; **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) [Fire]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 Resistance:** Yes; **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 points of chakra per die of damage.

Gufuudan no Jutsu (Tornado Blast Technique)

See *Godai Taigeki: Sandan Jutsu* technique.

Gufuuken (Tornado Slash Technique)

See *Godai Taigeki: Nidan Jutsu* technique.

Gufuuran no Jutsu (Tornado Slicer Technique)

See *Godai Taigeki: Shodan Jutsu* technique

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 requirements:** 14 ranks (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, 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.

Unlike standard Henge, the user's new form cannot be discerned from the real thing.

Mastery

The first step of mastery allows the user to retain his extraordinary qualities during the transformation.

The second step of mastery allows the user to retain his supernatural abilities during the transformation.

The third step of mastery allows the user to retain his spell-like abilities during the transformation.

Gyokou (Good Fortune)

Ninjutsu

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform requirements:** 1 rank (DC 12); **Time:** 1 full-round action; **Components:** C; **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. This technique can only be used once per day.

Haisekishou (Burning Ash Cloud)

Ninjutsu (Katon) [Fire]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (DC 18); **Time:** 1 attack action; **Components:** H; **Range:** 5 feet; **Effect:** Cloud spread 15-feet wide, 5 feet high from the user; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Resistance:** Yes; **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 and taking no actions; 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) [Water]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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 Resistance:** Yes; **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 1d4 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, but the skill threshold and perform DC increase by 5. 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; requires Survival 5 ranks and Track (f))

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform requirements:** 3 ranks (DC 15); **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level; **Saving Throws:** None; **Chakra Cost:** 4.

The user concentrates a high condensation of chakra in his nose to improve his sense of smell tenfold.

The user gains the *Scent* extraordinary quality for the duration of this technique, except as follow: whenever he comes within 5 feet of the source, the user must make a Wisdom check (DC 15) to pinpoint it.

Hanten Chouyaku (Leap to the Sky)

Chakra Control (Body; Requires Daichouyaku no Jutsu (t))

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (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) [Death, Lost Kinjutsu, Good]

Rank: 9 (S-Class); **Learn DC:** 25, 7 success; **Perform requirements:** 13 ranks (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 Resistance:** Yes; **Chakra Cost:** 16.

This 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.

The user makes a melee touch attack against a single non-human and non-animal creature or a human of Evil allegiance. If the attack hits, the target 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 holy damage instead.

Haradou: Baku no Moukin (Way of Purification: Shackles of the Predator)

Ninjutsu (Requires Concentration 7 ranks) [Lost Kinjutsu, Good]

Rank: 6 (A-Class); **Learn DC:** 21, 6 success; **Perform requirements:** 9 ranks (DC 23);

Time: 1 attack action; **Components:** C; **Range:** Touch; **Target:** One evil outsider or evil creature; **Duration:** 1 hour/level; **Saving Throws:** Will negates; **Chakra Resistance:** Yes; **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, Good]

Rank: 3 (C-Class); **Learn DC:** 16, 4 success; **Perform requirements:** 4 ranks (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 Resistance:** Yes; **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 holy 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, Good]

Rank: 9 (A-Class); **Learn DC:** 24, 5 success; **Perform requirements:** 12 ranks (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 Resistance:** Yes; **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 holy 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 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 requirements:** 8 ranks (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) [Cold]

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (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 Resistance:** Yes; **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 requirements:** 7 ranks (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 Resistance:** Yes; **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) [Electricity]

Rank: 1 (E-Class); **Learn DC:** 12, 1 success; **Perform requirements:** 1 rank (DC 11); **Time:** 1 full-round action; **Components:** C, H; **Range:** Touch; **Target:** One living creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude negates; **Chakra Resistance:** Yes; **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 requirements:** 1 rank (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 requires chakra (no mastercrafted objects, no advanced weaponry, paper bombs, 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.

While in a new form, however, the user cannot perfectly replicate all aspects of his subject and may only create a passable simile to the naked eye. Henge cannot replicate finger prints and retina, chakra signature, blood type, DNA or the subject's voice well enough to fool any sort of advanced scanning device.

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 increases the skill threshold and perform DC by 3, and costs 1 more chakra per clone transformed. The range of the technique in this case is of 20 feet and affects any clones at the user's discretion within that range.

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 increase the duration by 10 minutes, 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) [Fire, Hijutsu of All Ninja Villages]

Rank: 1 (E-Class); **Learn DC:** 12, 2 success; **Perform requirements:** 1 rank (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 Resistance:** Yes; **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 requirements:** 11 ranks (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 Resistance:** Yes; **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 nonlethal damage from this technique.

Notes: Using alternate non-lethal damage rule, where nonlethal damage is cumulative, this technique deals 8d6 point of nonlethal damage instead.

Hidama no Jutsu (Fireball Technique)

Ninjutsu (Katon) [Fire]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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 Resistance:** Yes; **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, or up to 1d6 per level total.

Hien Jutsu: Ippo (Flying Swallow Technique: First Step)

Ninjutsu (Fuuton; Requires Wind affinity (a)) [Sarutobi Asuma Hijutsu, Wind]

Rank: 4 (C-Class); **Learn DC:** 17, 3 success; **Perform requirements:** 5 ranks (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 requirements:** 9 ranks (DC 22); **Time:** 1 attack 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 Resistance:** No; **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). Skill threshold does not apply to avoid an attack.

Avoiding an attack costs 6 point of chakra, and can be done up to 1 time per day. The attack avoided must be from a creature of a Challenge Rating up to his level 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 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 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 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 increase the cost to 8 when avoiding an attack, to avoid an attack from a CR up to his level 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 from a CR up to his level 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 from a CR up to his level 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 requirements:** 12 ranks (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 Resistance:** Yes; **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: Chakra Hankai no Jutsu (Secret Technique: Chakra Disruption Technique)

Fuinjutsu (Requires Dense Chakra (f), Chakra Control 10 ranks, Fuinjutsu 10 ranks and Ninjutsu 10 ranks) [Hijutsu]

Rank: 7 (A-Class); **Learn DC:** 22, 5 success; **Perform requirements:** 10 ranks (DC 27); **Time:** 1 attack action; **Components:** C, H; **Range:** Melee Touch; **Target:** One creature or object; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Resistance:** No; **Chakra Cost:** 5.

The user touches the desired creature or object and disrupts a single ongoing Spell-like Ability, Chakra Control or Ninjutsu effect or sealed item. In either case, a disruption check is required: roll 1d20 and add the user's ranks in the Fuinjutsu skill, up to a maximum of his level or +5, whichever is lower.

Spell-like Ability, Chakra Control or Ninjutsu Effect: To disrupt an effect, the user must have either witness the target performing the effect or being affected with it, or have identified by making a successful Chakra Control or Ninjutsu check, and the effect must have a duration other than instantaneous or permanent. The user must make a disruption check DC 11 + the level of the creature that performed the effect. A successful check means the effect is disrupted and immediately ends.

Sealed Item: To disrupt a sealed item or enhancement seal, the user makes a disruption check against the object, DC 11 + the level of the sealed item or enhancement seal. A successful check means the sealed item or enhancement seal stops functioning for 1d4 rounds. If an item has more than one enhancement seal, the user must choose which one he wants to disrupt. A sealed item or enhancement seal can only be disrupted once per day (or a single successful attempt per day).

Empower

The user can spend 1 chakra to increase the maximum number of ranks in the Fuinjutsu skills he can apply to the disruption check by +1, up to his level or +20.

The user can spend 5 chakra when disrupting a sealed item or enhancement seal to disrupt it for 1d6+1 rounds instead.

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 requirements:** 8 ranks (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.

Hijutsu: Kairiki (Secret Technique: Superhuman Strength)

Chakra Control (Requires Chakra Control 15 ranks, Knowledge (Earth and Life Science) 15 ranks, Ninjutsu 15 ranks and Taijutsu 15 ranks) [Tsunade Hijutsu]

Rank: 8 (B-Class); **Learn DC:** 22, 4 success; **Perform requirements:** 10 ranks (DC 23); **Time:** 1 attack action; **Components:** C, E, Mas; **Range:** Personal; **Target:** You; **Duration:** 1 hour or until expended (D); **Saving Throws:** None; **Chakra Cost:** 3.

This technique allows the user to gain immense strength in very short bursts, and requires perfect timing, chakra control and knowledge of anatomy, ninjutsu, and taijutsu.

The user gains 2 strength charges. A strength charge can be expended to gain a +1 bonus to weapon damage rolls for 1 round, up to +5. Every 2 strength charges expended in 1 round multiplies the user's carrying capacity by 1.5 for 1 round.

The user is able to concentrate for a swift action each round while he has at least 1 strength charge remaining, to gain up to 5 strength charges at the cost of 1 chakra per charge.

Empower

The user may spend 1 point of chakra to gain an additional strength charge.

Mastery

Each step of mastery allows the character to spend 1 additional strength charge per round to gain a bonus up to +10.

The first, third and fifth steps of mastery in this technique allow the character to gain an additional strength charge when concentrating.

The fifth step of mastery in this technique can only be attained at ECL 12 or higher, and allows the user to ignore hardness from objects with a hardness 8 or lower while he has at least 1 strength charge.

Hijutsu: Retsu Hassai (Secret Technique: Violent Outbreak)

Genjutsu (Compulsion; requires Genjutsu 10 ranks) [Hijutsu, Mind-Affecting]

Rank: 7 (A-Class); **Learn DC:** 22, 5 success; **Perform requirements:** 10 ranks (DC 24); **Time:** 1 attack action; **Components:** H, Mas; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature; **Duration:** 3 rounds (D); **Saving Throws:** Will negates; **Chakra Resistance:** Yes; **Chakra Cost:** 8.

The subject is overcome with violence and automatically attacks the nearest creature, and will continue to attack that creature until attacked for as long as the technique lasts. Any creature who attacks the subject, even unsuccessfully, incurs its wrath and becomes its new target. The subject will not make attacks of opportunity against any creature it is not already devoted to attacking.

Mastery

The first and third steps of mastery each increase the duration by 1 round.

The fifth step of mastery allows the technique to affect a second target within 15 feet of the primary target, for 1 round.

Hijutsu: Senninriki (Secret Technique: Strength of a Thousand)

Taijutsu (Strike; Requires Power Attack (f), Hijutsu: Kairiki (5) and Chakra Control 18 ranks) [Tsunade Hijutsu]

Rank: 12 (A-Class); **Learn DC:** 27, 5 success; **Perform requirements:** 15 ranks (DC 29); **Time:** 1 attack action or 1 instant action (see text); **Components:** C, E, Mas; **Range:** Personal or Melee Attack; **Target:** You or one creature; **Duration:** Instantaneous plus 2 rounds (see text); **Saving Throws:** Fortitude partial; **Chakra Cost:** 5.

This technique allows the user to gain immense strength in very short bursts, and requires perfect timing, chakra control and knowledge of anatomy, ninjutsu, and taijutsu.

The user makes an unarmed melee attack against a single creature. If it hits, the attack deals normal damage plus 1d6 points of damage every 2 strength charges spent, up to 1d6 per level or 15d6. The target is also pushed back 1d4x5 feet per extra damage die, halved with a successful Fortitude save. If the attack targets an inanimate object, it will not be pushed back but suffer 1d10 damage every 2 strength charge spent instead and ignoring all hardness.

For two rounds afterwards, the user will count as though two size categories larger for the purpose of determining carrying capacity, wielding weapons, grapple, overrun, trip and bullrush, and generate 1 strength charge per round.

This technique can also be used as an instant action to increase the user's effective size category by 1 every 2 strength charge spent. This bonus applies during grapple, bullrush, overrun and trip, and grants a +4 bonus to break checks per strength charge spent. This bonus does not stack with the bonus provided by the Strength rank abilities, and lasts for 2 rounds

Empower

The user can spend an extra strength charge to multiply his carrying capacity 1.5 per charge spent while the effect lasts.

The user can spend 2 strength charge to increase his effective size category further by 1 for the duration of the effect.

Mastery

With the fifth step of mastery, the user can deal additional damage by spending 1 strength charge per damage die instead of 2.

Hikiro Renken (Flying Demon Strike)

Ninjutsu

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform requirements:** 3 ranks (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 Resistance:** Yes; **Chakra Cost:** 2.

The user throws an object, presumably a weapon, which flows into a long arc and returns to him like a boomerang.

The user throws an object up to one size category larger, which returns to him at the start of his next turn if he moved less than 30 feet away from the original location of the throw. He can make a thrown weapon attack against a single creature within range at his highest attack bonus.

Mastery

With the third step of mastery in this technique, when the user throws a weapon, he may throw an oversized weapon or fullblade even if the object is too large.

Hiraishin no Jutsu (Flying Thunder God Technique)

Ninjutsu (Spacetime; Requires Chakra Control 24 ranks, Ninjutsu 24 ranks, Shikei no In (t)) [Teleportation, Yondaime Hokage Hijutsu]

Rank: 11 (S-Class); **Learn DC:** 27, 6 success; **Perform requirements:** 15 ranks (DC 31); **Time:** 1 swift action; **Components:** C, M, 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) and Speed rank 4 (a)) [Lost Hijutsu]

Rank: 10 (A-Class); **Learn DC:** 25, 5 success; **Perform requirements:** 13 ranks (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 accross 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). 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 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. This is negated with the high speed sight 4 or higher ability.

Hiryuu (Soaring Dragon)

Ninjutsu (Fuuton) [Wind]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 Resistance:** Yes; **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), Hirameku (t) and Speed rank 5 (a)) [Lost Hijutsu]

Rank: 12 (A-Class); **Learn DC:** 27, 5 success; **Perform requirements:** 16 ranks (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).

The invisibility ability is negated with high speed sight 7 or higher.

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 Ninpou: Chakra no Ito (3))

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform requirements:** 7 ranks (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 Resistance:** Yes (objects); **Chakra Cost:** 4.

This technique can only be used while chakra threads are active. Using this quite handy trick, the user is able to move around objects as he would puppets with his chakra threads.

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) [Fire]

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform requirements:** 3 ranks (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 Resistance:** Yes; **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 Ninpou: Chakra no Ito (5) and Puppetry (a))

Rank: 13 (S-Class); **Learn DC:** 29, 5 success; **Perform requirements:** 17 ranks (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 Resistance:** Yes; **Chakra Cost:** 2 (base; see text).

Using this technique, the puppeteer is able to attach his chakra threads from Puppetry ability 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 the Puppetry ability 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 the Puppetry ability. 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 requirements:** 13 ranks (DC 27); **Time:** 1 full-attack action; **Components:** C, H, M, E; **Effect:** Enlarges 1 or more shuriken; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Resistance:** No; **Chakra Cost:** 3.

This technique is a greater version of the Kubikiri Shuriken technique that allows the user to throw and enlarge multiple projectiles.

The user makes a full attack with thrown shuriken and may decide to enlarge some or all of them, each enlarged shuriken dealing 2d8 points of damage plus the user's Strength modified multiplied by 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 3 additional chakra, up to 1 per 4 level or 5 shuriken.

Mastery

With the third step of mastery in this technique, the user may increase the cost to 4 per shuriken to increase the damage dealt by 1 step to 3d8. Kubikiri shuriken of this size ignore one-quarter cover.

With the fifth step of mastery in this technique, the user may increase the cost to 6 per kubikir shuriken, increasing the damage dealt by 2 steps to 4d8, and ignoring one-quarter and one-half cover.

Material Focus: 1 shuriken per attacks.

Hokage Shiki Jijun Jutsu: Kakuan Nitten Suishu (Hokage Style Retirement Technique: Darkness Sealing Palm)

Fuinjutsu [Shodai Hokage Hijutsu]

Rank: 13 (Super S-Class); **Learn DC:** 30, 7 success; **Perform requirements:** 18 ranks (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 Resistance:** Yes; **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 seal requires a Fuinjutsu check (DC 28). An attempt to craft the seal takes 1 minute, and a failed check will result in the sealing process failing without the user noticing until the end.

A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Hokojutsu: Dachi - Kabuto-kakushi Dachi (Armed Technique: Stance - Helm Splitter Stance)

Taijutsu (Stance) [Armed]

Rank: 4 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 swift action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 4.

While in this stance, the user deals increased damage against single creatures. Any attack made against a single creature, or any technique dealing weapon damage that targets a single creature deals damage as though one size category larger than in reality (maximum one size category larger than the user).

This bonus only applies to weapon attacks made with properly sized weapons and Taijutsu techniques with the *armed* descriptor.

Material Focus: The user's held weapon.

Hokojutsu Hiken: Dachi - Yabuki Dachi (Armed Secret Technique: Stance - Spiritual Destroyer Stance)

Taijutsu (Stance) [Armed]

Rank: 10 (A-Class); **Learn DC:** 25, 4 success; **Perform requirements:** 13 ranks (DC 27); **Time:** 1 swift action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 8.

The user deals additional damage against any armed attacks made with a properly-sized weapon or a Taijutsu technique with the *armed* descriptor. Each melee attack or *armed* technique that targets a single creature deals an additional 1d6 points of damage, not multiplied on a critical hit. If the attack scores a confirmed critical, it deals an additional 1d10 points of damage if the multiplier is x2, 2d10 if x3, etc.

Material Focus: The user's held weapon.

Hokojutsu: Daibutsu (Armed Technique: Powerful Blow)

Taijutsu (Strike) [Armed]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (DC 16); **Time:** 1 attack action; **Components:** M, F; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 4.

The user makes a single melee attack with his held weapon. If it hits, it deals an weapon damage plus 1d6 points of damage every 3 levels if it hits (maximum 3d6, not multiplied on a critical hit.) If the attack hit, the target must also make a Fortitude save to avoid being knocked prone.

Material Focus: The user's held weapon.

Hokojutsu: Horokotsu (Armed Technique: Bone Shatter)

Taijutsu (Strike; requires base attack bonus +6) [Armed]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (DC 22); **Time:** 1 attack action; **Components:** M, F; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude partial; **Chakra Cost:** 8.

The user makes a melee attack with his held weapon. If it hits, it deals weapon damage plus an additional 1d6 points of damage every 5 levels (not multiplied on a critical hit, maximum 4d6). The target must make a Fortitude save to avoid suffering 1 point of temporary Strength damage every 2 levels (maximum 8).

The strength damage does not stack with other strength damage from this technique, and lasts 5 minutes. Each successful save against this technique grants the target a +2 bonus for 24 hours.

Material Focus: The user's held weapon.

Hokojutsu: Kinmetsu (Armed Technique: Muscle Destroyer)

Taijutsu (Strike; requires base attack bonus +9) [Armed]

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (DC 26); **Time:** 1 attack action; **Components:** M, F; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude partial; **Chakra Cost:** 4.

The user makes a melee attack with his held weapon. If it hits, it deals half weapon damage and the target must make a Fortitude save. On a failed save, the target suffers a -1 penalty to speed or strength ranks for 5 minutes (user's choice). The penalty stacks up to 2 times. Each successful save against this technique grants the target a +2 bonus for 24 hours.

Material Focus: The user's held weapon.

Hokojutsu: Shin Daibutsu (Armed Technique: Awesome Blow)

Taijutsu (Strike; requires Daibutsu (4)) [Armed]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (DC 22); **Time:** 1 attack action; **Duration:** Instantaneous; **Chakra Cost:** 10.

Same as *Hokojutsu: Daibutsu*, except as noted above, and as follow. The attack deals 3d6 plus 1d6 every 4 levels, maximum 8d6. The target must make a Fortitude save to avoid being knocked prone.

Material Focus: The user's held weapon.

Hokojutsu: Shinsatsu Ougi - Owari Butsu (Armed Technique: Godslayer Secret Skill - Ultimate Strike)

Taijutsu (Strike; Requires base attack bonus +15) [Armed]

Rank: 14 (S-Class); **Learn DC:** 26, 5 success; **Perform requirements:** 18 ranks (DC 34); **Time:** 1 attack action; **Components:** M, F, E; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 12.

The user makes a melee attack with his held weapon against a single creature. If it hits, the attack deals an additional 10d6 points of damage, not multiplied on a critical hit.

Empower

The user can spend an additional 1 point of chakra to increase the additional damage by 1 die, up to 1 per level or 20d6.

Material Focus: The user's held weapon.

Homura Dama (Blazing Sphere)

Ninjutsu (Katon) [Fire, Lost Hijutsu]

Rank: 4 (C-Class); **Learn DC:** 17, 3 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 attack action; **Components:** S, M, F, E; **Range:** 0 feet; **Effect:** Imbues held weapon; **Duration:** 1 round/level or until discharged (D); **Saving Throws:** None; **Chakra Resistance:** Yes; **Chakra Cost:** 3.

This technique can only be used on a melee weapon. 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) [Electricity]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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 Resistance:** Yes; **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 (up to 1d6 per level or 10d6).

Houseki Bakudan (Gem Bomb)

Ninjutsu (Requires Elemental Affinity (any))

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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 Resistance:** Yes; **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) [Fire]

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform requirements:** 7 ranks (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 Resistance:** Yes; **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 point of chakra per seed to increase the damage by 1d6. A single creature cannot be targeted with more than 1 damage die per level. This cannot be done for individual seeds, and all must be empowered at once.

Hyouheki no Jutsu (Ice Wall Technique)

Ninjutsu (Hyouton) [Cold]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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 Resistance:** No; **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 foot wide and 1 foot 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.

Hyokaimen no Jutsu (Ice Crusher Technique)

See *Godai Taigeki*: *Shodan Jutsu* technique.

Hyoukatou (Freezing Ice Flower)

Ninjutsu (Hyoton)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 attack action; **Components:** C, F; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude partial; **Chakra Resistance:** Yes; **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) [Cold, Shiseiten no Akira Hijutsu]

Rank: 10 (S-Class); **Learn DC:** 26, 6 success; **Perform requirements:** 14 ranks (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 Resistance:** Yes; **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) [Cold]

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (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 Resistance:** Yes; **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) [Cold]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 Resistance:** Yes; **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) [Cold]

Rank: 6 (A-Class); **Learn DC:** 21, 4 success; **Perform requirements:** 9 ranks (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 Resistance:** Yes; **Chakra Cost:** 15.

This technique, while similar to *Hyokodan 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 6d6 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 chose to affect fewer secondary targerts than his maximum.
Material Focus: A medium (at least 300 pounds) source of ice and snow nearby.

Hyoumetsudan (Ice Ruin Burst)

See *Godai Ransatsu: Shodan Jutsu* technique.

Hyounomi no Jutsu (Swallowing Ice Technique)

Ninjutsu (Hyouton) [Cold]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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 Resistance:** Yes; **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) [Cold]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 Resistance:** Yes; **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.

Hyourento (Fierce Ice Daggers)

See *Godai Taigeki: Nidan Jutsu* technique.

Hyourindan no Jutsu (Ice Ring Blast Technique)

See *Godai Taigeki: Sandan Jutsu* technique.

Hyourinmaru (Flawless Ice Ring)

Ninjutsu (Hyouton) [Cold]

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform requirements:** 11 ranks (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 Resistance:** Yes; **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) [Cold]

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform requirements:** 10 ranks (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 negates; **Chakra Resistance:** Yes; **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.

Hyouseidan no Jutsu (Ice Nova Technique)

See *Godai Ransatsu: Sandan Jutsu* technique.

Hyoushou no Jutsu (Ice Crystal Technique)

Ninjutsu (Hyouton) [Cold, Haku Hijutsu]

Rank: 4 (C-Class); **Learn DC:** 17, 3 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 attack action or instant action; **Components:** H, F, Mas; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** Creates an Medium-sized ice wall; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Resistance:** No; **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. It can grant a Medium-size creature three-quarter cover.

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. Skill threshold does not apply to defensive maneuvers.

To defend against the attack, the user must make a Perform check (as per Hyoushou no Jutsu, 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 with a Challenge Rating equal to his level 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 Hyoushou no Jutsu as a defensive maneuver counts towards the number of times per day Chibounushi no Jutsu and 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 Challenge Rating of attacks the user can defend against to his level or 5, whichever is lower.

Every step of mastery after the first increases the Challenge Rating of attack he can defend by 5 or up to his level, whichever is lower.

Mateiral Focus: A small (at least 15 litres) source of water, snow or ice nearby.

Hyousou no Jutsu (Ice Claws Technique)

Ninjutsu (Hyouton) [Cold]

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform requirements:** 2 ranks (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) [Cold]

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform requirements:** 3 ranks (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 Resistance:** Yes; **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 Ryuu: Ougi - Hakke Hyakunijuuichi Shou (Hyuuga Style: Secret Skill - 128 Palms of Divination)

Taijutsu (Strike; Requires Byakugan Sight (f), Tenketsu Sealing (a) and Hyuuga Ryu: Jyuuken - Shodan Dachi (5) and Rokujuuyon Shou (t)) [Punch, Hyuuga Hijutsu]

Rank: 13 (S-Class); **Learn DC:** 29, 6 success; **Perform requirements:** 17 ranks (DC 33); **Time:** 1 full-attack action; **Components:** C, M; **Range:** Melee Attack; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 14.

This technique can only be used in a *jyuuken* stance. The user makes 8 *jyuuken* attacks at his highest attack bonus. Each attack deals half damage as per *jyuuken* stance, and cannot score a critical hit. In addition, each successful hit deals 1 point of chakra coil damage as well as 16 points of *tenketsu damage*.

The target will be stunned for 1 round unless it succeeds a Fortitude save. If the target has a certain miss chance due to concealment or other abilities, *Hakke Hyakunijuuichi Shou* is still affected.

Each consecutive use of this technique or *Hyuuga Ryu: Hakke Rokujuuyon Shou* on a creature in a single 24 hours period reduces the *tenketsu damage* dealt by the *jyuuken* attacks by 4 each time. A creature's chakra pool cannot be reduced below 1 by this mean.

Hyuuga Ryuu: Hakke Kuushou (Hyuuga Style: Void Palm of Divination)

Taijutsu (Strike; Requires Byakugan (a) and Jyukun: Shodan Dachi (t)) [Punch, Hyuuga Hijutsu]

Rank: 5 (C-Class); **Learn DC:** 18, 3 success; **Perform requirements:** 6 ranks (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.

This technique can only be used in a *jyukun* stance. The user makes a single *jyukun* strike any one creature within range. The user still rolls a melee touch attack and deals standard damage on a hit. 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 Ryuu: Hakke Rokujuuyon Shou (Hyuuga Style: 64 Palms of Divination)

Taijutsu (Strike; Requires Tenketsu Sealing (a) and Hyuuga Ryu: Jyukun - Shodan Dachi (3)) [Punch, Hyuuga Hijutsu]

Rank: 9 (A-Class); **Learn DC:** 24, 5 success; **Perform requirements:** 12 ranks (DC 26); **Time:** 1 full-attack action; **Components:** C, M; **Range:** Melee Attack; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 7.

This technique can only be used in a *jyukun* stance. The user makes 4 *jyukun* attacks at his highest attack bonus. Each attack deals half damage as per *jyukun* stance, and cannot score a critical hit. In addition, each successful hit deals 1 point of chakra damage as well as 16 points of *tenketsu damage*.

The target will be dazed for 1 round unless it succeeds a Fortitude save. If the target has a certain miss chance due to concealment or other abilities, *Hakke Hyakunijuuichi Shou* is still affected.

Each consecutive use of this technique or *Hyuuga Ryu: Ougi - Hakke Hyakunijuuichi Shou* on a creature in a single 24 hours period reduces the *tenketsu damage* dealt by the *jyukun* attacks by 4 each time. A creature's chakra pool cannot be reduced below 1 by this mean.

Hyuuga Ryuu: Ougi - Hakkeshou Daikaiten (Hyuuga Style: Secret Skill - Great Divination Whirl)

Taijutsu (Strike; Requires Byakugan (a), Hyuuga Ryu: Jyukun - Shodan Dachi (5), Nidan Dachi (3), Kaiten (2) and Byakugan Sight (f)) [Punch, Hyuuga Hijutsu]

Rank: 11 (A-Class); **Learn DC:** 26, 5 success; **Perform requirements:** 14 ranks (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 Ryuu: Hakkeshou Kaiten (Hyuuga Style: Divination Whirl)

Taijutsu (Strike; Requires Byakugan (a), Hyuuga Ryu: Jyuuken - Shodan Dachi (1) and Byakugan Sight (f)) [Punch, Hyuuga Hijutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform requirements:** 8 ranks (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.

Attacks made with *Hakkeshou Kaiten* count as *Jyuuken: Shodan Dachi* attacks regardless of what stance the user was in.

Hyuuga Ryuu: Jyuuken - Nidan Dachi (Hyuuga Style: Gentle Fist - Second Stance)

Taijutsu (Stance; Requires Hyuuga Ryu: Jyuuken - Shodan Dachi (3) and Byakugan (a)) [Punch, Hyuuga Hijutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform requirements:** 8 ranks (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 of the highest status and skill. The stances are so similar to one another that it is very easy to mistake one for the other. The knees are slightly more bent, the hands a little more turned inward, and the the flow of chakra is far more akin to a knife than a needle.

As *Jyuuken - Shodan Dachi*, except as above and as follow. In the *Nidan Dachi* stance, attacks still count as a single attack to bypass 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 use either his Dexterity or Wisdom modifier to resolve attack rolls, whichever is highest. *Jyuuken* attacks bypass chakra damage reduction.

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

Each step of mastery in this technique allows the user to add up to 2 points of his Dexterity or Wisdom modifier as a bonus to damage rolls with *jyuuken* attacks, whichever is highest. The bonus cannot exceed the user's Dexterity or Wisdom modifiers. Every step of mastery in this technique also increases the user's chance to strike an incorporeal creature by 5% with *Jyuuken* attacks.

Hyuuga Ryuu: Jyuuken - Shodan Dachi (Hyuuga Style: Gentle Fist - First Stance)

Taijutsu (Stance; Requires Byakugan (a)) [Punch]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (DC 16); **Time:** 1 swift action; **Components:** C, M, Mas; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None (see text); **Chakra Cost:** 1.

This stance can only be activated while the Byakugan is active. The user is able to make *Jyuuken* attacks while in this stance. A *jyuuken* attack is a touch attack that deals 1d6 points of damage and while it does not bypass damage reduction or hardness by itself, the damage dealt is cumulative and all *jyuuken* attacks dealt by the user to a single target one round is treated as one attack. For example, a creature with damage reduction 8/- hit for 3, 2 and 6 damage would suffer 3 damage instead of 0.

A *jyuuken* attack is either a melee attack or used in a technique that specifically allows a *jyuuken* attack. The user uses his Wisdom modifier to resolve attack rolls instead of his Strength modifier, and does not add his Strength modifier to damage, or bonus damage from the melee smash strong hero talent or from strength ranks.

Jyuuken attacks deal half again as much damage to objects created by chakra and chakra constructs, such as clones or weapons summoned by the *Yaibaki no Kuchiyose* technique, but not summoned creatures. Each attack has a 25% chance to damage incorporeal creatures, and bypass chakra damage reduction.

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 without expending one of the daily use of the ability.

Damage bonus to unarmed attack, such as a bonus from the Weapon Specialization class ability or synergy bonus from the Taijutsu skill also applied as damage bonus to *jyuuken*

attacks. 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

Each 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.

The fifth step of mastery in this technique grants the user +1 bonus to damage rolls with *jyuuken* attacks.

Hyuuga Ryuu: Jyuuken Ougi - Igeki Hissatsu (Hyuuga Style: Gentle Fist Secret Skill - One-hit Kill)

Taijutsu (Strike; Requires Hyuuga Ryu: Jyuuken - Shodan Dachi (5), Nidan Dachi (5) and Byakugan (a)) [Punch, Hyuuga Hijutsu]

Rank: 9 (A-Class); **Learn DC:** 24, 5 success; **Perform requirements:** 12 ranks (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, much like the Nidan Dachi.

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.

The user delivers a single *jyuuken* attack at his highest attack bonus. If it hits, calculate the damage from the amount of tenketsu damage taken, as described in the table 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 willl be healed as they are blasted open.

Hyuuga Ryuu: Keiketsu Kyuujo (Hyuuga Style: Needle Point Relief)

Taijutsu (Strike; Requires Byakugan (a) and Hyuuga Ryu - Jyuuken (t)) [Hyuuga Hijutsu]

Rank: 6 (C-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (DC 19); **Time:** 1 attack action; **Components:** C; **Range:** Melee Touch; **Target:** One humanoid creature; **Duration:** 1 hour; **Saving Throws:** None; **Chakra Cost:** 1.

The user releases 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 Ryuu: Ougi - Hakke Tenkuushou (Hyuuga Style: Secret Skill - Heavenly Void Palm of Divination)

Taijutsu (Strike; Requires Byakugan (a) and Jyukens: Shodan Dachi (t)) [Punch, Hyuuga Hijutsu]

Rank: 8 (B-Class); **Learn DC:** 22, 4 success; **Perform requirements:** 10 ranks (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.

Iaijutsu: Tsukizuki (Quick Draw Technique: Moon Cleaver)

Taijutsu (Strike) [Armed]

Rank: 7 (B-Class); **Learn DC:** 22, 3 success; **Perform requirements:** 9 ranks (DC 22); **Components:** M, F, E; **Chakra Cost:** 6.

As *Kenjutsu: Iaido*, except as above, and as follow. The user makes an attack at a +2 bonus to attack and damage rolls, increasing by +1 every 6 character level. The attack deals an additional 1d6 points of damage.

Empower

The user can spend 1 chakra to increase the damage by 1d6, up to 1d6 every 3 level or 6d6.

Ichijin no Jutsu (Gust of Wind Technique)

Ninjutsu (Fuuton) [Wind]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 attack action; **Components:** H; **Range:** 60 feet; **Area:** Cone-shaped burst; **Duration:** 1 round; **Saving Throws:** Reflex negates; **Chakra Resistance:** No; **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 Hakugei no Jutsu (One-horned Snow Whale Technique)

Ninjutsu (Hyouton) [Cold]

Rank: 14 (Super S-Class); **Learn DC:** 31, 6 success; **Perform requirements:** 19 ranks (DC 39); **Time:** 1 full-round action; **Components:** F, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 20-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 Resistance:** Yes; **Chakra Cost:** 18.

This extremely high level *Hyouton* forms a huge narwhal 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.

Ikaku no Jutsu (Intimidation Technique)

Genjutsu (Compulsion) [Mind-Affecting]

Rank: 1 (E-Class); **Learn DC:** 12, 1 success; **Perform requirements:** 1 rank (DC 11); **Time:** 1 attack action; **Components:** C, S; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** Will negates; **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 requirements:** 5 ranks (DC 17); **Time:** 1 attack action; **Components:** S, E; **Range:** Melee Touch; **Target:** One living creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude half; **Chakra Resistance:** Yes; **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, halved with a Fortitude save. 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 die per level or 8d6.

Inuhana no Jutsu (Dog's Nose Technique)

Chakra Control (Body; requires Track 4 ranks)

Rank: 1 (C-Class); **Learn DC:** 14, 2 success; **Perform requirements:** 2 ranks (DC 14); **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 means 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 requirements:** 6 ranks (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 Ryuu: Garouga (Inuzuka Style: Great Wolf Fang)

Taijutsu (Strike; Requires Soutourou (t) and Tsuuga (t)) [Inuzuka Hijutsu]

Rank: 7 (B-Class); **Learn DC:** 21, 4 success; **Perform requirements:** 9 ranks (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 (see text); **Chakra Cost:** 8.

This technique can only be used while the user is under the effects of the *Soutourou* technique and able to charge his target. The charge path is treated as a line attack and knocks anyone standing in it 5 feet to the left or right (determined randomly) if they fail a Fortitude save.

The user suffers a 20% miss chance with his charge attack, but deals double damage with his claw or bite attacks. The user must make a Fortitude save (DC 15) afterwards to avoid becoming nauseated for 1 round.

Mastery

Each step of mastery in this technique reduces the miss chance by 5%.

Inuzuka Ryuu: 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 requirements:** 12 ranks (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.

Iryou Ninjutsu: Chiyu - Godan Jutsu (Medical Ninjutsu: Healing - Fifth Rank)

Ninjutsu (Medical; requires Epic Technique - Chiyu - Godan Jutsu (f) and 4 Iryou Ninjutsu: Chiyu techniques (t))

Rank: 16 (Epic); **Learn DC:** 36, 8 success; **Perform requirements:** 24 ranks (DC 46); **Duration:** Concentration (up to 4 minutes); **Chakra Cost:** 28.

As per *Iryou Ninjutsu: Chiyu - Shodan Jutsu*, except as above and as follow: Every minute the user concentrates on this technique, the subject is healed for one-quarter its total hit points, including stamina damage.

A Medical Specialist of level 1 or higher heals the target every 5 rounds, changing the duration to *Concentration (up to 2 minutes)*. At 7th level, the Medical Specialist heals the target every round, changing the duration to *Concentration (up to 4 rounds)*.

A Medical Specialist of 10 levels or higher can discharge this technique as it is being performed, instantly healing the subject for 5 hit points per level. The reverse effect of medical techniques is also not triggered unless used three times on the same target during the same encounter.

Mastery

Should this technique be mastered, the user can use the technique from 5 feet away instead, but doing so increases the skill threshold and perform DC by 10.

Iryou Ninjutsu: Chiyu - Nidan Jutsu (Medical Ninjutsu: Healing - Second Rank)

Ninjutsu (Medical; Requires Chakra Control 9 ranks)

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (DC 20); **Chakra Cost:** 5.

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.

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 does not trigger the reverse effect of medical techniques unless used three times on the same target within the same encounter.

Mastery

Should this technique be mastered, the user can use the technique from 5 feet away instead, but doing so increases the skill threshold and perform DC by 10.

Iryou Ninjutsu: Chiyu - Sandan Jutsu (Medical Ninjutsu: Healing - Third Rank)

Ninjutsu (Medical; Requires Chakra Control 12 ranks)

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform requirements:** 11 ranks (DC 25); **Chakra Cost:** 7.

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.

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 does not trigger the reverse effect of medical techniques unless used three times on the same target within the same encounter.

Mastery

Should this technique be mastered, the user can use the technique from 5 feet away instead, but doing so increases the skill threshold and perform DC by 10.

Iryou Ninjutsu: Chiyu - Shodan Jutsu (Medical Ninjutsu: Healing - First Rank)

Ninjutsu (Medical; Requires Chakra Control 7 ranks)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (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:** Fortitude half (harmless); **Chakra Resistance:** Yes (harmless); **Chakra Cost:** 2.

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. The user cannot concentrate on healing another person and move in the same round.

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. Chakra Overload lasts for 20 minutes, -1 every medical specialist levels (minimum 5 minutes).

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 does not trigger the reverse effect of medical techniques unless used three times on the same target within the same encounter.

Mastery

Should this technique be mastered, the user can use the technique from 5 feet away instead, but doing so increases the skill threshold and 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 requirements:** 16 ranks (DC 32); **Chakra Cost:** 10.

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.

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 does not trigger the reverse effect of medical techniques unless used three times on the same target within the same encounter.

Mastery

Should this technique be mastered, the user can use the technique from 5 feet away instead, but doing so increases the skill threshold and 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 requirements:** 9 ranks (DC 23); **Time:** 1 full-round action; **Components:** C; **Range:** Melee Touch; **Target:** Creature touched; **Duration:** 1 minute/level (D); **Saving Throws:** Fortitude negates (unwilling); **Chakra Resistance:** Yes (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*.

While under the effects of this technique, the subject will be unaware of the damage it has taken until the effects fade, but will also suffer a -2 penalty to his Dexterity score and initiative checks.

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 requirements:** 18 ranks (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:** Fortitude negates (harmless); **Chakra Resistance:** Yes (harmless); **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 requirements:** 8 ranks (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 Resistance:** Yes; **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 requirements:** 12 ranks (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:** Fortitude negates (harmless); **Chakra Resistance:** Yes (harmless); **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 requirements:** 11 ranks (DC 25); **Time:** 1 immediate action; **Components:** C; **Range:** Melee Touch; **Target:** One dead creature; **Duration:** Concentration plus 1 round; **Saving Throws:** Fortitude negates (unwilling); **Chakra Resistance:** Yes (harmless); **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 requirements:** 19 ranks (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 Resistance:** Yes (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 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 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 requirements:** 16 ranks (DC 32); **Time:** 30 minutes; **Components:** C, H; **Range:** Melee Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throws:** Fortitude negates (harmless); **Chakra Resistance:** Yes (harmless); **Chakra Cost:** 15.

The user can reattach a severed limb to a living creature touched, provided the limb was lost no more than a day ago and is touching the creature. The limb will not be fully functional for some time afterwards, imposing a –4 penalty to attack rolls and damage rolls, skill checks and ability checks, as well as effective skill threshold to use hand seals or half-seald. A reattached leg cannot be used to run or charge, while a reattached arm doubles the penalties for encumbrance until the limb becomes fully functional.

This technique can also be used to remove scarring on an area of the body 1 square foot or smaller, as long as the scar formed less than 1 month ago.

The time before a limb becomes functional is 1 month, reduced by 1 day for each level in the Medical Specialist and Exarch class the user has, and per character level of the target (minimum 1 day).

Iryou Ninjutsu: Hiken - Taisha no Jutsu (Medical Ninjutsu: Secrets - Regeneration Technique)

Ninjutsu (Medical; Requires Treat Injury 12 ranks, 4 or more Iryou Ninjutsu (t))
[Kinjutsu of all Ninja Villages]

Rank: 9 (S-Class); **Learn DC:** 24, 6 success; **Perform requirements:** 13 ranks (DC 29); **Time:** 10 minutes; **Components:** C, H, X, XP; **Range:** 5 feet; **Target:** One living creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude negate (harmless); **Chakra Resistance:** Yes (harmless); **Chakra Cost:** 50.

This technique allows the user to regenerate one of the target's non-vital organ that was lost within a number of days equal to the subject's Constitution modifier, and can only be used when the subject's chakra pool is full. The technique will regenerate up to 2 simple organs (such as toes and fingers) or 1 complex organ (such as an eye or the tongue).

Artificially implanted eyes that were accepted by the subject's body will be regrown as such.

The subject will suffer 3d6 points of chakra coil damage and its chakra pool will be reduced to 0. In addition, the user and the subject will both gain 2 negative level, which will dissipate after 24 hours without requiring a save.

This technique can only be used on the same creature once per year. Otherwise, the technique is ineffective and the subject's negative levels become permanent unless it succeeds a Fortitude save (DC 27) after 24 hours.

XP Cost: 500 XP.

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 requirements:** 2 ranks (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 requirements:** 8 ranks (DC 22);

Time: 1 full-round action; **Components:** C, H; **Range:** Melee Touch; **Target:** Dying creature touched; **Duration:** Instantaneous; **Saving Throws:** Fortitude negates (harmless); **Chakra Resistance:** Yes (harmless); **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 requirements:** 3 ranks (DC 15);

Time: 1 full-round action; **Components:** C, S; **Range:** Melee Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throws:** Will negate (harmless); **Chakra Resistance:** Yes (harmless); **Chakra Cost:** 1.

This basic medical technique allows the user to completely analyze the willing creature touched and determine what conditions are 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 requirements:** 2 ranks (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:** Fortitude negates (harmless); **Chakra Resistance:** Yes (harmless); **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 non-lethal 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, chakra recovery doubled), 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.

Iryou Ninjutsu: Ryoji - Dokukeshi (Medical Ninjutsu: Treatment - Poison Purge)

Ninjutsu (Medical; Requires Chakra Control 8 ranks)

Rank: 4 (B-Class); **Learn DC:** 18, 3 success; **Perform requirements:** 6 ranks (DC 19) (see text); **Time:** 1 full-round action; **Components:** C, H; **Range:** Melee touch; **Target:** One living creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude negate (harmless, see text); **Chakra Resistance:** Yes (harmless); **Chakra Cost:** 6.

For this technique, the user concentrates chakra in his hand, touches a poisoned creature and forces medical chakra into it. On the user's next turn, the medical chakra will negate the one poison effect in the subject. If secondary damage was not dealt, the poison is halted.

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 requirements:** 12 ranks (DC 28); **Time:** 1 attack action; **Components:** C, H; **Range:** Melee Touch; **Target:** Creature touched; **Duration:** 1 minute/level or until discharged (D); **Saving Throws:** None; **Chakra Resistance:** Yes (harmless); **Chakra Cost:** 4.

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.

The subject becomes immune to the next disease or poison effect he is subjected to, at which point the technique is discharged.

Empower

The user can spend 3 chakra to immunize the subject against an additional poison effect before the technique is discharged, maximum 1 every 5 levels or 5.

Iryou Ninjutsu: Ryoji - Juuki (Medical Ninjutsu: Treatment - Paralysis)

Ninjutsu (Medical)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (DC 16); **Time:** 1 attack action; **Components:** H, Mas; **Range:** Melee Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throws:** Fortitude negate (harmless); **Chakra Resistance:** Yes (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. This technique does not affect mind-affecting effects.

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.

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 requirements:** 2 ranks (DC 14); **Time:** 1 attack action; **Components:** C, S; **Range:** Melee touch; **Target:** One fatigued living creature; **Duration:** 1 minute/level; **Saving Throws:** Fortitude negates (harmless); **Chakra Resistance:** Yes (harmless); **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 requirements:** 4 ranks (DC 16); **Time:** 1 attack action; **Components:** C, H; **Range:** Melee touch; **Target:** One living creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude negates (harmless); **Chakra Resistance:** Yes (harmless); **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. Using this technique more than once on the same creature in a 24 hour period increases the chakra cost by 2 each time.

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 requirements:** 14 ranks (DC 30); **Time:** 1 minute; **Components:** C, H; **Range:** Melee Touch; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude negates (harmless); **Chakra Resistance:** Yes (harmless); **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 perform checks and skill threshold.

Iryou Ninjutsu: Ryoji - Nanroume (Medical Ninjutsu: Treatment - Eyes and Ears Disorder)

Ninjutsu (Medical)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (DC 18); **Time:** 1 attack action; **Components:** C, H; **Range:** Melee Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throws:** Fortitude negate (harmless); **Chakra Resistance:** Yes (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 blindness induced penalty to 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 requirements:** 6 ranks (DC 18); **Time:** 1 attack action; **Components:** C, H; **Range:** Melee Touch; **Target:** One living creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude negates (harmless); **Chakra Resistance:** Yes (harmless); **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.

Ishi Bunshin no Jutsu (Stone Replication Technique)

Ninjutsu (Doton) [Iwagakure Kinjutsu, Earth]

Rank: 6 (B-Class); **Learn DC:** 20, 5 success; **Perform requirements:** 8 ranks (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*. The clone also cannot stray farther than 1 mile from the user, or the technique ends. If the *ishi bunshin* is not within 100 feet of the source it was created from, it suffers a -2 penalty to attack rolls and skill checks.

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 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 a chakra pool of 10. 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 carries 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) [Earth]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (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 dirt or sand per level/round; **Duration:** 1 round/level (D); **Saving Throws:** None or Fortitude negate (objects; see text); **Chakra Resistance:** Yes (object); **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 manufactured object or a piece of masonry, 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, Earth]

Rank: 1 (C-Class); **Learn DC:** 14, 3 success; **Perform requirements:** 2 ranks (DC 14); **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) [Earth]

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform requirements:** 3 ranks (DC 15); **Time:** 1 attack action; **Components:** C, H, F, E (see text); **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** Ranged attack (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Resistance:** Yes; **Chakra Cost:** 2.

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.

Empower

The user can create an additional shuriken at the cost of 1 point of chakra (maximum 1 every 2 levels).

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 requirements:** 8 ranks (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 Resistance:** Yes (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 requirements:** 4 ranks (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 requirements:** 7 ranks (DC 20); **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 requirements:** 1 rank (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 no Shiden (One-Thousand Flicker of Swords)

Taijutsu (Strike; Requires Speed rank 4 (a) and Shiden (t))

Rank: 11 (S-Class); **Learn DC:** 27, 5 success; **Perform requirements:** 15 ranks (DC 31); **Time:** 1 full-attack action; **Components:** M; **Area:** 15-feet wide by 30-feet long line; **Target:** One creature per level (maximum); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 5 plus 1 per creature attacked (maximum 15).

The user makes a series of extremely fast, incredibly subtle attacks as he moves through a crowd of opponents.

The user is able to move forward 30 feet as part of this technique. In a 15-ft. wide, 30-ft. long line based from the user's starting point, he is able to make a single attack against

one creature per level, and may not hit a single creature more than once (maximum 15). The attacks cannot score a critical hit or gain a number of sneak attack damage die higher than his Intelligence modifier (maximum 3d6). He provokes no attacks of opportunity from moving through a threatened area with this technique.

The user must be moving at Speed rank 4 or higher to use this technique. The user may decide to shorten the line of effect at will (and thus the distance he will move from using this technique).

Issui Suberi no Jutsu (Currents Sliding Technique)

Ninjutsu (Suiton; Requires Tadayou (t)) [Water]

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform requirements:** 3 ranks (DC 14); **Time:** 1 swift action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 1.

The user can skate on water as though on ice while under the effect of the *Tadayou* technique. The user can move his twice his normal speed over water and turn or stop suddenly as desired. Any normal movement action such as running, charging, tumbling or jumping is still possible.

Itami no Rakuin (Brand of Pain)

Fuinjutsu [Hyuuga Kinjutsu]

Rank: 12 (S-Class); **Learn DC:** 28, 7 success; **Perform requirements:** 16 ranks (DC 32); **Time:** 1 hour; **Components:** C, H, X; **Range:** 5 feet; **Target:** One willing creature; **Duration:** Permanent; **Saving Throws:** Will negates (unwilling); **Chakra Resistance:** Yes; **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 inexistent. 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 Components: Materials to scribe a seal. Scribing the seal requires a Fuinjutsu check (DC 27), does not have to be done by the user and takes one seal slot. An attempt to craft the seal takes 10 minutes, and a failed check will result in the sealing process failing without the user noticing until the end.

A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Iwa ni Fubatsu (Steadfast as a Rock)

Ninjutsu (Doton) [Earth]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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) [Earth]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (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 half; **Chakra Resistance:** No; **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) [Earth]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (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 Resistance:** No; **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.

Iwakuzu Taigeki (Rock Shattering Strike)

Taijutsu (Strike)

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform requirements:** 3 ranks (DC 15); **Time:** 1 attack action; **Components:** C, M; **Area:** 10 feet radius burst centered on the user; **Duration:** Instantaneous; **Saving Throws:** Reflex negate or Fortitude partial; **Chakra Cost:** 3.

The user focuses his energy over his attacking limb, strikes and pushes the energy forward to send a shockwave into the very ground below.

Each creature in the technique's area of effect must make a Reflex save to avoid falling prone and taking 1d6 points of non-lethal damage. Underground or burrowing creatures in the area of effect suffer 3d6 points of nonlethal damage and must make a Fortitude save to avoid being stunned for 1 round. Creatures with tremorsense gain a +2 bonus to saves against this technique.

Iwagakure no Jutsu (Rock Concealment Technique)

Ninjutsu (Doton; requires Kakureimino no Jutsu (t))

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (DC 18); **Time:** 1 attack action; **Components:** C, H; **Range:** Personal **Target:** You; **Duration:** 10 minutes/level (see text); **Chakra Cost:** 6.

The user can camouflage himself near any dirt, rock or stone formation of his size or larger. He gains a +10 bonus to Hide checks and can hide while being observed and without any cover so long as he remains immobile. In addition, the user can partially merge with the a rock or stone formation of his volume or larger and gain damage reduction 5/–.

This technique lasts only as long as the user remains in direct contact with the stone formation, and the bonus to Hide checks is halved against creatures who can See Chakra.

Iwayado Kuzushi (Cave-in Crusher)

Ninjutsu (Doton) [Earth]

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform requirements:** 10 ranks (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 Resistance:** No; **Chakra Cost:** 10.

The user must be in contact with the surface he wishes to affect to use this technique, as though using *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) [Electricity]

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform requirements:** 3 ranks (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 (Spacetime; requires Retrieval Expert (f), Chakra Control 10 ranks and Ninjutsu 10 ranks) [Teleportation]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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:** Will negates (unwilling); **Chakra Resistance:** Yes; **Chakra Cost:** 5.

The user teleports to any location within range, as per teleport extraordinary quality. This movement does not have a visual or auditory cue.

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. Chakra resistance does not apply to the user.

This spacetime technique allows the user to go through 3 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.

The user can bring along a single creature, each carrying 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.

Jigensuu no Jutsu (Dimensional Door Technique)

Ninjutsu (Spacetime; Requires Chakra Control 12 ranks, Ninjutsu 12 ranks, Retrieval Expert (f), Jigen Ugoku no Jutsu (t) and 3 other Spacetime techniques) [Teleportation]
Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform requirements:** 11 ranks (DC 25); **Time:** 1 full-round action; **Components:** C, H, M; **Range:** Touch and Medium (20 ft. + 10 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Will negate (unwilling); **Chakra Resistance:** Yes; **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 requirements:** 13 ranks (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 damage from its creation.

Jikuukan Igami (Spacetime Distortion)

Ninjutsu (Spacetime) [Hijutsu]
Rank: 10 (S-Class); **Learn DC:** 26, 6 success; **Perform requirements:** 14 ranks (DC 30); **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Chakra Cost:** 15.

The user ignores difficult terrain and can move through obstacles and other creatures for

the duration of this technique, but he must end his movement in an unoccupied space. The user counts as though incorporeal for the purpose of triggering traps and provoking attacks of opportunity, and while is still subject to gravity, will only move through obstacles in the intended direction. If the space the user ends in 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 return to his point of origin and suffer 5d8 point of damage.

Jikuukan Roken (Spacetime Detection)

Ninjutsu (Spacetime; requires Sense Chakra (a))

Rank: 8 (B-Class); **Learn DC:** 23, 3 success; **Perform requirements:** 10 ranks (DC 23); **Time:** 1 attack action; **Components:** C, Mas; **Range:** 30 feet; **Area:** 30-ft. spread centered on the user; **Duration:** Concentration (up to 1 round/level) plus 3 rounds (D); **Saving Throws:** None; **Chakra Cost:** 2.

The user can sense the use of any Spacetime ninjutsu effect with the Teleportation descriptor. He does not need line of sight or line of effect to detect these occurrences, but a force effect prevents it entirely. When detecting the effect, the user knows the direction the effect was used, but not the exact distance, or the technique or ability that was used. This enables the user to detect creatures teleporting in the area as well.

Mastery

The second and fourth steps of mastery increase the range of the spread by 10 feet. With the third step of mastery, the user can detect use of techniques with the Summoning descriptor as well.

Jikuukan Roshutsushou (Spacetime Disclosure)

Ninjutsu (Spacetime)

Rank: 8 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 11 ranks (DC 25); **Time:** 1 attack action; **Components:** C, H; **Range:** Touch; **Target:** One unattended object touched; **Duration:** 3 rounds; **Saving Throws:** None; **Chakra Resistance:** No **Chakra Cost:** 4.

Space appears to warp around an object, negating most cover it can provide.

The user touches an object, which becomes unable to provide any cover up to nine-tenth cover for the duration of the technique. If the object could provide total cover, it is still able to do so.

Jikuukan Shousatsu (Spacetime Observation)

Ninjutsu (Spacetime)

Rank: 6 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 attack action; **Components:** C, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** Line 15-ft. wide, 20 ft. + 10 ft./2 level long starting from the user; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 4.

The user can see around objects that would provide up to nine-tenth cover in the area.

This does not enable him to see through objects.

Jimon no Jutsu (Time Gate Technique)

Ninjutsu (Spacetime; Requires Retrieval Expert (f), Mugen Ugoku no Jutsu (t), Chakra Control 21 ranks, Ninjutsu 21 ranks and 8 other Spacetime techniques) [Teleportation]

Rank: 14 (Super S-Class); **Learn DC:** 31, 6 success; **Perform requirements:** 19 ranks (DC 39); **Time:** 1 minute; **Components:** C, H, M; **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) [Electricity]

Rank: 4 (D-Class); **Learn DC:** 16, 1 success; **Perform requirements:** 4 ranks (DC 15); **Time:** 1 attack action; **Components:** C, H; **Range:** 30 feet; **Area:** Cone-shaped spread; **Duration:** Instantaneous; **Saving Throws:** Fortitude negates; **Chakra Resistance:** Yes; **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 requirements:** —; **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) [Earth]

Rank: 13 (A-Class); **Learn DC:** 28, 4 success; **Perform requirements:** 16 ranks (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 Resistance:** No; **Chakra Cost:** 16.

The user must be in contact with the surface he wishes to affect to use this technique, creating 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 requirements:** 6 ranks (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 requirements:** 8 ranks (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 10 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 requirements:** 4 ranks (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.

Joukata no Fuukatsu (Greater Seal Breaking)

Ninjutsu [Hijutsu of All Ninja Villages]

Rank: 11 (A-Class); **Learn DC:** 26, 5 success; **Perform requirements:** 14 ranks (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 Resistance:** Yes; **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 meeting the perform requirements, 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 requirements:** 6 ranks (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) [Fire]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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 Resistance:** Yes; **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) [Cold]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 attack action; **Components:** H, E; **Range:** Long (30 ft. + 15 ft./2 levels); **Area:** One 5-ft square (see text); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Resistance:** Yes; **Chakra Cost:** 3.

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

The user can spend 2 chakra to create an extra spike to target another square, up to 1 spike per two levels.

Joushou Ootori no Jutsu (Rising Phoenix Blast Technique)

Ninjutsu (Katon) [Fire]

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform requirements:** 10 ranks (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 Resistance:** Yes; **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 points of chakra, up to 1d6 per level or 15d6.

Jukusui no Jutsu (Sleep Technique)

Genjutsu [Mind-Affecting]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (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 Resistance:** Yes; **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.

If the subject takes damage equal to its Constitution score during a round it is falling asleep, it may make a save against the technique. If the save is successful, the technique is dispelled.

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) [Wind]

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (DC 20); **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Resistance:** Yes; **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-based 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*, *Kyuukyoku Enkoudate no Jutsu*, *Soukou no Jutsu* or other similar techniques. Chakra resistance applies against the reflected damage.

Juuin Jutsu (Cursed Seal Technique)

Fuinjutsu [Kinjutsu of All Ninja Village]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform requirements:** 19 ranks (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 Resistance:** Yes; **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 requirements:** 6 ranks (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 requirements:** 6 ranks (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)

Training (Ninjutsu; Requires Moujuu Aishou (f))

Rank: 4 (B-Class); **Learn DC:** 18, 3 success; **Components:** X.

The animal companion gains the Speed rank 1 extraordinary quality. This training must be re-done if the character acquires another animal companion.

Expendable Component: Specific nutritional supplements for the animal companion (equivalent price purchase DC 16).

Juujin Ryuu: Seiga (Beastman Style: Spirit Fang)

Ninjutsu (Requires Moujuu Aishou (f))

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform requirements:** 3 ranks (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 Resistance:** Yes (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 requirements:** 9 ranks (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 requirements:** 4 ranks (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 Resistance:** Yes (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 requirements:** 12 ranks (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 Resistance:** Yes (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 requirements:** 3 ranks (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.

Juuryoku Gachan (Gravity Slam)

Ninjutsu (Doton) [Earth]

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform requirements:** 11 ranks (DC 25); **Time:** 1 full-round action; **Components:** H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** Concentration (up to 1 round/level) plus 1 round (D); **Saving Throws:** Fortitude negates; **Chakra Resistance:** Yes; **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 15 pound of weight per character level on a creature

that failed its Fortitude save.

If the creature's heavy load is exceeded, it is staggered for the duration of the technique and will suffer 1d6 point of damage for every 20 pound that exceed the creature's maximum capacity every round (maximum 10d6). A character who cannot lift this new weight off the ground is immobilized instead.

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 Kihan (Gravity Shackles)

Ninjutsu (Doton) [Earth]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (DC 22); **Time:** 1 attack action; **Components:** C, H; **Area:** 30-ft. radius sphere that moves with the user; **Duration:** Concentration (up to 1 round/level) plus 3 rounds; **Saving Throws:** Fortitude negates; **Chakra Resistance:** Yes; **Chakra Cost:** 8.

For the duration of the technique, every creature in the area of effect will be unable to run or charge, suffer a -2 penalty to attack and weapon damage rolls and all carried items and creatures will see their weight increased by 50% (including the subject's, but the subject's increased weight has no impact other than on the environment, such as brittle footings, etc). Affected creatures also suffer a -2 speed rank penalty, which can be lowered by 1 for every strength rank currently active (minimum 0).

A successful Fortitude save negates the effect even if the creature exits and re-enters the area of effect, until the technique is renewed and a new save is required.

Juuryoku Myaku (Gravity Pulse)

Ninjutsu (Doton; Requires Kinobori (t) and Yukigutsu (t)) [Earth]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (DC 22); **Time:** 1 attack action; **Components:** H, M; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Resistance:** Yes; **Chakra Cost:** 6.

By means of this technique, the user is able to increase his ground speed greatly until he leaves it.

The user gains the Speed rank 1 extraordinary ability as long as he remains on solid, rocky ground. Should the user be knocked off his feet, be knocked prone or deliberately leave the ground, the technique ends.

Juuryoku Zanchuu (Gravity Pillar)

Ninjutsu (Doton) [Earth]

Rank: 12 (S-Class); **Learn DC:** 28, 5 success; **Perform requirements:** 16 ranks (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 Resistance:** Yes; **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.

Juusuji (Animal Fury)

Genjutsu (Compulsion; requires Mikan Seiha no Jutsu (t)) [Mind-Affecting]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (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 negates; **Chakra Resistance:** Yes; **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.

Kaen Shuriken (Blazing Shuriken)

Ninjutsu (Katon) [Fire]

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform requirements:** 1 rank (DC 12); **Time:** 1 attack action; **Components:** S, E, F; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Resistance:** Yes; **Chakra Cost:** 1.

This basic *katon* technique imbues a thrown shuriken with fire chakra. 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.

Material Focus: 1 shuriken.

Kaengiri (Blazing Slash)

Ninjutsu (Katon; Requires Homura Dama (t)) [Fire]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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 Resistance:** Yes; **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).

Kaenhoudan no Jutsu (Blazing Cannonball Technique)

See *Godai Ransatsu: Shodan Jutsu* technique.

Kage Ansatsu no Jutsu (Shadow Assassination Technique)

Ninjutsu (Shadow) [Lost Kinjutsu]

Rank: 9 (S-Class); **Learn DC:** 25, 7 success; **Perform requirements:** 13 ranks (DC 29); **Time:** 1 attack action; **Components:** H; **Range:** Melee attack; **Target:** One creature's shadow; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Resistance:** Yes; **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, 5 success; **Perform requirements:** 7 ranks (DC 20); **Time:** 1 full-round action; **Components:** C, H; **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 1 mile from the user, and may be created in any location that can hold it within 50 feet. 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. 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 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 damage.

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*.

Naruto Ryuu: Senjutsu - Hiriyaku (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 requirements:** 9 ranks (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 - Hiriyaku, 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 with a Challenge Rating up to his level or 5, whichever is lower. Skill threshold does not apply to avoid an attack.

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.

This technique doesn't create a lasting clone, but the user still suffers 1d4+1 points of 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 Kawaremi 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 from a CR up to his level 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 from a CR up to his level 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 from a CR up to his level 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 from a CR up to his level 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 requirements:** 7 ranks (DC 19);

Time: 1 instant action (see text); **Components:** H; **Range:** 10 feet (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2 (see text).

The user commands a *kage bunshin* or *tajuu kage bunshin* to step in and intercept a melee

or ranged attack.

Defensive Maneuver: 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.

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). Skill threshold does not apply to defensive maneuvers.

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.

Each use of a *defensive maneuver* stacks with all other techniques with a similar effect.

Mastery

Every step of mastery after the first allows the technique to be used an additional time per day, up to 5/day.

With the fifth step of mastery in this technique, the user is able to create a clone as part as performing this technique when being attacked and does not require a nearby clone.

Doing so deals 1d4 points of damage to the user.

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 requirements:** 9 ranks (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 Resistance:** Yes;

Chakra Cost: 6.

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 6 points of Chakra to cause an additional clone to explode, up to 1 clone every 2 levels.

Kage Buyou (Shadow Dance)

Taijutsu (Strike) [Punch or Kick]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (DC 16);

Time: 1 attack action; **Components:** C, M; **Range:** Melee Attack; **Target:** One creature;

Duration: Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 3.

The user makes a single unarmed melee attack against the target. If it hits, it deals normal damage and the target must make a Fortitude save to avoid being knocked airborne a number of feet equal to three times the damage taken.

The target will be falling until the end of the user's next turn unless further action is taken, at which points it suffers normal falling damage. While falling, 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 leap directly behind it. Doing so may provoke an attack of opportunity.

The user still retains his Dexterity bonus to Defense while airborne and has the ability to perform actions normally. This technique can be executed as part of a Charge.

Kage Kubishibari no Jutsu (Shadow Neck Bind Technique)

Ninjutsu (Shadow; Requires Kage Mane no Jutsu (t)) [Nara Hijutsu]

Rank: 7 (A-Class); **Learn DC:** 22, 5 success; **Perform requirements:** 10 ranks (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 Resistance:** Yes; **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) [Nara Hijutsu]

Rank: 4 (C-Class); **Learn DC:** 17, 3 success; **Perform requirements:** 5 ranks (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 Resistance:** Yes; **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; Requires Kage Mane no Jutsu (t)) [Nara Hijutsu]

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform requirements:** 10 ranks (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.

Kagebaku Shuriken no Jutsu (Shadow Binding Shuriken Technique)

Ninjutsu (Shadow) [Lost Kinjutsu]

Rank: 4 (S-Class); **Learn DC:** 20, 7 success; **Perform requirements:** 8 ranks (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 Resistance:** Yes; **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)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (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 requirements:** 8 ranks (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 Resistance:** Yes; **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 to maintain every round.

While the field is active, a person that lays eyes on, hears or smells 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 requirements:** 15 ranks (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 every 2 rounds the *Kaigan* is active.

Kaigeki Chite no Jutsu (Large Crushing Earth Hand Technique)

Ninjutsu (Doton; requires Shouchite no Jutsu (t)) [Earth]

Rank: 13 (A-Class); **Learn DC:** 28, 4 success; **Perform requirements:** 16 ranks (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 Resistance:** Yes; **Chakra Cost:** 12.

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 hand has a Strength score of 35, and can make grapple attempts with a touch attack bonus equal to one-half the user's level + its Strength modifier – 1 from size, and has a Grapple modifier equal to one-half the user's level + its Strength modifier + 4 from size. Each round after initiating a grapple, it can attempt to constrict its opponent with a successful Grapple check to deal 2d6+12 points of damage.

The hand has a Defense 20 (–1 size, +11 natural), 2 hit points per level of the user, and is unaffected by most effects that do not cause damage.

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 requirements:** 10 ranks (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 Resistance:** Yes; **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 user. The morale penalties persist for 1 minute after the first 5 rounds, while the rage bonuses go away immediately.

Kaihoudan (Pressure Cannon)

Ninjutsu (Suiton) [Water]

Rank: 3 (B-Class); **Learn DC:** 17, 3 success; **Perform requirements:** 5 ranks (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 Resistance:** Yes; **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.

Kaikken no In (Cancellation Seal)

Fuinjutsu

Rank: 3 (B-Class); **Learn DC:** 16, 3 success; **Perform requirements:** 5 ranks (DC 18); **Time:** 1 attack action; **Components:** C, H, F; **Range:** 0 feet; **Area:** 30-ft-radius emanation centered on the user; **Duration:** Permanent; **Saving Throws:** None; **Chakra Cost:** 2.

This technique seals all traces of residual chakra in the area of effect in the page of a scroll. The technique by itself will not aid in identifying the chakra manipulations performed, but remove all traces of chakra usage for up to 1 hour per level previously (maximum 12 hours).

Once sealed, the area will be free of residual chakra traces and techniques aiding in identifying residual chakra (such as *Youso Fuuin no Jutsu*) will automatically fail. The seal requires 1 empty page of space in a blank scroll. If the seal, or the scroll, is destroyed, the traces of chakra evaporate and are destroyed.

Material Focus: One blank scroll.

Kairai Engeki: Kamitederu (Puppet Theater: Exit Stage Left)

Ninjutsu (requires Ninpou: Chakra no Ito (4) and Puppetry (a))

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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**

Resistance: Yes; **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)

Fuinjutsu (Requires Ninpou: Chakra no Ito (3) and Puppetry (a))

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 the Puppetry on the puppet for 1 chakra. The puppet will be animated with 1 hit dice, but cannot attack or perform any combat action. While animated in this manner, the *Puppetry* can be performed again to animate the puppet normally as a swift action, thus dispelling this technique.

When used, this seal increases the duration of the Puppetry ability by 30 minutes per points of chakra used to create it. This extra time can be spread among multiple use of the Puppetry ability, but the seal disappears when it is used up or after the duration expires. The seal cannot contain more than 1 point of chakra every 2 level, not increased by mastery. It cannot be fed chakra after being created, but can be rewritten.

Only one such seal per puppet can be applied.

Expendable Components: Materials to scribe a seal. Scribing the seal requires a Fuinjutsu check (DC 21), does not have to be done by the user and takes one seal slot. An attempt to craft the seal takes 5 minutes, and a failed check will result in the sealing process failing without the user noticing until the end.

A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Kairai Engeki: Senken no Mai (Puppet Theater: Dance of a Thousand Blades)

Ninjutsu (requires Ninpou: Chakra no Ito (4) and Puppetry (a))

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 attack action; **Components:** C, M; **Range:** 30 feet; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Resistance:** No; **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 (1) and Ninpou: Chakra no Ito (t) and Puppetry (a))

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (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 Resistance:** No; **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 requirements:** 2 ranks (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 requirements:** 15 ranks (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 Resistance:** Yes; **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 requirements:** 1 rank (DC 11); **Time:** 1 full-round action; **Components:** F; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

This ninjutsu allows the user to blend with the environment even more.

The user attempts to hide. He makes a Hide check, as long as he is not observed and has at least one-quarter cover, and gains a +4 bonus to that check. He remains hidden until he moves or take an action requiring exaggerated movement.

Material Focus: Camouflage clothes or cloak appropriate for the current setting.

Kakusu Nioi (Conceal Odor)

Chakra Control (Body)

Rank: 4 (B-Class); **Learn DC:** 18, 3 success; **Perform requirements:** 6 ranks (DC 19); **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 10 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 2.

The user conceals his scent almost completely. When first using this technique, the user makes a Hide check using his Intelligence modifier instead of Dexterity. The character can attempt to retry his check once every 5 minutes as a full-round action, and must take the new result even if it is lower.

Creatures attempting to sniff out or track the user's scent must make a Survival check against the user's initial Hide check (at a -8 penalty if the creature cannot track by scent). If the creature has 10 or more hit dice less than the user, it cannot detect its scent at

all.

Kamaitachi (Sickling Wind Blast)

Ninjutsu (Fuuton) [Wind]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (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, Fortitude partial; **Chakra Resistance:** Yes; **Chakra Cost:** 6.

Every creatures caught in the cone-shaped burst suffer 4d6 points of wind damage, which can be halved with a successful Reflex save. The technique's cone length may not exceed 30 feet. In addition the creatures caught in the cone must make a Fortitude save or be pushed back 1d4x5 feet.

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 skill threshold and perform DC by 3.

Empower

The user may spend an additional cost of 1 point of chakra to increase the damage by 1 die, up to 1d6 per level or 12d6.

Kamaratsu no Mai (Dance of the Larch)

Taijutsu (Enhancement; Requires Bone Weapon (a)) [Kaguya Clan Hijutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 5 success; **Perform requirements:** 11 ranks (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 requirements:** 12 ranks (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 Resistance:** Yes; **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 and 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 requirements:** 14 ranks (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 negates; **Chakra Resistance:** Yes; **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 affects 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.

Kamui (Wrath of the Gods)

Ninjutsu (Requires Mangekyou Sharingan (a)) [Uchiha Kinjutsu]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform requirements:** 19 ranks (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 Resistance:** Yes (see text); **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 gains 1 point of mangekyou sharingan blindness. See Mangekyou Sharingan for details on blindness.

This technique can only be learned if selected by the user when taking the Mangekyou Sharingan feat. The user gains a +4 bonus to checks to overcome chakra resistance.

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 requirements:** 6 ranks (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.

Kanashibari no Jutsu (Body Binding Technique)

Ninjutsu [Hijutsu of All Ninja Village]

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform requirements:** 8 ranks (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 Resistance:** Yes; **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. Any damage negates this effect.

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 requirements:** 12 ranks (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 requirements:** 6 ranks (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 negates; **Chakra Resistance:** Yes; **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) [Fire]

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (DC 26); **Time:** 1 attack action; **Components:** E, H; **Range:** 50 feet; **Area:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Resistance:** Yes; **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 point of chakra to increase the intensity of the flames, and deal an additional die of damage (up to his level or 14d6).

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*.

Karyuu Entou no Jutsu (Blazing Vengeance Technique)

See *Godai Ransatsu: Yondan Jutsu* technique.

Karyuudan (Fire Dragon Projectile)

Ninjutsu (Katon) [Fire]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 Resistance:** Yes; **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.

Karyuuga no Jutsu (Fire Dragon Fang Technique)

See *Godai Ransatsu: Nidan Jutsu* technique.

Kasumi Bunshin no Jutsu (Mist Replication Technique)

Ninjutsu (Fuuton) [Amegakure Kinjutsu, Wind]

Rank: 6 (B-Class); **Learn DC:** 20, 5 success; **Perform requirements:** 8 ranks (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 1 mile from 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 carries 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, 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 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 not 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) [Fire]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (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 Resistance:** No; **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-feet radius from its location for 2d6 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-feet radius of its position.
- Large (burning old tree): The fire fills a 15-feet radius burst and burns creatures and objects caught in it for 5d6 point of fire damage.
- Huge (burning house or larger): A large explosion fills a 20-feet radius and burns creatures caught in it for 8d6 point of fire damage.

Katakiuchi no Arashi (Storm of Vengeance)

Ninjutsu (Fuuton; Requires Epic Technique (Katakiuchi no Arashi) (f)) [Lost Kinjutsu, Wind]

Rank: 18 (Epic); **Learn DC:** 43, 10 success; **Perform requirements:** 26 ranks (DC 48); **Time:** 1 full-round action; **Components:** C, H, P, Mas; **Range:** 50 feet/level; **Effect:** 1000-ft. radius storm cloud; **Duration:** Concentration (up to 10 rounds); **Saving Throws:** See text; **Chakra Resistance:** No; **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 3 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 18d6 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) [Cold]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 negates; **Chakra Resistance:** Yes; **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)

Fuinjutsu [Kinjutsu of All Ninja Villages]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform requirements:** 19 ranks (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 negates; **Chakra Resistance:** Yes; **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) [Water]

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform requirements:** 1 rank (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 requirements:** 2 ranks (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 requirements:** 1 rank (DC 12) (see text); **Time:** 1 attack 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 lower). 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, and moves as though with the Diversion use of this technique. To do so, the user cannot be flat-footed or denied his Dexterity bonus to defense. Skill threshold does not apply to avoid an attack.

Avoiding an attack costs 1 point of chakra, and can be done up to 1 time per day. The attack avoided must be from a creature with a Challenge Rating equal or lesser than his level, 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 Kawaremi 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 CR 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 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 from a CR up to his level 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 from a CR up to his level 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 from a CR up to his level 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 from a CR up to his level 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 from a CR up to his level or 25, whichever is lower.

Kayou Yuugyou no Waza (Method of Rapid Swimming)

Chakra Control (Body)

Rank: 5 (D-Class); **Learn DC:** 17, 1 success; **Perform requirements:** 5 ranks (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) [Wind]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 Resistance:** No; **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 foot 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) [Wind]

Rank: 9 (S-Class); **Learn DC:** 25, 5 success; **Perform requirements:** 13 ranks (DC 29); **Time:** 1 full-round action; **Components:** C, H; **Range:** 0 feet; **Effect:** Creates a sword of wind; **Duration:** 1 round/level (D); **Saving Throws:** No; **Chakra Resistance:** Yes; **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) [Wind]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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 Resistance:** Yes; **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) [Wind]

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform requirements:** 1 rank (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 Resistance:** Yes; **Chakra Cost:** 1.

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).

Keiren no Jutsu (Cramp Technique)

Ninjutsu (Raiton) [Electricity]

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform requirements:** 3 ranks (DC 14); **Time:** 1 attack action; **Components:** S; **Range:** Melee Touch; **Target:** One living creature; **Duration:** See text; **Saving Throws:** Fortitude negates; **Chakra Resistance:** Yes; **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, staggered and able to move at only half its speed for 1 round. This effect can be delayed for up to 3 rounds, and will happen on the user's turn.

Keirigan Hijutsu: Hametsu Kata (Keirigan Secret Technique: Decimation Form)

Taijutsu (Strike; requires Hissatsugaku (3), Destruction Mark (f) and base attack bonus +6) [Hijutsu]

Rank: 10 (B-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (DC 25); **Time:** 1 full-attack action; **Components:** C, M; **Range:** See text; **Target:** See text; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Resistance:** None; **Chakra Cost:** 12.

The user declares a number of targets affected by his *Hissatsugaku* or *Ousatsugaku* techniques equal to the number of attacks he would normally make in a full-attack action from base attack bonus alone.

The user can move his full movement speed as part of this technique and make an attack at his highest attack bonus against any declared target as though using the *Spring Attack* feat. These attacks all gain the benefits of the Destruction Mark feat and deal weapon damage plus an additional 12d6 on a successful hit. The additional damage is not

multiplied on a critical hit, and a single creature cannot be targeted twice in the same action.

Keirigan Hijutsu: Ousatsugaku (Keirigan Secret Technique: Art of the Overkill)

Ninjutsu (Requires Keirigan +4, Executioner's Mark (a) and Hissatsugaku (5)) [Hijutsu]

Rank: 10 (A-Class); **Learn DC:** 25, 6 success; **Perform requirements:** 13 ranks (DC 27); **Time:** 1 attack action; **Components:** C, E, Mas; **Range:** 50 feet; **Target:** Two creatures; **Chakra Cost:** 4.

As *Keirigan Hijutsu: Hissatsugaku*, except as above and as follow. The user can apply the effects of the technique to two targets he can see.

Empower

The user can spend 3 chakra to affect an additional creature, total maximum creature every 4 levels.

Keirigan Jutsu: Hissatsugaku (Keirigan Technique: Art of the Deathblow)

Ninjutsu (Requires Keirigan +2 and Executioner's Mark (a)) [Hijutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 attack action; **Components:** C, Mas; **Range:** 50 feet; **Target:** One creature; **Duration:** 1 round; **Saving Throws:** None; **Chakra Resistance:** None; **Chakra Cost:** 3.

The user makes a spot check to determine the target's physical condition. He gains a +2 bonus to attack rolls for 1 round and can lower his keirigan bonus by 1 or more to gain a bonus to weapon damage against the target equal to the amount sacrificed. He may apply the benefits of the Destruction Mark feat to his next attack if he has it.

A failed spot check grants a +2 bonus to attack rolls to his next attack but none of the other benefits.

Mastery

Each step of mastery grant a +1 bonus to the spot check.

The fifth step of mastery allows this technique to be used as a swift action for 6 chakra once per encounter.

Keirigan Jutsu: Saikou Hiken - Saiten (Keirigan Technique: Ultimate Secret Skill - Breaking Point)

Ninjutsu (Requires Keirigan +4 (a), Destruction Mark (f), Epic Technique (Keirigan Hijutsu: Saikou Hiken - Saiten) (f) and Spot 24 ranks)

Rank: 15 (Epic); **Learn DC:** 40, 8 success; **Perform requirements:** 23 ranks (DC 45); **Time:** 1 attack action or 1 instant action; **Components:** C; **Range:** Personal (see text); **Target:** You (see text) or 50 feet; **Duration:** 1 round or instantaneous (see text); **Saving Throws:** None (see text); **Chakra Resistance:** No; **Chakra Cost:** 20 or 10.

The user makes a Spot check against the target creature, object or structure. The check

must equal or exceed a creature's touch defense, or an object or structure's Craft difficulty. A successful check enables the user's next offensive ability to overcome or ignore all of the target's damage reduction, energy resistance, energy immunity, chakra resistance, chakra immunity or hardness qualities, regardless of the type or point of origin. The attack ignores armor, natural armor and deflection bonuses to Defense, and can score a critical hit or deal sneak attack damage against a target normally not subject to either. A critical hit is automatically confirmed, if a critical hit is possible.

Furthermore, the user can spend a full-round action to apply his knowledge and destroy most objects or structure (some limitations may apply, at the GM's discretion).

Defensive Maneuver: Once per day as an instant action, the user may apply the benefits of this technique against any Chakra Control, Genjutsu, Ninjutsu or Taijutsu technique or effect within 50 feet. Skill threshold does not apply to defensive maneuvers.

To defend against the attack, the user must succeed a Spot check (DC 11 + origin's character level) and a Ninjutsu check against the technique's Perform DC (mastery applies). Success negates the technique as though it had failed to be performed, but the target still spends one-half of its chakra 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 10.

Defensive Maneuver does not count as Avoiding an Attack and is usable a separate number of times a day. Using *Saiten* as a defensive maneuver counts towards the number of times other such techniques can be used.

Mastery

Each step of mastery after the first increases the number of times per day this technique can be used by 1.

Each step of mastery in this technique grants a +1 bonus to Spot checks made as part of it.

The fifth step of mastery allows this technique to be used as a swift action once per day.

Kekkai no In (Barrier Seal)

Fuinjutsu (Advanced Seal) [Force]

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform requirements:** 10 ranks (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 Resistance:** No; **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 most Spacetime techniques with the teleportation descriptor, such as *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: Agari-uchi (Sword Art: Upward Cut)

Taijutsu (Strike) [Armed]

Rank: 1 (D-Class); **Learn DC:** 12, 1 success; **Perform requirements:** 1 rank (DC 12); **Time:** 1 attack action; **Components:** M, F; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

The user performs a basic kenjutsu cut, from the groin and up.

The user makes a single attack with his held weapon and gains a +1 bonus to his damage roll.

Material Focus: The user's held slashing weapon.

Kenjutsu: Dachi - Battoujutsu (Sword Art: Stance - Art of Quickdraw)

Taijutsu (Stance; Requires in Kenjutsu: Ougi - Iaido (5) and base attack bonus +6)

Rank: 9 (B-Class); **Learn DC:** 23, 3 success; **Perform requirements:** 11 ranks (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 Kawarimi 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: Dachi - Jigen Ryu (Sword Art: Stance - Jigen Ryu)

Taijutsu (Stance; Requires Power Attack (f) or base attack bonus +6 and Taijutsu 12 ranks)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (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

The first step of mastery grants the attack kwarimi defense 1.

The third step of mastery grants the attack kwarimi defense 2, but requires base attack bonus +10.

The fifth step of mastery grants the attack kwarimi defense 3, but requires base attack bonus +20.

Kenjutsu: Dachi - Tenken (Sword Art: Stance - Heavenly Blade)

Taijutsu (Stance)

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (DC 26); **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.

While in this stance, the user gains a *blindsight* that extends to 1 foot per level (rounded to the nearest 5-foot unit) and gains a +3 insight bonus to Defense against creatures within the blindsight, 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 against their attacks.

Kenjutsu: Iaido (Sword Art: Iaido)

Taijutsu (Strike) [Armed]

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform requirements:** 2 ranks (DC 13); **Time:** 1 full-attack action (see text); **Components:** F, M; **Range:** Melee Attack; **Target:** One 5-ft. square; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

The user performs a slash after quickly drawing his sword, a maneuver using momentum to gain power named 'iaido' and the basics of the iaijutsu style.

This technique can only be used while the user's weapon is sheathed and his size category or smaller, or is a katana. The user makes a single attack with his chosen weapon that deals damage as though used with two hands (Strength modifier applied 1.5 times) and gains a +2 bonus to attack and weapon damage rolls. He suffers a -2 penalty to Defense until this next turn after using this technique.

This attack can be made as part of a charge. This technique cannot be used while prone. This technique can be performed as an attack action with the Quick Draw feat.

Material Focus: A piercing or slashing weapon with a solid sheath no larger than the user's size category, or a katana.

Kenjutsu: Iainuki (Sword Art: Iainuki)

Taijutsu (Strike) [Armed]

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform requirements:** 3 ranks (DC 15); **Time:** 1 full-attack action; **Components:** F, M; **Range:** Melee Attack; **Target:** One 5-ft. square; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

Same as *Kenjutsu: Iaido* except that it can be used while prone, and the user suffers no penalty to Defense after using the technique. This technique cannot be used as part of a charge, and the perform time can be reduced to an attack action with the Quick Draw feat.

Material Focus: A piercing or slashing weapon with a solid sheath no larger than the user's size category, or a katana.

Kenjutsu: Kessen Ougi - Senmeiken (Sword Art: Absolute Fighting Skill - Blurring Sword)

Taijutsu (Strike; Requires Kenjutsu: Iaido (5) and Speed rank 2 (a)) [Armed]

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform requirements:** 11 ranks (DC 25); **Time:** 1 full-attack action; **Components:** M, F; **Range:** Melee Attack; **Target:** Up to one adjacent creature every 3 levels; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4 plus 2 per additional target after the first.

This attack uses great speed to create a blurring effect in its wake. It was the signature technique of a wandering assassin, and popularized by various swordsmen who sought greatness.

This technique can only be user when the user is Speed Rank 2 or higher and with his sheathed weapon. The user makes a single melee attack against all adjacent creatures with his chosen weapon and deals an additional 2d4 points of slashing damage, plus 1d4 every 4 levels (maximum 6d4). The additional damage is not multiplied on a critical hit, and the user cannot deal sneak attack damage when using this technique.

At the user's wish, his sword will be sheathed or unsheathed after using this technique.

Material Focus: A piercing or slashing weapon with a solid sheath no larger than the

user's size category, or a katana.

Kenjutsu: Kiritsuki (Sword Art: Cut and Thrust)

Taijutsu (Strike) [Armed]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (DC 16); **Time:** 1 full-attack action; **Components:** F, M; **Range:** Charge; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

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: Kodachi Nittouryuu - Gouku Juuji (Sword Art: Dual Kodachi Style - Blazing Cross)

Taijutsu (Strike; Requires Two-Weapon Fighting (f) and base attack bonus +3) [Armed]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 attack action; **Components:** M, F, Mas; **Range:** Melee Attack; **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 kwarimi 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 light slashing weapons.

Kenjutsu: Kodachi Nittouryuu - Kaiten Kenbu Rokuren (Sword Art: Dual Kodachi Style - Six Swirling Sword Dances)

Taijutsu (Strike; Requires Kodachi Ryu - Kaiten Kenbu (3), Ryuusui no Ugoki (1) and Two-Weapon Fighting (f)) [Armed, Lost Hijutsu]

Rank: 7 (B-Class); **Learn DC:** 21, 4 success; **Perform requirements:** 9 ranks (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 light slashing weapons.

Kenjutsu: Kodachi Nittouryuu - Onmyou Hasshi (Sword Art: Dual Kodachi Style - Dual Hair Killer)

Taijutsu (Strike; Requires Requires Two-Weapon Fighting (f) and base attack bonus +4) [Armed, Lost Hijutsu]

Rank: 5 (B-Class); **Learn DC:** 19, 4 success; **Perform requirements:** 7 ranks (DC 20); **Time:** 1 attack action; **Components:** C, M, F; **Range:** 50 feet (see text); **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Reflex partial; **Chakra Cost:** 4.

Both kodachi rocket towards the target in a straight line to their target, one behind the other so that even if the first is deflected, the second is sure to meet its mark.

To properly use the technique, the user must be wielding a kodachi in each his hands. The user makes a ranged attack with both weapons. If the first attack hits, it deals normal damage and the target is denied its Dexterity bonus to Defense against the second attack. If the first attack missed, the target may make a Reflex save against the user's attack roll to attempt to dodge instead of rolling against Defense. The kodachi have a range increment of 10 feet and cannot be thrown past 5 range increments.

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, the user may recover his weapons during the same round as he used this technique if he has not yet expended his move action. To do so, he must move to a square adjacent to the thrown weapon and make an unarmed touch attack against it (Defense 15). Doing so may provoke an attack of opportunity, and can only be done at speed rank 1 or higher.

Material Focus: The user's two held light slashing weapons.

Kenjutsu: Kodachi Nittouryuu - Onmyou Kousa (Sword Art: Dual Kodachi Style - Dual Cross)

Taijutsu (Strike; Requires Two-Weapon Fighting (f) and base attack bonus +4) [Armed, Lost Hijutsu]

Rank: 5 (C-Class); **Learn DC:** 18, 3 success; **Perform requirements:** 6 ranks (DC 18); **Time:** 1 instant action; **Components:** M, F; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Reflex partial (see text); **Chakra Cost:** 4.

This technique can only be used if the user attempted a melee attack with his held weapon this round and missed by 5 or less. The user makes an attack with his held weapon against the target that deals normal damage if it hits. The user may attempt to sunder the target's weapon or attempt a disarm instead.

The attack is always made with the weapon opposed to the missed attack (if a main-hand attack missed, the attack will be an off-hand attack).

Material Focus: The user's two held light slashing weapons.

Kenjutsu: Kodachi Ryu - Kaiten Kenbu (Sword Art: Kodachi Style - Swirling Sword Dance)

Taijutsu (Strike; Requires Ryuusui no Ugoki (t) and base attack bonus +5) [Armed, Lost Hijutsu]

Rank: 5 (C-Class); **Learn DC:** 18, 3 success; **Perform requirements:** 6 ranks (DC 18); **Time:** 1 full-attack action; **Components:** C, M, F; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

This technique can only be used on a technique that cannot pinpoint the user's location (such as a creature caught in *Ryuusui no Ugoki*). The user makes a full-attack action with his held melee weapon and gain a +2 bonus to attack and weapon damage rolls on each attack. The damage dealt is treated as though dealt by a weapon one size category larger. The target is denied its Dexterity bonus to Defense until the first attack.

Material Focus: The user's held light slashing weapon.

Kenjutsu: Kudari-uchi (Sword Art: Downward Cut)

Taijutsu (Strike) [Armed]

Rank: 1 (D-Class); **Learn DC:** 12, 1 success; **Perform requirements:** 1 rank (DC 12); **Time:** 1 attack action; **Components:** M, F; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

The user performs a basic kenjutsu cut, from the head and down.

The user makes a single attack with his held weapon and gains a +1 bonus to his attack roll.

Material Focus: The user's held slashing weapon.

Kenjutsu: Nagetsuki (Sword Art: Thrust and Throw)

Taijutsu (Strike; Requires Kenjutsu: Kiritsuki (t)) [Armed]

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform requirements:** 7 ranks (DC 19); **Time:** 1 full-attack action; **Components:** F, M; **Range:** Charge; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

The user combines the principles of tsuki and charging attacks and creates a deadly combination.

The user makes a charge attack against a single creature. If it hits, it deals normal damage plus 1d4 points of additional piercing damage every 2 levels (maximum 5d4) and knocks the target back 1d4x5 feet. The additional damage is not multiplied on a critical hit. If the target one or more size category larger than the user, it is not knocked back.

This technique can only be used once during an encounter.

Material Focus: The user's slashing or piercing weapon.

Kenjutsu: Ougi - Maken (Sword Art: Secret Skill - Demonic Sword)

Taijutsu (Strike; Requires Evil allegiance) [Armed]

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform requirements:** 11 ranks (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.

This technique focuses pure evil intent and expert kenjutsu in a beautiful and deadly attack. It is said to be the sister technique of 'Shinken' of the Katsujin style.

The user makes a single attack with his held weapon against a single creature. If it hits, the attack deals normal damage and ignores any damage reduction or hardness, as well as causing the target to bleed for 1d6 points of damage each round for 1d4+2 rounds afterwards or until a Treat Injury check (DC 25) is performed on it or it is healed 1 or more hit points with a medical technique.

If the user's weapon wasn't a mastercraft weapon, it is destroyed beyond repair after using this technique.

Material Focus: The user's mastercraft double katana, chisa-gatana, kodachi, katana, large katana or kodachi.

Kenjutsu: Ougi - Shinken (Sword Art: Secret Skill - Divine Sword)

Taijutsu (Strike; Requires 3 or more Kenjutsu techniques of rank 4 or higher (t))
[Armed]

Rank: 12 (S-Class); **Learn DC:** 28, 5 success; **Perform requirements:** 16 ranks (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:** 4.

This technique combines grace, power and expert kenjutsu to form a beautiful and deadly attack. It is said to be the sister technique of 'Maken' of the Satsujin style.

The user makes a single attack with his held weapon, against which the target loses its Dexterity bonus to Defense. If it hits, the target suffers no damage or ill effects, but is completely numbed to physical pain for 1 round.

On the user's next turn, the target is suddenly cut and suffers 3d6 points of slashing damage plus 1 per level of the user (maximum 3d6+15) and provokes a massive damage save, bypassing any damage reduction. The damage is dealt prior to the massive damage save, not after. The *shinken* attack scores a critical hit on a natural roll of 20 and deals double damage.

The target suffers no pain from the damage, even if it is killed by it. If the user's weapon wasn't a mastercraft weapon with a +2 or higher mastercraft bonus, it is destroyed beyond repair after using this technique.

Material Focus: The user's mastercraft double katana, kodachi, chisa-gatana, katana, large katana or wakizashi.

Kenjutsu: Ougi - Shiryuuga (Sword Art: Secret Skill - Piercing Dragon Fang)

Taijutsu (Strike) [Armed, Kick or Punch]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (DC 22); **Time:** 1 attack action; **Components:** C, M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

The user uses focus and precise movements to give the illusion that the attack comes from a different direction than intended. The technique has roots in Kenjutsu, but can be executed with any weapon (or lack thereof).

The user makes a melee attack with his held weapon, or unarmed, and gains a +2 bonus to attack and weapon damage rolls. The attack gains a kawarimi defense 1 every 6 levels (maximum 3).

Kenjutsu: Ougi - Zankenteki (Sword Art: Secret Skill - Hand Cutter)

Taijutsu (Strike; Requires Kenjutsu Ougi - Iaido (3)) [Armed]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (DC 18); **Time:** 1 full-attack action; **Components:** M, F; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous and 5 minutes (see text); **Saving Throws:** Fortitude partial; **Chakra Cost:** 5.

The user performs a *iaido* attack against his target. If it hits, the user applies his Strength modified 1.5 times to damage and deals an additional 1d6 points of damage every 2 levels (maximum 4d6).

The target must make a Fortitude save if hit to avoid suffering 1d4 points of temporary Dexterity damage for 5 minutes. The target gains a +2 bonus to saves against this technique each consecutive time it is targeted by it during the same 24 hours period.

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: Shamen-uchi (Sword Art: Diagonal Cut)

Taijutsu (Strike) [Armed]

Rank: 1 (E-Class); **Learn DC:** 11, 1 success; **Perform requirements:** 1 rank (DC 11); **Time:** 1 attack action; **Components:** M, F; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

The user performs a basic kenjutsu cut, from the shoulder to the hip.

The user makes a single attack with his held weapon and gains a +1 bonus to his attack roll, but suffers a -1 penalty to his damage roll.

Material Focus: The user's held slashing weapon.

Kenjutsu: Souhazan (Sword Art: Double Slash)

Taijutsu (Strike) [Armed]

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform requirements:** 10 ranks (DC

23); **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 8.

The user makes an attack with his held weapon at his highest attack bonus against one creature. If it hits, the user gains an attack of opportunity against that same target at a -5 penalty. The attacks both deal weapon damage. The user may not exceed his maximum number of attack of opportunity made in a single round.

Kenjutsu: Tsuki (Sword Art: Thrust)

Taijutsu (Strike) [Armed]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (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: Urashamen-uchi (Sword Art: Reversed Diagonal Cut)

Taijutsu (Strike) [Armed]

Rank: 1 (E-Class); **Learn DC:** 11, 1 success; **Perform requirements:** 1 rank (DC 11); **Time:** 1 attack action; **Components:** M, F; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

The user performs a basic kenjutsu cut, from the hip to the shoulder.

The user makes a single attack with his held weapon and gains a +1 bonus to his damage roll, but suffers a -1 penalty to his attack roll.

Material Focus: The user's held slashing weapon.

Kensei no Jutsu (Diversion Technique)

Genjutsu (Compulsion) [Mind-Affecting]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (DC 18); **Time:** 1 move-equivalent action; **Components:** C; **Range:** Melee; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Resistance:** No; **Chakra Cost:** 4.

Using this technique, the user is able to make a feint attempt 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.

Kensoku: Iaiken (Swift Fists: Undodgeable Fist)

Taijutsu (Strike; Requires Speed rank 1 (a)) [Punch]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 attack action; **Components:** M, Mas; **Range:** Melee Attack; **Target:** One

creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 4.

The user makes a single unarmed attack at his highest attack bonus with a +2 bonus to attack roll. The attack deals normal damage plus 1d4 points of damage every 3 levels (maximum 4d4, not multiplied on a critical hit). If the attack scored a critical hit or exceeded the target's massive damage threshold, it will be dazed for 1 round (Fortitude negates the daze effect). A spot check (DC equal to the attack roll), high speed sight 1 or speed rank 1 or higher (even while dormant or suppressed) is required to clearly see the movement.

The user must have a set of clothing with waist-level pockets or suffer a -4 penalty to meet the technique's perform requirements.

Mastery

With the fifth step of mastery, the technique can be used on a target 5 feet farther than the user's reach if there is no obstacle between them and the target has no cover.

Kensoku: Iaisouken (Swift Fists: Two Undodgable Fists)

Taijutsu (Stance; Requires Speed rank 3 (a) and Kensoku: Iaiken (3)) [Punch]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (DC 22); **Time:** 1 swift action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None (see text); **Chakra Cost:** 8.

While in this stance, all of the user's attacks count as *iaiken* attacks (as per *Kensoku: Iaiken*). The user suffers a -2 penalty to attack rolls, but each of his attacks deal an additional 1d4 points of damage per 5 levels (maximum 2d4, not multiplied on a critical hit). The user gains a +2 bonus to rolls made to confirm iaiken critical hits, and the target becomes dazed for 1 round on a critical hit, or when exceeding its massive damage threshold (does not stack).

Kensoku: Ougi - Shin Iaiken (Swift Fists: Secret Skill - True Undodgable Fist)

Taijutsu (Strike; Requires Speed rank 2 (a) and Kensoku: Iaiken (5)) [Lost Hijutsu, Punch]

Rank: 9 (A-Class); **Learn DC:** 24, 5 success; **Perform requirements:** 12 ranks (DC 26); **Time:** 1 attack action; **Components:** M, Mas; **Range:** Melee, plus 10 feet; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 12.

Same as *Kensoku: Iaiken* except that the user can hit any creature within his melee reach, plus 10 feet. The user makes single unarmed attack roll, which he gains a +4 bonus to. If the attack hits, it deals normal damage plus an additional 1d6 every 2 levels (maximum 10d6, not multiplied on a critical hit). The target must make a Fortitude save to avoid being knocked back 1d6x5 feet and be dazed for 1 round.

Mastery

With the fifth step of mastery in this technique, the range increases by an additional 10 feet.

Kensoku: Ougi - Shunshin Rendan (Swift Fists: Secret Skill - Body Flicker Combo)

Taijutsu (Strike; Requires Hiraimeku (t), Speed rank 3 (a), base attack bonus +11 and Taijutsu 15 ranks)

Rank: 9 (S-Class); **Learn DC:** 25, 5 success; **Perform requirements:** 13 ranks (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.

The user flickers in-between foes and strikes them with quick and devastating blows.

The user makes an attack against his primary target with his held weapon or unarmed. If it hits, the attack deals 8d6 points of damage of the appropriate type. From then, the user may move to any secondary target within 20 feet once every 2 levels, with each secondary target being within 20 feet of the last. The user makes an attack against the secondary target that deals half the damage dealt to his primary target on a hit. The attacks cannot score a critical hit, and a target cannot be hit by this technique more than once.

The movement is done as though with Shunpo, and may spring traps and leave footprints.

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.

Ketsukai Houjin (Joint Seal Square Bind)

Fuinjutsu

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 Resistance:** No; **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)

Fuinjutsu [Lost Hijutsu]

Rank: 8 (S-Class); **Learn DC:** 24, 6 success; **Perform requirements:** 12 ranks (DC 28);

Time: 1 full-round action; **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 Fuinjutsu check difficulty for the seals is.

Size Category	Seal Slots	Fuinjutsu 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: Materials to scribe a seal. Scribing the seal requires a Fuinjutsu check (DC 25), does not have to be done by the user and takes one or more seal slot. An attempt to craft the seal takes 10 minutes per seal slot used, and a failed check will result in the sealing process failing without the user noticing until the end.

A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Ketsuyoujutsu: Anshi (Blood Sorcery: Night Vision)

Fuinjutsu (Requires Blood Mage (f)) [Lost Kinjutsu]

Rank: 4 (C-Class); **Learn DC:** 17, 4 success; **Perform requirements:** 5 ranks (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)

Fuinjutsu (Requires Blood Mage (f) and any 4 Ketsuyoujutsu technique) [Lost Kinjutsu]

Rank: 5 (C-Class); **Learn DC:** 18, 4 success; **Perform requirements:** 6 ranks (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)

Fuinjutsu (Requires Blood Mage (f) and any 6 Ketsuyoujutsu technique) [Lost Kinjutsu]

Rank: 5 (B-Class); **Learn DC:** 19, 5 success; **Perform requirements:** 7 ranks (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 sygils (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)

Fuinjutsu (Requires Blood Mage (f)) [Lost Kinjutsu]

Rank: 3 (C-Class); **Learn DC**: 16, 4 success; **Perform requirements**: 4 ranks (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)

Fuinjutsu (Requires Blood Mage (f) and any 4 Ketsuyoujutsu technique) [Lost Kinjutsu]
Rank: 5 (C-Class); **Learn DC:** 18, 4 success; **Perform requirements:** 6 ranks (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)

Fuinjutsu (Requires Blood Mage (f)) [Lost Kinjutsu]

Rank: 2 (C-Class); **Learn DC:** 15, 4 success; **Perform requirements:** 3 ranks (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)

Fuinjutsu (Requires Blood Mage (f) and any 4 Ketsuyoujutsu techniques) [Lost Kinjutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 6 success; **Perform requirements:** 11 ranks (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)

Fuinjutsu (Requires Blood Mage (f) and Ketsuyoujutsu: Getekki) [Lost Kinjutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 5 success; **Perform requirements:** 8 ranks (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)

Fuinjutsu (Requires Blood Mage (f) and any 2 Ketsuyoujutsu technique) [Lost Kinjutsu]

Rank: 4 (C-Class); **Learn DC:** 17, 4 success; **Perform requirements:** 5 ranks (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)

Fuinjutsu (Requires Blood Mage (f) and any 3 Ketsuyoujutsu technique) [Lost Kinjutsu]

Rank: 6 (A-Class); **Learn DC:** 21, 6 success; **Perform requirements:** 9 ranks (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)

Fuinjutsu (Requires Blood Mage (f)) [Lost Kinjutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 6 success; **Perform requirements:** 11 ranks (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 magnerium 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 Speed rank 3 extraordinary ability 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: Kuuin (Blood Sorcery: Void Seal)

Fuinjutsu (Requires Blood Mage (f) and any 3 Ketsuyoujutsu technique) [Lost Kinjutsu]

Rank: 4 (B-Class); **Learn DC:** 18, 5 success; **Perform requirements:** 6 ranks (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)

Fuinjutsu (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 requirements:** 9 ranks (DC 23); **Time:** 1 attack action; **Components:** C, H, X; **Range:** Melee Touch; **Target:** One fire elemental; **Duration:** Instantaneous; **Saving Throws:** Fortitude negates; **Chakra Resistance:** Yes; **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)

Fuinjutsu (equires Blood Mage (f)) [Lost Kinjutsu]

Rank: 3 (C-Class); **Learn DC:** 16, 4 success; **Perform requirements:** 4 ranks (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)

Fuinjutsu (Requires Blood Mage (f) and any 2 Ketsuyoujutsu technique) [Lost Kinjutsu]

Rank: 4 (C-Class); **Learn DC:** 17, 4 success; **Perform requirements:** 5 ranks (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, Earth, Fire]

Rank: 13 (S-Class); **Learn DC:** 29, 7 success; **Perform requirements:** 17 ranks (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 Resistance:** Yes; **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, Earth, Fire]

Rank: 14 (Super S-Class); **Learn DC**: 31, 8 success; **Perform requirements**: 19 ranks (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 Resistance**: Yes; **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 requirements**: 4 ranks (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 500 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 requirements:** 9 ranks (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 requirements:** 5 ranks (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 requirements:** 3 ranks (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.

Kinfuku no Jutsu (Metal Mending Technique)

Ninjutsu (Doton; requires Craft (mechanical) 8 ranks) [Earth]

Rank: 5 (D-Class); **Learn DC:** 17, 1 success; **Perform requirements:** 5 ranks (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.

Kinjutsu: Seishinkugi (Forbidden Technique: Immortal Soul Sacrifice)

Fuinjutsu (Requires Epic Technique (Edo Tensei) (f)) [Lost Kinjutsu]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform requirements:** 19 ranks (DC 39); **Time:** 1 hour (see text); **Components:** C, H, F, E, XP; **Effect:** Creates 1 soul receptacle; **Duration:** Instantaneous (see text); **Chakra Cost:** 60.

This technique creates a soul receptacle to be used for the *Edo Tensei* technique as well as an enhancing talisman to control or strengthen the summoned soul. This receptacle is called *seishinkugi*.

Prepared Receptacle: The basic *seishinkugi* requires a corpse of the same species as the intended creature with 1 hit dice for every 2 levels or hit dice of the intended creature and takes 3 days to prepare (8 hours each day) and is attuned to the one creature only. This *seishinkugi* will allow the summoned soul to fight to the full extent of its abilities.

After it is used, the *seishinkugi* deteriorates extremely quickly once the summoned soul leaves it, leaving behind only the sacrificed body and a mound of dust.

Faux Body: The receptacle can instead be a faux body and is not attuned to a single creature. If the summoned soul inhabits this *seishinkugi*, it cannot use spells or techniques above rank 4 or C-Class complexity rating, and has one-quarter of its maximum hit points and chakra pool, as well as no chakra reserve. See the *faux body* sealed item for more details.

The talisman can have up to two components: a control component (partial or total), and the immortal component. The control component takes 1 day to prepare, and the immortality component takes 3 days.

The immortality talisman extends the summoning indefinitely and grants the summoned soul it was made for the immortal subtype with the stipulation that it can only be killed once the talisman's reconstruction power is discharged. The *seishinkugi* begins to

reconstructs when damaged, mending up to 10 hit points and regrowing lost limbs, including the head, each round at the beginning of its turn. When reduced to 0 hit points, the *seishinkugi* will be incapacitated for 1 round as it reconstructs and returned to maximum hit points on its next turn. The immortality talisman will fuel this process twice, and once discharged, the *seishinkugi* is destroyed when reaching 0 hit points.

A partial control talisman will allow the summoned soul to react normally and defend when it is not commanded to and retain its personality, but it will also be able to resist orders that go strongly against its nature, provoking a Will save against the *Edo Tensei* to resist the command. A total control talisman will strip the summoned soul of its personality and force it to obey orders without the slightest hesitation, but render it unable to defend or react unless ordered otherwise.

The receptacle can be outfitted with any equipment the user has on hand, up to the summoned soul's carrying capacity for a light load. When the receptacle reconstructs, it returns to the state it was prepared for, including all equipment or articles of clothing lost.

After the receptacle is crafted, it is placed inside a coffin or container designated during the crafting process, until summoned, where it is perfectly preserved for 1 month. If the receptacle is not used within 1 month, or if the container is destroyed before the summoning, it becomes unusable.

Empower

The user can spend an additional 10 points of chakra to empower the immortality talisman, allowing the *seishinkugi* to reconstruct an additional time (maximum 10 times total). Doing so increases the preparation time by 2 days and the XP cost by 25 per level of the summoned soul each time.

Material Focus: 1 coffin or container, and 1 faux body (faux body receptacle) or drugs, inks and other components worth wealth check DC 25 + 1 per extra day spent preparing the receptacle (prepared receptacle).

XP Cost: A faux body receptacle costs 500 XP, while a prepared receptacle costs 1000 XP. A control talisman, partial or total, costs 500 XP, and an immortality talisman costs 50 XP per level of the summoned soul it was made for.

Kinjutsu: Shinbuki no Jutsu (Forbidden Technique: Mental Override Technique)

Genjutsu (Compulsion; requires Zokuyuin no Jutsu (5), Genjutsu 15 ranks and Bluff or Diplomacy 15 ranks) [Kinjutsu, Language-Dependant, Mind-Affecting]

Rank: 12 (Super S-Class); **Learn DC:** 28, 8 success; **Perform requirements:** 17 ranks (DC 37); **Time:** 1 attack action; **Components:** C, H, Mas; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 10 minutes/level or until the task is completed (D); **Saving Throws:** Will negates; **Chakra Resistance:** Yes; **Chakra Cost:** 15.

The user gives the subject a command that it must obey, which must be spoken aloud in a language the subject can understand (if no common language exists, only simple instructions like "come here," "fight this person," or "go there" can be conveyed). The command is obeyed to the exclusion of all other activities and to the best of the subject's

ability; because of this, the difficulty of the Sense Motive check to determine that the subject's actions are being influenced is DC 15 instead of DC 25 (see the Sense Motive skill description).

A creature targeted by this technique more than once in a 24 hour period receives a +2 bonus to resist the effects, increasing by +2 for each subsequent attempt. Obviously self-destructive commands are not carried out. This technique can only be dismissed when in line of sight with the subject, and ends automatically when the task is seen through to completion.

Kinobori (Tree Climbing Technique)

Chakra Control (Body)

Rank: 1 (E-Class); **Learn DC:** 12, 1 success; **Perform requirements:** 1 rank (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.

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). 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) [Water]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (DC 17);

Time: 1 full-round action; **Components:** C, H, E, X; **Range:** 0 feet; **Area:** Cloud spreads up to 50-foot-radius from the user, 30-ft. high; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Resistance:** No; **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 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).

Empower

The user can increase the size of the cloud of fog as an attack action while standing within its radius. The cloud expands by 20 feet in radius and 10 feet in height for every point of chakra spent (maximum 5 points in a single round or up to 1 point per level.)

Expendable Component: 20 litres of water nearby per 10-ft. square turned to mist.

Kirigakure Shuriken no Jutsu (Shuriken Hidden in the Mist Technique)

Ninjutsu (Suiton) [Water]

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform requirements:** 7 ranks (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 Resistance:** Yes; **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.

Kiritai no Jutsu (Mist Body Technique)

Ninjutsu (Suiton) [Water]

Rank: 10 (A-Class); **Learn DC:** 25, 4 success; **Perform requirements:** 13 ranks (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 requirements:** 7 ranks (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 couses 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.

Koemane no Jutsu (Voice Mimicry Technique)

Training (Ninjutsu)

Rank: 4 (D-Class); **Learn DC:** 16, 1 success.

This advanced skill allows the user to mimic the voice of another person.

This training allows the character to mimic the voice, accent and speech patterns of another creature almost perfectly. The character must spend 1 point of chakra per minute. A Listen check opposed to the user's Bluff check is required to tell the imitation is a fake. The user gains a +8 bonus to this check, and the opposing creature can gain a bonus from familiarity with the creature imitated (generally +2 to +8).

This training must be repeated for each additional creature the user is attempting to mimic. The user must have at least some familiarity with the mimicked creature, otherwise the user will take ten times as long as normal to complete this training.

Kokuangyou no Jutsu (Absolute Darkness Technique)

Genjutsu [Konoha Kinjutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 6 success; **Perform requirements:** 11 ranks (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 Resistance:** Yes; **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 Shaken 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.

Everytime the subject is attacked, the user must succeed a Will save (DC 10+damage done) or the technique will be dispelled (maximum 4 attacks). It can be dispelled.

Kokuryuu Boufuuetsu (Black Dragon Snowstorm)

Ninjutsu (Hyouton) [Cold, Kazahana Hijutsu]

Rank: 5 (B-Class); **Learn DC:** 19, 4 success; **Perform requirements:** 7 ranks (DC 20); **Time:** 1 attack action; **Components:** H, E; **Range:** 20 feet; **Area:** 5-ft. wide line from the user; **Duration:** Instantaneous; **Saving Throws:** Fortitude half; **Chakra Resistance:** Yes; **Chakra Cost:** 4.

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, half on a successful Fortitude save.

Empower

The user may increase the damage dealt to 4d10 at the cost of 4 chakra.

Kongouriki (Herculean Strength)

Training (Taijutsu; Requires Strength rank 5 (a) and Epic Technique (Kongouriki) (f))

Rank: 16 (Epic); **Learn DC:** 41, 8 success; **Components:** Mas.

The character gains the Strength rank 6 extraordinary ability.

Mastery

The first step of mastery grants the character the Strength rank 7 extraordinary ability.
The second step of mastery grants the character the Strength rank 8 extraordinary ability.
The third step of mastery grants the character the Strength rank 9 extraordinary ability.
The fourth step of mastery grants the character the Strength rank 10 extraordinary ability.
The fifth step of mastery grants the ability to resist bull-rush, overrun, grapple and trip attempts as though the user was two size category larger than in reality. At Strength rank 10, the user can push back a creature of any size 1d6x5 feet once per encounter when successfully defending against a bull-rush, overrun or grapple attempt.

Kouheki no Jutsu (Roaring Thunder Technique)

See *Godai Ransatsu: Sandan Jutsu* technique.

Kouri Saimin no Jutsu (Auto Hypnotism Technique)

Genjutsu

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform requirements:** 11 ranks (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) [Cold]

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform requirements:** 10 ranks (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) [Electricity]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 Resistance:** Yes; **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, Poison, Water]

Rank: 3 (A-Class); **Learn DC:** 18, 6 success; **Perform requirements:** 6 ranks (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 Resistance:** Yes; **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)) [Electricity]

Rank: 9 (B-Class); **Learn DC:** 23, 3 success; **Perform requirements:** 11 ranks (DC 24); **Time:** 1 attack action; **Components:** C, S; **Range:** Wires (see text); **Duration:** Instantaneous; **Saving Throws:** See text; **Chakra Resistance:** Yes; **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 requirements:** 4 ranks (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 iron wire instead, he suffers a -4 penalty to meet the perform requirements 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 iron wire while in this stance is a ranged attack and may provoke an attack of opportunity if used in a threatened area. See Battle Wire in the equipment chapter for details. On a threatened 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, up to 3 sneak attack die.

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 iron wires rather than a battle wire, but suffers a -4 penalty to meet the perform requirements, 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 iron wires.

Kousen Ryu: Tetsuryuha (Iron Wire Style: Steel Dragon Blast)

Taijutsu (Strike; Requires Kousen Ryu (t)) [Armed]

Rank: 9 (B-Class); **Learn DC:** 23, 3 success; **Perform requirements:** 11 ranks (DC 24); **Time:** 1 attack action; **Components:** M, F; **Range:** 20 feet or 30 feet (see text); **Area:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

This technique can only be performed in *Kousen Ryu* stance. The user may make a single attack with his battle wire against all creature within the cone of effect. The attacks deal normal damage, but cannot score a critical hit. The range is 20 feet when using a battle wire, or 30 feet when using a long battle wire.

Empower

A character with 2 or more levels in the Livewire class can empower this technique. At the cost of 1 point of chakra, the user can increase the damage dealt by 1 die, up to 5 additional damage die.

Kousen Shibari no Jutsu (Iron Wire Bind Technique)

Ninjutsu

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform requirements:** 7 ranks (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 Resistance:** No; **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 iron wire.

Kubikiri Shuriken no Jutsu (Decapitating Shuriken Technique)

Ninjutsu (requires base attack bonus +3) [Sandaime Hokage Hijutsu]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (DC 18);

Time: 1 attack action; **Components:** H, M, E; **Effect:** Enlarges 1 shuriken; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Resistance:** No; **Chakra Cost:** 1.

This technique was created by the third hokage, a man nicknamed by most great nations as the God of all Ninja. It is said to be able to turn a simple shuriken into a deadly soaring projectile the size of a large horse in midflight without losing any of the speed or power of the original throw.

The user makes a single attack with a thrown shuriken and enlarges it with ninjutsu. If it hits, the shuriken deals 1d8 points of slashing damage plus the user's Strength modifier.

The thrown attack's range increment is doubled when used with this technique.

Empower

The user can spend 1 point of chakra to increase the size and damage die of the shuriken by 1 step, up to 5 steps. Doing so requires the user to be 5th level, plus 2 per increment after the first.

The damage progression of the shuriken is as follow: 1d10, 2d8, 3d8, 4d8, 6d8.

Once the shuriken's base damage reaches 4d8, it ignores any cover below three-quarters and deals double damage to objects.

Mastery

With the third step of mastery in this technique, the character applies double his Strength modifier to damage when the shuriken's base damage is 3d8 or higher.

Material Focus: 1 shuriken.

Kuchijouzu no Jutsu (Diplomacy Technique)

Genjutsu (Doujutsu) [Mind-Affecting]

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform requirements:** 2 ranks (DC 13);

Time: 1 full-round action; **Components:** C; **Range:** 10 feet; **Target:** One creature;
Duration: 3 rounds or until discharged; **Saving Throws:** Will negates; **Chakra Resistance:** Yes; **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 within 3 rounds.

Kuchiyose: Juunishinshou (Summoning Technique: Heaven's Twelve Generals)

Ninjutsu (Spacetime; Requires Epic Technique (Kuchiyose: Juunishinshou) and War Hero Blood Pact (f)) [Summoning]

Rank: 20 (Epic); **Learn DC:** 45, 8 success; **Perform requirements:** 28 ranks (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 Resistance:** No; **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 Noble of the War Hero blood pact. The Soldiers and Protectors will wield katanas while the Guardian a naginata and the Noble 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 (Spacetime; Requires Kamaitachi no Jutsu (t)) [Summoning]

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (DC 26); **Time:** 1 full-attack action; **Components:** H, X (see text); **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Resistance:** No; **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: Shunkoku Kasei (Summoning Technique: Instant

Reinforcements)

Ninjutsu (Spacetime; Requires Retrieval Expert (f) and Ninjutsu 12 ranks) [Summoning]

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform requirements:** 10 ranks (DC 23); **Time:** 1 full-round action; **Components:** H, X, E; **Range:** See text; **Effect:** Summons one creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** Varies.

This technique summons a single creature marked with the *Fuinjutsu: Keiyaku Houjin* technique, so long as it is within range. The creature is summoned in a square adjacent to the user. This technique's chakra cost is 2 plus one-half the level or hit dice of the target, minimum 6.

A creature can only be summoned by this technique once per week. The range is determined by *keiyaku houjin* seal when it was scribed.

Empower

The user can spend additional chakra to summon an additional creature, maximum 1 additional creature every 6 levels.

Material Focus: A bit of the creature's blood.

Kuchiyose no Jutsu (Summoning Technique)

Ninjutsu (Spacetime; Requires Blood Pact (f)) [Summoning]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 Resistance:** No; **Chakra Cost:** 0 (see text).

This technique summons one of the creature with which the user has a blood pact with. The chakra cost of the technique is equal to the summon level and rank of the summon creature summoned, but it has a base cost of 0. If a creature refuses or cannot be summoned, only the technique's base chakra cost is spent, plus the cost of any meta-chakra feats. 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 Elite (90% chance) or a Paragon (10% chance), determined with a second roll of a d%. The summoned Elite has a 50% chance to be a Unique summon; Paragons 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:

Byakko (Rank 11, Learn DC 25, 3 success; Cost 100): Tiger Champion Paragon, level 10.

Dokubimaru (Rank 7, Learn DC 21, 3 success; Cost 35): Snake Guardian Elite, level 5.

Enkouou Enma (Rank 9, Learn DC 23, 3 success; Cost 72): Monkey Champion Paragon, level 7

Gama Kenshin (Rank 6, Learn DC 20, 3 success; Cost 12): Toad Protector Elite, level 3.

Gamabunta (Rank 10, Learn DC 24, 3 success; Cost 76): Toad Champion Paragon, level 8

Katsuyu (Rank 9, Learn DC 23, 3 success; Cost 60): Slug Champion Paragon, level 7.

Manda (Rank 10, Learn DC 24, 3 success; Cost 85): Snake Champion Paragon, level 8.

Shirojou (Rank 7, Learn DC 21, 3 success; Cost 44): War Hero Champion Elite, level 4.

Yatai Kuzuchi (Rank 7, Learn DC 21, 3 success; Cost 35): Toad Noble Elite, level 5.

Wanizame (Rank 10, Learn DC 24, 3 success; Cost 76): Shark Champion Paragon, level 8

Expendable Component: A small quantity of the user's blood.

Kugutsu Teishi no Jutsu (Puppet Deanimation Technique)

Ninjutsu (Requires Ninpou: Chakra no Ito (5), Puppetry (a) and Advanced Puppetry IV (a))

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 Resistance:** Yes; **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 requirements:** 1 rank (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 requirements:** 6 ranks (DC 18); **Time:** 1 attack action; **Components:** C, E, 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 Resistance:** No; **Chakra Cost:** 2.

The user fires a small spider web to entangle or immobilize his foes. Each web provokes a Reflex save to avoid being hit.

Any target hit enough times becomes entangled, and eventually immobilized. A Small or smaller creature is immobilized with 2 webs and entangled with one, a Medium-size creature with is entangled with 2 and immobilized with 4, a Large creature is entangled with 8 and immobilized with 8 and a Huge or larger creature is not affected.

An entangled creature is entangled for 2d4+1 rounds or until it succeeds two consecutive Break or Escape Artist checks (DC 15), once per round. An immobilized creature is immobilized for 2d6 rounds or until it succeeds three consecutive Break or Escape Artist checks (DC 18).

Empower

The character can spend an additional 2 points of chakra to fire 1 additional web, maximum 3 per level.

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 requirements:** 3 ranks (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 Resistance:** No; **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 requirements:** 4 ranks (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 Resistance:** No; **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 requirements:** 7 ranks (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**

Resistance: No; **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 requirements:** 9 ranks (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 Resistance:** No; **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 requirements:** 11 ranks (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 Resistance:** No; **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 requirements:** 9 ranks (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 Resistance:** No; **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)) [Fire, Uzumaki Naruto Hijutsu]

Rank: 9 (A-Class); **Learn DC:** 24, 5 success; **Perform requirements:** 12 ranks (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 Resistance:** Yes; **Chakra Cost:** 12 (base; see text).

This improved version of the *Rasengan* was designed by *Uzumaki Naruto* 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 skill threshold and perform DC by 1 every 2 die. 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 requirements:** 5 ranks (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 Resistance:** No; **Chakra Cost:** 3.

Upon completion of this technique, the user may chose 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) [Electricity]

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (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 negates; **Chakra Resistance:** Yes; **Chakra Cost:** (see text).

Using this versatile technique, the user is able to create a strong, if brief, magnetic field 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. Skill threshold does not apply to defensive maneuvers.

Kuudenkouu no Jutsu (Static Rain Technique)

Ninjutsu (Suiton) [Amegakure Hijutsu, Water]

Rank: 3 (B-Class); **Learn DC:** 17, 4 success; **Perform requirements:** 5 ranks (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 negates; **Chakra Resistance:** Yes; **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) [Wind]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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 Resistance:** No; **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) [Wind]

Rank: 6 (A-Class); **Learn DC:** 21, 4 success; **Perform requirements:** 9 ranks (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 Resistance:** Yes; **Chakra Cost:** 10.

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) [Wind]

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform requirements:** 10 ranks (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 Resistance:** Yes; **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. If it hits, it deals weapon damage. The kuuhazan attack can score a critical hit, and totally ignores concealment.

Material Focus: The user's held slashing weapon.

Kuukiheki no Jutsu (Air Wall Technique)

Ninjutsu (Fuuton) [Wind]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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 Resistance:** No; **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 requirements:** 17 ranks (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 Resistance:** Yes; **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) [Wind]

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform requirements:** 1 rank (DC 12); **Time:** 1 attack action; **Components:** C, S; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Resistance:** No; **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, Wind]

Rank: 9 (B-Class); **Learn DC:** 23, 4 success; **Perform requirements:** 11 ranks (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 negates; **Chakra Resistance:** No; **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 choose 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 windy area 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 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.

Kuusetsume no Jutsu (Reaping Air Talons Technique)

See *Godai Ransatsu: Sandan Jutsu* technique.

Kyougaku no Jutsu (Fright Technique)

Genjutsu (Doujutsu) [Fear, Mind-Affecting]

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform requirements:** 1 rank (DC 12);

Time: 1 attack action; **Components:** C, S; **Range:** Melee Touch; **Duration:** 1 round/level (D); **Saving Throws:** Will disbelief; **Chakra Resistance:** Yes; **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 requirements:** 9 ranks (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 negates; **Chakra Resistance:** Yes; **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) [Cold]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 Resistance:** Yes; **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 requirements:** 12 ranks (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*.

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 requirements:** 6 ranks (DC 18); **Time:** 1 attack action; **Components:** C, S; **Range:** Melee Touch; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Resistance:** Yes; **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.

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 requirements:** 13 ranks (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 Resistance:** Yes; **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.

Kyujutsu: Gousen (Bow Art: Power Shot)

Taijutsu (Strike; requires proficiency in Greatbow and Power Attack (f)) [Armed]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 attack action (see text); **Components:** M, F; **Range:** Projectile weapon; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

The user draws the string of his greatbow fully, and fires a shot using all of the weapon's power.

The user makes a ranged attack with the greatbow. He may apply the benefits of the Power Attack feat to this attack, as though it was a melee attack, but only against a target within 5 range increments. If the user performs this technique as a full-attack action instead, he gains a +2 bonus to attack rolls.

Material Focus: The user's greatbow and one arrow.

Kyujutsu: Kisshi (Bow Art: Basic Shot)

Taijutsu (Strike) [Armed]

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform requirements:** 4 ranks (DC 16); **Time:** 1 attack action; **Components:** M, E, F; **Range:** Projectile weapon; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

The user makes an attack with his held projectile weapon at his highest attack bonus with a +1 bonus to attack and weapon damage rolls.

Material Focus: A hankyuu, daikyuu or greatbow.

Kyujutsu: Tsukeme (Bow Art: Aimed Shot)

Taijutsu (Strike; Requires Spot 6 ranks and Dead Aim (f))

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform requirements:** 7 ranks (DC 19);

Time: 1 full-attack action; **Components:** M, F, Mas; **Range:** Projectile weapon; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

The user makes a single attack with his projectile weapon against any target in range. If it hits, the user makes a Spot check before rolling damage, and gains additional damage depending on his check result.

If the user took 1 full-round action beforehand to use the Dead Aim feat, he also gains a +2 bonus to his Spot check. The additional damage is not multiplied on a critical hit, and cannot exceed 1d6 every 2 levels.

Spot check results	Additional damage	Bonus to attack roll
10 or lower	1d6	+1
15	2d6	+2
20	3d6	+2
30	4d6	+3
40 and higher	5d6	+4

Material Focus: The user's daikyuu, hankyuu or greatbow.

Kyujutsu: Tsukeme Hakai (Bow Art: Obliterating Shot)

Taijutsu (Strike; Requires Spot 9 ranks, Dead Aim (f) and Kyujutsu: Tsukeme (3))

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (DC 26); **Chakra Cost:** 12.

This technique is the same as *Kyujutsu: Tsukeme*, except as above and as follow. Refer to the table below for the Spot check results, attack roll bonus and additional damage.

Spot 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

Material Focus: The user's daikyuu, hankyuu or greatbow.

Kyuden no Jutsu (Lightning Ball Technique)

Ninjutsu (Raiton; Requires Raishuriken no Jutsu (t)) [Electricity]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 Resistance: Yes; **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 (Spacetime) [Summoning]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 full-round action; **Components:** C, H, M, E; **Effect:** Summons 1 messenger; **Duration:** 8 hours (D); **Saving Throws:** None; **Chakra Resistance:** No; **Chakra Cost:** 4.

The user must select which type of messenger he can summon when learning this technique: a messenger bird, or a messenger lizard. The summoning lasts for 8 hours (see Empower, below).

Messenger Lizard: The messenger lizard is slower but much more inconspicuous than the messenger bird. It travels at 3 miles per hour (30 feet per round), can climb any obstacle with ease and walk on water. It can carry a small blank scroll or an object weighing 3 pounds or less to a specified location.

Messenger Bird: The messenger bird is 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 messenger is not of a specific type and isn't immediately recognizable as a message carrier except by what it carries.

Empower

The user can spend 1 chakra to increase the duration of the summoning by 2 hours, maximum up to twice his level plus 8.

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) [Electricity]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 Resistance:** Yes; **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)) [Fire, Konoha Kinjutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 6 success; **Perform requirements:** 11 ranks (DC 25); **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (see text); **Saving Throws:** None; **Chakra Resistance:** Yes; **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. Chakra resistance applies to the reflected damage.

Ma'en Jutsu: En'mi (Fiendfire Technique: Seed of Flame)

Fuinjutsu (Requires Blood Mage (f), Path of the Fiendfire (f) and Ignis Vitae subtype) [Fire, Lost Kinjutsu]

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform requirements:** 3 ranks (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)

Fuinjutsu (Requires Blood Mage (f), Path of the Fiendfire (f) and Ignis Vitae subtype) [Fire, Lost Kinjutsu]

Rank: 3 (C-Class); **Learn DC:** 16, 4 success; **Perform requirements:** 4 ranks (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 Resistance:** Yes (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 (chakra resistance applies). 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)

Fuinjutsu (Requires Blood Mage (f), Path of the Fiendfire (f) and Ignis Vitae subtype) [Fire, Lost Kinjutsu]

Rank: 4 (C-Class); **Learn DC:** 17, 4 success; **Perform requirements:** 5 ranks (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)

Fuinjutsu (Requires Blood Mage (f), Path of the Fiendfire (f) and Ignis Vitae subtype)

[Fire, Lost Kinjutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 5 success; **Perform requirements:** 8 ranks (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)

Fuinjutsu (Requires Blood Mage (f), Path of the Fiendfire (f) and Ignis Vitae subtype)

[Fire, Lost Kinjutsu]

Rank: 5 (C-Class); **Learn DC:** 18, 4 success; **Perform requirements:** 6 ranks (DC 18);

Time: 1 attack action; **Components:** C, S, F, E; **Range:** Personal; **Target:** You; **Duration:** Until discharged (D); **Saving Throws:** None; **Chakra Resistance:** Yes (see text); **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 (chakra resistance applies). 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 requirements:** 4 ranks (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)

Fuinjutsu (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 requirements:** 9 ranks (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)

Fuinjutsu (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 requirements:** 9 ranks (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 requirements:** 5 ranks (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 negates; **Chakra Resistance:** Yes; **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 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 requirements:** 5 ranks (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 negates; **Chakra Resistance:** Yes; **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 requirements:** 10 ranks (DC 24); **Time:** 1 attack action; **Components:** C, H; **Range:** Touch; **Target:** One creature; **Duration:** 1 round/2 levels (D); **Saving Throws:** Will negates; **Chakra Resistance:** Yes; **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 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 requirements:** 8 ranks (DC 21); **Time:** 1 attack action; **Components:** C, H; **Range:** Touch; **Target:** One creature; **Duration:** 1 round/2 levels (D); **Saving Throws:** Will negates; **Chakra Resistance:** Yes; **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 suffers a -4 penalty to attack rolls, skill checks, ability checks, and weapon damage rolls. This 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 requirements:** 12 ranks (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 negates; **Chakra Resistance:** Yes; **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 requirements:** 9 ranks (DC 22);
Time: 1 attack action; **Components:** C, H; **Range:** Medium (20 ft. + 10 ft./2 levels);
Target: One creature; **Duration:** 2 rounds/level or until attacked (see text); **Saving Throws:** Will negates; **Chakra Resistance:** Yes; **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, or up to 2 rounds per level. 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 requirements:** 8 ranks (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 Resistance:** Yes; **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 requirements:** 3 ranks (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 negates;
Chakra Resistance: Yes; **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.

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 requirements:** 9 ranks (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; **Duration:** 1 round or until discharged (see text); **Saving Throws:** Will negates; **Chakra Resistance:** Yes; **Chakra Cost:** 5.

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 requirements:** 10 ranks (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 Resistance:** Yes; **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 8d6 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 requirements:** 13 ranks (DC 33); **Time:** 1 attack action; **Components:** C, S, M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Will partial; **Chakra Resistance:** Yes; **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 (a)) [Mind-Affecting]

Rank: 12 (A-Class); **Learn DC:** 27, 4 success; **Perform requirements:** 15 ranks (DC 29); **Time:** 1 attack action; **Components:** C; **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. Chakra resistance applies normally. If the Genjutsu allows no save, *Kyouten Chiten* cannot work.

Magen: Kyuuten Jikachou (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 requirements:** 13 ranks (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 Resistance:** Yes; **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 requirements:** 6 ranks (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 Resistance:** Yes; **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 requirements:** 15 ranks (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 negates; **Chakra Resistance:** Yes; **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 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 requirements:** 4 ranks (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 Resistance:** Yes; **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 a 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 requirements:** 7 ranks (DC 20); **Time:** 1 attack action; **Components:** C, H, E; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 5 rounds, plus 1 hour/level (see text); **Saving Throws:** Will negate; **Chakra Resistance:** Yes; **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.

This technique affects the subject progressively at the beginning of its turn for five rounds, imposing an increasingly debilitating penalty to Defense, saving throws, ability checks, skill checks and attack rolls. The penalty is –1 on the first round, increasing to –2, –3 and –5 on subsequent round. At the beginning of the subject's fifth turn, it simply falls into a deep coma that lasts for 1 hour per level, at which point the technique effectively ends and can no longer be dispelled. A comatose character can only be roused by the *Iryou Ninjutsu: Iji - Shiketsu* technique performed by a character with at least 12 ranks in the Treat Injury skill.

Additionally, at the beginning of every turn, the subject must choose to resist and suffer

damage for doing so, or take no action and allow the technique to progress normally. If the subject chooses to resist, it suffers 1d8 points of damage but can act normally (although it still incurs the penalty). This damage cannot reduce the subject below -1 hit points, at which point the subject becomes stable but automatically becomes comatose. If this technique is dispelled before the target falls in a coma, the penalty it incurred persists for 1d4 rounds.

Empower

The user can empower this technique once per day by spending an additional 6 chakra to cause the target to immediately fall into a coma on a failed save.

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 requirements:** 8 ranks (DC 21); **Time:** 1 attack action; **Components:** C, H; **Range:** 30 feet; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** (See text); **Chakra Resistance:** Yes; **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 must make an opposed Will save against the user, 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 requirements:** 8 ranks (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 Resistance:** Yes; **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 requirements:** 2 ranks (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 Resistance:** No; **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; Requires Epic Technique (Mahou Keshin) (f), Henge no Jutsu (5) and Gugenjuu no Jutsu (5)) [Lost Kinjutsu]

Rank: 15 (Epic); **Learn DC:** 40, 10 success; **Perform requirements:** 23 ranks (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 requirements:** 5 ranks (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: Bakuhatu (Mystical Arts: Explosion)

Ninjutsu (Katon; requires Concentration 12 ranks) [Fire, Lost Hijutsu]

Rank: 12 (S-Class); **Learn DC:** 28, 6 success; **Perform requirements:** 16 ranks (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 Resistance:** Yes; **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; 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 requirements:** 14 ranks (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 negates; **Chakra Resistance:** Yes; **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 requirements:** 10 ranks (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.

Makyou Hyoushou (Demonic Ice Mirrors)

Ninjutsu (Hyouton; requires Hyouma (a), Ryuuhyou no Jutsu (3) and Hyoushou no Jutsu (t)) [Cold, Haku Hijutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 5 success; **Perform requirements:** 11 ranks (DC 25); **Time:** 1 full-round action; **Components:** C, H, F; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 20-ft. radius, 15-ft. high half-sphere (S); **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Resistance:** No; **Chakra Cost:** 8.

The user creates a dome of chakra-enhanced reflective ice crystals. Each crystal (normally 24 on the sides, 36 on the ceiling) occupies one square, and he is able to move inside them freely while his Hyouma ability is active (vertical movement is possible as though normal movement). This technique can trap up to 36 squares of creatures, up to Huge size.

As long as the user occupies a square filled with a crystal, he gains a +3 speed rank bonus (maximum speed rank 6) and the ability to hide without cover from any creature caught in the area of effect. The user is able to move through a threatened zone without provoking an attack of opportunity for 1 round after exiting a mirror, as long as he moves inside the area. While moving through a square occupied by an ice crystal, he appears in all ice crystals formed in the area.

Each mirror has hardness 5, 20 hit points, fire resistance 5 and is not subject to ice damage. There is enough space in-between crystals for a Medium-size creature to slip through; attempting to exit the area provokes an attack of opportunity from the user. If it hits, the escaping creature is knocked back inside the area. The user can not make additional attacks of opportunity than normal in one round.

If a mirror is destroyed, a Medium-size or smaller creature can slip through that square without provoking an attack of opportunity. The user can spend a move action and 1 chakra per mirror to restore up to 1d4 plus 1 per level (maximum 10) mirrors each round.

If the user remains hidden within a mirror, he is completely unaffected by physical attacks and technique until the mirror is destroyed.

Mateiral Focus: A large (at least 250 litres) source of water, snow or ice nearby.

Mashouheki (Devil's Barrier)

Ninjutsu (Katon) [Fire, Force]

Rank: 10 (A-Class); **Learn DC:** 25, 4 success; **Perform requirements:** 13 ranks (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 Resistance:** Yes (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. Chakra resistance negates the damage but does not allow passage of living creatures.

Meisaigakure no Jutsu (Concealing Camouflage Technique)

Ninjutsu (requires Disguise 6 ranks or Hide 6 ranks)

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (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 bonus to Hide checks equal to his ranks in the Disguise and Hide skills, whichever is higher, up to +15. The user can hide while observed, even in broad daylight, with no cover or shadow nearby.

If the user stays still for 1 minute or longer, he begins to blend with the environment even more, and gains a further +1 bonus to Hide checks every round, up to an additional +10. If the user was already hiding, the result of his Hide check increases by 1.

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 an offensive technique or action, such as attacking with a puppet. 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 or +8 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 requirements:** 6 ranks (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 Resistance:** Yes; **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 requirements:** 4 ranks (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 negates; **Chakra Resistance:** Yes; **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 (Strike) [Armed or Punch]

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (DC 26); **Time:** 1 full-attack action; **Components:** C, M; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 6.

The user strikes with both fluidity and power, and moves with feline grace into his opponent's defenses to strike deadly blows.

The user makes a full attack action and gains an additional attack at his highest attack

bonus with a -5 penalty. The attacks deal normal damage on a successful hit, and the user gains a +1 dodge bonus to Defense and the benefits of the Great Cleave feat until the beginning of his next turn.

Mikkai no Jutsu (Privacy Field Technique)

Genjutsu (Compulsion)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (DC 18); **Time:** 1 full-round action; **Components:** C, H, Mas; **Range:** 0 feet; **Effect:** 20-ft. radius privacy zone centered on the user; **Duration:** Concentration plus 1 minute/level (D); **Saving Throws:** Will disbelief (see text); **Chakra Resistance:** No; **Chakra Cost:** 4.

This technique creates a zone of privacy around the user. Any ordinary creature, as well as creatures without a chakra reserve or with no rank in the Chakra Control skill are affected by this technique. The user can only concentrate on this technique until he first leaves the privacy zone, which does not move with him.

Affected creatures automatically ignore unusual sightings and sounds from within the privacy zone, writing it as perfectly normal and not worthy of any attention, and will always try to avoid stepping into the privacy zone, or if forced within, try to leave as soon as possible. Each round spent inside the privacy zone allows a creature to save in order to disbelieve it.

Any effect that causes an affected creature damage, or extremely loud or visual events, such as a bomb, will not be ignored and the affected creature may attempt to disbelieve the technique each time one such event occurs. This technique cannot be dispelled.

Mastery

The first, third and fifth step of mastery increase the radius of the privacy zone by 10 feet.

Mimisen no Jutsu (Ear Plug Technique)

Ninjutsu

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (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)

Fuinjutsu (Advanced Seal)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (DC 17);

Time: 1 minute; **Components:** S, C, F; **Range:** Melee Touch; **Duration:** 1 day/level (or until discharged); **Saving Throws:** None; **Chakra Resistance:** No; **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, Water]

Rank: 4 (B-Class); **Learn DC:** 18, 5 success; **Perform requirements:** 6 ranks (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 1 mile from the user, although if it is not within 100 feet of the source it was created from, it suffers a -1 penalty to attack rolls and skill checks. 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 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 containing half the user's body weight in litres of water.

Mizu no Muchi (Water Whip)

Ninjutsu (Suiton) [Water]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (DC 16); **Time:** 1 attack action; **Components:** C, H, F; **Effect:** Creates a water whip; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Resistance:** Yes; **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)) [Water]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (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 Resistance:** No; **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 and Reflex saves 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 covers a 20-ft. square for a cost of 8.

Mizudama no Jutsu (Water Sphere Technique)

Ninjutsu (Suiton) [Water]

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform requirements:** 1 rank (DC 12); **Time:** 1 attack action; **Components:** H, E; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One living creature (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Resistance:** Yes; **Chakra Cost:** 1.

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.

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.

Empower

The user can fire an afftional sphere at the cost of 2 additional points of chakra (maximum 1 every 2 levels).

Mizudan no Jutsu (Water Blast Technique)

See *Godai Taigeki: Sandan Jutsu* technique.

Mizukiri no Yaiba (Water Edge Blade)

Ninjutsu (Suiton) [Takigakure Hijutsu, Water]

Rank: 6 (C-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (DC 19); **Time:** 1 attack action; **Components:** S, F; **Range:** Personal; **Effect:** One *mizukiri*; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Resistance:** Yes; **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.

Mizurappa (Crushing Water Wave)

See *Godai Taigeki: Shodan Jutsu* technique.

Mizuteppo (Water Bullets Technique)

See *Godai Taigeki: Nidan Jutsu* technique.

Mokuton: Futorisugi no Jutsu (Wood Release: Plant Overgrowth Technique)

Ninjutsu (Mokuton) [Kusagakure Hijutsu, Wood]

Rank: 10 (A-Class); **Learn DC:** 25, 5 success; **Perform requirements:** 13 ranks (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 Resistance:** No; **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, Wood]

Rank: 7 (B-Class); **Learn DC:** 21, 4 success; **Perform requirements:** 9 ranks (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 trees. 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, Wood]

Rank: 10 (A-Class); **Learn DC:** 25, 5 success; **Perform requirements:** 13 ranks (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 Resistance:** No; **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, Wood]

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform requirements:** 8 ranks (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 Resistance:** Yes; **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, Wood]

Rank: 5 (B-Class); **Learn DC:** 19, 4 success; **Perform requirements:** 7 ranks (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 Resistance:** No; **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 requirements:** 16 ranks (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 disbelieve (see text); **Chakra Resistance:** Yes; **Chakra Cost:** 10.

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 of 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 requirements:** 7 ranks (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)) [Wind]

Rank: 12 (A-Class); **Learn DC:** 27, 4 success; **Perform requirements:** 15 ranks (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 Resistance:** Yes; **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) [Wind]

Rank: 7 (C-Class); **Learn DC:** 20, 2 success; **Perform requirements:** 8 ranks (DC 20); **Time:** 1 attack action; **Components:** H, F; **Range:** 30 feet; **Effect:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Resistance:** Yes; **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 (Infinite Flash Step)

Taijutsu (Training; requires Shunpo (t))

Rank: 11 (B-Class); **Learn DC:** 25, 3 success.

While in the Shunpo stance, the user gains an additional leap per move action while not hustling. While hustling, the user gains additional leaps equal to one-half his character levels (total 1.5 times his character level).

Mugen Ugoku no Jutsu (Infinite Shift Technique)

Ninjutsu (Spacetime; requires Retrieval Expert (f), Chakra Control 15 ranks, Ninjutsu 15 ranks, Jigen Ugoku no Jutsu (t)) [Teleportation]

Rank: 12 (S-Class); **Learn DC:** 28, 5 success; **Perform requirements:** 16 ranks (DC 32); **Components:** C, H, M, 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 *Jigen Ugoku 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) [Cold, Shiseiten no Akira Hijutsu]

Rank: 12 (S-Class); **Learn DC:** 28, 6 success; **Perform requirements:** 16 ranks (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 negates; **Chakra Resistance:** Yes; **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 skill threshold and 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 made with less than strength rank 4, and has 200 hit points.

Mukidou Sanpo no Jutsu (Trackless Step Technique)

Ninjutsu

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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 requirements:** 11 ranks (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 negates; **Chakra Resistance:** Yes; **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 Ryuu: Rekka Koha (Ultimate Destruction Style: Blazing Dark Wings)

Ninjutsu (Katon) [Fire, Mibu Clan Kinjutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 5 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 full-attack action; **Components:** F, E, Mas; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Resistance:** Yes; **Chakra Cost:** 8.

The user's chakra takes the shape of a crimson bird of prey that dives at his enemy.

The user makes a single ranged attack with his held weapon against a target in range. If it hits, the attack deals weapon damage plus 3d6 points of fire damage (not multiplied on a critical hit). The user takes 3d6 points of damage from performing this technique. This technique can be performed as an attack action with the *Successor of the Muryou Saikyou Ryuu* feat.

Empower

The user may spend an additional 1 point of chakra to increase the fire damage dealt by

1d6, up to 1d6 per level or 10d6. Each additional damage die deals the user 1 point of damage.

Mastery

With the third step of mastery in this technique, the user no longer suffers damage when performing this technique.

With the fifth step of mastery in this technique, the user no longer suffers damage from empowering this technique.

Material Focus: The user's held weapon.

Muryou Saikyou Ryuu: Rekka Shirohane (Ultimate Destruction Style: White Feathery Blast)

Ninjutsu (Katon) [Fire, Mibu Clan Kinjutsu]

Rank: 9 (A-Class); **Learn DC:** 24, 6 success; **Perform requirements:** 12 ranks (DC 26); **Time:** 1 full-attack action; **Components:** F, E, Mas; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 30-ft.-radius burst; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Resistance:** Yes; **Chakra Cost:** 14.

The user creates a predator bird of silver fire which crashes into his foes in a tremendous inferno.

Each creature in the area of effect suffers 9d6 points of fire damage, halved with a Reflex save. Unattended objects are damaged and combustibles are ignited by this technique. The user takes 5d6 points of damage from performing this technique. This technique can be performed as an attack action with the *Successor of the Muryou Saikyou Ryuu* feat.

Empower

The user may spend 1 point of chakra to increase the damage by 1 die, up to 1d6 per level or 15d6. Each additional damage die deals 1 point of damage to the user.

Mastery

With the third step of mastery in this technique, the user no longer suffers damage when performing this technique.

With the fifth step of mastery in this technique, the user no longer suffers damage from empowering this technique.

Material Focus: The user's held weapon.

Muryou Saikyou Ryu - Seifuu Hoeko (Ultimate Destruction Style - Roar of the Wind Tiger)

Ninjutsu (Fuuton) [Mibu Clan Kinjutsu, Wind]

Rank: 8 (A-Class); **Learn DC:** 23, 6 success; **Perform requirements:** 11 ranks (DC 25); **Time:** 1 full-attack action; **Components:** F, E, Mas; **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).

The wind tiger roars and pounces on its enemies, tearing them to shred.

Each creature in the area of effect suffers 6d6 points of wind damage, halved with a Fortitude save. Each affected creature will be deafened for 1d6 rounds, and up to 6 creatures in the area of effect can be targeted with a melee attack with the user's held weapon at his highest attack bonus, dealing half his weapon damage as wind damage. No creature can be hit more than once, and the attacks cannot score a critical hit.

The user can deal himself 5d6 points of damage to create a vile tiger that deals normal weapon damage instead of half. In this case, the technique gains the negative energy descriptor and deals half negative energy, half wind damage. This technique can be performed as an attack action with the *Successor of the Muryou Saikyou Ryuu* feat.

Empower

The user may spend 1 point of chakra to increase the damage of the cone attack by 1d6, up to 1d6 per level or 10d6. Each additional damage die deals 1 point of damage to the user.

Mastery

With the third step of mastery in this technique, the user no longer suffers damage from creating a vile tiger.

With the fifth step of mastery in this technique, the user no longer suffers damage from empowering a dragon of blood.

Material Focus: The user's held weapon.

Muryou Saikyou Ryu - Seifuu Mouko (Ultimate Destruction Style - Wild Tiger Wind Incarnation)

Ninjutsu (Fuuton) [Mibu Clan Kinjutsu, Wind]

Rank: 5 (B-Class); **Learn DC:** 19, 5 success; **Perform requirements:** 7 ranks (DC 20); **Time:** 1 full-attack action; **Components:** F, E, Mas; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Reflex negate (see text); **Chakra Cost:** 8 (see text).

The wind tiger pounces on its enemy and rips it to shreds in an instant.

The user makes a melee attack with his held weapon against any enemy within range. If it hits, the attack deals normal weapon damage, half that damage being wind damage.

The user can deal himself 3d6 points of damage to deal an additional 2d6 points of wind damage to the target, Reflex save negates. This technique can be performed as an attack action with the *Successor of the Muryou Saikyou Ryuu* feat.

Empower

The user may spend 1 point of chakra to increase the extra wind damage by 1d6, up to 1d6 per level or 8d6. Each additional damage die deals 1 point of damage to the user.

Mastery

With the third step of mastery in this technique, the user no longer suffers damage from

dealing extra wind damage.

With the fifth step of mastery in this technique, the user no longer suffers damage from empowering the extra wind damage.

Material Focus: The user's held weapon.

Muryou Saikyou Ryuu: Suiha Ryuugokutou (Ultimate Destruction Style: Raging Water Dragon)

Ninjutsu (Suiton) [Mibu Clan Kinjutsu, Water]

Rank: 5 (B-Class); **Learn DC:** 19, 5 success; **Perform requirements:** 7 ranks (DC 20);

Time: 1 full-attack action; **Components:** F, E, Mas; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude

partial; **Chakra Cost:** 8 (see text).

This technique creates a powerful dragon to destroy anyone who stands in its way.

The user creates a vicious water dragon and makes a melee attack with it against a single creature within range with his held weapon, using any modifier it gains from wielding that weapon (such as weapon focus or a weapon enhancement). If it hits, it deals weapon damage as water damage and forces the target to make a Fortitude save to avoid being stunned for 1 round afterwards. This attack cannot score a critical hit.

The user can deal himself 3d6 points of damage to ignore the water part of the material focus component and create a dragon of blood instead. The dragon deals acid damage as well as an extra 1d6 points of acid damage, and this technique gains the acid descriptor. This technique can be performed as an attack action with the *Successor of the Muryou Saikyou Ryuu* feat.

Empower

The user can spend an additional 1 point of chakra to increase the damage by 1 die, up to 1d6 every 2 levels or 5d6. If the dragon is a blood dragon, the user deals himself an additional damage die for every die the technique is empowered with.

Mastery

With the third step of mastery in this technique, the user no longer suffers damage from creating a dragon of blood.

With the fifth step of mastery in this technique, the user no longer suffers damage from empowering a dragon of blood.

Material Focus: The user's held weapon and a small (at least 20 litres) source of water nearby.

Muryou Saikyou Ryuu: Suiha Shichihouryuu (Ultimate Destruction Style - Seven Flowing Water Dragons)

Ninjutsu (Suiton) [Mibu Clan Kinjutsu, Water]

Rank: 8 (A-Class); **Learn DC:** 23, 6 success; **Perform requirements:** 11 ranks (DC 25); **Time:** 1 full-attack action; **Components:** F, Mas; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One or more creatures; **Duration:** Instantaneous; **Saving Throws:**

Fortitude partial; **Chakra Cost:** 16.

As the lower tier technique of the water style, this technique creates seven ferocious water dragons to destroy his foes.

As *Suiha Ryuugokutou*, except the user creates 7 water dragons instead. Each dragon must hit with a melee attack with the user's held weapon at a -5 penalty, using any modifier it gains from wielding that weapon (such as weapon focus or a weapon enhancement), and deals half weapon damage as water damage, and cannot score a critical hit. The target must make a Fortitude save to avoid suffering an extra 1d6 points of water damage for each dragon that hit. If hit by multiple dragons, the target only makes one save.

The user can deal himself 5d6 points of damage to ignore the water part of the material focus component and create a dragon of blood instead. The dragon deals acid damage as well as an extra 1d6 points of acid damage, and this technique gains the acid descriptor. This technique can be performed as an attack action with the *Successor of the Muryou Saikyou Ryuu* feat.

Empower

The user can spend an additional 1 point of chakra to increase the damage dealt by each water dragon by 1d6 water damage, up to 1d6 every 2 levels or 10d6. This bonus damage cannot be applied more than once to a single creature. If the dragon is a blood dragon, the user deals himself an additional damage die for every die the technique is empowered with.

Mastery

With the third step of mastery in this technique, the user no longer suffers damage from creating a dragon of blood.

With the fifth step of mastery in this technique, the user no longer suffers damage from empowering a dragon of blood.

Material Focus: The user's held weapon and a small (at least 20 litres) source of water nearby.

Muryou Saikyou Ryu: Tsui no Hiken - Byakko (Ultimate Destruction Style: Succession Technique - Byakko)

Ninjutsu (Fuuton) [Mibu Clan Kinjutsu, Wind]

Rank: 12 (S-Class); **Learn DC:** 28, 7 success; **Perform requirements:** 16 ranks (DC 32); **Time:** 1 full-attack action; **Components:** M, F, E, Mas; **Area:** 50-ft.-radius burst centered on the user; **Duration:** Instantaneous (see text); **Saving Throws:** Reflex half, Will negate (see text); **Chakra Cost:** 20.

The succession technique of the Wind style personifies the terrible and unforgiving power of the guardian of the East, Byakko.

Each creature in the area of effect suffers 7d6 points of wind damage, and the user's held weapon damage as half normal damage and half wind damage, negated on a successful

Reflex save. A creature that succeeds a Reflex save becomes frozen in place and suffers 7d6 points of damage +1 per level, halved with a successful Fortitude save.

The user suffers 7d6 points of damage from performing this technique. This technique can be performed as an attack action with the *Successor of the Muryou Saikyou Ryuu* feat.

Empower

The user may spend 1 point of chakra to increase the wind damage by 1 die, up to 1d6 per level or 18d6 total. Each additional damage die deals 1 point of damage to the user.

Mastery

With the third step of mastery in this technique, the user no longer suffers damage when performing this technique.

With the fifth step of mastery in this technique, the user no longer suffers damage from empowering this technique.

Material Focus: The user's held weapon.

Muryou Saikyou Ryuu: Tsui no Hiken - Seiryuu (Ultimate Destruction Style: Succession Technique - Seiryuu)

Ninjutsu (Suiton) [Mibu Clan Kinjutsu, Water]

Rank: 12 (S-Class); **Learn DC:** 28, 7 success; **Perform requirements:** 16 ranks (DC 32); **Time:** 1 full-attack action; **Components:** M, F, E, Mas; **Area:** 30-ft. radius spread centered on the user (S); **Duration:** Instantaneous; **Saving Throws:** Reflex partial, Fortitude half; **Chakra Cost:** 20.

The succession technique of the Water style embodies the unstoppable power of water and the guardian of the West, Seiryuu.

The user makes a single melee attack against each target in the area of effect. If it hits, the attack deals weapon damage as water damage, plus 5d6 points of water damage and must make a Reflex save. On a failed save, the affected creature is knocked in the air 10 feet and slammed down by an angry water dragon, suffering 5d6 points of water damage, Fortitude halves, as well as falling damage (3d6 points.) The attack cannot score a critical hit.

The user takes 7d6 points of damage from performing this technique. This technique can be performed as an attack action with the *Successor of the Muryou Saikyou Ryuu* feat.

Empower

The user may spend 2 point of chakra to increase the water damage from both sources by 1 die, up to 1d6 per level or 20d6 total. Each additional damage die deals 1 point of damage to the user.

Mastery

With the third step of mastery in this technique, the user no longer suffers damage when performing this technique.

With the fifth step of mastery in this technique, the user no longer suffers damage from

empowering this technique.

Material Focus: The user's held weapon and a large (at least 200 litres) source of water nearby.

Muryou Saikyou Ryuu: Tsui no Hiken - Suzaku (Ultimate Destruction Style: Succession Technique - Suzaku)

Ninjutsu (Katon) [Fire, Mibu Clan Kinjutsu]

Rank: 13 (S-Class); **Learn DC:** 29, 7 success; **Perform requirements:** 17 ranks (DC 33); **Time:** 1 full-attack action; **Components:** M, F, E, Mas; **Range:** 60 feet; **Area:** 15-ft.-wide line-shaped burst; **Duration:** Instantaneous; **Saving Throws:** Reflex half, Fortitude partial; **Chakra Resistance:** Yes; **Chakra Cost:** 20.

The succession technique of the Fire style of the Muryou Saikyou takes the shape of an enormous phoenix that incinerates his foes and is the embodiment of Suzaku, the guardian of the South.

Each creature in the area of effect suffers damage equal to his weapon damage plus 5d6 points of sonic damage and 5d6 points of fire damage as well, halved on a successful Reflex save. Any creature that suffers fire or sonic damage from this technique must make a Fortitude save to avoid being dazed for 1 round.

The user suffers 7d6 points of damage from performing this technique. This technique can be performed as an attack action with the *Successor of the Muryou Saikyou Ryuu* feat.

Empower

The user may spend 2 points of chakra to increase the both energy damage by 1 die, up to 1d6 per level or 20d6 total. Each additional damage die deals 1 point of damage to the user.

Mastery

With the third step of mastery in this technique, the user no longer suffers damage when performing this technique.

With the fifth step of mastery in this technique, the user no longer suffers damage from empowering this technique.

Material Focus: The user's held weapon.

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 requirements:** 4 ranks (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 [Varies]

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform requirements:** 2 ranks (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 Resistance:** Yes; **Chakra Cost:** 1.

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) [Cold]

Rank: 1 (E-Class); **Learn DC:** 12, 1 success; **Perform requirements:** 1 rank (DC 11); **Time:** 1 attack action; **Components:** C, H; **Range:** Touch; **Target:** One living creature; **Duration:** 1 minute; **Saving Throws:** Fortitude negates; **Chakra Resistance:** Yes; **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 requirements:** 14 ranks (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 temporarily grants him the Strength rank 2 and Speed rank 2 extraordinary abilities, as well as a +8 bonus to will saves against mind-affecting 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)

Training (Genjutsu)

Rank: 1 (D-Class); **Learn DC:** 13, 1 success.

This rudimentary skill is taught to many ninja to use as inconspicuous signals.

This training allows the user to replicate animal cries, such as birds call or the barking of a dog, once every three rounds. A Listen check opposed to a Bluff check from the user allows opposing characters to detect the mimicked cry for what it is. The user gains a +4 bonus to this check.

Nan Kaizou no Jutsu (Body Alteration Technique)

Ninjutsu [Kinjutsu of All Ninja Villages]

Rank: 7 (A-Class); **Learn DC:** 22, 6 success; **Perform requirements:** 10 ranks (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 requirements:** 1 rank (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 (I)) [Mind-Affecting]

Rank: 6 (A-Class); **Learn DC:** 21, 4 success; **Perform requirements:** 9 ranks (DC 23); **Time:** 1 full-round action; **Components:** C, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 40-feet-radius emanation (S); **Duration:** Instantaneous plus 1 minute/level (see text); **Saving Throws:** Will negate (see text); **Chakra Resistance:** Yes; **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 (Requires Spot 4 ranks and Ninjutsu 4 ranks)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (DC 16); **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level; **Saving Throws:** None; **Chakra Cost:** 2.

The user focuses chakra to his eyes to gain sharper eyesight, even at night.

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 requirements:** 4 ranks (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 negates; **Chakra Resistance:** Yes; **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 Jouryoku (Rank Two Strength)

Training (Taijutsu; Requires Strength rank 1 (a) and Taijutsu 7 ranks)

Rank: 4 (B-Class); **Learn DC:** 18, 3 success; **Components:** X, Mas.

The character gains the Strength rank 2 extraordinary ability.

Mastery

At the fifth step of mastery, the character may activate his strength rank 2 ability for up to 5 rounds every day without paying chakra. The ability does not need to be used 5 rounds in a row, but begins to cost chakra after the fifth round. This does not stack with mastery granted by other Strength rank training techniques.

Expendable Components: Specific nutritional supplements (equivalent price Purchase DC 16).

Nidan Kousoku (Rank Two Speed)

Training (Taijutsu; Requires Speed rank 1 (a) and Taijutsu 7 ranks)

Rank: 4 (B-Class); **Learn DC:** 18, 3 success; **Components:** X, Mas.

The character gains the Speed rank 2 extraordinary ability.

Mastery

At the fifth step of mastery, the character may activate his speed rank 2 ability for up to 5 rounds every day without paying chakra. The ability does not need to be used 5 rounds in a row, but begins to cost chakra after the fifth round. This does not stack with mastery granted by other Speed rank training techniques.

Expendable Components: Specific nutritional supplements (equivalent price Purchase DC 16).

Nikudan Sensha (Meat Tank)

Taijutsu (Strike; Requires Baika no Jutsu (t)) [Akimichi Hijutsu]

Rank: 4 (C-Class); **Learn DC:** 17, 4 success; **Perform requirements:** 5 ranks (DC 17);

Time: 1 full-attack action; **Components:** C, Mas; **Range:** 30 feet; **Area:** 10-foot-wide line attack; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 4.

This technique can only be performed while *Baika no Jutsu* is active. The user deals 2d6 points of bludgeoning damage plus double his Strength modifier to creatures in the area of effect, which can be halved with a successful Reflex save. At the end of his turn, the user must succeed a Fortitude save (DC 14) or be nauseated until the end of his next turn.

Mastery

The first, second, third and fourth steps of mastery increase the range by 5 feet.

With the fifth step of mastery allows the user to shape the line effect.

Ninjouryoku no Jutsu (Empathy Power Technique)

Ninjutsu

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (DC 20); **Time:** 1 attack action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One bonded creature; **Duration:** Encounter; **Saving Throws:** Will negates (harmless); **Chakra Resistance:** Yes (harmless); **Chakra Cost:** (see text).

Using this technique, the user is able to strengthen a creature he has been bonded with by *Fuinjutsu: Ninjou Kan*.

At the cost of 2 point of chakra, the user is able to grant the creature a +1 bonus to attack and weapon damage rolls or a +1 dodge bonus to Defense and Reflex saves, up to +2 for 4 points of chakra (choose one).

A creature can only be affected by one of the above effects at a time.

Ninjutsu no Wana (Ninja Art Trap)

Fuinjutsu (Advanced Seal) [Lost Kinjutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 6 success; **Perform requirements:** 11 ranks (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 Resistance:** 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.

Ninjutsu Hiken: Jikuukan Ingoku (Ninjutsu Secrets: Spacetime Seclusion)

Ninjutsu (Spacetime; requires Ninjutsu 18 ranks and Technique Focus (Spacetime) (f)) [Teleportation]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform requirements:** 19 ranks (DC 39); **Time:** 1 attack action; **Components:** C, H, E; **Range:** Touch (see text); **Target:** One creature touched (see text); **Duration:** 1 round/level (D); **Saving Throws:** Will negates; **Chakra Resistance:** Yes; **Chakra Cost:** 15 or 25.

The touched creature is excluded from spacetime and trapped in an invisible space fifteen feet wide it will be unable to escape. Any creature or event disappears from the subject's perception and it will be unable to interact with any object inside the area. The creature can still see creatures and events unfold, but cannot interact with them in any way, nor is he affected by them in any physical way; while light will still pass through the *spacetime seclusion*, but sound will not. It will reappear in the square it occupied when the technique expires, in the exact same condition it was in when it was first affected, or the nearest unoccupied space (determined randomly if necessary).

The subject can attempt to escape the zone by using a Spacetime technique with the Teleportation descriptor, but must succeed on another Will save for each attempt it makes, or the technique fails to function. The chakra cost is 25 if the user performs this technique on himself.

Empower

The user can spend 5 chakra to allow the subject to still see creatures and events unfold as though it still occupied the space it departed from, but be unable to hear or to interact with them in any way, nor will it be affected by them in any physical way.

Ninpou: Chakra Nagashi (Ninja Art: Chakra Flow)

Ninjutsu [Varies]

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform requirements:** 3 ranks (DC 14); **Time:** 1 attack action; **Components:** C, S, F; **Range:** 0 feet; **Target:** Held weapon; **Duration:** 1 minute/level or until dropped (D) (see text); **Saving Throws:** None; **Chakra Resistance:** No; **Chakra Cost:** 2 or 6.

This technique imbues a held object or up to 5 thrown weapon with chakra until the technique expires or 1 round after they are dropped. The imbued weapons count as chakra enhanced to bypass damage reduction and deals an additional 1d6 points of force damage to objects and creatures made from pure chakra. This damage does not apply to creatures like clones or summon creatures.

With appropriate mastery, the chakra cost can be increased to 6 to imbue the weapon with the user's primary elemental affinity, but does not change the object's outward appearance. This adds a descriptor to the technique, as shown below.

- *Crushing (Earth affinity, Earth descriptor)*: The crushing weapon has hardness 20, bypasses dark iron damage reduction and ignores hardness from objects with 8 hardness or below. Objects enhanced with this effect retain normal hardness. The weapon gains a +2 bonus to attack rolls against targets affected by the *Suibouheki no Jutsu* technique or that are vulnerable to earth damage.
- *Vibrating (Lightning affinity, Electricity descriptor)*: The vibrating weapon ignores all hardness from objects and up to 5 points of damage reduction. Objects enhanced with this effect retain normal hardness. The weapon gains a +4 bonus to attack rolls against targets affected by the *Tsuchi no Yoroi* technique and a +2 bonus to attack rolls against targets that are vulnerable to electricity damage; these bonuses do not stack.
- *Searing (Fire affinity, Fire descriptor)*: The searing weapon reduces the hardness and damage reduction of objects or creatures it strikes by 2 for 3 rounds. Each hit reduces

hardness and damage reduction further by 2, up to a maximum of 10, but does not refresh the duration. This effect ends after the weapon successfully hits 5 times.

A creature that suffers damage equal to or greater than one-quarter of its hit points from a searing weapon gains only half of the effects of any Medical ninjutsu techniques, Conjunction (Healing) spell and use of the Treat Injury skill to restore hit points for 24 hours. The weapon gains a +2 bonus to attack rolls against targets affected by the *Junkaze no Jutsu* technique or that are vulnerable to fire damage.

- *Slicing (Wind affinity, Wind descriptor)*: The slicing weapon ignores up to 15 points of hardness or damage reduction and automatically confirms critical hits. The effect ends after the weapon successfully hits 4 times. The weapon gains a +2 bonus to attack rolls against targets affected by the *Raidate no Jutsu* technique or that are vulnerable to wind damage.

- *Freezing (Ice affinity, Ice descriptor)*: The freezing weapon reduces the hardness and damage reduction of objects or creatures it strikes by 1 for 5 rounds. Each hit reduces the hardness and damage reduction further by 1, up to a maximum of 10, but does not refresh the effect. The weapon gains a +2 bonus to attack rolls against targets affected by the *Soukou no Jutsu* technique or that are vulnerable to cold damage.

- *Slowing (Water affinity, Water descriptor)*: The slowing weapon reduces the Defense of the creature it hits by 1 for 2 rounds. Each hit further reduces the target's Defense by 1, maximum -5. The effect ends after the weapon successfully hits 5 times. The weapon gains a +2 bonus to attack rolls against targets affected by the *Enkoudate no Jutsu* technique or that are vulnerable to water damage.

Mastery

With the first step of mastery in this technique, the object remains imbued even when dropped as long as it is not moved further than 5 feet away from the user.

With the third step of mastery in this technique, it can be performed on normal objects, regardless of material composition or enhancement seals.

With the fifth step of mastery in this technique, the object can be imbued with a certain element (see above). The fifth step of mastery can only be acquired at ECL 12 or higher.

Material Focus: A thorium, ironium or containment weapon or object.

Ninpou: Chakra no Ito (Ninja Art: Chakra Threads)

Ninjutsu (requires Chakra Control 5 ranks)

Rank: 2 (D-Class); **Learn DC**: 14, 1 success; **Perform requirements**: 2 ranks (DC 13);

Time: 1 attack action; **Components**: C; **Range**: Personal; **Effect**: Chakra strings;

Duration: Until cancelled (D) (See text); **Saving Throws**: None; **Chakra Resistance**:

Yes; **Chakra Cost**: See text.

The user creates chakra threads that can be used to manipulate objects to some degree.

The ability to create and use chakra threads well is crucial for any skilled puppeteer.

The user creates D-Class chakra threads with this techniques. These chakra threads can be used to manipulate objects to some degrees, depending on the quality of the threads (see below). The chakra threads are invisible to the naked eye, but a character than can See Chakra or See Through Chakra can make a Spot check to see the chakra threads (Spot DC 10).

Dismissing this technique is a free action. This technique creates D-class chakra threads. The maximum distance an object can be moved in one round is left at the GM's discretion.

Attaching threads to an object is a ranged touch attack. The chakra threads can reach up to a maximum of 5 range increments, each range increment causing a cumulative -2 penalty to all checks made with the threads, as well as attack rolls when used to deliver an attack. The user does not apply his or her Strength modifier to damage. Each time an object is used to deliver damage, the user must make an Intelligence check (DC 20) to avoid losing his grip on it until the beginning of his next turn.

Chakra threads have a Defense equal to a Medium-size carried object, are only subject to slashing attacks that bypass chakra-based damage reduction or attacks that deal chakra damage, and are not affected by area effects. Furthermore, severing chakra threads attached to multiple objects, such as puppets, will only disconnect the user from the object that thread was controlling.

Severed chakra threads can be reformed as a swift action while the technique is active, but still cost chakra. More than one chakra thread can be connected to a single object or puppet, limited by the number of objects that class of threads can control.

The user cannot use two different classes of chakra threads at the same time. Using chakra threads requires both hands free.

D-Class (1 chakra): The chakra threads can be used to manipulate objects as a rope and has a range increment of 10 feet. The threads can also be used to deliver disarm or trip attempts within 10 feet at a +2 circumstance bonus, without risking being disarmed or tripped on a failed check.

Manipulating objects with these chakra strings is difficult and hazardous, and gives a -4 penalty to attack rolls and any checks requiring precision. The D-Class chakra threads have 7 hit points and can control up to 2 objects or puppets, though each must be controlled individually. The puppeteer cannot control more puppets than his Puppetry and Advanced Puppetry abilities would normally allow in this manner.

C-Class (2 chakra): These chakra threads can be used to manipulate objects as though with a weak telekinetic force, allowing the user to nudge forward, pull and move objects sideways, and has a range increment of 20 feet. The threads can be used to deliver disarm and trip attempts within 15 feet, but still give a -2 penalty to attack rolls and checks requiring precision.

The Spot check difficulty class to see C-Class chakra threads is 15. The threads have 11 hit points and can control up to 3 objects or puppets.

B-Class (3 chakra): The chakra threads can be used to manipulate objects as though with a telekinetic force, increasing the user's effective strength score by 2 when lifting and moving objects with chakra threads, and have a range increment of 30 feet. The chakra threads can be used to deliver trip and disarm attempts within 20 feet.

The Spot check difficulty class to see B-Class chakra threads is 20. The threads have 15 hit points and can control up to 4 objects or puppets.

A-Class (4 chakra): These high-class chakra threads can be used to manipulate objects as aptly as a human hand might, allowing the user to push, pull and move objects easily and with an effective strength score increased by 5 when lifting and moving objects, and have a range increment of 50 feet. The threads can deliver trip and disarm attempts within 30 feet. The Spot check difficulty class to see A-Class chakra threads is 25. The threads have 20 hit points and can control up to 5 objects or puppets.

Mastery

Each step of mastery grants a +1 bonus to touch attacks to attach strings to inanimate objects.

The first step of mastery takes five times the normal amount of time to learn and allows the character to create C-Class chakra threads.

The second step of mastery allows this technique to be performed as a move action three times per encounter.

The third step of mastery takes ten times the normal amount of time to learn and allows the character to create B-Class chakra threads.

The fourth step of mastery allows this technique to be performed as a swift action three times per encounter.

The fifth step of mastery takes twenty times the normal amount of time to learn and allows the character to create A-Class chakra threads.

Ninpou: Chisendou Tanchi (Ninja Art: Tremorsense)

Ninjutsu (Doton; requires Earth affinity (a)) [Earth]

Rank: 8 (C-Class); **Learn DC:** 21, 2 success; **Perform requirements:** 9 ranks (DC 21);

Time: 1 attack action; **Components:** C, H, Mas; **Range:** Personal; **Target:** You;

Duration: Concentration (up to 1 round/level) plus 1 minute (D); **Saving Throws:** None;

Chakra Resistance: No; **Chakra Cost:** 4.

The user gains the tremorsense 30 feet extraordinary ability for the duration of the technique.

Mastery

The first, third and fifth steps of mastery increase the range of the tremorsense by 10 feet.

Ninpou: Kagemusha (Ninja Art: Phantom Warrior)

Ninjutsu (Shadow) [Konoha Kinjutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 6 success; **Perform requirements:** 11 ranks (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 Resistance: No; **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 damage. See Creatures and NPCs for details on kagemusha statblock entry.

Ninpou: Kage Nui (Ninja Arts: Shadow Needles)

Ninjutsu (Shadow; Requires 2 or more Shadow techniques)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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 Resistance: Yes; **Chakra Cost:** 2 per needles (maximum 1 per level).

Using this technique, the user makes uses 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 needle 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 have 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 requirements:** 10 ranks (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 negates; **Chakra Resistance:** Yes; **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 increase the cost of the technique by 2 and decrease 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: Kibaku Fuuda no Wana (Ninja Art: Paper Bomb Trap)

Ninjutsu (Requires Kakureimino no Jutsu (3)) [Fire]

Rank: 8 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 10 ranks (DC 23); **Time:** 5 rounds (see text); **Components:** C, X, E; **Range:** 0 feet; **Effect:** Creates the paper bomb trap in 4 adjacent squares; **Duration:** 5 minutes or until discharged (D); **Saving Throws:** Reflex negates or Reflex half (see text); **Chakra Resistance:** No; **Chakra Cost:** 10.

This technique sets a paper bomb trap in 4 adjacent squares using charged exploding tags, which will remain active for 5 minutes or until used. The trap must be manually activated as an attack action on any creature that enters a square in which the trap is set.

The exploding tags attach themselves to the target and begin to crawl up its legs. The target makes a Reflex save against the trap, at a -4 penalty if it was unaware of it. The target may save against primary damage on a success, but is caught by the trap on a failed save and is unable to save against the damage. The tag deals 10d6 points of fire damage as primary damage to the target and all adjacent creatures, and half that damage as secondary damage in a 30-ft. radius burst from the subject, halved with a successful Reflex save. The tags can be set off as a free action if the user is within 50 feet.

The trap will be plainly visible unless the user attempts to conceal it, increasing the perform time by 1 round. The user makes a Hide check modified by his Intelligence modifier at a +4 bonus to set the Search DC of the trap. It cannot be disarmed. A creature with the *see chakra* ability can make a Spot check instead of a Search check to spot the trap.

Empower

The character can spend 1 point of chakra to increase the primary damage by 1 die, up to a maximum of 1d6 per level or 16d6.

Mastery

Each step of mastery in this technique increases the duration by 1 minute and decreases the perform time by 1 round (minimum 1 round).

With the third step of mastery in this technique, the trap can be activated as an instant

action.

With the fifth step of mastery in this technique, this technique can be performed as an attack action with a Close (10 ft. + 5 ft./2 levels) range.

Expendable Components: 12 exploding tags.

Ninpou: Makibishi Jutsu (Ninja Art: Earth Caltrops Technique)

Ninjutsu (Doton) [Earth]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (DC 16);

Time: 1 full-round action; **Components:** H; **Range:** Long (30 ft. + 15 ft./2 levels);

Effect: Fills 1 square/level with caltrops; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Resistance:** No; **Chakra Cost:** 1 for 2 squares.

The user can target up to 1 square per level of rock or soft dirt and fill that square with caltrops-like spikes (as caltrops, see equipment). Each square of caltrops has defense 11, 3 hit points and hardness 8. Each square can be dispelled individually, or all at once. The cost of filling each square is 1 chakra for 2 squares (round up).

Ninpou: Nousei Kouyou (Ninja Arts: Memory Enhancer)

Ninjutsu

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform requirements:** 7 ranks (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: Shigai Kaijin (Ninja Arts: Body Destruction)

Ninjutsu [ANBU Hijutsu]

Rank: 5 (B-Class); **Learn DC:** 19, 4 success; **Perform requirements:** 7 ranks (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 overlapse—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: Shurikenjutsu - Kage Shuriken (Ninja Art: Shuriken Skill - Shadow Shuriken)

Taijutsu (Strike)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (DC 16); **Time:** 1 attack action; **Components:** M, F; **Range:** Thrown weapon; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** (See text); **Chakra Cost:** 2.

The user makes two thrown weapon attack at his highest attack bonus, the second at a -5 penalty. The attacks deal normal damage, but the second thrown weapon cannot or deal sneak attack damage. Unless the opponent succeeds a Spot check (DC 20) against the second thrown weapon, it loses its Dexterity bonus to Defense against it.

Blind creatures or creatures not reliant on sight are not affected in a particular way by this technique.

Material Focus: Two throwing weapon of the same type and size.

Ninpou: Shurikenjutsu - Nageriki (Ninja Art: Shuriken Skill - Power Throw)

Ninjutsu

Rank: 1 (E-Class); **Learn DC:** 12, 1 success; **Perform requirements:** 1 rank (DC 11); **Time:** 1 attack action; **Components:** C, M, F; **Range:** Thrown weapon; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Resistance:** No; **Chakra Cost:** 1.

The user throws a single thrown weapon and makes an attack roll at his highest attack bonus. If the attack hits, gains a +1 bonus to weapon damage rolls.

Empower

The user can spend 1 point of chakra to increase the damage dealt by +1, total maximum +5.

Mastery

The fifth step of mastery in this technique increases the technqiue's base damage bonus and the maximum amount it can be empowered to by +1.

Ninpou: Shurikenjutsu - Renken (Ninja Art: Shuriken Skill - Shuriken Barrage)

Taijutsu (Strike)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform requirements:** 2 ranks (DC 13); **Time:** 1 attack action; **Components:** M, F; **Range:** Thrown weapon; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

This rudimentary ninja skill involves little more than the user throwing many shuriken with little concern for accuracy or precision.

The user throws up to 1 shuriken, plus 1 every 2 level (maximum 5) at a single target within range. Each shuriken is thrown at the user's highest base attack bonus -1 per shuriken thrown. Penalties for range still apply.

The shuriken deal normal damage, without the user's Strength modifier or other bonus that may normally apply, such as weapon specialization or the precision ability of the Shuriken Expert. A negative Strength modifier still incurs a penalty.

Material Focus: Two or more shuriken.

Ninpou: Shurikenjutsu - Reppurenshou (Ninja Art: Shuriken Skill - Fierce Gale Crusher)

Ninjutsu (Fuuton; requires base attack bonus +3, Reppushou (2) and Shurikenjutsu - Nageriki (1)) [Combination, Wind]

Rank: 4 (C-Class); **Learn DC:** 22, 1 success; **Perform requirements:** 5 rank (DC 17); **Time:** 1 full-attack action; **Components:** M, F; **Range:** Thrown weapon; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Resistance:** No; **Chakra Cost:** 4.

The user makes a single attack with a thrown weapon followed by a *reppushou* to increase its potency. If the attack hits, it deals an additional 2d6 points of damage and gains a +1 bonus to weapon damage rolls. The range increment for that attack increases by one-half (stacks with Far Shot to double the range).

Material Focus: A thrown weapon.

Ninpou: Shurikenjutsu - Shippurenshou (Ninja Art: Shuriken Skill - Hurricane Crusher)

Ninjutsu (Fuuton; requires base attack bonus +6, Reppushou (5) and Shurikenjutsu - Reppurenshou (5)) [Combination, Wind]

Rank: 6 (B-Class); **Learn DC:** 25, 1 success; **Perform requirements:** 5 rank (DC 17); **Chakra Cost:** 6.

As *Ninpou: Shurikenjutsu - Reppurenshou*, but the user makes two thrown weapon attack: one attack at his highest attack bonus, and one attack at a -5 penalty.

Material Focus: Two thrown weapon.

Ninpou: Shurikenjutsu - Tarenken (Ninja Art: Shuriken Skill - Greater Shuriken Barrage)

Taijutsu (Strike; requires Ninpou: Shurikenjutsu - Renken (2))

Rank: 8 (C-Class); **Learn DC:** 21, 2 success; **Perform requirements:** 9 ranks (DC 21); **Chakra Cost:** 5.

As *Ninpou: Shurikenjutsu - Renken* except as above and as follow. The user throws up to 2 shuriken, plus 1 every 2 level (maximum 10) instead, and suffers a -1 penalty to attack rolls every 2 shuriken thrown.

Material Focus: Three or more shuriken.

Ninpou: Wana - Kunai Jouwana (Ninja Art: Traps - 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 requirements:** 8 ranks (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 Resistance:** No; **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 skill threshold and 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 Art: Traps - 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 requirements:** 12 ranks (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 Resistance:** No; **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 skill threshold and 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 Art: Traps - 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 requirements:** 4 ranks (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 Resistance:** No; **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 skill threshold and 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 Art: Traps - Minor Kunai Trap)

Ninjutsu (Requires Knowledge (ninja lore) or Craft (mechanical) 4 ranks)

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform requirements:** 1 rank (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 Resistance:** No; **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 skill threshold and 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 requirements:** 7 ranks (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 (Spacetime; Requires Kuchiyose no Jutsu (t), Chakra Control 12 ranks and Ninjutsu 12 ranks) [Summoning, Teleportation]

Rank: 6 (S-Class); **Learn DC:** 22, 5 success; **Perform requirements:** 10 ranks (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 Resistance:** Yes; **Chakra Cost:** 18.

Using this technique, the user is able to summon a creature he is bonded to by *Fuinjutsu: 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.

Niten Ichi Ryuu: Suihazan (Two Heavens Style: Flowing Water Strike)

Taijutsu (Strike; requires Two-Weapon Fighting (f)) [Armed]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (DC 16); **Time:** 1 attack action; **Components:** F; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

The user makes an attack with both of his held weapons against one creature.
Material Focus: Two melee weapons.

Niten Ichi Ryuu: Shinmai Dachi (Two Heavens Style: Beginner Stance)

Taijutsu (Stance; requires Two-Weapon Fighting (f)) [Armed]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 swift action; **Components:** M, F; **Range:** Personal; **Target:** You; **Duration:** Stance; **Chakra Cost:** 4.

While in this stance, the user gains his full Strength bonus to damage with off-hand attacks instead of only half.
Material Focus: Two melee weapons.

Nouya Shouretsu no Jutsu (Mind Disruption Technique)

Genjutsu (Doujutsu)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 Resistance:** Yes; **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 requirements:** 9 ranks (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 Resistance:** Yes; **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 point. 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 requirements:** 6 ranks (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 Resistance:** Yes; **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.

Onbyou no Jutsu (Sound Wave Nausea Technique)

Ninjutsu [Otogakure Hijutsu, Sonic]

Rank: 3 (C-Class); **Learn DC:** 16, 3 success; **Perform requirements:** 4 ranks (DC 16); **Time:** 1 attack action; **Components:** H; **Range:** Melee Touch; **Target:** One creature; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude negates; **Chakra Resistance:** Yes; **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.

Onibyou (Demon's Dance)

Ninjutsu (Shadow)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (DC 18);

Time: 1 attack action; **Components:** C, H; **Range:** 10 feet; **Target:** One unanimated object; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Resistance:** 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 requirements:** 6 ranks (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 Resistance:** Yes; **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.

Onpa Bunshin no Jutsu (Sound Wave Clone Technique)

Genjutsu (Phantasm) [Mind-Affecting, Sonic]

Rank: 5 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 6 ranks (DC 18); **Time:** 1 attack action; **Components:** C, H, E; **Area:** 30-ft. burst centered on the user; **Effect:** Creates 2 illusory clones; **Duration:** 10 minutes/level (D); **Saving Throws:** Will

disbelief; **Chakra Resistance:** No; **Chakra Cost:** 4.

This technique creates a number of sound-based, illusory clones in the mind of any creature within 30 feet of the user when he performs the technique. Only creatures who were within range of the user are able to see the clones. The clones exist to the subjects as long as they are within the user's line of sight, regardless of how far they move from the original area of effect.

The subjects are all part of the same illusion, meaning that any clone that moves or is destroyed is perceived by all subjects in the exact same manner. The clones look physical and generate an illusory field around them that makes the environment they are a part of appear as though it was affected by the physical presence of a clone (blades of grass bent, footprints in the dirt—though the illusion moves with the clone and no traces are left if the clone moves).

In addition, the clones are able to speak and create sounds in the user's voice to any creature subjected to the illusion. The illusory clone is destroyed on contact and has the same defense as the user's touch defense -5. Deaf creatures are immune to this effect.

Empower

The user can empower the technique to create an additional clone at the cost of 1 point of chakra. No more than the user's level in clones can be active at any one time.

Onwaku no Jutsu (Aural Delusions Technique)

Genjutsu (Compulsion) [Mind-Affecting]

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform requirements:** 2 ranks (DC 13); **Time:** 1 attack action; **Components:** C, F; **Range:** 5 feet; **Target:** One humanoid or animal creature; **Duration:** 1 round; **Saving Throws:** Fortitude negates; **Chakra Resistance:** Yes; **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)) [Force, Uzumaki Naruto Hijutsu]

Rank: 10 (S-Class); **Learn DC:** 26, 6 success; **Perform requirements:** 14 ranks (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 skill threshold and perform DC don't increase with added damage die, and the cap is

increased to 20d8.

Oouzumatoi (Great Whirlpool Blade)

Ninjutsu (Suiton) [Hoshigaki Kisame Hijutsu, Water]

Rank: 7 (B-Class); **Learn DC:** 21, 4 success; **Perform requirements:** 9 ranks (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 Resistance:** Yes; **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, Sonic]

Rank: 7 (B-Class); **Learn DC:** 21, 4 success; **Perform requirements:** 9 ranks (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 Resistance:** Yes; **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) [Electricity]

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (DC 20); **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Resistance:** Yes (see text); **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*, *Kyuukyoku Enkoudate no Jutsu*, *Soukou no Jutsu* or other similar techniques. Chakra resistance applies against the reflected damage.

Raidou no Jutsu (Lightning Displacement Technique)

Ninjutsu (Raiton) [Electricity, Teleportation]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (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 Resistance:** Yes (see text); **Chakra Cost:** 6.

This technique is the very same as *Shunshin no Jutsu*, and the user 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 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)) [Electricity]

Rank: 15 (Epic); **Learn DC:** 40, 8 success; **Perform requirements:** 23 ranks (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 Resistance:** No; **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, armor of Raijin.

Raijin Riki: Raijuu no Sou (Might of the Thunder God: Claw of Raijuu)

Ninjutsu (Raiton) [Electricity, Kumogakure Hijutsu]

Rank: 8 (B-Class); **Learn DC:** 22, 4 success; **Perform requirements:** 10 ranks (DC

23); **Time:** 1 attack action; **Components:** H, Mas; **Range:** Medium (20 ft. + 10 ft./2 levels) **Effect:** Ray; **Duration:** Instantaneous; **Saving Throw:** Fortitude partial; **Chakra Resistance:** Yes; **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, 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)) [Electricity, Hatake Kakashi Hijutsu]

Rank: 8 (S-Class); **Learn DC:** 22, 6 success; **Perform requirements:** 12 ranks (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 Resistance:** Yes; **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 to 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)) [Electricity]

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform requirements:** 11 ranks (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 Resistance:** Yes; **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 8d4 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) [Electricity]

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (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 Resistance:** Yes; **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) [Electricity]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (DC 18); **Time:** 1 attack action; **Components:** S; **Range:** 0 feet; **Effect:** Creates 1 raikou no tsurugi; **Duration:** 1 round/level (D); **Saving Throws:** None (see text); **Chakra Resistance:** Yes; **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) [Electricity]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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 Resistance:** Yes; **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 1d6 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 1d6 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) [Electricity]

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform requirements:** 3 ranks (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 Resistance:** Yes; **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) [Electricity]

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform requirements:** 10 ranks (DC 24); **Time:** 1 attack action; **Components:** C, M; **Range:** 10 feet; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Reflex half, Fortitude partial; **Chakra Resistance:** Yes; **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) [Electricity]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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 Resistance:** Yes; **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) [Electricity]

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform requirements:** 11 ranks (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 Resistance:** Yes; **Chakra Cost:** 12.

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 targets than his maximum.

Raiseidan no Jutsu (Lightning Nova Technique)

See *Godai Ransatsu: Shodan Jutsu* technique.

Raishuriken no Jutsu (Lightning Shuriken Technique)

Ninjutsu (Raiton) [Electricity]

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform requirements:** 1 rank (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 Resistance:** Yes; **Chakra Cost:** 1.

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.

Raisoku (Speed of Lightning)

Ninjutsu (Raiton) [Electricity]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 attack action or 1 instant action; **Components:** C, Mas; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Resistance:** No; **Chakra Cost:** 3.

The user overloads his body with lightning-natured chakra and moves at astonishing speeds for a short period of time.

The user teleports to any free square within range large enough to contain him instantly as per *teleport* extraordinary ability. This mode of movement has no visual nor auditory cue, and can only be used once per encounter. The user cannot move through he could not normally fit through, but can ignore bad terrain.

Avoid an Attack: Once per day as an instant action, this technique can be used as an Avoidance maneuver against any effect that requires an attack roll. The user makes a Perform check against the opponent's attack roll (minimum 21). The user can only do so while not flat-footed or denied its Dexterity bonus to Defense. Skill threshold does not apply to avoid an attack. Chakra resistance does not apply when avoiding an attack

Attempting to *Avoid an Attack* costs 3 points of chakra and can only be done if the attack comes from a source with a Challenge Rating equal or lesser than the user's level or 10, whichever is lower. If successful, the user is able to take a teleport up to 50 feet, as above. This effectively creates a diversion to hide.

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 Kwarimi no Jutsu or Kwarimi no Jutsu.

Avoiding an attack in this manner does not count towards the number of times per encounter the user can use this technique.

Mastery

Every step of master in this technique after the first allows the technique to be used an additional time per day, up to 5/day.

The first, third and fifth steps of mastery after the first increases the Challenge Rating of attack he can defend by 5 or up to his level, whichever is lower.

The third step of mastery allows the user to perform this technique up to three times per encounter when not avoiding an attack, but no more than once per round.

The fifth step of mastery in this technique does not limit the user in the number of times he can use this techniques when not avoiding an attack, but no more than once per round.

Raite no Jutsu (Hands of Thunder Technique)

Ninjutsu (Raiton) [Electricity]

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform requirements:** 2 ranks (DC 13);

Time: 1 attack action; **Components:** S; **Range:** Melee Touch; **Target:** One creature;

Duration: Instantaneous; **Saving Throws:** None; **Chakra Resistance:** Yes; **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).

Raitsume no Jutsu (Lightning Claw Technique)

See *Godai Ransatsu: Nidan Jutsu* technique.

Rakuinshou no Kizu (Wounds of the Branded)

Ninjutsu [Hyuuga Kinjutsu]

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform requirements:** 7 ranks (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 Resistance:** Yes; **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) [Earth]

Rank: 8 (S-Class); **Learn DC:** 24, 5 success; **Perform requirements:** 12 ranks (DC 28);

Time: 1 attack action; **Components:** C, S, F; **Range:** Touch; **Target:** Hell Swamp;

Duration: (see text); **Saving Throws:** None; **Chakra Resistance:** Yes; **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) [Electricity]

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (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 Resistance: Yes; **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 point of chakra (maximum 1d6 per level, up to 12d6), rounded up.

Mastery

With the third step of mastery in this technique, the chakra cost of this technique is reduced to 3.

Ranshinshou (Chaotic Mental Collision)

Chakra Control (Body)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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**

Resistance: Yes; **Chakra Cost:** 5.

The user imbues his hand with offensive chakra and strikes at his opponent's nervous system to disrupt its movements.

The user makes a touch attack against the target, who will be paralyzed on a failed Fortitude save. It can make an Intelligence check (DC 15) each round to take either a move or attack action and act normally, or a full-round action if it exceeds the difficulty by 5 or more. Two consecutive successful checks ends the effect.

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 Ninpou: Chakra no Ito (t)) [Kinjutsu of All Ninja Villages]

Rank: 9 (A-Class); **Learn DC:** 24, 6 success; **Perform requirements:** 12 ranks (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) [Force, Yondaime Hokage Hijutsu]

Rank: 7 (A-Class); **Learn DC:** 22, 5 success; **Perform requirements:** 10 ranks (DC 24); **Time:** 1 attack action; **Components:** C, E; **Range:** 0 feet; **Effect:** Creates 1 rasengan; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Resistance:** Yes; **Chakra Cost:** 11.

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 spend 1 point of chakra to increase the damage dealt by 1, maximum 1d8 die per level or 18d8. The perform requirements increase by 1 for every 2 additional

damage die.

Reiki (Lay on Hands)

Chakra Control (Spirit; requires Chakra Control 9 ranks) [Lost Hijutsu]

Rank: 3 (C-Class); **Learn DC:** 15, 3 success; **Perform requirements:** 4 ranks (DC 16); **Time:** 1 minute; **Components:** C, Mas; **Range:** Touch; **Target:** One creature; **Duration:** Instantaneous (see text); **Saving Throws:** Will negates (harmless) (see text); **Chakra Resistance:** Yes; **Chakra Cost:** 4.

The user lays his hand on the target's chest and gently allows his chakra to seep into its chakra coils and be absorbed.

The subject gains 2 points of chakra. This technique can only be used on a single creature once per day. A character with 5 or more levels in the Elementalist (doton) class can reverse the petrification from a creature by using this technique.

Mastery

The fifth step of mastery in this technique allows the user to replenish the subject's chakra reserve by the same amount instead of its chakra pool, and prevent chakra depletion if used within 5 minutes of suffering the condition. It can only be obtained at ECL 15 or higher.

Reikibutsu no Jutsu (Soul Receptacle Technique)

Ninjutsu [Kinjutsu of All Ninja Villages]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform requirements:** 19 ranks (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 requirements:** 6 ranks (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 Resistance:** Yes; **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.

Reiretsu (Spiritual Fury)

Chakra Control (Body)

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform requirements:** 7 ranks (DC 19); **Time:** 1 attack action; **Components:** C, E; **Area:** 10-ft. radius bust centered on the user; **Duration:** Instantaneous; **Saving Throws:** Fortitude negates; **Chakra Resistance:** Yes; **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.

Renku Dan (Compressed Air Blast)

Ninjutsu (Fuuton) [Wind]

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform requirements:** 10 ranks (DC 24); **Time:** 1 attack action; **Components:** E, H; **Range:** Long (30 ft. + 15 ft./2 levels); **Area:** 20-feet-radius burst (see text); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Resistance:** Yes; **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.

Rensatsu Zanshin (Reaping Strike)

Taijutsu (Strike; Requires base attack bonus +10) [Armed]

Rank: 12 (A-Class); **Learn DC:** 26, 4 success; **Perform requirements:** 15 ranks (DC 29); **Time:** 1 attack action; **Components:** M, F, E; **Range:** Melee Attack; **Target:** One primary target and up to 4 secondary targets; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 10.

The user makes a melee attack against a single creature. If it hits, the attack deals weapon damage plus 4d6 points of additional damage, not multiplied on a critical hit. Following the first attack, the user may make an attack at his highest attack bonus minus 5 with the same weapon and dealing half the damage dealt to the primary target against any adjacent targets.

Empower

The user can spend an additional 1 point of chakra to increase the additional damage by 1 die, up to 1 per level or 16d6.

Renzuki (Flurry of Blows)

Taijutsu (Strike; Requires Proficiency in the Chosen Weapon) [Armed, Kick or Punch]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 full-attack action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

When learning this technique, it applies to a single weapon. It can be learned multiple times, each time it applies to a different weapon.

The user makes a full-attack action with the held weapon and gains an additional attack at his highest attack bonus. All attacks made this round suffer a -3 penalty to attack rolls. This technique's effect do not stack with other non-permanent bonus attacks (ie, other techniques that grant additional attacks outside of speed ranks).

Reppuu Tsuki no Jutsu (Violent Wind Thrust Technique)

Ninjutsu (Fuuton) [Wind]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (DC 22); **Time:** 1 attack action; **Components:** H, E; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature or object; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial (see text); **Chakra Resistance:** No; **Chakra Cost:** 4.

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 makes a disarm attempt against the target. He makes a touch attack against the held weapon and, if it hits, may attempt to disarm with a +4 circumstance bonus to disarm check. The gust counts as a Medium weapon.

Violent Thrust: The user hurls a target in a single direction. He makes a ranged touch attack against the target and throws a Medium-size or smaller target 1d6x5 feet in any direction, half that upwards. If the target collides with an object its size or larger, it suffers damage as though it had fallen 30 feet (3d6 points). Large creatures are thrown 1d4x5 feet, while Huge creatures are unaffected.

The target is only thrown one-half the normal distance on a successful Fortitude save. The damage it takes from colliding with an object is also halved. The collision damage can be nonlethal damage, but doing so imposes a -4 penalty to the attack roll and the saving throw difficulty.

Empower

The user can spend 2 chakra to gain a +2 bonus to his disarm check or the roll made to determine the distance a target is thrown by, up to +10.

Each +2 bonus adds 1d6 to the damage it takes if it collides with an object with violent thrust (maximum 1d6 per level or 8d6).

Reppushou (Gale Crusher)

Ninjutsu (Fuuton) [Wind]

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform requirements:** 3 ranks (DC 15);

Time: 1 attack action; **Components:** H, E; **Range:** Medium (20 ft. + 10 ft./2 levels);

Effect: Creates one *reppushou*; **Duration:** Instantaneous; **Saving Throws:** None;

Chakra Resistance: No; **Chakra Cost:** 3.

The user creates a small but powerful gale in the form of a beach ball-sized sphere of spinning wind.

The user directs the *reppushou* at a creature or thrown weapon. If used against a creature, the user must succeed with a ranged touch attack. If it hits, the creature takes 2d6 points of wind damage and is knocked back 5 feet and prone.

To target a thrown weapon, the user must ready an action to use this technique and choose to either hinder or aid the attack. If the attack is hindered and the *reppushou* hits, it is thrown off course 2d6x5 feet in a random direction and misses. If the ranged attack is aided, it gains a +4 bonus to attack rolls and deals an additional 2d6 points of damage on a successful hit, not multiplied on a critical hit.

The user gains a +4 bonus to attack rolls to aid a ranged attack if he stands within 10 feet of the attacker, or +8 if he is adjacent.

Empower

The user can spend an additional 3 points of chakra to increase the knockback distance by 5 feet or target two thrown weapons fired by the same creature at a single target.

Retsudo Tenshou (Earth Splitting Force)

Ninjutsu (Doton) [Earth]

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (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 Resistance:** No; **Chakra Cost:** 12.

The user must be in contact with the surface he wishes to affect to use this technique, as though using *Jinshin 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) [Cold]

Rank: 10 (A-Class); **Learn DC:** 25, 4 success; **Perform requirements:** 13 ranks (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 and Fortitude partial (see text); **Chakra Resistance:** Yes (see text); **Chakra Cost:** 14.

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 [Sonic]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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 Resistance:** Yes; **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 requirements:** 6 ranks (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. Skill threshold does not apply to defensive maneuvers.

To defend against the attack, the user must make a Perform check (mastery counts) opposed to the technique or effect's Save DC +5 (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 with a Challenge Rating equal to his level 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 Challenge Rating of attacks the user can defend against to his level or 5, whichever is lower.

Every step of mastery after the first increases the Challenge Rating of attack he can defend by 5 or up to his level, whichever is lower.

Ryoutou Suiryuudan no Jutsu (Double-headed Water Dragon Blast Technique)

Ninjutsu (Suiton; Requires Suiryuudan no Jutsu (2)) [Water]

Rank: 13 (A-Class); **Learn DC:** 28, 4 success; **Perform requirements:** 16 ranks (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 Resistance:** Yes; **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.

Ryuuhyou no Jutsu (Drifting Ice Technique)

Ninjutsu (Hyouton; requires Hyouma (a) and Hyoushou no Jutsu (t)) [Cold, Teleportation]

Rank: 4 (B-Class); **Learn DC:** 18, 3 success; **Perform requirements:** 6 ranks (DC 19); **Time:** 1 move-equivalent action; **Components:** C, S, M; **Range:** Close (10 ft. + 5 ft./2 levels); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Resistance:** No; **Chakra Cost:** 2.

As *Jigen Ugoku no Jutsu*, except as above and as follow. This technique can only be used while the *Hyouma* ability is active, and the user can only appear in a square occupied by or adjacent to a *Hyoushou* or *Makyou Hyoushou* ice crystal barrier. The user cannot bring other characters when using this technique.

Ryuusui no Ugoki (Deceitful Water Movements)

Taijutsu (Mobility; Requires Speed rank 1 (a)) [Lost Hijutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 attack action; **Components:** C, M, Mas; **Range:** 0 feet; **Target:** One Medium-size creature; **Duration:** Up to 3 rounds; **Saving Throws:** None (see text); **Chakra Cost:** 4.

The user must be moving at speed rank 1 or faster to use this technique. While this technique is active, the user will appear to be moving very slowly in a circle around his opponent, but will in fact be moving at very high speed. This technique remains active for along as he spends at least 1 move action per round moving through at least 4 squares adjacent to the target (none of which can be the same), or until he takes an action other than moving.

While the technique is active, the user provokes no attacks of opportunity from his target

while moving through a threatened area (other creatures may still make attacks of opportunity, but at a -4 penalty). The user gains total concealment from his target (it must guess the square the user is in, and suffers a 50% miss chance on attacks). If it tries to move away from the user in any way (including 5-ft. step), the user may make an attack of opportunity against the target to, if it hits, knock it back and stop it from moving.

The user counts as though invisible while attacking, but only for as long as his first attack or technique

A Spot check opposed to the user's Hide check +10 may be made to determine which square the user is in, but the miss chance still applies.

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 up to 1 round.

Ryuutsuki (Dragon Thrust)

Taijutsu (Strike)

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform requirements:** 3 ranks (DC 15); **Time:** 1 full-attack action; **Components:** M, P; **Range:** Charge; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

This technique can be performed if the user has a straight path to his opponent and at least a 20 feet distance separating them, and must be wearing light armor or no armor. The user makes a charge attack against his opponent, gains a +1 bonus to attack roll to his charge attack and his land movement speed increases 10 feet until the end of his turn.

Ryuujin Bakuha (Dragon King Blast)

Ninjutsu (Katon; Requires Epic Technique (Ryuujin Bakuha) (f)) [Fire]

Rank: 16 (Epic); **Learn DC:** 41, 8 success; **Perform requirements:** 24 ranks (DC 46); **Time:** 1 attack action; **Components:** E, H; **Range:** 150 feet; **Area:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 18.

As with *Goukakyuu 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 area of effect suffers 12d6 point of fire damage, which can be halved with a successful Reflex save.

Empower

The user may spend an additional 1 point of chakra increase the damage by 1 die, up to 3 plus the user's level.

Ryuuka no Jutsu (Dragon Fire Technique)

Ninjutsu (Katon) [Fire]

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (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 Resistance:** Yes; **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 iron wire or rope that binds the target will be destroyed and the target freed.

Ryuusa no Jutsu (Quicksand Technique)

Ninjutsu (Doton) [Earth]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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 Resistance:** No; **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 (Strike) [Armed, Kick or Punch]

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform requirements:** 10 ranks (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.

This technique can only be performed when falling down or during the downward arc of a jump. He makes a single attack with his held weapon that deals weapon damage plus 1d4+1 points of damage per 10 feet fallen if it hits (maximum 1d4+1 per level or 12d4+12).

Regardless of the result of the attack, the user will continue to freefall until the end of his turn or he hits the ground, where he may take falling damage (GM's discretion; jumping characters generally do not take falling damage.) The additional damage is not multiplied on a critical hit.

Saido Kaiin (Redemption Unsealer)

Fuinjutsu [Kumogakure Hijutsu]

Rank: 11 (A-Class); **Learn DC:** 26, 5 success; **Perform requirements:** 14 ranks (DC 28); **Time:** 1 minute; **Components:** C; **Range:** Melee touch; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Will negates (unwilling); **Chakra Resistance:** Yes (unwilling); **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 requirements:** 1 rank (DC 11); **Time:** 1 full-round action; **Components:** C; **Range:** Touch; **Effect:** Mends fabric; **Duration:** Concentration (up to 2 rounds/level); **Saving Throws:** None; **Chakra Resistance:** No; **Chakra Cost:** 1.

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 requirements:** 12 ranks (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 Resistance:** Yes; **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 requirements:** 8 ranks (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 negates; **Chakra Resistance:** Yes; **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 requirements:** 7 ranks (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 negates; **Chakra Resistance:** Yes; **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* technique. 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 requirements:** 11 ranks (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 negates; **Chakra Resistance:** Yes; **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 requirements:** 9 ranks (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 Resistance:** Yes; **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) [Mind-Affecting]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 negates; **Chakra Resistance:** Yes; **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.

Sakura Kaihou no Jutsu (Blossom Escape Technique)

Genjutsu (Phantasm) [Mind-Affecting, Yuuhi Kurenai Hijutsu]

Rank: 6 (S-Class); **Learn DC:** 22, 6 success; **Perform requirements:** 10 ranks (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 Resistance:** No; **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 requirements:** 10 ranks (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 Resistance:** Yes; **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 end. 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 requirements:** 9 ranks (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 Resistance:** Yes; **Chakra Cost:** 8.

Using this technique, the user is able to give off the illusion that a creature ia actually another. For a short moment, the target will believe that is it 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 Jouryoku (Rank Three Strength)

Training (Taijutsu; Requires Strength rank 2 (a) and Taijutsu 9 ranks)

Rank: 6 (A-Class); **Learn DC:** 21, 4 success; **Components:** X, Mas.

The user gains the Strength rank 3 extraordinary ability.

Mastery

At the fifth step of mastery, the character may activate his strength rank 3 ability for up to 5 rounds every day without paying chakra. The ability does not need to be used 5 rounds in a row, but begins to cost chakra after the fifth round. This does not stack with mastery granted by other Strength rank training techniques.

Expendable Components: Specific nutritional supplements (equivalent price Purchase DC 18).

Sandan Kousoku (Rank Three Speed)

Training (Taijutsu; Requires Speed rank 2 (a) and Taijutsu 9 ranks)

Rank: 6 (A-Class); **Learn DC:** 21, 4 success; **Components:** X, Mas.

The user gains the Speed rank 3 extraordinary ability.

Mastery

At the fifth step of mastery, the character may activate his speed rank 3 ability for up to 5 rounds every day without paying chakra. The ability does not need to be used 5 rounds in a row, but begins to cost chakra after the fifth round. This does not stack with mastery granted by other Speed rank training techniques.

Expendable Components: Specific nutritional supplements (equivalent price Purchase DC 18).

Sandangamae Tenshi (Elemental Trinity)

Ninjutsu (Requires at least 3 elemental affinities) [Lost Hijutsu]

Rank: 10 (A-Class); **Learn DC:** 25, 5 success; **Perform requirements:** 13 ranks (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 Resistance:** Yes; **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. The user must have an elemental affinity with the chosen elements to deal that type of energy damage.

Sangeki Hissatsu Waza: Igeki (Three-Hit Kill Technique: First Strike)

Taijutsu (Strike; Requires base attack bonus +2) [Armed, Kick or Punch]

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform requirements:** 2 ranks (DC 13);

Time: 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature;

Duration: Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 3.

Igeki is the first of a three-part combination used as a sure-kill technique.

The user makes a single melee attack with his held weapon at his highest attack bonus. If it hits, it deals an additional 1d4 points of damage and forces the target to make a Fortitude save to avoid being stunned for 1 round. The additional damage is not multiplied on a critical hit.

Sangeki Hissatsu Waza: Nigeki (Three-Hit Kill Technique: Second Strike)

Taijutsu (Strike; Requires base attack bonus +6 and Sangeki Hissatsu Waza - Igeki (3)) [Armed, Kick or Punch]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (DC 21);

Time: 1 full-attack action; **Components:** M; **Range:** Melee Attack; **Target:** One

creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 6.

Nigeki is the second of a three-part combination used as a sure-kill technique.

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 an attack at his highest attack bonus with his held weapon and a second at -5. The attacks deal weapon damage plus 1d4 on a successful hit and force the target to make a Fortitude save to avoid being stunned for 1 round, and a second save to avoid suffering 1d6+1 points of damage.

The additional damage are not multiplied on a critical hit.

Sangeki Hissatsu Waza: Sangeki (Three-Hit Kill Technique - Third Strike)

Taijutsu (Strike; Requires base attack bonus +11 and Sangeki Hissatsu Waza - Igeki (5) and Nigeki (3)) [Armed, Kick or Punch]

Rank: 9 (S-Class); **Learn DC:** 25, 5 success; **Perform requirements:** 13 ranks (DC 29);

Time: 1 full-attack action; **Components:** M; **Range:** Melee Attack; **Target:** One

creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 12.

Sangeki is the last of a three-part combination used as a sure-kill technique.

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 an attack at his highest attack bonus with his held weapon, a second attack at -5 and a third at -10. The attacks deal weapon damage plus 1d6 on a successful hit and force the target to make a Fortitude save to avoid being stunned for 1 round, and a second save to avoid suffering 1d6+1 points of damage.

Each successful hit provokes a massive damage saving throw as if it had exceeded the target's MAS. The additional damage are not multiplied on a critical hit.

Sanmai no Jutsu (Absorption Technique)

Ninjutsu [Lost Kinjutsu]

Rank: 9 (S-Class); **Learn DC:** 25, 7 success; **Perform requirements:** 13 ranks (DC 29); **Time:** 1 attack action; **Components:** C, E, H; **Range:** Melee Touch; **Duration:** Instantaneous; **Saving Throws:** Fortitude negates; **Chakra Resistance:** Yes; **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 drain and the user gains temporary hit points equal to the chakra drained.

Empower

The user may spend 1 chakra to deal an extra +1 points of chakra drain (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 requirements:** 8 ranks (DC 21); **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Area:** 10-foot spread (see text); **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude half; **Chakra Resistance:** Yes; **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-foot 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, Water]

Rank: 5 (B-Class); **Learn DC:** 19, 4 success; **Perform requirements:** 7 ranks (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 Resistance:** Yes; **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 (a), Sarutobi no Jutsu (5) and Torihane no Jutsu (2)) [Wind]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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:** 4.

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) [Wind]

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform requirements:** 1 rank (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 up to twice in a row, when the user is in mid-air, to allow him to jump further up, but cannot be used while falling.

Satetsu (Iron Sand)

Fuinjutsu [Sandaime Kazekage Kinjutsu]

Rank: 14 (S-Class); **Learn DC:** 30, 7 success; **Perform requirements:** 18 ranks (DC 34); **Time:** 1 hour; **Components:** C, 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 Components: Materials to scribe a seal and a mass of sand and dark iron equal to the user's body weight. Scribing the seal requires a Fuinjutsu check (DC 29), does not have to be done by the user and takes one seal slot. An attempt to craft the seal takes 10 minutes, and a failed check will result in the sealing process failing without the user noticing until the end.

A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

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 requirements:** 15 ranks (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 Resistance:** No; **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) [Electricity]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (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 Resistance:** Yes; **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 requirements:** 11 ranks (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:** Fortitude negates (harmless); **Chakra Resistance:** Yes (harmless); **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 damage.

This technique may not heal a target whose hit points are lower than 0.

As per any "*Iryou Ninjutsu: Chiyu*" techniques, once used on a creature for more than 3 rounds at once, this technique also triggers chakra overload for 1 hour.

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)

Fuinjutsu (Advanced Seal)

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform requirements:** 10 ranks (DC 24); **Time:** 1 attack action; **Components:** C, X; **Range:** Close (10 ft. + 5 ft./2 levels); **Duration:** 1 round/level (D); **Saving Throws:** Will negates; **Chakra Resistance:** Yes; **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)

Fuinjutsu

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (DC 18); **Time:** 1 attack action; **Components:** H, C, X; **Range:** Touch; **Target:** One creature; **Duration:** 1 day/level; **Saving Throws:** Will negates; **Chakra Resistance:** Yes; **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: Materials to scribe a seal. Scribing the seal requires a Fuinjutsu check (DC 20), does not have to be done by the user and takes one seal slot. An attempt to craft the seal takes 1 round, and a failed check will result in the sealing process failing without the user noticing until the end.

A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Seihyourou no Jutsu (Eternal Ice Prison Technique)

Ninjutsu (Hyouton) [Cold]

Rank: 13 (S-Class); **Learn DC:** 29, 5 success; **Perform requirements:** 17 ranks (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 negates; **Chakra Resistance:** Yes; **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 requirements:** 19 ranks (DC 39); **Time:** 1 minute; **Components:** C, H; **Range:** 2000 feet/level; **Duration:** Concentration; **Saving Throws:** None; **Chakra Resistance:** No; **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). 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 requirements:** 4 ranks (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 Resistance:** No; **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's Eye)

Genjutsu (Doujutsu) [Mibu Clan Hijutsu]

Rank: 9 (A-Class); **Learn DC:** 24, 5 success; **Perform requirements:** 12 ranks (DC 26); **Time:** 1 swift action or instant action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round or Instantaneous; **Saving Throws:** Will partial; **Chakra Resistance:** Yes (see text); **Chakra Cost:** 12 or 6 (see text).

The user makes a gaze attack against opponents in his melee reach. Each time he makes a melee attack against an opponent, that opponent must make a Will save. On a failed save, the user does not appear to move and the attack appears to have been made instantly by an immaterial spirit clone; the opponent loses its Dexterity bonus to Defense against that attack. On a successful save, the user makes an attack but the opponent can defend against it normally.

The attacks are otherwise resolved normally. The user cannot apply more sneak attack die than his Charisma modifier (maximum 3). Each use of sekireigan to attack grants 1 point of mangekyou sharingan blindness.

Avoiding an Attack: Once per day as an instant action, this technique can be used as an Avoidance maneuver against any effect that requires an attack roll. The user makes a Perform check against the opponent's attack roll (minimum 26). The user can only do so while not flat-footed or denied its Dexterity bonus to Defense. Skill threshold does not apply to avoid an attack. Chakra resistance does not apply when avoiding an attack

Attempting to *Avoid an Attack* costs 6 points of chakra and can only be done if the attack comes from a source with a Challenge Rating equal or lesser than the user's level or 15, whichever is lower. If successful, the user is able to take a 5-ft. step while an illusory clone in his image appears to be struck but disappears almost immediately.

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 Kwarimi no Jutsu or Kwarimi no Jutsu.

Mastery

Every step of master in this technique after the first allows the technique to be used an additional time per day, up to 5/day.

The first and third steps of mastery after the first increases the Challenge Rating of attack he can defend by 5 or up to his level, whichever is lower.

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 requirements:** 7 ranks (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 Resistance:** Yes; **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) [Electricity]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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 Resistance:** Yes; **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 requirements:** 2 ranks (DC 13) (see text); **Time:** 1 attack action; **Components:** C, E, Mas; **Range:** Melee attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Resistance:** Yes; **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 skill threshold and skill threshold and perform DC of this technique increases by one for every 2 extra 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) [Earth]

Rank: 14 (S-Class); **Learn DC:** 30, 5 success; **Perform requirements:** 18 ranks (DC 34); **Time:** 1 full-round action; **Components:** C, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Area:** 60-feet radius burst (S); **Duration:** Instantaneous (D); **Saving Throws:** Reflex half; **Chakra Resistance:** Yes; **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 (Spacetime; Requires Snake Blood Pact (f)) [Konoha Kinjutsu, Summoning]

Rank: 6 (A-Class); **Learn DC:** 21, 6 success; **Perform requirements:** 9 ranks (DC 23); **Time:** 1 attack action; **Components:** C, H, Mad; **Range:** Personal; **Duration:** 1 round; **Saving Throws:** None; **Chakra Resistance:** No; **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-feet 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 (Spacetime; requires Sennei Jashuu (3) and Snake Blood Pact (f)) [Konoha Kinjutsu, Summoning]

Rank: 9 (A-Class); **Learn DC:** 24, 6 success; **Perform requirements:** 12 ranks (DC 26); **Time:** 1 attack action; **Components:** C, H, E, Mas; **Range:** Personal; **Duration:** 1 round; **Saving Throws:** None; **Chakra Resistance:** No; **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-feet 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.

Sensatsu Suishou no Jutsu (Flying Water Needles Technique)

Ninjutsu (Hyouton) [Cold]

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform requirements:** 10 ranks (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 Resistance:** Yes; **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 Jutsu: Kagesui (Sharingan Technique: Shackling Stakes)

Ninjutsu (Doujutsu; requires Sharingan Eye (a)) [Mind-Affecting, Uchiha Hijutsu]

Rank: 10 (B-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (DC 25); **Time:** 1 attack action; **Components:** C; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 round/level (D); **Saving Throws:** Will negate; **Chakra Resistance:** Yes; **Chakra Cost:** 6.

The target is bound by massive shacking stakes.

The target must make a Will save or become frozen in place (as though paralyzed, but the target is still and does not drop what it is holding). This effect ends when the target suffers damage equal to or greater than 1 point per level of the user. Paralysis from this technique is a mind-affecting effect that lasts until it is dispelled.

Sharingan Jutsu: Shinkou Jutsu (Sharingan Technique: Mind Snare)

Genjutsu (Doujutsu; Requires Sharingan Eye (a)) [Uchiha Clan Hijutsu]

Rank: 6 (C-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (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 Resistance:** Yes; **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) for 1 round per level.

Sharingan Jutsu: Tsuyagan (Sharingan Technique: Entrancing Gaze)

Genjutsu (Doujutsu; Requires Sharingan Eye (a) and Glare (a)) [Uchiha Clan Hijutsu]
Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform requirements:** 8 ranks (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 negates; **Chakra Resistance:** Yes; **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 (Strike; Requires Speed rank 3 (a))

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (DC 22);
Time: 1 attack action; **Components:** M; **Range:** 30 feet; **Target:** One creature;
Duration: Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

The user charges his target, attacks 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. The attack gains a kawarimi defense 1 and deals normal damage, but cannot score a critical hit. The target is considered flat-footed against the attack. If used more than once within 24 hours on the same creature, it will no longer be caught flat-footed by the attack. The user may not apply more sneak attack die to the attack than his Intelligence modifier +1 (maximum 5 dice).

If the target was flat-footed prior to this technique, the technique does not count towards the maximum number of full-potential use in a 24 hours period and has no maximum

sneak attack die cap. 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 (Spacetime; Requires Raven Blood Pact (f)) [Summoning]

Rank: 10 (A-Class); **Learn DC:** 25, 4 success; **Perform requirements:** 13 ranks (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 Resistance:** No; **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 requirements:** 4 ranks (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)

Fuinjutsu (Advanced Seal) [Yondaime Hokage Hijutsu]

Rank: 13 (S-Class); **Learn DC:** 29, 6 success; **Perform requirements:** 17 ranks (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 Resistance:** No; **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)

Fuinjutsu (Advanced Seal)

Rank: 7 (B-Class); **Learn DC**: 21, 3 success; **Perform requirements**: 9 ranks (DC 22); **Time**: 1 attack action; **Components**: S, C, F; **Range**: Melee Touch; **Duration**: 1 round/level (D); **Saving Throws**: Will negates (harmless); **Chakra Resistance**: Yes (harmless); **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)

Fuinjutsu (Requires Epic Technique (Shiki Fuujin) (f)) [Yondaime Hokage Kinjutsu]

Rank: 20 (Epic); **Learn DC**: 45, 10 success; **Perform requirements**: 28 ranks (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 Resistance**: Yes; **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 requirements:** 3 ranks (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 negates; **Chakra Resistance:** Yes; **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) [Lost Kinjutsu]

Rank: 7 (A-Class); **Learn DC:** 22, 6 success; **Perform requirements:** 10 ranks (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 Resistance:** No; **Chakra Cost:** 7 per corpse (maximum 1 per 7 level).

This *Shadow* technique is considered immoral at the best of times and almost always forbidden 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 sentience 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.

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 requirements:** 12 ranks (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 Resistance:** Yes; **Chakra Cost:** 12.

This greater version of *Hasamiuchi* allows the user to not only erase his presense, 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 skill threshold and 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 requirements:** 14 ranks (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 Resistance:** Yes; **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 requirements:** 4 ranks (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.

Shindo no Jutsu (Quaking Earth Technique)

Ninjutsu (Doton) [Earth]

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform requirements:** 3 ranks (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 negates; **Chakra Resistance:** No; **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.

Shingen no Jutsu (Localized Earthquake Technique)

See *Godai Ransatsu: Yondan Jutsu* technique.

Shinheki no Jutsu (Mind Rend Technique)

Genjutsu (Doujutsu)

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform requirements:** 3 ranks (DC 15); **Time:** 1 attack action; **Components:** C, S; **Range:** 30 feet; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial and Will negates; **Chakra Resistance:** Yes; **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.

Shinhyoukudan no Jutsu (Ultimate Ice Tiger Blast Technique)

See *Godai Ransatsu: Nidan Jutsu* technique.

Shinji Henkou no Jutsu (Mind Alteration Technique)

Ninjutsu [Kinjutsu of All Ninja Villages]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform requirements:** 19 ranks (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 negates; **Chakra Resistance:** Yes; **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 increase to 25 + hit dice of the technique's origin (minimum 39.)

The possibilities are as follow:

- 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) [Earth]

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform requirements:** 3 ranks (DC 15); **Time:** 1 attack action; **Components:** C, H; **Range:** Melee; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Reflex negates; **Chakra Resistance:** No; **Chakra Cost:** 4.

While moving underground with a burrow speed, 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 that require movement 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 requirements:** 10 ranks (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 partial; **Chakra Resistance:** Yes; **Chakra Cost:** 6.

The target makes a Will save. If the save is a success, the target is surrounded in clear water and is able to hold its breath while acting normally. If the save is a failure, the subject becomes unaware of the creatures around it (all attackers treated as invisible) and it begins to drown.

A drowning creature must make a Constitution check (DC 10, +1 every successful check) each round to avoid falling unconscious and to 0 hit points. Each round afterwards, the target loses 1 hit points. If the technique is dispelled before the creature dies, its hit points are restored. Otherwise, the creature dies at -10 hit points.

While drowning, a creature isn't able to speak. 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 requirements:** 4 ranks (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 negates; **Chakra Resistance:** Yes; **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.

Shinkuudan no Jutsu (Air Void Burst Technique)

See *Godai Ransatsu: Shodan Jutsu* technique.

Shinmetsu no Jutsu (Mind Ruin Technique)

Ninjutsu (Requires Shintenshin no Jutsu (5)) [Yamanaka Hijutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 5 success; **Perform requirements:** 11 ranks (DC 25); **Time:** 1 attack action; **Components:** C, H; **Range:** 0 feet; **Target:** Possessed creature; **Duration:** Instantaneous; **Saving Throws:** Will partial; **Chakra Resistance:** Yes; **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 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: Chakra Toushi (Shinobi Secrets: Chakra Sight)

Chakra Control (Body; requires any Doujutsu bloodline)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 attack action; **Components:** C' S; **Range:** Personal; **Target:** You; **Duration:** Concentration (up to 1 minute/level); **Chakra Cost:** 2.

The user partially activates his doujutsu bloodline and can See Chakra. The eye still changes appearance as normal, but he gains no additional benefits from having his bloodline active. Activating the bloodline fully still requires an action.

Shinobi Hiken: Dachi - Bankyou Hebi (Shinobi Secrets: Stances - Coiled Serpent)

Taijutsu (Stance)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform requirements:** 2 ranks (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 requirements:** 5 ranks (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 requirements:** 1 rank (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 requirements:** 5 ranks (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 requirements:** 1 rank (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 requirements:** 10 ranks (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 Hiken: Kamikakushi (Shinobi Secrets: Spirited Away)

Ninjutsu

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 attack action; **Components:** S; **Range:** Personal; **Target:** You; **Duration:** 3 rounds or until discharged; **Saving Throws:** None; **Chakra Cost:** 4.

The uses his remaining chakra to convert his remaining life energy to chakra.

If the user dies within 3 rounds, his body will slowly vanish 5 rounds after the death and turn to chakra. The user's equipment is unaffected, and this process cannot be reversed even if the user is stabilized by an ability such as *Medical Miracle*.

The user gains a +8 bonus to Concentration check to perform this technique defensively.

Shinobi Hiken: Sakki Jutsu (Shinobi Secrets: Killing Intent)

Chakra Control (Spirit) [Lost Hijutsu]

Rank: 7 (E-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 7 ranks (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.

Once per encounter, this technique can be used to cancel the effect of *frightful presence* used by an enemy with the *Sakki* technique. This expends a daily use of the technique.

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 requirements:** 2 ranks (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 requirements:** 7 ranks (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 negates; **Chakra Resistance:** Yes; **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 requirements:** 15 ranks (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 negates; **Chakra Resistance:** Yes; **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.

Shiroi Kumo no Jutsu (White Cloud Technique)

Ninjutsu (Suiton) [Shiroikumo Suzuyoshi Hijutsu, Water]

Rank: 8 (B-Class); **Learn DC:** 22, 4 success; **Perform requirements:** 10 ranks (DC 23); **Time:** 1 attack action; **Components:** C, S; **Range:** Personal; **Area:** Cloud spreads 15-foot-radius centered on the user, 10-ft. high; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Resistance:** No; **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.

Shiroiyari no Jutsu (White Ice Spear Technique)

See *Godai Ransatsu: Yondan Jutsu* technique.

Shinryuudan no Jutsu (Ultimate Dragon Blast Technique)

See *Godai Ransatsu: Sandan Jutsu* technique.

Shinsei Kekkai (Life Barrier)

Fuinjutsu (Advanced Seal; requires any 2 Advanced Seal technique)

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform requirements:** 11 ranks (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 negates; **Chakra Resistance:** Yes; **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 requirements:** 7 ranks (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 negates; **Chakra Resistance:** Yes; **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 requirements:** 10 ranks (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 Resistance:** No; **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)

Fuinjutsu (Requires Katou Shin Fuuin (t)) [Kinjutsu of All Ninja Villages]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform requirements:** 19 ranks (DC 39); **Time:** 1 hour; **Components:** C, H, F, XP; **Range:** Melee Touch; **Target:** One impregnated creature; **Duration:** Permanent; **Saving Throws:** Will negates; **Chakra Resistance:** Yes; **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 Ghostly 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 fails 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.

Shippuken (Hurricane Sword)

See *Godai Ransatsu: Yondan Jutsu* technique.

Shintenshin no Jutsu (Mind Transfer Technique)

Ninjutsu (Requires Base Will modifier +2) [Yamanaka Hijutsu]

Rank: 4 (C-Class); **Learn DC:** 17, 3 success; **Perform requirements:** 5 ranks (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 Resistance:** Yes; **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 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. Strength and speed ranks of the body are automatically suppressed and inaccessible.
- 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.

Shishiku no Jutsu (Lion's Roar Technique)

Ninjutsu [Sonic]

Rank: 9 (B-Class); **Learn DC:** 23, 3 success; **Perform requirements:** 11 ranks (DC 24); **Time:** 1 full-attack action; **Components:** E, H; **Range:** 60 feet; **Effect:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** Fortitude half and Fortitude partial (see text); **Chakra Resistance:** Yes; **Chakra Cost:** 8 or 12.

The user releases a tremendous blast of sound in a cone-shaped wave.

Any creature caught in the powerful blast suffer 1d6 points of sonic damage every two levels (maximum 6d6). The target is thrown back 1d8x5 feet unless they succeed a Fortitude save.

The damage can be halved with a second successful Fortitude save. The user can use a sound amplifier or a similar device to amplify his voice, increasing the chakra cost by 4 and the damage die to 1d8.

Empower

The user may empower this technique by spending an additional point of chakra to increase the damage by one die (maximum 1d6 per level or 14d6).

Shissou (Dash)

Taijutsu (Enhancement)

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (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 12 miles an hour with this technique.

Shitsukentou no Jutsu (Disorientation Technique)

Genjutsu [Mind Affecting]

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform requirements:** 1 rank (DC 12); **Time:** 1 attack action; **Components:** C, H; **Range:** 20 feet; **Target:** One creature; **Duration:** 1 rounds; **Saving Throws:** Will negates; **Chakra Resistance:** Yes; **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 requirements:** 2 ranks (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 negates; **Chakra Resistance:** Yes; **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.

Shou Rakumugai no Jutsu (Minor Harmless Fall Technique)

Ninjutsu

Rank: 1 (E-Class); **Learn DC:** 12, 1 success; **Perform requirements:** 1 rank (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.

Shouchihou no Jutsu (Flying Earth Spikes Technique)

Ninjutsu (Doton) [Earth]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 Resistance:** Yes; **Chakra Cost:** 3.

From the earth rises a gigantic stalagmite that threatens to skewer through any creature standing over it.

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.

The user targets 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. The technique creates one spike.

Empower

The user may increase the number of spike at the cost of 1 point of chakra per spike, up to the user's level.

Shouchite no Jutsu (Rising Earth Hand Technique)

Ninjutsu (Doton) [Earth]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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 Resistance:** No; **Chakra Cost:** 7.

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 Jouryoku (Rank One Strength)

Training (Taijutsu; requires Taijutsu 5 ranks)

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Components:** X, Mas.

The character gains the Strength rank 1 extraordinary ability.

Mastery

At the fifth step of mastery, the character may activate his strength rank 1 ability for up to 5 rounds every day without paying chakra. The ability does not need to be used 5 rounds in a row, but begins to cost chakra after the fifth round. This does not stack with mastery granted by other Strength rank training techniques.

Expendable Components: Specific nutritional supplements (equivalent price Purchase DC 14).

Shodan Kousoku (Rank One Speed)

Training (Taijutsu; requires Taijutsu 5 ranks)

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Components:** X, Mas.

The character gains the Speed rank 1 extraordinary ability.

Mastery

At the fifth step of mastery, the character may activate his speed rank 1 ability for up to 5 rounds every day without paying chakra. The ability does not need to be used 5 rounds in a row, but begins to cost chakra after the fifth round. This does not stack with mastery granted by other Speed rank training techniques.

Expendable Components: Specific nutritional supplements (equivalent price Purchase DC 14).

Shougenzou no Jutsu (Minor Illusion Technique)

Genjutsu (Phantasm) [Mind-Affecting]

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform requirements:** 2 ranks (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 Resistance:** No; **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) [Fire]

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform requirements:** 2 ranks (DC 13); **Time:** 1 attack action; **Components:** C, H, E; **Range:** 5 ft./2 levels; **Area:** 5-ft. wide line; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Resistance:** Yes; **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 line cannot extend farther than 20 feet.

Empower

The user may chose to spend 1 additional point of Chakra to increase the damage by 1d4, up to 1d4 per level, maximum 5d4.

Shounadare no Jutsu (Avalanche Wave Technique)

Ninjutsu (Hyouton) [Cold]

Rank: 12 (A-Class); **Learn DC:** 27, 4 success; **Perform requirements:** 15 ranks (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 Resistance:** No; **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 requirements:** 14 ranks (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 requirements:** 18 ranks (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 Resistance:** Yes; **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. If the user creates a duplicate of himself, it costs him one-third of his total chakra pool. 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 1 mile 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 requirements:** 11 ranks (DC 25); **Time:** 1 attack action; **Components:** C, H; **Range:** Melee Touch; **Target:** Creature touched; **Duration:** 2 round/level (D); **Saving Throws:** Fortitude negates; **Chakra Resistance:** Yes; **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)

Training (Taijutsu; Requires Speed rank 5 (a) and Epic Technique (Shukichi) (f))

Rank: 16 (Epic); **Learn DC:** 41, 8 success; **Components:** Mas.

The character gains the Speed rank 6 extraordinary ability.

Mastery

The first step of mastery grants the character the Speed rank 7 extraordinary ability.

The second step of mastery grants the character the Speed rank 8 extraordinary ability.

The third step of mastery grants the character the Speed rank 9 extraordinary ability.

The fourth step of mastery grants the character the Speed rank 10 extraordinary ability.

The fifth step of mastery grants the Teleport extraordinary ability with a speed of 60 feet with no visual or auditory cues. While moving at Speed rank 10, the user can teleport 30 feet as a free action on his turn once per encounter.

Shukuchi Higi: Shuntensatsu (World Belittling Secret Technique: Fatal Heaven Flash)

Taijutsu (Strike; Requires Shukuchi (t) and Kenjutsu: Iaido (5)) [Armed, Lost Hijutsu]

Rank: 11 (Super S-Class); **Learn DC:** 28, 7 success; **Perform requirements:** 16 ranks (DC 36); **Time:** 1 full-attack action; **Components:** M, F, Mas; **Range:** 10 feet; **Area:** Semi-circular shaped-burst; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 10.

This techniques combine the lightning-swift movements of Iaijutsu with the speed of shukuchi, creating a devastating effect known as Shuntensatsu.

The user makes a single attack roll against all creature caught in the area of effect against

which the targets lose their Dexterity bonus to Defense unless they succeed a Spot check (DC 40). The attack deals 4 times normal damage on a successful hit and forces the damaged creature to make a Fortitude save or be pushed back a number of feet equal to the damage taken, rounded to the nearest 5-foot unit.

This technique can only be used at speed rank 10, and will cause the sword to be unsheathed. If the sword used was not a mastercraft weapon, it is destroyed beyond repair. This technique can only be used once per encounter.

Mastery

The second and fourth steps of mastery allow the technique to be used an additional time per encounter.

Material Focus: A sheathed one-handed sword or katana.

Shunda (Blink Attack)

Ninjutsu (Spacetime; requires Retrieval Expert (f), Chakra Control 10 ranks and Ninjutsu 10 ranks) [Teleportation]

Rank: 7 (S-Class); **Learn DC:** 23, 5 success; **Perform requirements:** 11 ranks (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 Speed rank 1 (a))

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 move-equivalent action or 1 instant action; **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. Skill threshold does not apply to avoid an attack.

Avoiding an attack costs 2 points of chakra, and can be done up to 1 time per day. The attack avoided must be from a creature with a Challenge Rating equal or lesser than his level, 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. The difficulty increases by +5 from Chakra Control, Genjutsu, Ninjutsu techniques, supernatural or spell like abilities.

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*.

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 from a CR up to his level 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 from a CR up to his level 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 from a CR up to his level 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 from a CR up to his level 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 from a CR up to his level or 25, whichever is lower.

Shunkoku Meihoujin: Bushi (Momentaneous Ally Formation: Soldier)

Ninjutsu (Spacetime; requires Kuchiyose no Jutsu (1)) [Summoning]

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform requirements:** 2 ranks (DC 13); **Time:** 1 attack action; **Components:** H, X, Mas; **Effect:** Summons 1 Soldier creature; **Duration:** 1 round (D); **Saving Throws:** None; **Chakra Resistance:** No; **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 (Spacetime; requires Kuchiyose no Jutsu (2) and Shunkoku Meihoujin - Bushi (t)) [Summoning]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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. Increase the chakra cost by 1 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: Noble)

Ninjutsu (Spacetime; requires Kuchiyose no Jutsu (4) and Shunkoku Meihoujin - Hogosha (t)) [Summoning]

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform requirements:** 11 ranks (DC 25); **Effect:** Summons 1 Noble creature; **Chakra Cost:** 4 (see text).

This technique is the same as *Shunkoku Meihoujin - Bushi* except as mentioned above and as follow. *Seihei* summons a Noble creature. Increase the chakra cost by 1 per level of the Noble 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: Champion)

Ninjutsu (Spacetime; requires Kuchiyose no Jutsu (5) and Shunkoku Meihoujin - Seihei (t)) [Summoning]

Rank: 10 (S-Class); **Learn DC:** 26, 5 success; **Perform requirements:** 14 ranks (DC 30); **Effect:** Summons 1 Champion creature; **Chakra Cost:** 5 (see text).

This technique is the same as *Shunkoku Meihoujin - Bushi* except as mentioned above and as follow. *Shingen* summons a Champion creature. Increase the chakra cost by 2 per level of the Champion creature summoned, rounded up.

The champion, 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 (Spacetime; requires Kuchiyose no Jutsu (3)) [Summoning]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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. Increase the chakra cost by 1 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 (Flash Step)

Taijutsu (Stance; requires Speed rank 2 (a) and Shundou (2))

Rank: 9 (B-Class); **Learn DC:** 23, 3 success; **Perform requirements:** 11 ranks (DC 24); **Time:** 1 swift action; **Components:** M, Mas; **Range:** Personal; **Duration:** Stance; **Chakra Cost:** 2.

This stance allows the user to perform high speed movements in quick bursts to travel long distances in short periods of time. This distance is calculated in leaps, and depends on the user's movement speed. Converting a move action to leap movement costs 1 chakra; hustling for 1 round costs 3 chakra.

Each 5 foot block of movement during a move action becomes, or can become, a leap movement (a character with a 30 feet movement speed can take up to 6 leaps in a move

action). Non-permanent movement speed increases do not change the number of leaps the user can take during a single move action. Passing through a threatened area during a leap movement does not provoke an attack of opportunity, but beginning a leap in one may.

While hustling, the user gains additional leaps equal to his character level, active Speed ranks and Dexterity modifier. The user can convert up to 1 round of hustling movement to leap movement per point of his Constitution modifier every minute, and no two consecutive rounds. Each round over that limit, or each time the user hustles two rounds in a row, he must make a Constitution check or become fatigued for 1 minute (DC 10, +1 per successful checks that day).

Each leap allows the user to instantly move 20 feet in any direction, or 10 feet uphill (up to a 45 degree incline) or 30 feet downhill (up to a 45 degree decline). The base difficulty class to spot the in mid-leap or in-between leaps increases by 20 and the user suffers no penalty to Hide checks to move at normal speed. The high speed sight 4 or higher extraordinary ability negates the Spot check increment.

Each leap must begin and end on a solid surface that can support the user's weight, or the user will not be able to take another. The distance of each leap is halved when wearing medium armor. It is not possible to take any leaps in heavy armor.

The user cannot take a leap through an obstructed area, an area that would decrease his movement speed, or while encumbered, heavily encumbered, entangled, fatigued, staggered, exhausted or unable to run or charge or while wearing heavy armor. While taking a leap movement, the user still leaves footprints and can still trigger traps, but he gains a +4 bonus to Defense and saving throws against each traps. Traps will not normally stop leap movement, unless explicitly specified in the trap's description.

Mastery

The first step of mastery in this technique allows the user to halve the distance of his leaps for a single move action.

The third step of mastery in this technique allows the user to take leaps while encumbered, but not heavily encumbered.

The fifth step of mastery in this technique allows the user to convert a single move action per round to leap movement at no cost if he converts no other actions that round.

Shunshin no Jutsu (Body Flicker Technique)

Ninjutsu

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform requirements:** 3 ranks (DC 14); **Time:** 1 move-equivalent action; **Components:** S, M, Mas; **Range:** Close (10 ft. + 5 ft./2 levels); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Resistance:** No and Yes; **Chakra Cost:** 2.

This basic ninjutsu uses gathered chakra to force a burst of speed.

The user is able to instantly move to a location within the technique's range, as though moving with the flight ability with perfect maneuverability. This technique cannot be

performed while heavily encumbered.

The user cannot pass through barriers and obstructed paths with this movement. Though not performed with the teleport movement, *Shunshin* has both auditory and visual cues and does not allow hiding or moving silently, typically a loud pop and a cloud of smoke.

Mastery

With the fifth step of mastery in this technique, obtainable only at ECL 9 or higher, the user can perform this technique without the half-seal component. Doing so increases the perform requirements by 5.

Shunten Kaihou (Instant Release)

Ninjutsu (Spacetime; Requires Ninjutsu 9 ranks)[Summoning]

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform requirements:** 7 ranks (DC 19); **Time:** 1 swift action; **Components:** C, S, F; **Range:** Personal; **Target:** One scroll used with Fuinjutsu: Gesouin or Chuuzouin; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Resistance:** No; **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 Fuinjutsu: Gesouin or Chuuzouin techniques.

Shuntou no Jutsu (Instant Escape Technique)

Ninjutsu (Spacetime; requires Retrieval Expert (f)) [Teleportation]

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform requirements:** 10 ranks (DC 24); **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Resistance:** No; **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 (Spacetime; requires Retrieval Expert (f), Chakra Control 13 ranks, Ninjutsu 13 ranks and at least 4 other Spacetime techniques) [Teleportation]

Rank: 10 (S-Class); **Learn DC:** 26, 5 success; **Perform requirements:** 14 ranks (DC 30); **Time:** 1 swift or instant action; **Components:** S, C, M; **Range:** Long (30 ft. + 15 ft./2 levels); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

The technique is used to bring the user in a location within range following the same rules as *Mugen Ugoku no Jutsu*. 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 in a square adjacent to a creature but out of its direct line of sight, he

may make a Hide check even when lacking proper cover. If unseen, the target will be denied its dexterity bonus to defense until it becomes aware of the user. The user is not hidden to any creature who has unobscured line of sight with him.

Avoiding an Attack: 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's challenge rating is not higher than his level.

The perform DC becomes that of the attack roll or Reflex save DC (minimum 31) and the Chakra Costs paid is tripled. Skill threshold does not apply to avoid an attack. 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.

Each use of this technique counts towards the maximum number of times the user can *Avoid an Attack* as per *Kawarimi no Jutsu* and *Shundou*.

Mastery

Each step of mastery in this technique allows it to be used an additional times per day, up to 5/day.

Shuriken Kage Bunshin no Jutsu (Shuriken Shadow Replication Technique) *Ninjutsu [Sandaime Hokage Hijutsu]*

Rank: 4 (A-Class); **Learn DC:** 19, 5 success; **Perform requirements:** 7 ranks (DC 21); **Time:** 1 attack action; **Components:** H, E, F; **Range:** 40 feet; **Area:** Cone-shaped burst from the user; **Duration:** Instantaneous (see text); **Saving Throws:** None; **Chakra Resistance:** No; **Chakra Cost:** 6.

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) [Earth]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (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 Resistance:** No; **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. Skill threshold does not apply to defensive maneuvers.

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 +5. 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 with a Challenge Rating equal to his level 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 Challenge Rating of attacks the user can defend against to his level or 5, whichever is lower.

Every step of mastery after the first increases the Challenge Rating of attack he can defend by 5 or up to his level, whichever is lower.

Shuugyou: Chakra no Sokkoku Tanjou (Training: Instant Chakra Formation)

Training (Chakra Control)

Rank: 8 (B-Class); **Learn DC:** 22, 3 success.

The user gains a +4 bonus to checks made to tap his reserves, as per chakra control skill.

Shuugyou: Chikaratsui no Waza (Training: Strength Imbuing Art)

Training (Taijutsu) [Hijutsu]

Rank: 8 (B-Class); **Learn DC:** 22, 4 success.

This training can only be completed after the user ingests a B-, A- or S-Class Strength-enhancing Shinobi Drug. The inherent bonus of the shinobi drug increases by +1.

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: Geinage (Training: Counter Throw)

Training (Chakra Control; requires Ki Nobori (2) and Tadayou (2)) [Combination]

Rank: 6 (B-Class); **Learn DC:** 26, 1 success.

The user gains a +2 bonus to defend against grapple, bullrush, trip or overrun attempts while under the effects of the *Ki Nobori* or *Tadayou* techniques. This bonus does not extend to checks made to escape a grapple.

Mastery

The second and fourth steps of mastery increase the bonus by +1.

Shuugyou: Goutsui no Waza (Training: Constitution Imbuing Art)

Training (Chakra Control) [Hijutsu]

Rank: 8 (B-Class); **Learn DC:** 22, 4 success.

This training can only be completed after the user ingests a B-, A- or S-Class Constitution-enhancing Shinobi Drug. The inherent bonus of the shinobi drug increases by +1.

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: Ki Nobori no Waza (Training: Method of Tree Climbing)

Training (Chakra Control)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success.

By doing the tree climbing exercise continuously, a shinobi is able to improve his Chakra Control drastically.

Completing this training technique grants a +1 bonus to Chakra Control checks made to tap reserves and a +1 bonus to chakra pool and chakra reserves. The user automatically learns the *Kinobori* technique if he did not already know it.

Shuugyou: Kantsui no Waza (Training: Wisdom Imbuing Art)

Training (Chakra Control) [Hijutsu]

Rank: 8 (B-Class); **Learn DC:** 22, 4 success.

This training can only be completed after the user ingests a B-, A- or S-Class Wisdom-enhancing Shinobi Drug. The inherent bonus of the shinobi drug increases by +1.

Shuugyou: Kibaku Fuuda Kouka no Waza (Training: Method of Paper Bomb Refinement)

Training (Ninjutsu; requires Fire affinity)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success.

The user gains a +4 bonus to Chakra Control and Demolition checks to charge and place exploding tags, greater exploding tags, firecracker tags and trap tags.

Mastery

The first step of mastery increases the time an exploding tag remains charged to 10 minutes.

The third step of mastery increases the time an exploding tag remains charged to 30 minutes.

The fifth step of mastery increases the time an exploding tag remains charged to 1 hour.

Shuugyou: Kirihei no Engi no Waza (Training: Method of Mist Fighting Adaptation)

Training (Ninjutsu; requires Spot 5 ranks)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Components:** Mas.

The character does not suffer concealment penalties for creature within 5 feet in thick mist and smoke.

Mastery

The second and fourth steps of mastery in this training increase the maximum distance a character can see in mist and smoke increase the maximum sight distance by 5 feet. The negation of concealment is not altered.

The second step of mastery requires ECL 5 or higher, and the fourth ECL 10 or higher.

Shuugyou: Kuma no Dairiki (Training: Bear's Exceptional Strength)

Training (Taijutsu)

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Components:** F, X.

The user gains a +1 inherent bonus to his Strength score. This bonus is permanent.

Material Focus: Sophisticated training equipment (including weight). *Purchase DC 20*

Expendable Components: Health drinks and pills. *Purchase DC 20*

Shuugyou: Kyoudo - Nidan (Training: Intensity - Second Rank)

Training (Chakra Control; requires Training (f) and Chakra Control 9 ranks)

Rank: 6 (C-Class); **Learn DC:** 19, 2 success.

The user gains a +5 bonus to his chakra pool. This training can only be completed after ingesting the Chakra Growth shinobi drug.

Shuugyou: Kyoudo - Sandan (Training: Intensity - Third Rank)

Training (Chakra Control; requires Training (f) and Chakra Control 15 ranks)

Rank: 12 (B-Class); **Learn DC:** 26, 3 success.

The user gains a +5 bonus to his chakra pool. This training can only be completed after ingesting the Chakra Growth shinobi drug.

Shuugyou: Kyoudo - Shodan (Training: Intensity - First Rank)

Training (Chakra Control; requires Training (f) and Chakra Control 6 ranks)

Rank: 3 (D-Class); **Learn DC:** 15, 1 success.

The user gains a +5 bonus to his chakra pool. This training can only be completed after ingesting the Chakra Growth shinobi drug.

Shuugyou: Kyoutsui no Waza (Training: Intelligence Imbuing Art)

Training (Ninjutsu) [Hijutsu]

Rank: 8 (B-Class); **Learn DC:** 22, 4 success.

This training can only be completed after the user ingests a B-, A- or S-Class Intelligence-enhancing Shinobi Drug. The inherent bonus of the shinobi drug increases by +1.

Shuugyou: Neko no Binsoku (Training: Cat's Graceful Elegance)

Training (Taijutsu)

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Components:** F, X.

The user gains a +1 inherent bonus to his Dexterity score. This bonus is permanent.

Expendable Components: Health drinks and pills. *Purchase DC* 22

Shuugyou: Ninjutsu Kenkyuu (Training: Ninjutsu Research)

Training (Ninjutsu)

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: Ninkido - Nidan (Training: Endurance - Second Rank)

Training (Chakra Control; requires Training (f) and Chakra Control 9 ranks)

Rank: 6 (C-Class); **Learn DC:** 19, 2 success.

The user gains a +5 bonus to his chakra reserves. This training can only be completed after ingesting the Chakra Growth shinobi drug.

Shuugyou: Ninkido - Sandan (Training: Endurance - Third Rank)

Training (Chakra Control; requires Training (f) and Chakra Control 15 ranks)

Rank: 12 (B-Class); **Learn DC:** 26, 3 success.

The user gains a +5 bonus to his chakra reserves. This training can only be completed after ingesting the Chakra Growth shinobi drug.

Shuugyou: Ninkido - Shodan (Training: Endurance - First Rank)

Training (Chakra Control; requires Training (f) and Chakra Control 6 ranks)

Rank: 3 (D-Class); **Learn DC:** 15, 1 success.

The user gains a +5 bonus to his chakra reserves. This training can only be completed after ingesting the Chakra Growth shinobi drug.

Shuugyou: Seikakutsui no Waza (Training: Charisma Imbuing Art)

Training (Genjutsu) [Hijutsu]

Rank: 8 (B-Class); **Learn DC:** 22, 4 success.

This training can only be completed after the user ingests a B-, A- or S-Class Charisma-enhancing Shinobi Drug. The inherent bonus of the shinobi drug increases by +1.

Shuugyou: Sokutsui no Waza (Training: Dexterity Imbuing Art)

Training (Taijutsu) [Hijutsu]

Rank: 8 (B-Class); **Learn DC:** 22, 4 success.

This training can only be completed after the user ingests a B-, A- or S-Class Dexterity-enhancing Shinobi Drug. The inherent bonus of the shinobi drug increases by +1.

Shuugyou: Suimen Hokou no Waza (Training: Method of Water Walking)

Training (Chakra Control)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success.

Perfecting the water walking skill allows a shinobi to increase his endurance and Chakra Control exponentially.

Completing this training technique grants a +1 bonus to Chakra Control checks made to tap reserves and a +2 bonus to chakra pool and chakra reserves. The user automatically learns the *Tadayou* technique if he did not already know it.

Shuugyou: Yukinadare no Waza (Training: Method of Snow Striding)

Training (Chakra Control)

Rank: 9 (B-Class); **Learn DC:** 23, 3 success.

Perfecting the snow striding skill allows a shinobi to increase his endurance and Chakra Control exponentially.

Completing this training technique grants a +1 bonus to Chakra Control checks made to tap reserves and a +2 bonus to chakra pool and chakra reserves. The user automatically learns the *Yukigutsu* technique if he did not already know it.

Shuurai no Jutsu (Lightning Strike Technique)

Ninjutsu (Raiton) [Electricity]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (DC 22); **Time:** 1 attack action; **Components:** H; **Range:** Long (30 ft. + 15 ft./2 levels); **Effect:** One or more lightning bolt; **Duration:** 1 round/level (D); **Saving Throws:** Reflex half; **Chakra Resistance:** Yes; **Chakra Cost:** 12.

The user creates a storm and unleashes lightning bolts at his enemies.

The user can call down a 5 ft. wide, 50 ft. high cylinder of lightning when performing this technique, and each round afterwards as an attack action that does not provoke an attack of opportunity.

Each lightning bolt deals 5d6 points of electricity damage, halved with a Reflex save. If this technique is used outdoors in stormy conditions, the bolts deal 5d8 points of damage instead of 5d6.

The user does not need to call a lightning bolt each round and may perform other actions instead, but the technique ends after the duration expires or the user calls down 1 lightning bolt per level. This technique can be used 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 requirements:** 10 ranks (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 requirements:** 11 ranks (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 Resistance:** Yes; **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.

Souhyoushou (Rising Ice Spears)

Ninjutsu (Hyouton; Requires Ice Demon (a)) [Cold, Himashin Hijutsu]

Rank: 7 (B-Class); **Learn DC:** 21, 4 success; **Perform requirements:** 9 ranks (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**

Resistance: Yes; **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 (Spacetime; Requires Snake Blood Pact (f)) [Konoha Kinjutsu, Summoning]

Rank: 7 (B-Class); **Learn DC:** 21, 5 success; **Perform requirements:** 9 ranks (DC 22);

Time: 1 swift action; **Components:** C, H (see text); **Range:** Melee; **Target:** One

creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra**

Resistance: No; **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: Daijuugeki (Spear Art: Super Heavy Strike)

Taijutsu (Strike; Requires Soujutsu: Juugeki (3))

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform requirements:** 7 ranks (DC 19);

Time: 1 attack action; **Components:** F, M, Mas; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 6.

Same as *Juugeki*, except as above and as follow. The knockback distance increases to 1d10x5 feet instead. If it collides with a solid object, it takes damage as though it had fallen 20 feet (2d6 points.)

Mastery

The third step of mastery in this technique increases the distance thrown back to 2d6x5 feet.

Material Focus: The user's spear, naginata or quarterstaff.

Soujutsu: Hassun (Spear Art: Hassun)

Taijutsu (Strike)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 attack action; **Components:** F, M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 5.

The user makes an attack at his highest attack bonus with his held weapon against a single target that deals double damage on a successful hit.

Material Focus: The user's spear, naginata or quarterstaff.

Soujutsu: Juugeki (Spear Art: Heavy Strike)

Taijutsu (Strike)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform requirements:** 2 ranks (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. If the attack hits, it deals normal damage and knocks the target back 1d4x5 feet, distance halved with a Fortitude save. This technique can be used on an adjacent target even with a reach weapon.

Material Focus: The user's spear, naginata or quarterstaff.

Soujutsu: Kaenzakura (Spear Art: Blazing Blossoms)

Taijutsu (Strike)

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (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.

The user spins his weapon so swiftly it ignites the very air around him.

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 deals normal damage if it hits. Furthermore, any creature caught in the area suffers 5d6 points of fire damage, which may be halved with a successful Reflex save and 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 Skill - Reversed Hassun)

Taijutsu (Strike)

Rank: 11 (S-Class); **Learn DC:** 27, 5 success; **Perform requirements:** 15 ranks (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.

The user makes a single attack with his held weapon that deals double damage on a successful hit. In addition, the target must make a Fortitude save to avoid falling to -1 hit points.

This technique can only be used once per day.

Mastery

The third step of mastery in this technique allows it to be used an additional time per day.

Material Focus: The user's spear, naginata or quarterstaff.

Soukou no Jutsu (Frost Armor Technique)

Ninjutsu (Hyouton) [Cold]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 attack action; **Components:** H, X; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Resistance:** Yes; **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)

Fuinjutsu (Advanced Seal)

Rank: 7 (S-Class); **Learn DC:** 23, 5 success; **Perform requirements:** 11 ranks (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 negates; **Chakra Resistance:** Yes; **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 (Spacetime; Requires Blood Pact (f) and Kuchiyose no Jutsu (t)) [Summoning]

Rank: 11 (A-Class); **Learn DC:** 26, 4 success; **Perform requirements:** 14 ranks (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 Resistance:** No; **Chakra Cost:** 5 (see text).

This technique summons two creatures of the same blood pact, neither of which can be of a rank higher than Protector.

The Chakra Cost is determined by the rank and level of the summoned creatures put together, plus the base cost (5 chakra). The technique does not have a chance to randomly summon an Elite or Paragon creature, but elites and paragons the user already knows how to summon can be summoned.

Material Focus: A greater summoning scroll made for the desired blood pact.

Expendable Component: A small quantity of the user's blood.

Souryuu Boufuuetsu (Rising Dragon Snowstorm)

Ninjutsu (Hyouton) [Cold, Kazahana Hijutsu]

Rank: 7 (B-Class); **Learn DC:** 21, 4 success; **Perform requirements:** 9 ranks (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 Resistance:** Yes; **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) [Wind]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (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 Resistance:** No; **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)

Fuinjutsu (Requires Epic Technique (Souzou Saisei) (ff))

Rank: 17 (Epic); **Learn DC:** 42, 8 success; **Perform requirements:** 25 ranks (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 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) 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: Materials to scribe a seal with the user's blood. Scribing the seal requires a Fuinjutsu check (DC 32), does not have to be done by the user and takes one seal slot. An attempt to craft the seal takes 30 minutes, and a failed check will result in the sealing process failing without the user noticing until the end.

A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Suibaku no Jutsu (Water Explosion Technique)

Ninjutsu (Suiton) [Water]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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 negates; **Chakra Resistance:** No; **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.

Suibouheki no Jutsu (Water Shield Technique)

Ninjutsu (Suiton) [Water]

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (DC 20); **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Resistance:** Yes (see text); **Chakra Cost:** 5.

This technique shields the user with a bulwark of water and chakra. The user gains a +2 deflection bonus to Defense and water resistance 5. Any unarmed or natural attack striking the user reflects 1d4 points of water damage as backlash. The shield grants a +4 bonus to saving throws against water attacks. If the attack allows a save to take only half damage, the user takes no damage on a successful save. This technique cannot be used in conjunction with *Enkoudate no Jutsu*, *Raidate no Jutsu*, *Tsuchi no Yoroi*, *Junkazno Jutsu*, *Kyuukyoku Enkoudate no Jutsu* or other similar techniques. Chakra resistance applies to the reflected damage.

Suidoutai no Jutsu (Water Jet Technique)

See *Godai Ransatsu: Yondan Jutsu* technique.

Suigadan no Jutsu (Water Fang Blast Technique)

Ninjutsu (Suiton) [Water]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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 Resistance:** Yes; **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) [Water]

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform requirements:** 11 ranks (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 Resistance:** No; **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 requirements:** 4 ranks (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 skill threshold by 1 and the perform DC by 5.

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) [Water]

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform requirements:** 10 ranks (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 Resistance:** Yes; **Chakra Cost:** 8.

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, Water]

Rank: 10 (A-Class); **Learn DC:** 25, 5 success; **Perform requirements:** 13 ranks (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 Resistance:** Yes; **Chakra Cost:** 10.

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) [Water]

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform requirements:** 11 ranks (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 Resistance:** Yes; **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) [Water]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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 Resistance:** Yes; **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.

Suiryuuga Sougaraki (Focused Water Dragon Fang)

See *Godai Ransatsu: Nidan Jutsu* technique.

Suiryuuretsu no Jutsu (Violent Water Dragon Technique)

Ninjutsu (Suiton; Requires Ninjutsu and Chakra Control 14 ranks) [Water]

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform requirements:** 11 ranks (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 Resistance:** Yes; **Chakra Cost:** 12.

This technique, while similar to *Suiryūdan 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.

Suiseidan no Jutsu (Water Nova Technique)

See *Godai Ransatsu: Shodan Jutsu* technique.

Suisendan no Jutsu (Drilling Water Bullet Technique)

Ninjutsu (Suiton) [Water]

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform requirements:** 2 ranks (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 Resistance:** Yes; **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) [Water]

Rank: 11 (A-Class); **Learn DC:** 26, 4 success; **Perform requirements:** 14 ranks (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 negates; **Chakra Resistance:** No; **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 litres) source of water nearby.

Suitai no Jutsu (Weakening Technique)

Ninjutsu

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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 negates; **Chakra Resistance:** Yes; **Chakra Cost:** 4.

This technique functions in the very same way as *Teichou no Jutsu*. For the duration of this technique, the subject will gain a -1 strength rank penalty on a failed save.

Suizou no Jutsu (Water Formation Technique)

Ninjutsu (Suiton) [Water]

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform requirements:** 3 ranks (DC 14); **Time:** 1 attack action (see text); **Components:** C, H, Mas; **Effect:** Creates 10 litres of water/level; **Duration:** 3 rounds (D); **Saving Throws:** None; **Chakra Resistance:** No; **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 requirements by 8 and the chakra cost by 2.

Using this technique in a hot, dry environment (such as a desert) deals 2d6 points of 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 requirements:** 5 ranks (DC 17); **Time:** 1 minute; **Components:** C; **Range:** Melee Touch; **Target:** One page or scroll; **Duration:** Permanent (until discharged); **Saving Throws:** None; **Chakra Resistance:** Yes (object); **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 requirements:** 3 ranks (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 –20 penalty to meet the perform requirements, must pay double the chakra cost.

Tai'intoku no Jutsu (Body Concealment Technique)

Ninjutsu (Requires Disguise 11 ranks or Hide 11 ranks and Meisaigakure no Jutsu (3))

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform requirements:** 11 ranks (DC 25);

Time: 1 attack action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** 1 round/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 +15 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 requirements:** 4 ranks (DC 16); **Time:** 1 attack action; **Components:** C, H; **Range:** 20 feet; **Area:** Cone-shaped gaze attack; **Duration:** 1 round; **Saving Throws:** Will negates; **Chakra Resistance:** Yes; **Chakra Cost:** 3.

This harmful genjutsu paralyze the body of the any victims caught in your frightful gaze. Any creature caught in a 20-foot 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) [Electricity]

Rank: 14 (S-Class); **Learn DC:** 30, 5 success; **Perform requirements:** 18 ranks (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 Resistance:** Yes; **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.

Taijutsu: Bougyowaru (Hand-to-Hand: Defense Breaker)

Taijutsu (Strike)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (DC 18); **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous, plus 1 round; **Saving Throws:** Fortitude negates; **Chakra Cost:** 3

The user makes a melee attack against the opponent. If it hits, it deals normal damage but cannot score a critical hit. The subject is immediately brought out of *total defense* if it was using the ability, and must make a Fortitude save to avoid being unable to enter *total defense* again for 1 round.

Taijutsu: Butsukari (Hand-to-Hand: Charge Breaker)

Taijutsu (Strike)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (DC 16); **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

This technique can only be used within 1 round after the user is missed by a creature's charge attack. The user makes a melee attack against the subject that deals normal damage and, if it hits, allows the user to make a free trip attempt against the subject without provoking an attack of opportunity.

Taijutsu: Dachi - Kakutou Waza (Hand-to-Hand: Stance - Grappling Style)

Taijutsu (Stance)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform requirements:** 2 ranks (DC 13); **Time:** 1 swift action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 1.

While in this stance, the user gains a +2 bonus to Grapple checks and a +1 bonus to touch attacks made to initiate a grapple.

Taijutsu: Dachi - Kirikaesu no Waza (Hand-to-Hand: Stance - Method of Counter Attack)

Taijutsu (Stance; requires Kiun Butsu (t))

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 swift action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 0.

While in this stance, the character may gain an attack of opportunity against any opponent directly adjacent to him after that opponent misses with a melee attack. The attack gains a +2 bonus to attack and damage rolls, and costs 6 points of chakra. Declaring the use of the attack of opportunity is an instant action.

Taijutsu: Dachi - Shisui Dachi (Hand-to-Hand: Stance - Still Water Stance)

Taijutsu (Stance)

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform requirements:** 10 ranks (DC 23); **Time:** 1 swift action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Chakra Cost:** 5.

While in this stance, the user takes a –2 penalty to weapon damage rolls and cannot run or charge, but retains one-half his Strength bonus to attack rolls against an opponent using the Unbalance Opponent feat.

Taijutsu: Dachi - Souketsu Dachi (Hand-to-Hand: Stance - Serene Fist Stance)

Taijutsu (Stance) [Kick or Punch]

Rank: 4 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 swift action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 4.

The user can forego any bonus to damage to make a melee touch attack with his unarmed attack and deal only base unarmed damage of a normal unarmed. This can be applied to normal attacks as well as Strike taijutsu techniques with the *Kick* or *Punch* modifier.

Taijutsu: Gouken (Hand-to-Hand: Iron Fist)

Taijutsu (Strike) [Kick or Punch]

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform requirements:** 1 rank (DC 12); **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

This technique is a very basic, straightforward gouken-style attack.

The user makes a single unarmed attack and gains a +1 bonus to his damage roll.

Taijutsu: Gouken - Konoha Daisenpuu (Hand-to-Hand: Iron Fist - Leaf's Grand Spinning Wind)

Taijutsu (Strike) [Kick or Punch]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (DC 18); **Time:** 1 full-attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

The user makes an full attack action that deal normal damage on a successful hit. Each attack has varying effects and gain different bonus, as described below:

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 at the end of the user's turn.

3rd Attack: The third attack deals damage as though one size category larger.

4th Attack: The fourth attack knocks the target prone unless it succeeds a Reflex save, as technique, 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. Duration is cumulative with each successful attack after the fifth.

This technique does not allow the user more attacks in one full-attack action than normal, but simply has different effects depending on his number of attacks. This technique can also be used in conjunction with *Renzuki* (*unarmed*).

The user suffers a -4 penalty to Learn checks with this technique without the Gouken feat.

Taijutsu: Gouken - Konoha Gouriki Senpuu (Hand-to-Hand: Iron Fist - Leaf's Herculean Spinning Wind)

Taijutsu (Strike) [Kick or Punch]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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:** 8.

This technique is the same as *Taijutsu: Gouken - Konoha Senpuu* except as above and as follow. Each attack deals damage as though the user was one size category larger, and adjacent creatures targeted are knocked back 5 feet if an attack connects.

The user suffers a -4 penalty to Learn checks with this technique without the Gouken feat.

Taijutsu: Gouken - Konoha Kaiganshou (Hand-to-Hand: Iron Fist - Leaf's Boulder Buster)

Taijutsu (Strike; requires Power Attack (f)) [Punch]

Rank: 9 (B-Class); **Learn DC:** 23, 3 success; **Perform requirements:** 11 ranks (DC 24); **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 10.

The user attacks with a devastatingly powerful elbow smash.

The user makes an unarmed attack. If it hits, the attack deals weapon damage and 4d6 damage plus 1d6 every 4 levels (maximum 9d6). If the attack was made using the Power Attack feat, the user adds +2 to damage for every -1 penalty instead of the normal use of the feat. This attack cannot target a held object, but if it hits an inanimate object, it ignores hardness 8 or less. This technique can be used as part of a charge.

The target must make a Fortitude save on a successful hit, or be knocked back a number of feet equal to the damage done, rounded down. If the target hits a solid object of its size or larger, it suffers additional damage as if it had fallen 20 feet (2d6 points.)

The user suffers a -4 penalty to Learn checks with this technique without the Gouken feat.

Taijutsu: Gouken - Konoha Reppuu (Hand-to-Hand: Iron Fist - Leaf's Violent Wind)

Taijutsu (Strike) [Kick or Punch]

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform requirements:** 2 ranks (DC 13); **Time:** 1 attack action; **Components:** M; **Range:** Touch; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

The user makes a trip attempt that does not provoke an attack of opportunity. If the trip attempt was successful, he gains an attack of opportunity against this opponent. The user suffers a -4 penalty to Learn checks with this technique without the Gouken feat.

Taijutsu: Gouken - Konoha Senpuu (Hand-to-Hand: Iron Fist - Leaf's Spinning Wind)

Taijutsu (Strike) [Kick]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (DC 16); **Time:** 1 full-attack action; **Components:** M; **Range:** Melee Attack; **Target:** Adjacent creatures; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

The user makes an unarmed melee attack against all adjacent creatures. If it hits, the attack deals normal damage, but does not activate feats such as Cleave or Great Cleave when felling an opponent. The user suffers a -4 penalty to Learn checks with this technique without the Gouken feat.

Taijutsu: Gouken - Konoha Shoufuu (Hand-to-Hand: Iron Fist - Leaf's Rising Gust)

Taijutsu (Strike) [Kick or Punch]

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform requirements:** 7 ranks (DC 19); **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

The user makes a single unarmed attack against the creature. If it hits, it deals normal damage and the user makes a single disarm attempt against the target that does not provoke an attack of opportunity. The user suffers a -4 penalty to Learn checks with this technique without the Gouken feat.

Taijutsu: Gouken - Shin Taihouken (Hand-to-Hand: Iron Fist - True Fist Rocket)

Taijutsu (Strike; requires Iwakuzu Taigeki (3), Taihouken (3)) [Kick or Punch]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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 every 4 levels, maximum 8d6. The target must make a Fortitude save to avoid being knocked back 20 feet and fall prone.

The user suffers a -4 penalty to Learn checks with this technique without the Gouken feat.

Taijutsu: Gouken - Taihouken (Hand-to-Hand: Iron Fist - Fist Rocket)

Taijutsu (Strike; Requires Iwakuzu Taigeki (t)) [Kick or Punch]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (DC 16); **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 4.

The user makes a single unarmed melee attack against the target that deals weapon damage plus an additional 1d6 points of damage every 3 levels if it hits (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.

The user suffers a -4 penalty to Learn checks with this technique without the Gouken feat.

Taijutsu: Gouken Ougi - Asa Kujaku (Hand-to-Hand: Iron Fist Secret Skill - Morning Peacock)

Taijutsu (Strike; requires Hachimon Tonkou (f)) [Kick, Maito Gai Hijutsu, Punch]

Rank: 10 (S-Class); **Learn DC:** 26, 6 success; **Perform requirements:** 14 ranks (DC 30); **Time:** 1 full-attack action; **Components:** C, E, M; **Range:** Medium (20 ft. + 10 ft./2 levels); **Effect:** One or more fireball; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3 + 2 per additional fireballs (see text).

This technique is one of the Gouken style's Ougi and was created by Maito Gai of Konoha. The user launches small fireballs from his pumping fists or kicks setting the very air ablaze with the friction caused by the punches.

The user makes a single unarmed attack at his highest attack bonus modified by his Dexterity modifier per fireball. Each fire requires the user to hit the target's touch defense and deals 1d6+1 points of fire damage. The user can throw more than one fireball at any one creature.

The user suffers a -4 penalty to Learn checks with this technique without the Gouken feat.

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).

Taijutsu: Gouken Ougi - Omote Renge (Hand-to-Hand: Iron Fist Secret Skill - Initial Lotus)

Taijutsu (Strike; Requires Kage Buyou (t)) [Konoha Kinjutsu, Kick or Punch]

Rank: 6 (A-Class); **Learn DC:** 21, 6 success; **Perform requirements:** 9 ranks (DC 23); **Time:** 1 full-attack action; **Components:** M; **Range:** Melee attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 8.

This technique is used as a follow-up to Kage Buyou, sending the user and his mark into a deadly spiral at the ground to break the mark's neck.

This technique can only be followed after successfully knocking an enemy airborne with Kage Buyou and following it in the air. The user makes a single unarmed melee attack at his highest attack bonus that deals triple damage on a hit. The attack gains a critical range increment of +1, and forces the target to make a Fortitude save to avoid being stunned for 1d6 rounds. If the opponent was knocked airborne high enough with *Kage Buyou* to

suffer falling damage, it may not make a Tumble check to avoid it.

The target ends up prone after this technique and the user lands in an adjacent square to it. The user becomes Exhausted for the rest of the encounter plus 5 minutes after using this technique, unless he succeeds a Fortitude save (DC 21) to become Fatigued instead.

Taijutsu: Gouken Ougi - Ura Renge (Hand-to-Hand: Iron Fist Secret Skill - Extreme Lotus)

Taijutsu (Strike; Requires Kage Buyou (t)) [Konoha Kinjutsu, Kick or Punch]

Rank: 8 (S-Class); **Learn DC:** 24, 7 success; **Perform requirements:** 12 ranks (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 technique can only be followed after successfully knocking an enemy airborne with Kage Buyou and following it in the air. The user makes an unarmed full-attack action against the target. Each attack deals an additional die of damage not multiplied on a critical hit, and gain a critical range increment of +2.

The target ends up prone after this technique and the user lands in an adjacent square to it. The user becomes Exhausted for the rest of the encounter plus 5 minutes after using this technique, unless he succeeds a Fortitude save (DC 21) to become Fatigued instead. Regardless of the result of the save, the user suffers 1d4 points of temporary Strength damage for 1 hour afterwards.

Taijutsu: Hiken Dachi - Taimetsu Dachi (Hand-to-Hand: Secret Stance - Visceral Destroyer Stance)

Taijutsu (Stance) [Kick or Punch]

Rank: 10 (A-Class); **Learn DC:** 25, 4 success; **Perform requirements:** 13 ranks (DC 27); **Time:** 1 swift action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 8.

The user applies his Strength modifier 1.5 times to damage with unarmed strikes.

Taijutsu: Issen Ougi - Shinbatsu no Souen (Hand-to-Hand: Supreme Skill - Divine Wrath)

Taijutsu (Strike; Requires Epic Technique (Taijutsu: Issen Ougi - Shinbatsu no Souen) (f))

Rank: 15 (Epic); **Learn DC:** 40, 8 success; **Perform requirements:** 23 ranks (DC 45); **Time:** 1 swift action; **Components:** C, M, Mas; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 14.

This technique can only be used when the user is moving at speed rank 5 or higher. 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 twice per day.

Mastery

The third and fifth step of master in this technique allow it to be used an additional time per day each.

Taijutsu: Jiki-uchi (Hand-to-Hand: Opportunity Strike)

Taijutsu (Strike)

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform requirements:** 1 rank (DC 12); **Time:** 1 instant action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

This technique can only be performed when making an attack of opportunity. The attack gains a +2 bonus to attack and damage rolls.

Taijutsu: Juuroku Rendan! (Hand-to-Hand: Sixteen-Hit Combo!)

Taijutsu (Strike; Requires Taijutsu: Ougi - Rendan Kidouki (t)) [Punch]

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (DC 20); **Time:** 1 full-attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 4.

The user strikes at the enemy with powerful blows in quick succession to pound conflict out of him. Some say it is 'the easy way of conflict resolution'.

The user makes three unarmed attacks against a single creature at his highest attack bonus, with a -5 penalty. Each attack deals 2d6 points of damage plus his Strength modifier on a successful hit; if any of the attack hits, the target must make a Fortitude save to avoid being stunned for 1d4 rounds.

This technique can only be used the round following Rendan Kidouki.

Taijutsu: Juuryuu - Rairi Nettou (Taijutsu: Ten-Ton Style - Lightning Plow Cleaver)

Taijutsu (Strike; requires Combat Martial Arts (f) and Juuryuu - Risai Butsu (2)) [Punch]

Rank: 12 (A-Class); **Learn DC:** 26, 4 success; **Perform requirements:** 15 ranks (DC 29); **Saving Throws:** Fortitude partial; **Chakra Cost:** 15.

This simple lariat is executed with such ability and power that the opponent's thoracic cavity threatens to explode under the stress of the blow.

As *Juuryuu - Risai Butsu* except as above and as follow. The user makes an unarmed attack that deals damage as though two size category larger plus 2 damage per active strength ranks. In addition, the target suffers 1d6 points of damage every two levels, up to 10d6. The additional damage can be halved with a Fortitude save.

Mastery

With the third step of mastery in this technique, the target is knocked prone by the attack on a failed Fortitude save.

With the fifth step of mastery in this technique, the additional damage is increased by 2d6, maximum 12d6.

Taijutsu: Juuryuu - Risai Butsu (Taijutsu: Ten-Ton Style - Lariat)

Taijutsu (Strike; requires Combat Martial Arts (f)) [Punch]

Rank: 5 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 6 ranks (DC 18);

Time: 1 attack action; **Components:** M, Mas; **Range:** Melee Attack; **Target:** One creature up to one size category larger; **Duration:** Instantaneous; **Saving Throws:** None;

Chakra Cost: 4.

The user strikes with a devastating lariat at the opponent's throat or upper torso.

This technique can be used as part of a charge. The user makes an unarmed attack that deals damage as though one size category larger, plus 2 damage per active strength rank (maximum +6).

Mastery

With the third step of mastery in this technique, the user can make a trip attempt with the attack without provoking an attack of opportunity.

Taijutsu: Juuryuu Nage - Ganso Bakudan (Taijutsu: Ten-Ton Style Throws - Powerbomb)

Taijutsu (Strike; requires Combat Throw (f)) [Grapple]

Rank: 6 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 7 ranks (DC 19);

Time: 1 attack action; **Components:** M, E; **Range:** Melee Attack; **Target:** One same-size or smaller creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial;

Chakra Cost: 3.

This technique can only be performed when the user is grappling the target. The user makes an opposed grapple check, and slams the target in the ground if it succeeds. The powerbomb deals the user's unarmed attack damage plus 1 point per strength rank and speed rank active (maximum +5).

The target must make a Fortitude save to avoid being staggered for 2 rounds. The target will be prone after being hit by the powerbomb, but no longer grappled.

Empower

The user can spend an additional 1 point of chakra to increase the damage dealt by 1d6, up to a maximum of 4d6.

Taijutsu: Juuryuu Nage - Gokushou Tsuriotoshi (Taijutsu: Ten-Ton Style Throws - Supreme Bodyslam)

Taijutsu (Strike; requires Combat Throw (f) and Juuryuu Nage - Tsuriotoshi (1))

[Grapple]

Rank: 11 (A-Class); **Learn DC:** 25, 4 success; **Perform requirements:** 14 ranks (DC 28); **Target:** One creature one size category larger or smaller; **Chakra Cost:** 12.

As *Juuryuu Nage - Tsuriotoshi* except as above and as follow. The technique can be performed outside of a grapple. The user makes a touch attack and a grapple attempt against the target. If the attempt succeeds, the user initiates a *powerslam* maneuver.

The *powerslam* maneuver can throw up to 20 feet away to increase the damage by 2d6, but otherwise deals unarmed damage plus 6d6. The user does not provoke an attack of opportunity when attempting to grapple in this manner. If the user is already grappling the target, he must succeed an opposed grapple check instead.

Empower

The user can spend an additional 1 point of chakra to increase the damage dealt by 1d6, maximum 1d6 per level or 12d6.

Taijutsu: Juuryuu Nage - Kubiwari Otoshi (Taijutsu: Ten-Ton Style Throws - Super Chokeslam)

Taijutsu (Strike; requires Combat Throw (f) and Juuryuu Nage - Nodowa Otoshi (2))

[Grapple]

Rank: 11 (A-Class); **Learn DC:** 25, 4 success; **Perform requirements:** 14 ranks (DC 28); **Chakra Cost:** 10.

As *Juuryuu Nage - Nodowa Otoshi* except as above and as follow. The technique can be performed outside of a grapple. The user makes a touch attack and a grapple attempt against the target. If the attempt succeeds, the user performs the *super chokeslam*.

The super chokeslam deals the user's unarmed attack as though he was one size category larger, plus 6d6. The target will be knocked unconscious for 2 rounds afterwards, and can make a Fortitude save to be staggered and lose its Dexterity bonus to Defense for 1 round only. The user does not provoke an attack of opportunity when attempting to grapple in this manner. If the user is already grappling the target, he must succeed an opposed grapple check instead.

Empower

The user can spend an additional 1 point of chakra to increase the damage dealt by 1d6, maximum 1d6 per level or 10d6.

Taijutsu: Juuryuu Nage - Nodowa Otoshi (Taijutsu: Ten-Ton Style Throws - Chokeslam)

Taijutsu (Strike; requires Combat Throw (f)) [Grapple]

Rank: 4 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 attack action; **Components:** M, E; **Range:** Melee Attack; **Target:** One same-size or smaller creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 3.

The user grabs his target by the throat and lifts it in the air before slamming it into the ground.

This technique can only be performed when the user is in a grapple with the target. The user makes a grapple check and performs the *choke slam* if he succeeds.

The powerslam deals the user's unarmed attack damage plus 3d6, and the character must make a Fortitude save to avoid losing his Dexterity bonus to Defense until the start of his next turn. The target will be prone after being hit by the *choke slam*, but no longer grappled.

Empower

The user can spend an additional 1 point of chakra to increase the damage dealt by 1d6, up to a maximum of 5d6.

Taijutsu: Juuryuu Nage - Raiga Bakudan (Taijutsu: Ten-Ton Style Throws - Lightning Crash Superbomb)

Taijutsu (Strike; requires Combat Throw (f) and Juryuu Nage - Ganso Bakudan (2)) [Grapple]

Rank: 14 (A-Class); **Learn DC:** 28, 4 success; **Perform requirements:** 17 ranks (DC 31); **Target:** One creature one size category larger or smaller; **Chakra Cost:** 14.

As *Juryuu Nage - Ganso Bakudan* except as above and as follow. This technique can be performed outside of a grapple, but must be done either adjacent to a 10 foot or higher drop or with strength rank 5 or higher active.

The user makes a touch attack and a grapple attempt against the target. If it succeeds, the deals his unarmed attack damage as though one size category larger, plus 1d6 per strength and speed ranks active (maximum 20d6).

The target will be prone and no longer grappled after being hit by the *raiga bakudan*, as well as stunned for 2 rounds. The target can make a Fortitude save to be staggered instead. The user does not provoke an attack of opportunity when attempting to grapple in this manner. If the user is already grappling the target, he must succeed an opposed grapple check instead.

Empower

The user can spend an additional 1 point of chakra to increase the additional damage by 1d6, total maximum 1d6 per level or 20d6.

Taijutsu: Juuryuu Nage - Tsuriotoshi (Taijutsu: Ten-Ton Style Throws - Bodyslam)

Taijutsu (Strike; requires Combat Throw (f)) [Grapple]

Rank: 7 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 9 ranks (DC 22); **Time:** 1 attack action; **Components:** M, E; **Range:** Melee Attack; **Target:** One same-

size or smaller creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

This technique can only be performed when the user is in a grapple with the target. The user makes a grapple check and, if he succeeds, initiates the *powerslam* maneuver.

The *powerslam* can be used to throw the target 5 or 10 feet away and prone, increasing the damage dealt by 1d6, or it can be used to knock the target prone and initiate a *pin*.

Either way, the *powerslam* maneuver deals damage equal to the user's unarmed strike plus 3d6, not multiplied on a critical hit.

Empower

The user can spend an additional 1 point of chakra to increase the damage dealt by 1d6, up to a maximum of 6d6.

Taijutsu: Juuryuugyaku - Rairi Hangeki (Taijutsu: Ten-Ton Style Counters - Thunder Plow Counter)

Taijutsu (Strike; requires Combat Martial Arts (f), Shundou (3) and Juryuu - Rairi Nettou (3)) [Combination, Punch]

Rank: 14 (S-Class); **Learn DC:** 28, 5 success; **Perform requirements:** 18 ranks (DC 34); **Saving Throws:** Fortitude partial; **Chakra Cost:** 18.

This simple lariat is executed with such ability and power that the opponent's thoracic cavity threatens to explode under the stress of the blow.

As *Shundou*, except as above and as below. This technique can only be used to *avoid an attack* and only once per day. The avoidance check is made at a -4 penalty.

If the check is successful, the user makes a *Rairi Nettou* attack against the attacker and instantly moves to the square behind it, relative to the direction of the attack, as per *Shundou* technique.

To determine the CR of the attack avoided, levels of mastery in *Shundou* stack with this technique.

Taijutsu: Keikai-uchi (Hand-to-Hand: Nimble Strike)

Taijutsu (Strike)

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform requirements:** 1 rank (DC 12); **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

The user focuses on a single, efficient and graceful strike.

The user makes a single melee attack against an opponent with a +1 bonus to attack rolls. The user may use his Dexterity modifier in place of his Strength modifier to attack rolls.

using this technique, whichever is higher.

Taijutsu: Kensei no Waza (Hand-to-Hand: Method of Diversion)

Taijutsu (Strike; requires 1 Stance technique)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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 to Learn checks. 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.

Taijutsu: Kijin Rendan (Hand-to-Hand: Fierce God Combo)

Taijutsu (Strike) [Kick or Punch]

Rank: 11 (A-Class); **Learn DC:** 26, 4 success; **Perform requirements:** 14 ranks (DC 28); **Time:** 1 full-attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 14.

The user unleashes a devastating combo, channelling for a moment furious divine wrath.

The user makes an unarmed full-attack action and gains an additional attack at his highest attack bonus, but cannot deal nonlethal damage. Each attack that hits deals damage increased one-step, and are considered two-handed attacks (applying 1.5 times Strength modifier to damage).

Taijutsu: Nagewaza - Dorinage (Hand-to-Hand: Throw Technique - Disarm Throw)

Taijutsu (Strike; requires Combat Throw) [Grapple]

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform requirements:** 3 ranks (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:** None; **Chakra Cost:** 2.

This technique can only be used against an armed target that attacked the user with a melee attack this round or in the previous round, and requires both hands free. The user makes a grapple attempt and throws the target in an adjacent square and prone instead of grappling it. The attempt does not provoke an attack of opportunity and, if successful, allows the user to make a disarm check against the target at a +4 bonus.

Mastery

The first step of mastery allows this technique to be performed against a target who did not attack the user, regardless of the weapon it is holding.

The second step of mastery allows this technique to be performed as a full-round action. The user deals damage equal to his unarmed attack damage on a successful grapple attempt.

The fifth step of mastery allows the user to throw the target 10 feet and prone and the technique to be performed with only one hand free. If the target collides with a solid object, it takes damage as though it had fallen 10 feet (1d6 points.)

Taijutsu: Nagewaza - Osaenage (Hand-to-Hand: Throw Techniques - Pin Throw)

Taijutsu (Strike; requires Combat Throw (f) and base attack bonus +6) [Grapple]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (DC 18); **Time:** 1 full-attack action; **Components:** M, Mas; **Range:** Melee Attack; **Target:** One same-size or one size category smaller creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

This technique can only be used against an armed target that attacked the user with a melee attack this round or in the previous round, and requires both hands free. The user makes a grapple attempt against the target that does not provoke an attack of opportunity. If the attempt succeeds, the user can immediately make a second grapple check to pin the target.

Mastery

The second step of mastery allows this technique to be performed against a target who did not attack the user, regardless of the weapon it is holding.

The third step of mastery allows this technique to be performed with only one hand free.

The fourth step of mastery allows this technique to be performed as an attack action once per day.

The fifth step of mastery allows the user to use this technique against a creature one size category larger.

Taijutsu: Nagewaza - Tobinage (Hand-to-Hand: Throw Technique - Flying Throw)

Taijutsu (Strike; requires Combat Throw) [Grapple]

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform requirements:** 3 ranks (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.

This technique can only be used against a target that missed the user with a melee attack this round or in the previous round, and requires both hands free. The user makes a grapple attempt and instead of grappling the target, the user will throw it up to 10 feet away in any direction except backwards. Upon landing, the creature must make a Reflex save to avoid falling prone. The grapple attempt does not provoke an attack of opportunity.

If the creature collides with a solid object, it takes damage as though it had fallen 10 feet (1d6 points) and suffers a -2 penalty to saving throws to avoid falling prone.

Mastery

The second and fourth steps of mastery in this technique increase the distance a creature can be thrown by 5 feet and the damage it takes when colliding with a solid object as though it had fallen an additional 10 feet.

The second step of mastery allows this technique to be performed as a full-round action. The user deals damage equal to his unarmed attack damage on a successful grapple attempt.

With the fifth step of mastery in this technique, the technique can be initiated against any target, regardless whether or not it missed the user with a melee attack, and requires only one hand free.

Taijutsu: Ougi - Rendan Kidouki (Hand-to-Hand: Secret Skill - Combo Starter) *Taijutsu (Strike)*

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (DC 16); **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

The user focuses his mind and body into a single path and paves the way to ensure the success of his follow-up move.

The user makes a melee touch attack against an opponent. If it hits, the opponent loses his Dexterity bonus to Defense until attacked, as well as its next turn. The subject recovers its Dexterity bonus to defense when next attacked.

The user's next attack or technique must be designated as its main focus and have the subject as the primary target. If the follow-up is a Taijutsu technique, the perform check is automatically a success. If the subject dies or is moved away from the user's direct attack range (for instance, if the target cannot be reached with a 5-foot step or with a free action), the user is unable to take his next turn.

When performing this technique, the user is considered flat-footed until his next action. If the follow-up move is performed in the same round as *Rendan Kidouki*, the subject does

not lose his next turn.

The subject cannot be affected by this technique more than once every 3 rounds.

Taijutsu: Reikatsu (Soul Breaker)

Taijutsu (Strike) [Armed, Kick or Punch]

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform requirements:** 10 ranks (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.

The user makes a single attack with his held weapon at his highest attack bonus. If it hits, it deals normal damage and the target must make a Fortitude save or take 1d4 points of chakra damage.

Taijutsu: Retsugeki Rendan (Hand-to-Hand: Furious Combo)

Taijutsu (Strike; Taijutsu: Ougi - Rendan Kidouki (t)) [Kick or Punch]

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform requirements:** 10 ranks (DC 23); **Time:** 1 full-attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 7.

The user strikes at the target with light, lightning-quick blows.

This technique can only be used during the round following *Rendan Kidouki*. The user makes a full-attack action with his unarmed attacks and gains 2 additional attacks at his highest attack bonus with a -5 penalty. The additional attacks cannot score a critical hit, and the user suffers a -6 penalty to rolls made to confirm a critical hit this round. If either of the two additional attacks connect, the subject must make a Fortitude save to avoid being knocked back 10 feet.

Taijutsu: Sennen Goroshi (Hand-to-Hand: Thousand Years of Pain)

Taijutsu (Strike) [Konoha Hijutsu, Punch]

Rank: 2 (D-Class); **Learn DC:** 14, 2 success; **Perform requirements:** 2 ranks (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.

This technique has deep roots in the ancient and deadly art of Kancho. It is considered the number one most idiotic technique ever created.

The user makes a single unarmed melee attack against a flat-footed target no larger than one size category larger than himself. If it hits, the attack will automatically score a critical hit for nonlethal damage and knock the target prone. A creature immune to critical hits or sneak attack or without discernable anatomy (such as ooze or undeads) is not affected by this technique.

Taijutsu: Shime (Hand-to-Hand: Choke Hold)

Taijutsu (Strike)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

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.

Taijutsu: Shishi Rendan (Hand-to-Hand: Lion Combo)

Taijutsu (Strike; Kage Buyou) [Uchiha Sasuke Hijutsu, Kick]

Rank: 4 (C-Class); **Learn DC:** 17, 3 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 full-attack action; **Components:** M; **Range:** Melee attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

The user makes an unarmed full-attack action against his target. If any of the attacks hit, the user gains a free trip attempt against the target with a +2 bonus per successful attacks. If the trip attempt is successful, the user gains an attack of opportunity against the target that is resolved as though performing the *Taijutsu: Todome* technique.

If this technique was performed as a follow-up to *Kage Buyou*, the trip attempt automatically succeeds and the target lands prone. If it was knocked airborne high enough to suffer falling damage, it cannot make a Tumble check to avoid it. The user lands in a square adjacent to the target.

Taijutsu: Shotei Uchi (Hand-to-Hand: Palm Heel Strike)

Taijutsu (Strike) [Punch]

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform requirements:** 3 ranks (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 that deals normal damage if it hits, and forces the target to make a Fortitude save to avoid being stunned for 1 round. Creatures immune to sneak attack or critical hits are not affected by the stun.

Taijutsu: Shou Ryu Ken (Hand-to-Hand: Dragon Wave Fist)

Taijutsu (Strike)

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 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:** 6.

The user makes an unarmed melee attack that deals normal damage plus an additional 4d4 point of fire damage, and forces the target to succeed a Fortitude save or catch on fire for 1d4 rounds. The additional damage is not multiplied on a critical hit.

Empower

The user may spend an additional point of Chakra to increase the fire damage by one die. The additional damage cannot exceed 10d4.

Taijutsu: Tetsuhaji (Hand-to-Hand: Iron Grasp)

Taijutsu (Strike; Requires Combat Martial Arts (f)) [Punch]

Rank: 6 (A-Class); **Learn DC:** 21, 4 success; **Perform requirements:** 9 ranks (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.

The user makes a single unarmed attack against an adjacent creature. If it hits, the target must make a Fortitude save to decide the result of the attack. On a failed save, the attack deals double damage and grants the user a free grapple attempt that does not provoke an attack of opportunity. On a successful save, the attack deals normal damage and the user applies his Strength modifier 1.5 times.

A creature immune to critical hits or sneak attack only takes damage as though it had succeeded its save on a failed save, but still grants the user a free grapple attempt.

Taijutsu: Todome (Hand-to-Hand: Finishing Blow)

Taijutsu (Strike)

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform requirements:** 1 rank (DC 12); **Time:** 1 attack action; **Components:** M; **Range:** Melee attack; **Target:** One prone creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

This technique can only be used once per encounter on a prone opponent. The user makes a single melee attack with his held weapon or unarmed and, if it hits, deals weapon damage as though one size category larger and gains a +2 bonus to rolls made to confirm a critical hit.

Mastery

The second and fourth step of mastery allow the technique to be used an additional time per encounter.

Taijutsu: Yama-uchi (Hand-to-Hand: Mountain Blow)

Taijutsu (Strike) [Kick or Punch]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (DC 16); **Time:** 1 attack action; **Components:** M; **Range:** Melee attack; **Target:** One creature the same size as the user or smaller; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 2.

The user strikes at the target with a powerful head blow, aiming to knock it down and stun it.

The user makes an unarmed attack that deals normal damage. If it hits, the target must succeed a Fortitude save to avoid being stunned for 1 round and falling prone.

Taijutsu: Yamageri Rendan (Hand-to-Hand: Mountain Kick Combo)

Taijutsu (Strike; requires base attack bonus +6, Taijutsu: Todome (2) and Yama-uchi (1)) [Combination, Kick]

Rank: 4 (C-Class); **Learn DC:** 20, 1 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 full-attack action; **Components:** M; **Range:** Melee attack; **Target:** One creature the same size as the user or smaller; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 3.

The user strikes at the target with a powerful head blow, aiming to knock it down and stun it, and follows up immediately with a devastating finishing blow.

The user makes an unarmed attack that deals normal damage. If it hits, the target must succeed a Fortitude save to avoid being stunned for 1 round and knocked prone. If the target fails its save, the user makes a second unarmed attack at his highest attack bonus with a -5 penalty. If it hits, it deals damage as though the user was one size category larger and gains a +2 bonus to rolls made to confirm a critical hit.

Taijutsu: Yuumai Garyuu (Hand-to-Hand: Courageous Dragon Fang)

Taijutsu (Strike) [Kick or Punch]

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (DC 26); **Time:** 1 full-attack action; **Components:** C, P; **Range:** 0 feet; **Area:** One 10-ft-square in front of the user; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Resistance:** Yes; **Chakra Cost:** 10.

The user makes an unarmed melee touch attack against all creature within the targeted square. If it hits, the attack deals standard unarmed attack damage, plus 2d6 points of piercing damage, 2d6 points of sonic damage and 2d6 point of fire damage. All bonus damage can be halved with a successful Fortitude save, and is not multiplied on a critical hit. Chakra resistance does not affect the unarmed attack portion of this technique.

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 requirements:** 12 ranks (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 is also halved

(approximately 2500 feet).

For every *tajuu kage bunshin* the user creates by means of this technique, he suffers 1d3 points of damage.

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

With the fifth step of mastery in this technique, the user increases the number of clone he can create by 1 per level, in addition to the standard Mastering increase.

Takitsuke (Fire Igniter)

Ninjutsu (Katon) [Fire]

Rank: 1 (E-Class); **Learn DC:** 12, 1 success; **Perform requirements:** 1 rank (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 Resistance:** Yes; **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 requirements:** 8 ranks (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 targeted location; **Duration:** 10 minute/level (D); **Saving Throws:** None; **Chakra Resistance:** Yes; **Chakra Cost:** 3.

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, Wind]

Rank: 14 (S-Class); **Learn DC:** 30, 7 success; **Perform requirements:** 18 ranks (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 Resistance:** No; **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 requirements:** 5 ranks (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 negates; **Chakra Resistance:** Yes; **Chakra Cost:** 4.

This technique serves to reduce the target's speed a great deal. For the duration of this technique, the subject gains a -1 speed ranks penalty on a failed save.

Teiryoku no In (Energy Anchor Seal)

Fuinjutsu (Requires Fuinjutsu or Knowledge (ninja lore) 4 ranks)

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform requirements:** 2 ranks (DC 13); **Time:** 1 minute; **Components:** C, H, F, X; **Range:** Touch; **Target:** One object; **Duration:** 1 day/2 levels; **Saving Throws:** None; **Chakra Resistance:** No; **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 point of chakra, 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: Materials to scribe a small seal. Scribing the seal requires a Fuinjutsu check (DC 17) and does not have to be done by the user. An attempt to craft the seal takes 5 minutes, and a failed check will result in the sealing process failing without the user noticing until the end.

A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Tengukaze (Sudden Gust of Wind)

Ninjutsu (Fuuton) [Wind]

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform requirements:** 3 ranks (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 Resistance:** Yes; **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.

Tenzoizou: Hakushouka (Heaven's Legacy: Searing White Flame)

Ninjutsu (Katon; Requires Chakra Pool 70) [Fire, Lost Hijutsu]

Rank: 14 (Super S-Class); **Learn DC:** 31, 7 success; **Perform requirements:** 19 ranks (DC 39); **Time:** 1 attack action; **Components:** C, H, P; **Range:** 10 feet; **Area:** 5-ft. wide line from the user; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Resistance:** Yes; **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 Hijutsu: Senninriki (t)) [Tsunade Hijutsu]

Rank: 8 (B-Class); **Learn DC:** 22, 4 success; **Perform requirements:** 10 ranks (DC 23); **Time:** 1 attack action; **Components:** C, M; **Range:** 0 feet; **Area:** 20-ft radius burst; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Resistance:** No; **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 requirements:** 6 ranks (DC 18); **Time:** 1 attack action; **Components:** C, M; **Range:** 200 feet; **Target:** One or more creatures; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Resistance:** No; **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 requirements:** 13 ranks (DC 29); **Time:** 1 attack action; **Components:** C, P, M; **Range:** Personal; **Target:** You; **Duration:** Instantaneous or 1 round/level; **Saving Throws:** None; **Chakra Resistance:** No; **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) [Earth, Lost Kinjutsu]

Rank: 11 (S-Class); **Learn DC:** 27, 7 success; **Perform requirements:** 15 ranks (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 damage and become fatigued.

Tetsushin no Jutsu (Heart of Steel Technique)

Ninjutsu [Lost Hijutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 minute; **Components:** C, H, F; **Range:** 5 feet; **Target:** (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Resistance:** No; **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) [Electricity, Kumogakure Kinjutsu]

Rank: 9 (S-Class); **Learn DC:** 25, 7 success; **Perform requirements:** 13 ranks (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 Resistance:** Yes; **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 requirements:** 9 ranks (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 requirements:** 15 ranks (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 negates; **Chakra Resistance:** Yes; **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 (Hand of the Devil)

Ninjutsu (Katon) [Fire, Kinjutsu of All Ninja Villages]

Rank: 13 (A-Class); **Learn DC:** 28, 6 success; **Perform requirements:** 16 ranks (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 Resistance:** Yes; **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) [Electricity, Sonic, Tenshunreiken Clan Hijutsu]

Rank: 11 (A-Class); **Learn DC:** 26, 5 success; **Perform requirements:** 14 ranks (DC 28); **Time:** 1 attack action; **Components:** H, E; **Range:** Melee Touch; **Target:** One creature; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude partial; **Chakra**

Resistance: Yes; **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) or Godai Taigeki (any water) (t); Large-size or larger only) [Water]

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform requirements:** 10 ranks (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 Resistance:** Yes; **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.

Tetsukouu no Jutsu (Iron Rain Technique)

Ninjutsu (Suiton) [Amegakure Hijutsu, Water]

Rank: 7 (B-Class); **Learn DC:** 21, 4 success; **Perform requirements:** 9 ranks (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 Resistance:** No; **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) [Wind]

Rank: 2 (E-Class); **Learn DC:** 13, 1 success; **Perform requirements:** 2 ranks (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 Resistance:** No; **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.

Tobiendan no Jutsu (Soaring Blast Technique)

Ninjutsu (Katon) [Fire]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 move or full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

Using this technique causes the user to fly through the air at his base land speed (or at his run speed, if used as a full-round action) as though flying with a clumsy maneuverability. The user can only fly in a straight line and cannot soar upwards at an angle over 45 degrees. The speed is doubled when moving at an angle greater than 45 degrees downward but lesser than 90 degrees. The user does not suffer falling damage from moving in this manner.

This technique cannot be used more than once every two rounds.

Tobigetsu (Flying Moon)

Ninjutsu (Fuuton; Requires Chakra Control 6 ranks and Tobi Kunai (t)) [Wind]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (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 Resistance:** No; **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 requirements:** 10 ranks (DC 24); **Perform requirements:** 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. Skill threshold does not apply to avoid an attack.

This technique can only be used once per day against an attack from an opponent with a Challenge Rating equal to his level or 10, whichever is lower.

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 CR 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 from a CR up to his level 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 from a CR up to his level 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 from a CR up to his level 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 from a CR up to his level 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 from a CR up to his level or 25, whichever is lower.

Tobikiri Saisei no Jutsu (Greater Rebirth Technique)

Fuinjutsu (Requires Iryou Ninjutsu: Hiken - Katou Saisei (t))

Rank: 14 (Super S-Class); **Learn DC:** 31, 6 success; **Perform requirements:** 19 ranks (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) 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: Materials to scribe a seal in the user's blood. Scribing the seal requires a Fuinjutsu check (DC 29), does not have to be done by the user and takes one seal slot. An attempt to craft the seal takes 15 minutes, and a failed check will result in the sealing process failing without the user noticing until the end.

A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

Tobikomi no Jutsu (Diving Technique)

Ninjutsu (Suiton; Requires Swim speed) [Water]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (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 10 feet and provides a +3 bonus to Swim checks.

Mastery

Every step of mastery increases the speed increases by 5 feet and the bonus by +1, up to 40 feet and +8 to Swim checks.

Togeyomi no Jutsu (Underworld Spine Technique)

Ninjutsu (Requires Bone Weapon (a)) [Kaguya Clan Kinjutsu]

Rank: 7 (A-Class); **Learn DC:** 22, 6 success; **Perform requirements:** 10 ranks (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 damage 1 minute after using this technique. The poison on the bone weapon lasts for 1 attacks per 3 levels.

Tokage no Kawa (Lizard's Skin)

Ninjutsu (Requires Henge no Jutsu (3))

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (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.

Tomegane no Jutsu (Telescope Technique)

Ninjutsu [Sandaime Hokage Hijutsu]

Rank: 14 (Super S-Class); **Learn DC:** 31, 7 success; **Perform requirements:** 19 ranks (DC 39); **Time:** 1 minute; **Components:** S; **Range:** 1000 feet/level; **Effect:** Extends the user's awareness; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Resistance:** No; **Chakra Cost:** 15.

With this technique, the user is able to cast out his chakra to perform remote viewing. 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 equal to his own, 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 remote viewing. Anything the user sees is displayed in the crystal ball.

The user cannot move his awareness to an area impermeated to lingering or foreign chakra and is unable to perform remote viewing in those locations.

The maximum range of the user's awareness is 1000 feet per level. While his "awareness" is away from his body, the user takes a -8 penalty to Listen and Spot checks to notice anything around his own body. Once the technique is cancelled, the penalty will clear after one round. If the duration expires normally, the penalty will clear after 3 rounds and the user will be Fatigued until he takes a short rest.

Material Focus: A crystal ball (Purchase DC 27).

Torihane no Jutsu (Bird's Wing Technique)

Ninjutsu (Fuuton; requires Wind affinity (a) and Sarutobi no Jutsu (2)) [Wind]

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform requirements:** 2 ranks (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) [Earth]

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform requirements:** 1 rank (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).

Touido no Jutsu (Frozen Ground Technique)

Ninjutsu (Hyouton) [Cold]

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform requirements:** 2 ranks (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 negates; **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) [Cold]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 attack action; **Components:** H, X; **Range:** Personal; **Effect:** One weapon; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Resistance:** No; **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 requirements:** 6 ranks (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 requirements:** 4 ranks (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) [Cold]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 attack action; **Components:** C, H; **Range:** 10-feet; **Area:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Resistance:** Yes; **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 requirements:** 1 rank (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 (Strike) [Kaguya Clan Hijutsu]

Rank: 7 (B-Class); **Learn DC:** 21, 4 success; **Perform requirements:** 9 ranks (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:** 7.

The user makes a full-attack action with his bone weapon against any single creature, and gains an additional attack at his highest attack bonus with a -5 penalty. The user gains a +1 bonus to Reflex saves and +1 dodge bonus to Defense for 1 round afterwards.

Tsubame Fubuki (Swallow Storm)

Ninjutsu (Hyouton) [Cold]

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (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 Resistance:** Yes; **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) [Earth]

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform requirements:** 2 ranks (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) [Earth]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 attack action; **Components:** H, X, Mas; **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 Fortify bloodline, and from that source only).

Mastery

With the fifth step of mastery in this technique, the armor doesn't count towards the user's carrying capacity (as though training weights with the appropriate Strength rank).

Expendable Components: 80 pounds of earth, sand, rock or mud nearby.

Tsuchi Yadori no Jutsu (Earth Haven Technique)

Ninjutsu (Doton) [Earth]

Rank: 10 (B-Class); **Learn DC:** 24, 3 success; **Perform requirements:** 12 ranks (DC 26); **Time:** 1 minute; **Components:** C, H, Mas; **Range:** 10 feet; **Target:** 20-ft.-square structure; **Duration:** 1 day/level (D); **Saving Throws:** None; **Chakra Resistance:** No; **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 though without problem. The entrance can be oriented anywhere to the user's chosing, and a cloth can easily be installed to block sight and weak winds.

The shelter has no heating or cooling source beyong natural insulation qualities, but does retain its heat fairly well. Therefore, sources of high heat, such as a fire, are likely to

incomodate 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 projectiles, 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.

Mastery

With the first step of mastery in this technique, the structure can be created as a 30-ft. square.

With the third step of mastery in this technique, the character is able to furnish the structure with basic furniture and conveniences, such as tables, chairs and a fireplace that can be used to cook with, as well as windows and separate rooms.

With the fifth step of mastery in this technique, the structure can be created as a 40-ft. square.

Tsuchihoudan (Earth Destruction Blast)

See *Godai Ransatsu: Shodan Jutsu* technique.

Tsuchiryuu no Jutsu (Earth Dragon Technique)

Ninjutsu (Doton) [Earth]

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform requirements:** 10 ranks (DC 23) (see text); **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 Resistance:** Yes; **Chakra Cost:** 5 (small) or 9 (medium) or 13 (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+1 points of earth damage to creatures in a 5-ft. square. All damages caused by a dragon of any size can be halved with a successful Reflex save.

A Medium dragon costs 10 points of Chakra, has a Medium range (20 ft. + 10 ft./2 levels) and deals 6d6+3 points of earth damage to creatures in a 10-ft. square and increases the perform requirements by 1.

A Large dragon has a Long range (30 ft. + 15 ft./2 levels) and deals 9d6+5 points of earth damage to creatures in a 15-ft. square and increases the perform requirements by 3.

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 requirements:** 11 ranks (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 Resistance:** Yes; **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" Elite or a Paragon, it cannot be summoned again for 1 day.

Tsuiraimou no Jutsu (Tracking Thunder Web Technique)

Ninjutsu (Raiton) [Electricity]

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform requirements:** 10 ranks (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 Resistance:** Yes; **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)) [Fire, Lost Hijutsu]

Rank: 10 (A-Class); **Learn DC:** 25, 5 success; **Perform requirements:** 13 ranks (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 Resistance:** Yes; **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 requirements:** 12 ranks (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 requirements:** 2 ranks (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 poisons for 1 minute.

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 (a)) [Uchiha Kinjutsu]

Rank: 12 (Super S-Class); **Learn DC:** 29, 8 success; **Perform requirements:** 17 ranks (DC 37); **Time:** 1 attack action; **Components:** C, H, E, Mas; **Range:** Personal; **Target:** You; **Duration:** 1 round/level or until discharged (D); **Saving Throws:** Will partial (see text); **Chakra Resistance:** Yes (see text); **Chakra Cost:** 8.

This technique combines the time/space properties of the mangekyou sharingan with a powerful illusion that can inflict lasting mental and physical damage. To use this technique, the user's Mangekyou Sharingan must be active.

The user's gaze is empowered with Tsukuyomi for 1 round per level or until it affects his chosen target. The target is taken to an illusory realm instantly for a duration of 1 or more day, where the user can exchange information with the subject, or mentally and physically torture it endlessly. While in the illusory world, the user and his target do not need to breathe, eat, drink or sleep (although the user can give the subject the illusion that it is starving as a method of torture).

The illusion appears to last for 1 day per 6 points of chakra spent on the technique (maximum 4 days), but in reality lasts for a short moment. The target will be stunned for 1 round after waking from the illusion (Will negate).

Messenger: The user is able to converse with the subject normally while in the illusory world. The subject will suffer no aftereffect after waking from this illusion.

Torture: The subject will undergo extreme torture either at the hand of the user or an illusion of his choosing, either physical or mental, or both. A message can still be relayed, but the illusion is incredibly taxing for both the user and even more so the subject. The subject's perception of time is heavily distorted during torture, both because of the user's control and because of the madness it causes; a day under torture may very well feel like a week.

Each day under this illusion deals the subject 1d4+2 points of permanent Wisdom damage, negated by a successful Will save. Regardless of the result of the save, the subject will suffer 4d6 points of damage, plus 1d6 points of damage each round for 1 round afterwards, cumulative for each additional day. The Wisdom damage can only be

healed by a character 16th level or higher, or with 8 or more levels in the medical specialist advanced class.

Similarly, the user suffers 1 point of mangekyou sharingan blindness if the technique lasts longer than a day. Each day after the third increases the mangekyou sharingan blindness by 6 points, up to a total of 7 for 4 full days.

If the subject's Wisdom score is reduced to 0, it will fall in a coma and remain unconscious until its Wisdom score is brought back to 1 or higher. If the subject's Wisdom score wasn't reduced to 0, the permanent Wisdom damage is removed after 24 hours but the subject suffers 1d4 points of temporary Intelligence and Charisma damage from the debilitating torture.

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. A creature with the Sharingan Eye bloodline active gains a bonus to the saving throw equal to its Sharingan Eye ability bonus.

This technique can only be learned if selected by the user when taking the Mangekyou Sharingan feat. The user gains a +4 bonus to checks made to overcome chakra resistance.

Empower

The user can increase the technique's Chakra Cost by 6 to increase the base duration by 1 day.

Mastery

With the fifth step of mastery in this technique, the maximum number of days the technique can last increases to 5. The fifth day increases the mangekyou sharingan blindness by 6 points also.

Tsunami no Jutsu (Tidal Wave Technique)

See *Godai Ransatsu: Sandan Jutsu* technique.

Tsutakazura Genzou no Jutsu (Illusionary Vines Technique)

Genjutsu

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (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 Resistance:** Yes; **Chakra Cost:** 3.

By means of this technique, the user is able to make one creature per character level believe 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)) [Fire]

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform requirements:** 1 rank (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 Resistance:** Yes; **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 Moujū Aishō (t) and Shikakū no Jutsu (t)) [Inuzuka Hijutsu]

Rank: 4 (C-Class); **Learn DC:** 17, 3 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 full-attack action; **Components:** M, Mas; **Range:** Charge; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

This technique can only be used while in *Shikakū no Jutsu* state or with the Feral Combat class ability, with enough space between the user and his opponent to execute a Charge.

The user makes a charge with his claw or feral combat attack at his highest attack bonus. If it hits, the attack deals normal damage but he adds his Strength modifier to damage twice.

The user also ignores 5 points of hardness from objects when using this technique. An animal companion may execute this technique only in *Jūjūin 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 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 requirements:** 4 ranks (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 Resistance:** No; **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)

Fuinjutsu (Advanced Seal)

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (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 Resistance:** No; **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 requirements:** 10 ranks (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 requirements:** 2 ranks (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)) [Water]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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.

The user gains the effects of the *Tadayou* technique and may use the *Issui Suberi no Jutsu* technique without needing to make a check. The user also gains the Speed rank 1 extraordinary ability and as long as he remains standing on water. The user immediately ends if the user steps on dry land.

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.

Utsusemi no Jutsu (Projection Technique)

Ninjutsu

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform requirements:** 3 ranks (DC 14); **Time:** 1 attack action; **Components:** S; **Range:** Medium (20 ft. + 10 ft./2 levels); **Duration:** 1 round; **Saving Throws:** None; **Chakra Resistance:** No; **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.

Uzukaze Rengeki (Swirling Wind Strikes)

Taijutsu (Strike)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 full-attack action; **Components:** C, M, P; **Range:** Personal; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

The user spins upon himself as he moves forward, creating the entrancing effect of a swirling dance of death.

The user is able to move his full movement distance as part of this technique. Because of his spinning movements, he gains a +4 deflection bonus to defense against attacks of opportunity provoked from moving through a threatened area.

As he moves, he may make an attack against one creature every two levels (maximum 5), but cannot strike the same creature more than once. The attack cannot score a critical hit, and he must make at least a 5-ft. movement in-between each attacks. The target must make a Spot check (DC 10) to avoid losing its dexterity bonus to Defense against the user's attack, but the user cannot apply sneak attack damage while using this technique.

The user must make a Fortitude save (DC 11+2 per attacks dealt) after using this technique to avoid being nauseated for 1 round.

Uzumaki Naruto Rendan (Uzumaki Naruto Combo)

Taijutsu (Strike; Requires Kage Bunshin no Jutsu (t)) [Uzumaki Naruto Hijutsu]

Rank: 5 (A-Class); **Learn DC:** 20, 5 success; **Perform requirements:** 8 ranks (DC 22); **Time:** 1 full-attack action; **Components:** C, M; **Range:** Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

This technique can only be executed with 4 physical clones (typically *kage bunshin*) adjacent to the target. Each clone's action is also used as part of this technique.

Each physical clone makes an unarmed attack at its highest attack bonus to knock the target airborne 5 feet per successful hit. Once the target is airborne, it is denied its Dexterity bonus to Defense against further attacks. If the target is out of reach, it must succeed a Jump check (DC varies) to make its attack roll.

The user makes a leaping strike against the airborne target, gaining a +4 circumstance bonus to Jump check per aiding clone (maximum +20). If the user succeeds in reaching the target, he makes an unarmed attack at his highest attack bonus that deals double damage and sends the target crashing towards the ground. The target takes falling damage as though it had fallen 20 feet, regardless of the actual height of the fall (2d6 points.)

The user cannot have more than 8 clones knocking the target airborne prior to his attack. 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.

Yaibaki no Kuchiyose (Blade Spirit Summoning)

Ninjutsu (Spacetime) [Summoning]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (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 Resistance:** No; **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	Longsword	2	Ninja-to	2
Battleaxe	2	Kama	1	Nunchaku	1
Chisa-gatana	1	Katana	2	Quarterstaff	3
Daigama	2	Katana, large	3	Scythe	4
Daikunai	2	Knuckle Blade	1	Shortsword	1
Dagger	1	Kodachi	1	Spear	3
Double katana	3	Kunai	1	Sabre	2
Fullblade	4	Kunai, curved	1	Spiked Greatmace	3
Greatsword	3	Kusari-gama	3	Tessen	1
Hansori	2	Naginata	2	Wakizashi	1

Expendable Component: This technique requires a *summoning scroll*, either lesser or

greater, that does not belong to any bloodpact. If such a scroll is not used, the skill threshold and perform DC increase by 10.

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 requirements:** 8 ranks (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 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) [Earth]

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform requirements:** 11 ranks (DC 25); **Time:** 1 attack action; **Components:** H; **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 Resistance:** No; **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.

Yondan Jouryoku (Rank Four Strength)

Training (Taijutsu; Requires Strength rank 3 (a), Taijutsu 11 ranks, Taijutsu Adept (f) and Training (f))

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Components:** X, Mas.

The character gains the Strength rank 4 extraordinary ability.

Mastery

At the fifth step of mastery, the character may activate his strength rank 4 ability for up to 5 rounds every day without paying chakra. The ability does not need to be used 5 rounds

in a row, but begins to cost chakra after the fifth round. This does not stack with mastery granted by other Strength rank training techniques.

Expendable Components: Muscle Growth: Type I drug.

Yondan Kousoku (Rank Four Speed)

Training (Taijutsu; Requires Speed rank 3 (a), Taijutsu 11 ranks, Taijutsu Adept (f) and Training (f))

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Components:** X, Mas.

The character gains the Speed rank 4 extraordinary ability.

Mastery

At the fifth step of mastery, the character may activate his speed rank 4 ability for up to 5 rounds every day without paying chakra. The ability does not need to be used 5 rounds in a row, but begins to cost chakra after the fifth round. This does not stack with mastery granted by other Speed rank training techniques.

Expendable Components: Muscle Growth: Type I drug.

Youso Fuuin no Jutsu (Element Seal Technique)

Fuinjutsu

Rank: 1 (C-Class); **Learn DC:** 14, 2 success; **Perform requirements:** 2 ranks (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 Resistance:** No; **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). The skill threshold increase by 1 every 2 ranks of the sealed technique. 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)

Training (Ninjutsu; Requires Demonic subtype, Strength rank 1 and Vile Technique (f)) [Evil, Lost Kinjutsu]

Rank: 5 (B-Class); **Learn DC:** 19, 5 success.

The character gains the Strength rank 2 extraordinary ability. Each day spent training deals the character 1d4 points of damage per level, recovered automatically after 8 hours of rest.

Youton: Ibara no Kanmuri (Demonic Release: Crown of Thorns)

Ninjutsu [Evil, Lost Kinjutsu]

Rank: 8 (S-Class); **Learn DC:** 24, 7 success; **Perform requirements:** 12 ranks (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 Resistance:** Yes; **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 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 requirements:** 4 ranks (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 requirements:** 5 ranks (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 Resistance: Yes; **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 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)

Training (Ninjutsu; Requires Demonic subtype and Vile Technique (f)) [Evil, Lost Kinjutsu]

Rank: 3 (C-Class); **Learn DC:** 16, 4 success.

The character gains the Strength rank 1 extraordinary ability. Each day spent training deals the character 1 point of damage per level, recovered automatically after 8 hours of rest.

Youton: Ou no Me (Demonic Release: Eye of the Emperor)

Ninjutsu [Evil, Lost Kinjutsu]

Rank: 6 (A-Class); **Learn DC:** 21, 6 success; **Perform requirements:** 9 ranks (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 Resistance: Yes; **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 chakra, up to 1d8 per level or 12d8. Each die of damage caused by the technique deals 1d4 points of 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)

*Training (Ninjutsu; Requires Demonic subtype, Strength rank 2 and Vile Technique (f))
[Evil, Lost Kinjutsu]*

Rank: 7 (A-Class); **Learn DC:** 22, 6 success.

The character gains the Strength rank 3 extraordinary ability. Each day spent training deals the character 1d6 points of damage per level, recovered automatically after 8 hours of rest.

Yuki Bunshin no Jutsu (Snow Replication Technique)

Ninjutsu (Hyouton) [Cold, Kumogakure Kinjutsu]

Rank: 5 (B-Class); **Learn DC:** 19, 5 success; **Perform requirements:** 7 ranks (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 -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 one-half again as much fire damage.

A *yuki bunshin* may not stray further than 1 mile from the user, although if it is not within 100 feet of the source it was created from, it suffers a -1 penalty to attack rolls and skill checks. 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

With the fifth step of mastery, 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 requirements:** 3 ranks (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) [Cold]

Rank: 13 (Super S-Class); **Learn DC:** 30, 6 success; **Perform requirements:** 18 ranks (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)

Fuinjutsu [Kinjutsu of All Ninja Villages]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform requirements:** 19 ranks (DC 39); **Time:** 30 minutes; **Components:** C, H, X, XP; **Range:** Melee Touch; **Target:** One willing creature; **Duration:** 1 hour/level; **Saving Throws:** None; **Chakra Resistance:** Yes; **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 and a willing participant, henceforth referred to as the subject, join together to make one being.

The user gains a bonus to his ability score equal to the subject's ability score modifier, a +1 inherent bonus to attack rolls every 4 levels of the subject, a +1 inherent bonus to Defense every 5 levels of subject, as well as a +1 bonus chakra and +1 bonus reserve every 2 levels of the subject. (For example, a level 13 participant with a Strength score of 15 would grant a +2 bonus to the user's Strength score, +3 bonus to attack rolls, +2 bonus to defense, and +6 bonus chakra and reserves).

The user gains all of the subject's techniques and skills, speed ranks, strength ranks, power units and power ranks. These benefits do not stack, however; use whichever participant has the most ranks in the skill, the most steps of mastery in the technique or the better speed or strength rank.

Additionally, the user gains any extraordinary or supernatural abilities possessed by the subject, and benefits from any template and bloodline the subject may have using his the subject's character level as a base, although he may only manifest one bloodline power at any given time.

If the user falls unconscious or fails a massive damage save while the technique is still active, it ends prematurely and both the user and the subject are separated in adjacent squares. When the technique ends, both the user and the subject suffer from any of the following conditions, if experienced during the fusion: death, chakra depletion, ability damage and ability drain, chakra coil damage, tenketsu damage, or any spell, technique or power effect with a duration that is still in effect. Furthermore, then the technique ends, both the user and the subject become exhausted and suffer one-half their maximum hit points and chakra in damage and chakra damage respectively, although this damage cannot reduce either participants below 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:* Materials to scribe a seal in the user and the recipient's mixed blood. Scribing the seals each require a Fuinjutsu check (DC 39), does not have to be done by the user and takes one seal slot. An attempt to craft each seal takes 10 minute, and a failed check will result in the sealing process failing without the user noticing until

the end.

A Fuinjutsu check with the same difficulty class can be attempted to confirm the seal was crafted successfully (cannot be retried).

XP Cost: 2,000 XP.

Yutsuba no Jutsu (Oily Spit Technique)

Ninjutsu (Suiton) [Water]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (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 Resistance:** No; **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) [Wind]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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 Resistance:** Yes; **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 requirements:** 4 ranks (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; requires Chakra Control 12 ranks)

Rank: 8 (S-Class); **Learn DC:** 24, 5 success; **Perform requirements:** 12 ranks (DC 28); **Time:** 1 attack action; **Components:** C; **Range:** Melee Touch; **Target:** One creature; **Duration:** 1 round/level (D); **Saving Throws:** Fortitude negates; **Chakra Resistance:** Yes; **Chakra Cost:** 6.

The target is paralyzed for the duration of the technique on a failed save, or until it suffers 1 point of damage per level of the user. It will still be able to breathe, but will no longer to perform actions such as flying or swimming (and thus may fall or drown).

Zettai Bougyo (Total Defense)

Taijutsu (Stance)

Rank: 1 (D-Class); **Learn DC:** 13, 1 success; **Perform requirements:** 1 rank (DC 12); **Time:** 1 move-equivalent action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Stance; **Saving Throws:** None; **Chakra Cost:** 1.

While in this stance, the user is always in 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 overlapses them.

This stance can only be entered once per encounter and is broken when the user leaves total defense.

Mastery

The second and fourth steps of mastery allow this stance to be used an extra time per encounter.

Zentenkou no Waza (Weather-proof Technique)

Ninjutsu (Requires Unki Tate no Jutsu (2))

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (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.

Zokuyuuin no Jutsu (Crowd Enticement Technique)

Genjutsu (Compulsion; requires Bluff or Diplomacy 9 ranks) [Language-Dependant, Mind-Affecting]

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform requirements:** 10 ranks (DC 24); **Time:** 1 attack action; **Components:** C, S, E; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** Charms one creature (see text); **Duration:** 30 minutes/level (D); **Saving Throws:** Will negates; **Chakra Resistance:** Yes; **Chakra Cost:** 4.

This technique creates a sound-based illusion that enables the user to charm a creature that can hear and understand the user clearly, and whose Hit Dice does not exceed the user's level. Any targets currently being attacked by the user or his allies receive a +5 circumstance bonus to the saving throw.

The user does not gain control of the charmed subjects, but instead makes them perceive his words in the most favorable way. While the user cannot control a charmed subject's actions, he can attempt to give it orders by succeeding an opposed Charisma check. The charmed subject will never obey suicidal or obviously harmful orders, but can be convinced that something very dangerous is worth doing. The user cannot normally retry a Charisma check to convince the subjects to obey (the user can't retry). A charmed subject never obeys suicidal or obviously harmful orders. Any act by the user or his allies that threaten a charmed subject breaks the effect over them.

All subjects must speak the user's language to communicate and obey commands.

Empower

The user can spend 2 chakra to charm an additional creature within range, up to a maximum of 1 creature every 2 levels.

Hachimon Tonkou

In the following section of the technique's chapter, you will find the techniques directly related to the eight celestial gate.

Kai-mon Kai (Initial Gate Release)

Hachimon Tonkou (Kai-mon)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Time:** 1 attack action; **Components:** C, Mas; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None.

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. The user can no longer suppress his chakra signature.

Each round the technique is maintained, the user suffers 2 points of 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 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)

Hachimou 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 user takes 3 chakra damage.

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 the technique.

Mastery

The first, third and fifth steps of mastery increase the fast healing by 1.

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.

With the fifth step of mastery in this technique, the user only takes 2 points of chakra damage each round the Heal Gate is open.

Sei-mon Kai (Life Gate Release)

Hachimou 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. The user can no longer suppress his chakra signature, which effectively increases by 1 step. He gains 8 temporary chakra.

Each consecutive use of any Gate-release Hachimon Tonkou technique within a 24 hours period reduces the temporary chakra granted by opening a Gate by one-half.

Each round the technique is maintained, the user suffers 4 points of 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 the technique.

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.

With the fifth step of mastery in this technique, the user suffers only 3 points of damage each round the Life Gate is open.

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.

The user opens the fourth celestial gate, the Harm Gate. His strength, agility, speed and reaction times are increased to extreme levels under its effects.

Same as *Kai-mon Kai* except as noted above and as follow. The user gains a +6 enhancement bonus to Strength and Dexterity scores, and his land speed increases by 20 feet. He can no longer suppress his chakra signature, which effectively increases 2 steps. He gains 12 temporary chakra as well as a +4 bonus to Initiative, Balance, Climb, Jump, Swim and Tumble checks.

Each consecutive use of any Gate-release Hachimon Tonkou technique within a 24 hours period reduces the temporary chakra granted by opening a Gate by one-half.

Every round the gate is maintained, the user suffers 5 points of damage at the start of his turn. When the technique ends, the user must suffer a Fortitude save (DC 20) or be exhausted for the rest of the encounter, plus 10 minutes. If the Harm Gate was opened for 2 rounds or longer, the user takes a -2 penalty to all ability scores for 24 hours once the gate closes.

The user is still fatigued until the end of the encounter on a successful save. The user can only perform this technique while under the effects of *Sei-mon Kai* or with sufficient degree of mastery in the technique.

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.

With the fifth step of mastery in this technique, the user suffers a maximum of 4 points of Strength damage from opening the Harm Gate, which recovers fully after 8 hours of rest, and suffers only 4 points of damage each round the gate is open.

To-mon Kai (Limit Gate Release)

Hachimou 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 gains a +8 enhancement bonus to Strength and Dexterity scores, and his land speed increases by 30 feet. He can no longer suppress his chakra signature, which effectively increases 2 steps. He gains 16 temporary chakra as well as a +4 bonus to Initiative, Balance, Climb, Jump, Swim and Tumble checks.

Each consecutive use of any Gate-release Hachimou Tonkou technique within a 24 hours period reduces the temporary chakra granted by opening a Gate by one-half.

Each round the technique is maintained, the user suffers 6 points of damage. If the Limit Gate was opened for 2 rounds or longer, the user takes a -4 penalty to all ability scores for 24 hours once the gate closes. The user must make a Fortitude save (DC 25) or become exhausted for the rest of the encounter plus 30 minutes.

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.

With the fifth step of mastery in this technique, the user only suffers 5 points of damage per round and a -2 penalty to ability scores after using the Limit Gate.

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 gains a +8 enhancement bonus to Strength and Dexterity scores, and his land speed increases by 30 feet. He can no longer suppress his chakra signature, which effectively increases 2 steps. He gains 20 temporary chakra.

Each round the View Gate is active, the character gains 3 temporary chakra.

Each consecutive use of any Gate-release Hachimon Tonkou technique within a 24 hours period reduces the temporary chakra granted by opening a Gate by one-half.

The user takes 7 points of damage each round the technique is maintained. If the View Gate was opened for 2 rounds or longer, the user takes a -6 penalty to all ability scores for 24 hours once the gate closes as well as suffer half again as much damage from all sources for 1 minute (+50%). The user must succeed a Fortitude save (DC 28) or have his hit points reduced to 0 and become exhausted. 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.

With the fifth step of mastery in this technique, the user only suffers 6 points of damage per round and a -2 penalty to ability scores after using the View Gate, and does not suffer additional damage after afterwards.

Kyo-mon Kai (Wonder Gate Release)

Hachimon Tonkou (Kyo-mon; Requires Kei-mon Kai (t))

Rank: 14 (S-Class); **Learn DC:** 30, 5 success; **Time:** 1 full-round action; **Components:** C, P, Mas.

The user releases the Wonder Gate with so much power that nearby creatures are buffeted away.

Same as *Kai-mon Kai* except as noted above and as follow. Adjacent creatures take 1d10 points of force damage and are pushed back by the mere opening of the Wonder Gate. Huge creatures are pushed back 10 feet, Large creatures 20 feet, Medium-size or smaller creatures 30 feet. Gargantuan or larger creatures are unaffected.

The user gains a +10 enhancement bonus to Strength and Dexterity scores, and his land speed increases by 30 feet. He gains 24 temporary chakra and a +8 bonus to Initiative, Balance, Climb, Jump, Swim and Tumble checks. The user becomes shrouded with a cloud of chakra like a roaring flame, and can no longer suppress his chakra signature, which effectively increases 2 steps, and automatically fails hide checks while the Wonder

Gate is open.

Each consecutive use of any Gate-release Hachimon Tonkou technique within a 24 hours period reduces the temporary chakra granted by opening a Gate by one-half.

The user takes 8 points of damage each round the technique is maintained. If the Wonder Gate was opened for 2 rounds or longer, the user will suffer a -8 penalty to all ability scores for 24 hours once the gate closes, as well as suffer half again as much damage from all sources for 1 minute (+50%). He must also succeed a Fortitude save (DC 30) or be exhausted for the rest of the encounter plus 1 hour.

The user can only perform this technique while under the effects of *Kei-mon Kai* or with sufficient degree of mastery in it.

Mastery

With the fifth step of mastery in this technique, the user only suffers 7 points of damage per round and a -4 penalty to ability scores after using the Wonder Gate, and does not suffer additional damage afterwards.

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 requirements:** —; **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.

Shuugyou: Renge Henshou (Training: The Lotus Blooms Twice)

Training (Taijutsu; requires Initiate of the Eight Celestial Gates (f))

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Components:** Mas.

When the user suffers an ability score penalty from using a *Hachimon Tonkou* technique of sufficient rank for 2 rounds or longer, he may spend 3 points of chakra to reduce the penalty by 1 (up to 2).

Mastery

The first, third and fifth steps of mastery increase the maximum amount the penalty can be reduced to 4, 6 and 8 respectively.

Hyuuga Ryu: Kai-mon Gouin (Hyuuga Style: Initial Gate Forceful Release)

Taijutsu (Strike; Requires Hyuuga Ryu: Jyuken - Nidan Dachi (t)) [Hyuuga Hijutsu]

Rank: 11 (A-Class); **Learn DC:** 26, 5 success; **Perform requirements:** 14 ranks (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 (Strike) [Armed]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (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) [Kick or Punch]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (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 (Strike) [Armed, Electricity]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 Resistance:** Yes; **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 (Strike; Requires Shinmei Ryu - Raimaken (t) and Chakra Control 12 ranks) [Armed, Electricity]

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (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 Resistance:** Yes; **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 (Strike) [Armed]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (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 (Strike; Requires Shinmei Ryu - Zanganken (t) and Chakra Control 8 ranks) [Armed]

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (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 (Strike; Requires Seishou Bakuha (t)) [Armed, Force]

Rank: 5 (C-Class); **Learn DC:** 18, 2 success; **Perform requirements:** 6 ranks (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 Resistance:** Yes; **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 (Strike; Requires Shinmei Ryu - Zanmaken (t) and Chakra Control 11 ranks) [Armed, Force]

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform requirements:** 10 ranks (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 Resistance:** Yes; **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 (Strike)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 full-round action; **Components:** M; **Range:** Melee Attack; **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) *[Armed]*

Taijutsu (Strike; Requires any 4 Shinmei Ryu techniques and Taijutsu 12 ranks)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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) *[Armed]*

Taijutsu (Strike; Requires Seishou Bakuha (t) and Shinmei Ryu - Sen - Zankuusen (t))

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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 (Strike; Requires Shinmei Ryu - Sen - Zankousen (t) and Chakra Control 9 ranks) [Armed, Force]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 full-attack action; **Components:** C, M; **Range:** 15 feet; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Resistance:** Yes; **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 (Strike; Requires Seishou Bakuha (t)) [Armed, Force]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 attack action; **Components:** C, M; **Range:** 15 feet; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Resistance:** Yes; **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 - Zankousen (Voice of Heaven Style - Flash - Severing Air Flash)

Taijutsu (Strike; Requires Seishou Bakuha (t))[Force]

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform requirements:** 3 ranks (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 Resistance:** Yes; **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 (Strike; Requires Shinmei Ryu - Sen - Zankuusen (t)) [Force]

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform requirements:** 7 ranks (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 Resistance:** Yes; **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 (Strike; Requires Shinmei Ryu - Sen - Zankuusen Kai (t) and Chakra Control 12 ranks) [Force]

Rank: 9 (B-Class); **Learn DC:** 23, 3 success; **Perform requirements:** 11 ranks (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 Resistance:** Yes; **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 (Strike; Requires Shinmei Ryu - Ken - Zanmaken Ni no Tachi (t) and Chakra Control 15 ranks) [Armed, Force]

Rank: 9 (S-Class); **Learn DC:** 25, 5 success; **Perform requirements:** 13 ranks (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 Resistance:** Yes; **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 (Strike; Requires Shinmei Ryu - Sen - Zankuusen (t) and Taijutsu 10 ranks)

Rank: 5 (A-Class); **Learn DC:** 20, 4 success; **Perform requirements:** 8 ranks (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 (Strike) [Force, Punch]

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (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 Resistance:** Yes; **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 (Strike) [Force, Punch]

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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 Resistance:** Yes; **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 - Zanzashou Ni no Tachi (Voice of Heaven Style - Palm - Double Impact Demon Crushing Palm)

Taijutsu (Strike; Requires any 6 Shinmei Ryu techniques and Chakra Control 12 ranks) [Force, Punch]

Rank: 5 (S-Class); **Learn DC:** 21, 5 success; **Perform requirements:** 9 ranks (DC 25); **Time:** 1 full-attack action; **Components:** C, M; **Range:** Touch; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Resistance:** Yes; **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 - Zan - Hienbattou Kasumikiri (Voice of Heaven Style - Killing Technique - Flying Sparrow Mist Strike)

Taijutsu (Strike) [Armed]

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (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 skill threshold and 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 (Strike; Requires 3 or more Shinmei Ryu - Ken or Zan) [Armed]

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (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 (Strike) [Armed]

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform requirements:** 10 ranks (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 (Strike) [Armed]

Rank: 4 (B-Class); **Learn DC:** 18, 3 success; **Perform requirements:** 6 ranks (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 (Strike; Requires 2 or more Shinmei Ryu - Ken techniques and Chakra Control 15 ranks) [Armed, Electricity]

Rank: 12 (A-Class); **Learn DC:** 27, 4 success; **Perform requirements:** 15 ranks (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 Resistance:** Yes; **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 hits, said following attack deals 4d8 points of electricity damage and 4d8 points of force damage to all creature and inattentive 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 (Strike; Requires 6 or more Shinmei Ryu techniques and Chakra Control 14 ranks) [Aoyama Motoko Hijutsu, Armed, Force]

Rank: 9 (A-Class); **Learn DC:** 24, 5 success; **Perform requirements:** 12 ranks (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 Resistance:** Yes; **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: Iaido / Battoujutsu (Art of Sword Draw)
- Kenjutsu: Kiritsuki / Hiten Mitsurugi Ryu - Ryu Mou Sen (Hiten Mitsurugi Style - Fierce Dragon Flash)
- Kenjutsu: 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 (Strike; Requires base attack bonus +2)

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform requirements:** 3 ranks (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 skill threshold and perform DC by 5. 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 (Strike; Requires Kenjutsu Ougi - Iaido (4))

Rank: 4 (D-Class); **Learn DC:** 16, 1 success; **Perform requirements:** 4 ranks (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 base attack bonus +6, Speed rank 3, Hiten Mitsurugi Ryu - Shi Ryu Sen (3))

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 (Strike; Requires Tumble 6 ranks)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 attack action or 1 instant action; **Components:** M, F, Mas; **Range:** Melee Attack; **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.

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 (Strike; Requires Tumble 10 ranks and Hiten Mitsurugi Ryu - Ryu Kan Sen (1))

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (DC 22);

Time: 1 attack action or 1 instant action; **Components:** M, F; **Range:** Melee Attack;

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 (Strike; Requires Speed rank 2, Kenjutsu Ougi - Iaido (3) and Hiten Mitsurugi Ryu - Ryu Kan Sen (3))

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform requirements:** 11 ranks (DC 25); **Time:** 1 full-attack action; **Components:** M, F, Mas; **Range:** Melee Attack; **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 (Strike; Requires Speed rank 2 and any 3 Hiten Mitsurugi techniques)

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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, hiansori or large katana.

Hiten Mitsurugi Ryu - Ryu Shou Sen (Hiten Mitsurugi Style - Rising Dragon Flash)

Taijutsu (Strike; Requires Second step of Mastery in any 2 Hiten Mitsurugi techniques)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 attack action; **Components:** M, F; **Range:** Melee Attack; **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 (Strike; Requires Proficiency in Katana or Large Katana)

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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 (Strike; Requires Speed rank 1 and Hiten Mitsurugi Ryu - Ryu Sou Sen (2))

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **Perform requirements:** 9 ranks (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 (Strike; Requires base attack bonus +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 requirements:** 11 ranks (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 (Strike; Requires Jump 6 ranks and Daichouyaku no Jutsu (t))

Rank: 6 (C-Class); **Learn DC:** 19, 2 success; **Perform requirements:** 7 ranks (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 skill threshold and perform DC by 8.

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 (Strike; Requires Jump 6 ranks and Hiten Mitsurugi Ryu - Ryuutsuisen (3))

Rank: 9 (A-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 12 ranks (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 skill threshold and perform DC by 8.

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 base attack bonus +2 and Speed rank 1 (a))

Rank: 3 (D-Class); **Learn DC:** 15, 1 success; **Perform requirements:** 3 ranks (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 (Strike; Requires Kenjutsu Ougi - Iaido (2))

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 (Strike; Requires Kenjutsu Ougi - Iaido (4) and Hiten Mitsurugi Ryu - Sou Ryu Sen (1))

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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 skill threshold and perform DC by 8. If he cannot meet the new perform requirements

but succeeds the unaltered ones, the technique carries on 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 (Strike; Requires Third Step of Mastery in any 8 Hiten Mitsurugi techniques, Ryuutsuki (5) and Speed rank 3)

Rank: 9 (S-Class); **Learn DC:** 25, 5 success; **Perform requirements:** 13 ranks (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 Tsui no Hiken - Ama Kakeru Ryu no Hirameki (Hiten Mitsurugi Style Succession Technique - Heaven's Soaring Dragon Flash)

Taijutsu (Strike; 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 Speed rank 4 (a))

Rank: 9 (Super S-Class, see text); **Learn DC:** 26, 6 success; **Perform requirements:** 14 ranks (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 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 Techniques

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) [Earth]

Rank: 2 (D-Class); **Learn DC:** 14, 1 success; **Perform requirements:** 2 ranks (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) [Fire]

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform requirements:** 3 ranks (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 requirements:** 6 ranks (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) [Electricity]

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (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) [Electricity]

Rank: 4 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 5 ranks (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 electronic 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.

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Kenjutsu: Iainuki (Sword Art: Iainuki)

Kyujutsu: Kisshi (Bow Art: Basic Shot)

Ninpou: Shurikenjutsu - Renken (Ninja Art: Shuriken Skill - Shuriken Barrage)

Ryuutsuki (Dragon Thrust)

Sangeki Hissatsu Waza: Igeki (Three-Hit Kill Technique: First Strike)

Taijutsu: Gouken - Konoha Reppuu (Hand-to-Hand: Iron Fist - Leaf's Violent Wind)

Taijutsu: Shotei Uchi (Hand-to-Hand: Palm Heel Strike)

Stance:

Shinobi Hiken: Dachi - Bankyou Hebi (Shinobi Secrets: Stances - Coiled Serpent)

Taijutsu: Dachi - Kakutou Waza (Hand-to-Hand: Stance - Grappling Style)

Training:

Shodan Jouryoku (Rank One Strength)

Shodan Kousoku (Rank One Speed)

Hijutsu:

Konoha Hijutsu:

Taijutsu: Sennen Goroshi (Hand-to-Hand: Thousand Years of Pain)

Rank 3 Techniques:

Chakra Control:

Chakra Utsushi no Jutsu (Chakra Revealing Technique)

Body:

Daichouyaku no Jutsu (Greater Leap Technique)

Gishi no Jutsu (Feign Death)

Yukigutsu (Snow Walking)

Spirit:

Nen (Desire)

Seireiha (Soul Edge)

Training:

Shuugyou: Kyoudo - Shodan (Training: Intensity - First Rank)

Shuugyou: Ninkido - Shodan (Training: Endurance - First Rank)

Hijutsu:

Lost Hijutsu:

Reiki (Lay on Hands)

Fuinjutsu:

Advanced Seal: Bakudan (Advanced Seal: Bomb)

Fuinjutsu: Jou no In (Sealing Technique: Locking Seal)

Kaikken no In (Cancellation Seal)

Hijutsu:

Lost Hijutsu:

Craft Lesser Chakra Storing Gem

Kinjutsu:

Lost Kinjutsu:

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)

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:

Chakra Shori no Waza (Method of Chakra Reading)

Godai Taigeki: Shodan Jutsu (Elemental Beatdown: Rank One Technique)

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)

Shunshin no Jutsu (Body Flicker Technique)

Tokage no Kawa (Lizard's Skin)

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)

Doronami no Jutsu (Mud Wave Technique)

Shusen - Chibounushi (Defensive Technique - Rising Mud Guardian)

Fuuton:

Bifuu no Jutsu (Zephyr's Wind Technique)

Gufuuran no Jutsu (Tornado Slicer Technique)

Tengukaze (Sudden Gust of Wind)

Tobigetsu (Flying Moon)

Hyouton:

Hyoukaimen no Jutsu (Ice Crusher Technique)

Touketsu Koushou no Jutsu (Frozen Arsenal Technique)

Katon:

Goukakyuu no Jutsu (Grand Fireball Technique)

Medical:

Iryou Ninjutsu: Chiyu - Shodan Jutsu (Medical Ninjutsu: Healing - First Rank)

Iryou Ninjutsu: Ryoji - Kentai (Medical Ninjutsu: Treatment - Fatigue)

Raiton:

Denha no Jutsu (Static Burst Technique)

Keiren no Jutsu (Cramp Technique)

Seidenki Reiki no Jutsu (Static Electricity Aura Technique)

Spacetime:

Yaibaki no Kuchiyose (Blade Spirit Summoning)

Suiton:

Issui Suberi no Jutsu (Currents Sliding Technique)

Kaihoudan (Pressure Cannon)

Mizu no Muchi (Water Whip)

Mizuame Nabara (Syrup Capture Field)

Mizurappa (Crushing Water Wave)

Suizou no Jutsu (Water Formation Technique)

Tobikomi no Jutsu (Diving Technique)

Yutsuba no Jutsu (Oily Spit Technique)

Training:

Shuugyou: Kirihei no Engi no Waza (Training: Method of Mist Fighting Adaptation)

Shuugyou: Ninjutsu Kenkyuu (Training: Ninjutsu Research)

Hijutsu:

Aburame Clan Hijutsu:

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 Hijutsu:

Shikakyu no Jutsu (Quadruped Technique)

Jiraiya Hijutsu:

Daisukebei no Kaze (Wind of the Great Lecher)

Otogakure Hijutsu:

Onbyou no Jutsu (Sound Wave Nausea 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)

Youton - Myouriki (Demonic Release - Vile Power)

Taijutsu:

Strike:

Hokojutsu: Daibutsu (Armed Technique: Powerful Blow)
Kage Buyou (Shadow Dance)
Kenjutsu: Dachi - Jigen Ryu (Sword Art: Stance - Jigen Ryu)
Kenjutsu: Kiritsuki (Sword Art: Cut and Thrust)
Kenjutsu: Tsuki (Sword Art: Thrust)
Ninpou: Shurikenjutsu - Kage Shuriken (Ninja Art: Shuriken Skill - Shadow Shuriken)
Niten Ichi Ryuu: Suihazan (Two Heavens Style: Flowing Water Strike)
Soujutsu: Juugeki (Spear Art: Heavy Strike)
Taijutsu: Butsukari (Hand-to-Hand: Charge Breaker)
Taijutsu: Nagewaza - Dorinage (Hand-to-Hand: Throw Technique - Disarm Throw)
Taijutsu: Gouken - Konoha Senpuu (Hand-to-Hand: Iron Fist - Leaf's Spinning Wind)
Taijutsu: Taihouken (Hand-to-Hand: Fist Rocket)
Taijutsu: Nagewaza - Tobinage (Hand-to-Hand: Throw Technique - Flying Throw)
Taijutsu: Ougi - Rendan Kidouki (Taijutsu Secret Technique - Combo Starter)
Taijutsu: Yama-uchi (Hand-to-Hand: Mountain Blow)

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)
Shinobi Hiken: Chakra Toushi (Shinobi Secrets: Chakra Sight)

Spirit:

Bouenkyou Shikaku no Jutsu (Telescopic Vision Technique)
Densetsu Reiki (Aura of Legend)
Sumi Namaru no Jutsu (Ink Concealment Technique)

Training:

Shuugyou: Ki Nobori no Waza (Training: Act of Tree Climbing)

Fuinjutsu:

Advanced Seal: Hyouhou (Advanced Seal: Ice Daggers)
Fuinjutsu: Suihadou (Sealing Technique: Way of the Flowing Water)
Misshi (Message Carrier)

Hijutsu:

Lost Hijutsu:

Craft Greater Chakra Storing Gem

Kinjutsu:

Kirigakure Kinjutsu:

Mizu Bunshin no Jutsu (Water Replication Technique)

Lost Kinjutsu:

Ketsuyoujutsu: Anshi (Blood Sorcery: Night Vision)

Ketsuyoujutsu: Kaisoku (Blood Sorcery: Celerity)

Ketsuyoujutsu: Kuuin (Blood Sorcery: Void Seal)

Ketsuyoujutsu: Seiryoku (Blood Sorcery: Potence)

Ma'en Jutsu: Kaenfubatsu (Fiendfire Technique: Indomitable Fire)

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)

Godai Taigeki: Nidan Jutsu (Elemental Beatdown: Rank Two 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)

Doton:

Doroga no Jutsu (Mud Fang Technique)

Fuuton:

Enma Ibuki no Jutsu (Hades' Breath Technique)

Fuukakoi no Jutsu (Wind Enclosure Technique)

Gufuiken (Tornado Slash Technique)

Ichijin no Jutsu (Gust of Wind Technique)

Kazeboe (Howling Winds)

Kuukiheki no Jutsu (Air Wall Technique)

Ninpou: Shurikenjutsu - Reppurensou (Ninja Art: Shuriken Skill - Fierce Gale Crusher)

Sarubou no Mai (Dance of the Wild Monkey)

Zankidan (Slicing Demon Blast)

Hyouton:

Hyounomi no Jutsu (Swallowing Ice Technique)

Hyourento (Fierce Ice Daggers)

Ryuuhyou no Jutsu (Drifting Ice Technique)

Toushou (Frostbite)

Katon:

Bakuretsu Junjiru no Jutsu (Explosive Sacrifice Technique)

Enga no Jutsu (Fire Fangs Technique)

Kaengiri (Blazing Slash)

Medical:

Iryou Ninjutsu: Ryoji - Dokukeshi (Medical Ninjutsu: Treatment - Poison Purge)

Raiton:

Denpo no Jutsu (Static Bullets Technique)

Houden no Jutsu (Electrical Discharge Technique)

Jinrai no Jutsu (Thunderclap Technique)

Raikoudan no Jutsu (Lightning Projectile Technique)

Spacetime:

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)

Mizuteppo (Water Bullets Technique)

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:

Homura Dama (Blazing Sphere)

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)

Youton - Kusa Juuji (Demonic Release - Chain Cross)

Taijutsu:

Strike:

Gatotsu: Isshiki (Piercing Fang: First Stance)

Kensoku: Iaiken (Swift Fists: Undodgable Fist)

Kyujutsu: Gousen (Bow Art: Power Shot)

Renzuki (Flurry of Blows)

Taijutsu: Juuryuu Nage - Nodowa Otoshi (Taijutsu: Ten-Ton Style Throws - Chokeslam)

Taijutsu: Kensei no Waza (Hand-to-Hand: Method of Diversion)

Taijutsu: Shime (Hand-to-Hand: Choke Hold)

Taijutsu: Yamageri Rendan (Hand-to-Hand: Mountain Kick Combo)

Uzukaze Rengeki (Swirling Wing Strikes)

Mobility:

Shundou (Instant Displacement)

Stance:

Amatsu no Karada (Heavenly Body)

Hokojutsu: Dachi - Kabuto-kakushi Dachi (Armed Technique: Stance - Helm Splitter Stance)

Shinobi Hiken: Dachi - Hachidori no Yari (Shinobi Secrets: Stances - Lance of the Hummingbird)

Shinobi Hiken: Dachi - Torageki (Shinobi Secrets: Stances - Striking Tiger)

Taijutsu: Dachi - Souketsu Dachi (Armed Technique: Stance - Serene Fist Stance)

Training:

Nidan Jouryoku (Rank Two Strength)

Nidan Kousoku (Rank Two Speed)

Hijutsu:

Akimichi Clan:

Nikudan Sensha (Meat Tank)

Inuzuka Clan:

Tsuuga (Piercing Fang)

Lost Hijutsu:

Kenjutsu: Kodachi Nittouryuu - Gouku Juuji (Sword Art: Dual Kodachi Style - Blazing Cross)

Uchiha Sasuke Hijutsu:

Taijutsu: Shishi Rendan (Hand-to-Hand: 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 no Waza (Method of Rapid Swimming)

Mugen Ibuki no Jutsu (Air Supply Technique)

Ryokujun no Jutsu (Energy Shield)

Spirit:

Majin Kousei no Jutsu (Devilish Regeneration Technique)

Reikiha (Aura Wave)

Fuinjutsu:

Fuinjutsu: Gesouin (Sealing Technique: Minor Storage Seal)

Seihouken Fuuin (Life Preservation Seal)

Tsuyome no In (Strengthening Seal)

Kinjutsu:

All Ninja Villages:

Fuinjutsu: Ninjoukan (Sealing Technique: Empathic Connection)

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)

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)

Mikkai no Jutsu (Privacy Field Technique)

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)

Onpa Bunshin no Jutsu (Sound Wave Clone Technique)

Ninjutsu:

Chakra no Bakudan (Chakra Bomb)

Gisou no Jutsu (Camouflage Technique)

Godai Taigeki: Sandan Jutsu (Elemental Beatdown: Rank Three Technique)

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)

Dorodan no Jutsu (Mud Blast Technique)

Ishi Nanka no Jutsu (Soften Stone Technique)

Iwa no Sho (Rockbite)

Iwabakuha no Jutsu (Rock Explosion Technique)

Iwagakure no Jutsu (Rock Concealment Technique)

Kinfuku no Jutsu (Metal Mending Technique)

Suna Shigure (Sand Shower)

Fuuton:

Gufuudan no Jutsu (Tornado Blast Technique)
Junkaze no Jutsu (Shielding Winds Technique)
Kamaitachi (Sickling Wind Blast)
Soushuuha (Advanced Blade Manipulation)

Hyouton:

Hyourindan no Jutsu (Ice Ring Blast Technique)
Tsubame Fubuki (Swallow Storm)

Katon:

Enkoudate no Jutsu (Blazing Shield Technique)
Enkouu no Jutsu (Fiery Rain Technique)
Entou no Jutsu (Flame Sword Technique)
Gehidama no Jutsu (Minor Fireball 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:

Denshindou no Jutsu (Static Shock Technique)
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)

Suiton:

Mizudan no Jutsu (Water Blast Technique)
Suibouheki no Jutsu (Water Shield Technique)

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 Boufuuetsu (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:

Konoha Kinjutsu:

Kage Bunshin no Jutsu (Shadow Replication Technique)

Kumogakure Kinjutsu:

Yuki Bunshin no Jutsu (Snowman Replication Technique)

Lost Kinjutsu:

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:

Enhancement:

Shissou (Dash)

Strike:

Gatotsu: Nishiki (Piercing Fang: Second Stance)

Gatotsugyaku (Piercing Fang Reversal)

Kenjutsu: Ougi - Zankenteki (Sword Art: Secret Skill - Hand Cutter)

Soujutsu: Kaenzakura (Spear Art: Blazing Blossoms)

Taijutsu: Bougyowaru (Hand-to-Hand: Defense Breaker)

Taijutsu: Gouken - Konoha Daisenpuu (Hand-to-Hand: Iron Fist - Leaf's Grand Spinning Wind)

Taijutsu: Juuroku Rendan (Hand-to-Hand: Sixteen-Hit Combo)

Taijutsu: Juuryuu - Risai Butsu (Taijutsu: Ten-Ton Style - Lariat)

Taijutsu: Nagewaza - Osaenage (Hand-to-Hand: Throw Techniques - Pin Throw)

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:

Kenjutsu: Kodachi Nittouryuu - Onmyou Hasshi (Sword Art: Dual Kodachi Style - Dual Hair Killer)

Kenjutsu: Kodachi Nittouryuu - Onmyou Kousa (Sword Art: Dual Kodachi Style - Dual Cross)

Kenjutsu: Kodachi Ryu - Kaiten Kenbu (Sword Art: 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: Geinage (Training: Counter Throw)

Shuugyou: Kyoudo - Nidan (Training: Intensity - Second Rank)

Shuugyou: Ninkido - Nidan (Training: Endurance - Second Rank)

Shuugyou: Suimen Hokou no Waza (Training: Method of Water Walking)

Fuinjutsu:

Fuinjutsu: Gouriki Genkai (Sealing Technique: Power Limiter)

Genkai Fuuin (Limiter Seal)

Genzou no In (Illusion Seal)

Kairai Engeki - Kengakuryokou (Puppet Theater - Field Trip)

Ketsukai Houjin (Joint Seal Square Bind)

Kinjutsu:

Lost Kinjutsu:

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)

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)

Zokuyuuin no Jutsu (Crowd Enticement 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 Jutsu: Shinkou Jutsu (Sharingan Technique: Mind Snare)

Sharingan Jutsu: Tsuyagan (Sharingan Technique: Entrancing Gaze)

Yuuhi Kurenai Hijutsu:

Sakura Kaihou no Jutsu (Blossom Escape Technique)

Ninjutsu:

Chijimu no Jutsu (Shrinking Technique)

Choumetsu no Jutsu (Pitch Destruction 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)

Shinobi Hiken: Kamikakushi (Shinobi Secrets: Spirited Away)

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)

Ninpou: Shurikenjutsu - Shippurensou (Ninja Art: Shuriken Skill - Hurricane Crusher)

Hyouton:

Hyoukatou (Freezing Ice Flower)

Hyoukodan (Ice Tiger Missile)

Hyoukoretsu 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)

Tobiendan no Jutsu (Soaring Blast Technique)

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)

Raisoku (Speed of Lightning)

Suiton:

Gekirou no Jutsu (Raging Sea Technique)

Kirigakure Shuriken no Jutsu (Shuriken Hidden in the Mist Technique)

Spacetime:

Doton - Tsuiga no Jutsu (Earth Type - Tracking Fang Technique)

Jikuukan Shousatsu (Spacetime Observation)

Kuchiyose no Jutsu (Summoning Technique)

Ninshoukan no Jutsu (Empathy Bond Summon Technique)

Shunkoku Meihoujin - Shugorei (Momentaneous Ally Formation - Guardian)

Shunten Kaihou (Instant Release)

Hijutsu:

Keirigan Jutsu: Hissatsugaku (Keirigan Technique: Art of the Deathblow)

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)

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:

Strike:

Gatotsu: Sanshiki (Piercing Fang: Third Stance)

Hyuuga Ryu: Keiketsu Kyuujo (Hyuuga Style: Needle Point Relief)

Kenjutsu: Nagetsuki (Sword Art: Thrust and Throw)

Kenjutsu: Soutouryuusen (Sword Art: Double-headed Dragon Flash)

Kyujutsu: Tsukeme (Bow Art: Aimed Shot)

Niten Ichi Ryuu: Shinmai Dachi (Two Heavens Style: Beginner Stance)

Sangeki Hissatsu Waza: Nigeki (Three-Hit Kill Technique: Second Strike)

Soujutsu: Daijuugeki (Spear Art Secret Technique - Super Heavy Strike)

Soujutsu: Hassun (Spear Art Secret Technique - Hassun)

Taijutsu: Kirikaesu no Waza (Hand-to-Hand: Act of Counter Attack)

Taijutsu: Gouken - Konoha Shoufuu (Hand-to-Hand: Iron Fist - Leaf's Rising Gust)

Taijutsu: Juuryuu Nage - Ganso Bakudan (Taijutsu: Ten-Ton Style Throws - Powerbomb)

Taijutsu: Tetsuhaji (Hand-to-Hand: Iron Grasp)

Training:

Sandan Joryoku (Rank Three Strength)

Sandan Kousoku (Rank Three Speed)

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:

Taijutsu: Gouken Ougi - Omote Renge (Hand-to-Hand: Iron Fist Secret Skill - Initial Lotus)

Rank 7 Techniques:

Chakra Control:

Body:

Sorapo no Jutsu (Air Walking Technique)

Spirit:

Shinobi Hiken: Sakki Jutsu (Shinobi Secrets: Killing Intent)

Fuinjutsu:

Chakragakure no Waza (Method of Chakra Concealment)

Fuinjutsu: 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)

Hijutsu:

Hijutsu: Chakra Hankai no Jutsu (Secret Technique: Chakra Disruption Technique)

Kinjutsu:

Lost Kinjutsu:

Ma'en Jutsu: Youni Kaisoku (Fiendfire Technique: Fiendish Celerity)

Ma'en Jutsu: Youni Seiryoku (Fiendfire Technique: Fiendish Potence)

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:

Kyohaku 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 Kyoen (Demonic Mirage: Feast for a Murder of Crows)

Training:

Shuugyou: Dankoiji (Training: Unwavering Spirit)

Hijutsu:

Hijutsu:

Hijutsu: Retsu Hassai (Secret Technique: Violent Outbreak)

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 Kihan (Gravity Shackles)
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)
Fuukadan 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)

Spacetime:

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)
Suiryuudan no Jutsu (Water Dragon Blast Technique)
Teppoudama no Jutsu (Water Bullet Technique)
Unagitsume no Jutsu (Eel Talon Technique)

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:

Nyokai no Kuchitsuke (Kiss of the Succubi)

Kazahana Hijutsu:

Souryuu Boufuusetsu (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:

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:*Strike:*

Bunkai Sabaki no Jutsu (Movement Analysis Technique)

Hokojutsu: Horokotsu (Armed Technique: Bone Shatter)

Hokojutsu: Shin Daibutsu (Armed Technique: Awesome Blow)

Iaijutsu: Tsukizuki (Quick Draw Technique: Moon Cleaver)

Kenjutsu: Ougi - Shiryuuga (Sword Art: Secret Skill - Piercing Dragon Fang)

Kensoku: Iaisouken (Swift Fists: - Two Undodgable Fists)

Shiden (Flicker of Sword)

Taijutsu: Gouken - Konoha Gouriki Senpuu (Hand-to-Hand: Iron Fist - Leaf's Herculean Spinning Wind)

Taijutsu: Juuryuu Nage - Tsuriotoshi (Taijutsu: Ten-Ton Style Throws - Bodyslam)

Taijutsu: Shin Taihouken (Hand-to-Hand: True Fist Rocket)

Taijutsu: Shou Ryu Ken (Hand-to-Hand: Dragon Wave Fist)

Hijutsu:

Lost Hijutsu:

Kenjutsu: Kodachi Nittouryuu - Kaiten Kenbu Rokuren (Sword Art: 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)

Zenshin Fuzui no Jutsu (Complete Paralysis Technique)

Training:

Shuugyou: Chakra no Sokkoku Tanjou (Training: Instant Chakra Formation)

Hijutsu:

Shuugyou: Goutsui no Waza (Training: Constitution Imbuing Art)

Shuugyou: Kantsui no Waza (Training: Wisdom Imbuing Art)

Tsunade Hijutsu:

Hijutsu: Kairiki (Secret Technique: Superhuman Strength)

Tenshu Kyaku (Sky-splitting Heeldrop)

Fuinjutsu:

Advanced Seal: Ryokuin (Advanced Seal: Energy Seal)

Fuinjutsu: Keiyaku Houjin (Sealing Technique: Ally Contract)

Fuki no In (Movement Seal)

Ninjutsu no Wana (Ninja Art Trap)

Shinsei Kekkai (Life Barrier)

Hijutsu:

Lost Hijutsu:

Ketsumei no Tsurugi (Sword of Blood Oath)

Kinjutsu:

All Ninja Villages:

Fuinjutsu: Juurakuin (Sealing Technique - Brand of the Beast)

Lost Kinjutsu:

Ketsuyoujutsu: Inkatsu (Blood Sorcery: Seal Breaker)

Ketsuyoujutsu: Kudou (Blood Sorcery: Path of Pain)

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)

Hijutsu:

Shuugyou: Seikakutsui no Waza (Training: Charisma Imbuing Art)

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:

Chitenkyou no Jutsu (Bridge of Heaven and Earth)

Doryuuheki (Mudslide Barrier)

Iwayado Kuzushi (Cave-in Crusher)

Juuryoku Gachan (Gravity Slam)

Juuryoku Zanchuu (Gravity Pillar)

Ninpou: Chisendou Tanchi (Ninja Art: Tremorsense)

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)

Kuuhanzan (Air Wave Slash)

Hyouton:

Koori Tanjou no Jutsu (Ice Formation Technique)

Hyourinmaru (Flawless Ice Ring)

Katon:

Joushou Ootori no Jutsu (Rising Phoenix Blast)

Ninpou: Kibaku Fuuda no Wana (Ninja Art: Paper Bomb Trap)

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)

Spacetime:

Jigensuu no Jutsu (Dimensional Door Technique)
Jikuukan Roken (Spacetime Detection)
Jikuukan Roshutsushou (Spacetime Disclosure)
Kuchiyose: Shunkoku Kasei (Summoning Technique: Instant Reinforcements)
Shunkoku Meihoujin - Seihei (Momentaneous Ally Formation - Noble)

Suïton:

Goshokusame (Five Hungry Sharks)
Suijinheki no Jutsu (Water Wall Technique)
Suikoudan no Jutsu (Shark Water Blast Technique)
Suirou no Jutsu (Water Prison Technique)
Suiryuuretsu no Jutsu (Violent Water Dragon Technique)

Hijutsu:

Shuugyou: Kyoutsui no Waza (Training: Intelligence Imbuing Art)

Gumoshin Hijutsu:

Kumonosu Roken no Jutsu (Spider Web Detection Technique)

Hatake Kakashi Hijutsu:

Raikiri (Lightning Edge)

Haku Hijutsu:

Makyou Hyoushou (Demonic Ice Mirrors)

Kumogakure Hijutsu:

Raijin Riki - Raijuu no Sou (Might of the Thunder God - Claw of Raijuu)

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:

Shinmetzu no Jutsu (Mind Ruin Technique)

Kinjutsu:

Konoha Kinjutsu:

Kyouka Kage Bunshin no Jutsu (Shadow Replication Reinforcement Technique)

Kyuukyoku Enkoudate (Ultimate Flame Shield)

Ninpou: Kagemusha (Ninja Arts: Phantom Warrior)

Lost Kinjutsu:

Iryou Ninjutsu: Hiken - Kyoui Chuushi (Medical Ninjutsu: Secrets - Miracle Stasis)

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:*Strike:*

Kenjutsu: Kessen Ougi - Senmeiken (Sword Art: Absolute Fighting Skill - Blurring Sword)

Kenjutsu: Ougi - Maken (Sword Art: Secret Skill - Demonic Sword)

Kenjutsu: Souhazan (Sword Art: Double Slash)

Ninpou: Shurikenjutsu - Tarenken (Ninja Art: Shuriken Skill - Greater Shuriken Barrage)

Ryuusei Masai (Meteor Demon Slash)

Taijutsu: Dachi - Shisui Dachi (Hand-to-Hand: Stance - Still Water Stance)

Taijutsu: Reikatsu (Hand-to-Hand: Soul Breaker)

Taijutsu: Retsugeki Rendan (Hand-to-Hand: Furious Combo)

Training:

Yondan Jouryoku (Rank Four Strength)

Yondan Kousoku (Rank Four Speed)

Shuugyou: Jikyuuryoku (Training: Stamina)

Hijutsu:

Shuugyou: Chikaratsui no Waza (Training: Strength Imbuing Art)

Shuugyou: Sokutsui no Waza (Training: Dexterity Imbuing Art)

Hyuuga Clan:

Hyuuga Ryu: Hakke Tenkuushou (Hyuuga Style: Heavenly Void Palm)

Kaguya Clan Hijutsu:

Kamaratsu no Mai (Dance of the Larch)

*Kinjutsu:***Konoha Kinjutsu:**

Taijutsu: Gouken Ougi - Ura Renge (Hand-to-Hand: Iron Fist Secret Skill - Extreme Lotus)

Rank 9 Techniques:**Chakra Control:***Training:*

Shuugyou: Yukinadare no Waza (Training: Method of Snow Striding)

Fuinjutsu:

Fuinjutsu: Chuuzouin (Sealing Technique: Storage Seal)

*Kinjutsu:***Lost Kinjutsu:**

Fuzen Shinrui Fuuin (Minor Blood Bond Seal)

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 Ryuu 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)

Suiton:

Bakusuihou (Exploding Water Cannons)

Spacetime:

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:

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:

Iryou Ninjutsu: Hiken - Taisha no Jutsu (Medical Ninjutsu: Secrets - Regeneration Technique)

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:*Strike:*

Hokojutsu: Kinmetsu (Armed Technique: Muscle Destroyer)

Kyujutsu: Tsukeme Hakai (Bow Art: Obliterating Shot)

Mikazuki no Mai (Dance of the Crescent Moon)

Taijutsu: Gouken - Konoha Kaiganshou (Hand-to-Hand: Iron Fist - Leaf's Boulder Buster)

Taijutsu: Yuumai Garyuu (Hand-to-Hand: Courageous Dragon Fang)

Mobility:

Bakuhatsuryoku (Explosive Speed)

Kensoku: Ougi - Shunshin Rendan (Swift Fists: Secret Skill - Body Flicker Combo)

Kousen Ryu: Tetsuryuuha (Iron Wire Style: Steel Dragon Blast)

Sangeki Hissatsu Waza: Sangeki (Three-Hit Kill Technique: Third Strike)

Stance:

Kenjutsu: Dachi - Battoujutsu (Sword Art: Stance - Art of Quickdraw)

Kenjutsu: Dachi - Tenken (Sword Art: Stance - Heavenly Blade)

Shunpo (Flash Step)

*Hijutsu:***Hyuuga Clan:**

Hyuuga Ryu: Hakke Rokujuuyon Shou (Hyuuga Style: 64 Palms of Divination)

Lost Hijutsu:

Futae no Kiwami (Double Punch)

Kensoku: Ougi - Shin Iaiken (Swift Fists: Secret Skill - 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)

Fuinjutsu:

Chacha no In (Disruption Seal)

Chakra no Souin (Chakra Containment Seal)

Fuinjutsu: Shuntori Fuin (Sealing Technique: Instant Retrieval Seal)

Hijutsu:

Hijutsu of All Ninja Villages:

Fuinjutsu: Ryuutatsu no In (Sealing Technique: Flow Suppression Seal)

Genjutsu:

Genzou Jishin no Jutsu (Illusionary Earthquake Technique)

Hijutsu:

Lost Hijutsu:

Majutsu - Kaibaku (Mystical Arts - Mystical Bind)

Shin Genryuudan (True Illusory Dragon Blast)

Uchiha Hijutsu:

Sharingan Jutsu: Kagesui (Sharingan Technique: Shacking Stakes)

Ninjutsu:

Gugenjuu no Jutsu (Beastly Manifestation Technique)

Godai Ransatsu: Shodan Jutsu (Elemental Destruction: Rank One Technique)

Doton:

Tsuchi Yadori no Jutsu (Earth Haven Technique)

Tsuchihoudan (Earth Destruction Blast)

Fuuton:

Shinkuudan no Jutsu (Void Burst Technique)

Hyouton:

Hyoutetsudan (Ice Ruin Burst)

Rouga Nadare no Jutsu (Wolf Fang Avalanche Technique)

Katon:

Kaenhoudan no Jutsu (Blazing Cannonball Technique)

Mashouheki (Devil's Barrier)

Raiton:

Chitenraisou (One-Thousand Heavenly Spears)

Raiseidan no Jutsu (Lightning Nova Technique)

Spacetime:

Shigarasugan (Death in the eye of a Crow)

Shunkoku Meihoujin - Shingen (Momentaneous Ally Formation - Champion)

Shunzeki (Blink Gate)

Suiton:

Daibakufu no Jutsu (Great Waterfall Technique)

Kiritai no Jutsu (Mist Body Technique)

Suiseidan no Jutsu (Water Nova Technique)

Hijutsu:

Jikuukan Igami (Spacetime Distortion)

Keirigan Hijutsu: Hametsu Kata (Keirigan Secret Technique: Decimation Form)

Keirigan Hijutsu: Ousatsugaku (Keirigan Secret Technique: Art of the Overkill)

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:

Hyokenseisou (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:

Stance:

Hokojutsu Hiken: Dachi - Yabuki Dachi (Armed Secret Technique: Stance - Spiritual Destroyer Stance)

Taijutsu Hiken: Dachi - Taimetsu Dachi (Armed Secret Technique: Stance - Visceral Destroyer Stance)

Hijutsu:

Maito Gai Hijutsu:

Taijutsu: Gouken Ougi - Asa Kujaku (Hand-to-Hand: Iron Fist Secret Skill - Morning Peacock)

Lost Hijutsu:

Hirameku (Flicker)

Rank 11 Techniques:

Fuinjutsu:

Gogyou Fuuin (Five Element Seal)

Hijutsu:

Kumogakure Hijutsu:

Saido Kaiin (Redemption Unsealer)

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)

Suiton:

Suishouha no Jutsu (Great Water Wave Technique)

Spacetime:

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)

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:

Strike:

Issen no Shiden (One-thousand Flicker of Swords)

Soujutsu: Ougi - Ura Hassun (Spear Art: Secret Skill - Reversed Hassun)

Taijutsu: Kijin Rendan (Hand-to-Hand: Fierce God Combo)

Taijutsu: Juuryuu Nage - Gokushou Tsuriotoshi (Taijutsu: Ten-Ton Style Throws - Supreme Bodyslam)

Taijutsu: Juuryuu Nage - Kubiwari Otoshi (Taijutsu: Ten-Ton Style Throws - Super

Chokeslam)

Training:

Mugen Shunpo (Infinite Flash Step)

Hijutsu:

Lost Hijutsu:

Shukuchi Higi: Shuntensatsu (World Belittling Secret Technique: Fatal Heaven Flash)

Rank 12 Techniques:

Chakra Control:

Training:

Shuugyou: Kyoudo - Sandan (Training: Intensity - Third Rank)

Shuugyou: Ninkido - Sandan (Training: Endurance - Third Rank)

Fuinjutsu:

Kinjutsu:

Hyuuga Kinjutsu:

Itami no Rakuin (Brand of Pain)

Genjutsu:

Morishouheki no Jutsu (Forest Barrier Technique)

Kinjutsu:

Kinjutsu: Shinbuki no Jutsu (Forbidden Technique: Mental Override Technique)

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:

Godai Ransatsu: Nidan Jutsu (Elemental Destruction: Rank Two Technique)

Doton:

Doryuuga Sougakari (Focused Earth Dragon Fang)

Fuuton:

Fuurensatsu no Jutsu (Reaping Winds Technique)

Mugen Kuuhazan (Infinite Air Wave Slash)

Hyouton:

Shinhyoukidan no Jutsu (Ultimate Ice Tiger Blast Technique)

Shounadare no Jutsu (Avalanche Wave Technique)

Katon:

Karyuuga no Jutsu (Fire Dragon Fang Technique)

Medical:

Iryou Ninjutsu: Chiyu - Yondan Jutsu (Medical Ninjutsu: Healing - Fourth Rank)

Iryou Ninjutsu: Hiken - Nikuteki Taisha (Medical Ninjutsu: Secrets - Physical)

Reconstruction)

Raiton:

Raitsume no Jutsu (Lightning Claw Technique)

Spacetime:

Mugen Ugoku no Jutsu (Infinite Shift Technique)

Suiton:

Bakusuishouha no Jutsu (Bursting Water Wave Technique)

Suiryuuga Sougaraki (Focused Water Dragon Fang)

Hijutsu:

Lost Hijutsu:

Majutsu - Bakuhatsu (Mystical Arts - Explosion)

Shiseiten no Akira Hijutsu:

Muhyougeten (Mirage of a Frozen Moon in the Heavens)

Kinjutsu:

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)

Taijutsu:

Strike:

Kenjutsu: Ougi - Shinken (Sword Art: Secret Skill - Divine Sword)

Rensatsu Zanshin (Reaping Strike)

Taijutsu: Juuryuu - Rairi Nettou (Taijutsu: Ten-Ton Style - Lightning Plow Cleaver)

Training:

Godan Jouryoku (Rank Five Strength)

Godan Kousoku (Rank Five Speed)

Hijutsu:

Lost Hijutsu:

Hiryuusen (Soaring Dragon Flash)

Tsunade Hijutsu:

Hijutsu: Senninriki (Secret Technique: Strength of a Thousand)

Rank 13 Techniques:

Fuinjutsu:

Hijutsu:

Shodai Hokage Hijutsu:

Hokage Shiki Jijun Jutsu - Kakuan Nitten Suishu (Hokage Style Retirement Technique - Darkness Sealing Palm)

Yondaime Hokage Hijutsu:

Shikei no In (Capital Punishment Seal)

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 Hyakunijuu-hachi Shou (One-hundred and twenty-eight Palms of Divination)

Shodai Hokage Hijutsu:

Hokage Shiki Jijun Jutsu - Kakuan Nitten Suishu (Hokage Style Retirement Technique - Darkness Sealing Palm)

Kinjutsu:

Deidara Kinjutsu:

Kibaku Nendo (Exploding Clay)

Lost Kinjutsu:

Kuu Bunshin no Haetori (Void Clone Death Trap)

Kinjutsu - All Ninja Villages:

Tenma Mukurode (Hand of the Devil)

Mibu Clan Kinjutsu:

Muryou Saikyou Ryu Tsui no Hiken - Suzaku (Ultimate Destruction Style Succession Technique - Suzaku)

Rank 14 Techniques:

Fuinjutsu:

Tobikiri Saisei no Jutsu (Greater Rebirth Technique)

Kinjutsu:

Kinjutsu of All Ninja Villages:

Fuinjutsu: Kaiyaku Fuuin (Sealing Technique: Contract Cancellation Seal)

Fuinjutsu: Keiyaku Fuuin (Sealing Technique: Contract Seal)

Juujin Jutsu (Cursed Seal Technique)

Katou Shin Fuuin (Lesser Soul Seal)

Shinji Henkou no Jutsu (Mind Alteration Technique)

Shinsubu no Jutsu (Soul Binding Technique)

Yuukaifuu (Fusion Seal)

Lost Kinjutsu:

Fushi no In (Seal of Immortality)

Kinjutsu: Seishinkugi (Forbidden Technique: Immortal Soul Sacrifice)

Sandaime Kazekage Kinjutsu:

Satetsu (Iron Sand)

Ninjutsu:

Godai Ransatsu: Sandan Jutsu (Elemental Destruction: Rank Three Technique)

Godai Ransatsu: Yondan Jutsu (Elemental Destruction: Rank Four Technique)

Doton:

Chimetsu Daigeki (Earth-shattering Blast)
Doton - Touriki (Earth Release - Tower of Might)
Sekijun Hayashi no Jutsu (Stalagmite Forest Technique)
Shingen no Jutsu (Localized Earthquake Technique)

Fuuton:

Kuusetsume no Jutsu (Reaping Air Talons Technique)
Shippuken (Hurricane Sword)

Hyouton:

Ikaku Hakugei no Jutsu (One-horned Snow Whale Technique)
Hyouseidan no Jutsu (Ice Nova Technique)
Shiroiyari no Jutsu (White Ice Spear Technique)

Katon:

Enbuarashi no Jutsu (Fire Storm Technique)
Karyuu Entou no Jutsu (Blazing Vengeance Technique)
Shinryuudan no Jutsu (Ultimate Dragon Blast Technique)

Medical:

Iryou Ninjutsu: Hiken - Kyoui Saisei (Medical Ninjutsu: Secrets - Miracle Rebirth)

Raiton:

Dendousoku no Jutsu (Conductor Shock Technique)
Kouheki no Jutsu (Roaring Thunder Technique)
Taifuugan (Eye of the Storm)

Suiton:

Suidoutai no Jutsu (Water Jet Technique)
Tsunami no Jutsu (Tidal Wave Technique)

Spacetime:

Jimon no Jutsu (Time Gate Technique)
Ninjutsu Hiken: Jikuukan Ingoku (Ninjutsu Secrets: Spacetime Seclusion)

Hijutsu:

Sandaime Hokage Hijutsu:

Tomegane no Jutsu (Telescope Technique)

Sunagakure Hijutsu:

Tatsumaki no Jutsu (Tornado Technique)

Kinjutsu:

Deidara Kinjutsu:

Kibaku Nendo - C3 no Bakuhatu (Exploding Clay - C3 Explosion)

Kinjutsu of All Ninja Villages:

Reikibutsu no Jutsu (Soul Receptacle Technique)
Shinji Henkou no Jutsu (Mind Alteration Technique)
Shouten no Jutsu (Shapeshifting Technique)

Lost Kinjutsu:

Seikitai 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)

Uchiha Kinjutsu:

Kamui (Wrath of the Gods)

Taijutsu:

Strike:

Hokojutsu: Shinsatsu Ougi - Owari Butsu (Armed Technique: Godslayer Secret Skill - Ultimate Strike)

Taijutsu: Juuryuu Nage - Raiga Bakudan (Taijutsu: Ten-Ton Style Throws - Lightning Crash Superbomb)

Taijutsu: Juuryuugyaku - Rairi Hangeki (Taijutsu: Ten-Ton Style Counters - Thunder Plow Counter)

Kinjutsu:

Lost Kinjutsu:

None

Epic Techniques

Rank 15 Techniques:

Ninjutsu:

Keirigan Jutsu: Saikou Hiken - Saiten (Keirigan Technique: Ultimate Secret Skill - Breaking Point)

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:

Strike:

Taijutsu: Issen Ougi - Shinbatsu no Souen (Hand-to-Hand: Supreme Skill - Divine Wrath)

Rank 16 Techniques:

Ninjutsu:

Katon:

Ryuujin Bakuha (Dragon King Blast)

Medical:

Iryou Ninjutsu: Chiyu - Godan Jutsu (Medical Ninjutsu: Healing - Fifth Rank)

Taijutsu:

Training:

Kongouriki (Herculean Strength)

Shukuchi (Reduced Earth)

Rank 17 Techniques:

Fuinjutsu:

Souzou Saisei (Genesis Rebirth)

Ninjutsu:

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:

Fuinjutsu:

Kinjutsu:

Yondaime Hokage Kinjutsu:

Shiki Fuujin (Death God Imprisonment)

Ninjutsu:

Spacetime:

Kuchiyose - Juunishinshou (Summoning Technique - Heaven's Twelve Generals)

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:

Taijutsu:

Training:

Shuugyou: Renge Henshou (Training: The Lotus Blooms Twice)

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)

Rank 14 Techniques:

Hachimon Tonkou:

Kyo-mon:

Kyo-mon Kai (Wonder Gate Release)

Shinmei Ryu Technique List

Rank 3 Techniques:

Taijutsu:

Strike:

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:

Strike:

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)

Rank 5 Techniques:

Taijutsu:

Strike:

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:

Strike:

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:

Strike:

Shinmei Ryu - Shou - Zankuushou San (Voice of Heaven Style - Palm - Scattered Crushing Air Palm)

Rank 8 Techniques:

Taijutsu:

Strike:

Shinmei Ryu - Ken - Zanmaken Ni no Tachi (Voice of Heaven Style - Sword - Double Impact Demon Slaying Sword)
Shinmei Ryu - Zan - Ryuuhasan (Voice of Heaven Style - Killing Technique - Dragon Wave Slash)

Rank 9 Techniques:

Taijutsu:

Strike:

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:

Strike:

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:

Strike:

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:

Strike:

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:

Strike:

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:

Strike:

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:

Strike:

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:

Strike:

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)

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:

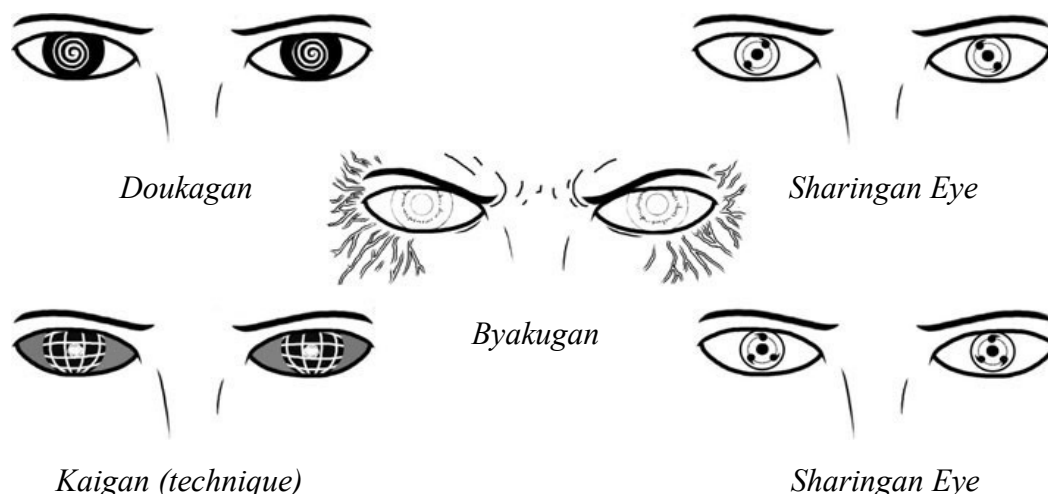
Ninjutsu:

Raiton:

Shinjun Denkou no Jutsu (Infiltration Current Technique)

CHAPTER XI: BLOODLINES AND TEMPLATES

This chapter contains detailed information on bloodlines, templates, subtypes and bloodline classes.



Bloodlines

Bloodlines are inherited powers and abilities, ninja techniques passed on by blood. 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.

Generally, the knowledge of advanced bloodlines, or even of their existence, are kept from non-shinobi and even a good number of low-ranked shinobi. Bloodline-related feats sometimes follow progressive bloodlines. A bloodline marked [*Doujutsu*] means that it can be transplanted.

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	—	13-20th	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 competence 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.

Doujutsu Drawbacks

When artificially implanting doujutsu, there comes severe biological consequences even after the surgery. The effects of the transplant may vary depending on the doujutsu selected, and whether or not two eyes of the same bloodline were acquired.

One Eye Only: When losing a doujutsu eye or when receiving a single, implanted doujutsu eye, the effective level to determine bloodline powers is reduced.

If the bloodline is natural, the effective level is reduced by 2. If the bloodline is artificial or implanted, the effective level is reduced by 3.

No Doujutsu Eyes: When losing the totality of one's doujutsu eyes, the bloodline becomes unusable until the eye is recovered or regenerated.

Implanted Doujutsu: When a doujutsu bloodline is implanted, the body must adapt to it. The bloodline is always active unless shut down by artificial means, such as a *doujutsu inhibitor*. While the bloodline is active, it always drains the character's chakra unless he is unconscious or asleep (see the bloodline's description for details).

This condition can be remedied by paying a certain XP cost when having the eye implanted, as shown in the table below. Once this XP cost is paid, the bloodline behaves normally, and can be activated and deactivated at will.

Bloodline Type	XP Cost (per eye)
Minor	1,000 XP
Intermediate	2,000 XP
Major	3,000 XP

Furthermore, an implanted doujutsu has a different chakra color than the rest of the body's chakra circulatory system and is visible to creatures who can see chakra.

Bloodline-specific Drawbacks: Certain doujutsu bloodlines may have additional drawbacks during the *One Eye Only* condition. They are described below:

Byakugan: Benefits of the Telescopic Eye supernatural ability are halved.

Katsugan: The Light Sensitivity penalty increases by 1, and the High Speed Sight ability is reduced by 1.

Bloodlines

The following section contains all the information a player should need concerning bloodlines.

Byakugan [Doujutsu]

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. 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.

High Speed Sight (Ex): While the character's byakugan is active, he gains a high speed sight quality as above.

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 or concrete, 1 inch of metal or up to three feet of wood, plaster walls or dirt per 5 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 Blindsight 30 feet for 1 round while his Byakugan is active. The blindsight 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	Boost Scent (lesser)
8th	—
9th	+2 on Spot checks
10th	—
11th	—

12th	Scent (lesser)
13th	—
14th	Boost Scent (greater)
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, and track by sense of smell. The ability lasts until the user runs out of chakra or is deactivated, and costs 1 point of chakra 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, and to detect a creature concealing its scent.

Boost Scent (Ex): The character can spend 3 points of chakra to increase his sense of smell manyfold for 2 rounds. At 7th level, the range at which the Scent ability can detect creatures, but not pinpoint their locations, is multiplied by 5. At 14th level, the range is multiplied by 10.

Strong smells can make the character nauseous, and it must succeed a Fortitude save (DC 15) or be nauseated for 1 minute. Manifesting this ability is an attack action, and stacks with increases provided by scent (lesser or greater).

Scent (lesser) (Ex): Same as scent (least), 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 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 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 [Doujutsu]

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 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 being performed by spending an action point. The technique must be performed with either the half seal or hand seals component.

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 plus 2.

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. 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 (Gumoushin).

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 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 (50 feet)
12th	—
13th	—
14th	Hiraishin 3
15th	—
16th	—
17th	Slow Fall (any distance)
18th	—
19th	—
20th	Hiraishin 4

Hiraishin (Su): The character gains the Speed rank extraordinary quality, starting with Speed rank 1 (progression as per table). If the character learns a speed rank training technique, it does not stack with the Hiraishin ability, use whichever is higher.

In addition, the character can activate his Speed rank ability (fully or non) up to a number of rounds per day equal to his Hiraishin ability plus his Dexterity modifier, without paying any Chakra. This stacks with Speed rank training techniques mastery.

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 or Tumble 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 50 feet shorter at 11th level, or fall any distance without harm at 17th level.

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
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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 minute. While active, the character can move at a burrow speed for half of his normal land speed, but only in ice, snow or fully frozen earth. At 12th level, the ability improves and allows the character's full movement speed as burrow speed.

In addition, while this ability is active, the character may spend 1 minute concentrating on freezing up to 50 litre of water into ice per level or a move-equivalent action concentrating to freeze 1 litre of water into ice per level. The character may choose whether or not to leave tunnels. Deactivating this ability is a free action.

At 12th level, the character may freeze 50 litres of water per level into ice as part of a technique, once per day.

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), Craft Sealed Item.

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; 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.

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.

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.

Katsugan [Doujutsu]

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 chakra every two hour the character remains awake.

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). It can be disabled entirely with a doujutsu inhibitor.

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 20 feet rather than every 10 feet. This ability is negated if the character's eyes are covered to negate the Light Sensitivity ability.

Keirigan [Doujutsu]

The specifics of this particular bloodline is that it has the innate ability to spot weakness in all things: objects, people, attacks and defenses. This bloodline manifests as a white cross in the center of an otherwise completely black eye.

Requirements:

To qualify to gain *Keirigan* bloodline levels, a character must fulfill all the following criteria.

Minor:

Skills: Search, Spot or Treat Injury 2 ranks.

Feats: Advanced Bloodline (Keirigan).

Intermediate:

Skills: Search, Spot or Treat Injury 4 ranks.

Feats: Advanced Bloodline (Keirigan).

TABLE: KEIRIGAN BLOODLINE TRAITS

Character Level	Minor	Intermediate
1st	—	—
2nd	—	Keirigan +1
3rd	Keirigan +1	Deadly Insight +1
4th	—	—
5th	Deadly Insight +1	Keirigan +2
6th	—	High Speed Sight 1
7th	High Speed Sight 1	—
8th	—	Keirigan +3
9th	Keirigan +2	Deadly Insight +2
10th	—	Executioner's Mark
11th	Executioner's Mark	Keirigan +4
12th	—	High Speed Sight 2
13th	Deadly Insight +2	—
14th	—	Keirigan +5
15th	Keirigan +3	Deadly Insight +3
16th	—	—
17th	High Speed Sight 2	Keirigan +6
18th	—	High Speed Sight 3
19th	Keirigan +4	—
20th	—	—

Keirigan (Su): The character manifests this ability as an attack action that does not provoke an attack of opportunity. He gains an insight bonus to Defense, Demolitions and Spot checks.

In addition, the character can make a Spot check opposed to a creature's touch Defense to determine its current physical condition (as per *Iryou Ninjutsu: Iji - Shinryou Jutsu*). This use of the Keirigan is a move-equivalent action that may provoke an attack of opportunity.

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 keirigan costs 3 point of chakra every 2 rounds to maintain. Deactivating this ability is a free action.

Deadly Insight (Su): The character gains an insight bonus to attack rolls and Reflex saves while the keirigan is active.

High Speed Sight (Su): When the keirigan is active, the character gains a high speed sight of the specified amount for as long as he can See Chakra.

Executioner's Mark (Su): The character may take a full-round action to study a creature or object before attacking to gain full understanding of its weaknesses. It applies its Deadly Insight bonus to weapon damage rolls to his next attack against that creature.

While studying a mark, the character can only take action requiring no concentration and

can only take a 5-ft. step. This ability also stacks with other similar abilities, such as the shade's Death Attack.

Battle Ready (Keirigan) [Meta-Chakra]

You are quick in activating your Keirigan in battle.

Prerequisite: Advanced Bloodline (Keirigan), Keirigan +2.

Benefit: The character may spend 1 meta-chakra charge to activate the Keirigan ability as a swift action.

Destruction Mark [Meta-Chakra]

Your attacks have a chance to deal devastating damage to opponents.

Prerequisite: Advanced Bloodline (Keirigan), Keirigan +2, Deadly Insight +2, Executioner's Mark.

Benefit: The character may spend 1 meta-chakra charge to empower any Executioner's Mark attack.

If the attack is a melee or ranged attack, its critical threat range increases by an amount equal to the character's deadly insight bonus. If the attack is an offensive spell, ability or technique, its saving throw DC increases by an amount equal to the character's deadly insight bonus but only against the save made by the target. Attacks targeting an object or structure deals one-half again as much damage (+50%.)

This feat can only be used twice per day. The bonus granted does not stack with the bonus provided by other sources.

Koimeigan [Doujutsu]

Named after the fast movements of the domesticated carp, the koimeigan enables its wielder to track extremely fast movements and sometimes to react to it as adrenaline surges through his body.

Requirements:

To qualify to gain *Koimeigan* bloodline levels, a character must fulfill all the following criteria.

Skills: Spot 4 ranks.

Feats: Advanced Bloodline (Koimeigan).

TABLE: KOIMEIGAN BLOODLINE TRAITS

Character Level	Minor
1st	—
2nd	Koimeigan +1
3rd	High Speed Sight 2
4th	Koimeigan +2
5th	Adrenaline Surge (1/day)
6th	Koimeigan +3
7th	High Speed Sight 4

8th	Koimeigan +4
9th	Adrenaline Surge (2/day)
10th	Koimeigan +5
11th	High Speed Sight 6
12th	Koimeigan +6
13th	Adrenaline Surge (3/day)
14th	Koimeigan +7
15th	High Speed Sight 8
16th	Koimeigan +8
17th	Adrenaline Surge (4/day)
18th	Koimeigan +9
19th	High Speed Sight 10
20th	Koimeigan +10

Koimeigan (Su): This ability can be manifested as an attack action that does not provoke an attack of opportunity. While active, the Koimeigan grants the character a bonus to Initiative checks and Spot checks against fast-moving objects, such as attacks or Taijutsu techniques that grant a Spot check to avoid additional effects.

While the Koimeigan is active, he cannot lose his dexterity bonus to Defense and cannot be flanked, unless the flanking creature has 2 or more hit dice more than the character.

Additionally, the character can concentrate for a move-equivalent action to *See Chakra* for as long as he concentrates, plus 3 rounds.

The Koimeigan costs 1 point of chakra every 2 rounds to maintain, and can be deactivated as a free action on the character's turn.

High Speed Sight (Su): While the koimeigan is active, the character gains a high speed sight of the specified amount (see above).

Adrenaline Surge (Su): A number of times per day specified parenthetically, the character is able to gain an adrenaline surge as a free action. The adrenaline surge only remains available for the action it was declared for, and if left unused, is wasted.

The adrenaline surge grants the character a +1 circumstance bonus every two levels (maximum +10) to a single attack roll, Reflex save or Defense against a single attack, or to any check made to use a technique as a *defensive maneuver* or while *avoiding an attack*.

If the adrenaline surge is used to gain a bonus to a Reflex saving throw or to Defense, the surge consumes a daily use of both *defensive maneuver* and *avoiding an attack*.

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 (40 years)
17th	Pseudomortality 4
18th	Deathless Fortitude +4
19th	—
20th	—

Extended Life (Ex): The character adds the amount specified parenthetically to his normal middle age, old and venerable age categories, 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 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. Any previously applied aging penalty remain, and the character can still die of old age.

Medusa Eye [Doujutsu]

This obscure bloodline enables the wearer to manipulate earthen energies with his very

eyes. The medusa eye is entirely charcoal black with a slitted crimson pupil.

Requirements:

To qualify to gain *Medusa Eye* bloodline levels, a character must fulfill all the following criteria.

Elemental Affinity: Earth.

Skill: Ninjutsu 4 ranks.

Feats: Advanced Bloodline (Medusa Eye).

TABLE: MEDUSA EYE BLOODLINE TRAITS

Character Level	Intermediate
1st	—
2nd	Medusa Eye (1d6)
3rd	Petrifying Glare (Strength)
4th	—
5th	Medusa Eye (2d6)
6th	—
7th	Earth Control (Half-Seals)
8th	Medusa Eye (3d6)
9th	—
10th	Medusa Eye (4d6)
11th	—
12th	Elemental Specialization (Doton)
13th	Medusa Eye (5d6)
14th	—
15th	Earth Control (Hand Seals)
16th	Medusa Eye (6d6)
17th	—
18th	Petrifying Glare (Dexterity)
19th	Medusa Eye (7d6)
20th	—

Medusa Eye (Su): The character gains the ability to fire a blast of earth-natured chakra against any creature within 50 feet as an attack action. The blast requires a ranged touch attack modified by the character's Intelligence modifier.

If it hits, it deals earth damage equal to the amount specified parenthetically. It can score a critical on a natural roll of 20, and deal double damage. A target slain by this ability turns to stone. This condition can only be reversed by a Doton elemental of 5th level or higher using the *Reiki* technique.

The Medusa Eye cannot be used if the character's chakra pool is 0. Firing the blast in melee provokes an attack of opportunity.

Petrifying Glare (Su): The character can manifest this ability as an attack action that does not provoke an attack of opportunity. While it is active, the character deals 1 point of temporary Strength damage on a successful hit with the Medusa Eye ability.

At 18th level, the character may choose to deal Dexterity damage instead. The ability damage from the petrifying glare lasts for 5 minutes. If the target's Strength or Dexterity

score are reduced to 0 from this ability, its flesh turns to stone (see above). A petrified but live character is not killed, only helpless.

The character is able to concentrate as a move action to See Chakra for as long as he concentrates, plus 3 rounds.

The Petrifying Glare costs 1 point of chakra per round while active. It can be deactivated as a free action. It cannot be used if the character is blinded.

Earth Control (Su): While the character's Petrifying Glare ability is active, he is able to ignore the half-seal component of any *Doton* Ninjutsu technique.

At 15th level, he is able to ignore the hand seal component of such techniques as well.

Elemental Specialization: The character gains the Elemental Specialization (Doton) feat for free.

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 capacity 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	Hidden Power 1/day
5th	—
6th	Improved Chakra Pool
7th	—
8th	Surging Power
9th	Hidden Power 2/day
10th	—
11th	Improved Chakra Pool
12th	Latent Potential
13th	—
14th	Hidden Power 3/day
15th	—
16th	Improved Chakra Pool
17th	—
18th	—

19th	Hidden Power 4/day
20th	Chakra Surge

Bonus Feats: The character gains the Chakra Restoration feat at 1st level, and the Improved Chakra Pool feat at 6th, 11th and 16th level.

Hidden Power (Su): The character can activate this ability as a swift action a number of times per day. In doing so, he taps in a well of hidden power that exponentially increases his chakra reserves. This ability lasts for 3 rounds.

The character's chakra color turns a bright, rich color, usually gold, and becomes clearly visible to the naked eye. Creatures who can see chakra or see through chakra looking directly at the character become dazzled for 1 round (Fortitude save negates, DC 10 + one-half the character's level + the character's Con modifier). A successful save against this ability negates the effect for 24 hours.

Each time the character successfully makes a Chakra Control check to tap his chakra reserves, he gains bonus temporary chakra. For each multiple of 5 he draws from his chakra reserves, the character gains 1 bonus temporary chakra (for example, a character drawing 4 chakra from his reserves would gain no bonus temporary chakra, and a character drawing 17 would get 3 bonus temporary chakra.)

The character can gain 5 bonus temporary chakra safely each time this ability is activated. However, any bonus temporary chakra gained over that number is subtracted from the character's chakra reserves at the end of the encounter or 5 minutes, whichever is shorter.

Surging Power (Ex): While the Hidden Power is active, the character adds 1d6 to the result of any action point spent to gain temporary chakra. In addition, the maximum amount of bonus temporary chakra that can be gained safely each time the Hidden Power ability is activated increases to 10.

Latent Potential (Ex): When using the Hidden Power ability, the character gains 2 bonus temporary chakra for each multiple of 5 he draws from his chakra reserves instead of 1, and his chakra signature strength is always Overwhelming when the ability is active, or one category higher if it was already Overwhelming.

The maximum amount of bonus temporary chakra that can be gained safely each time the Hidden Power ability is activated increases to 15.

Chakra Surge (Su): The character can use this ability once per day when under the effects of the Hidden Power ability. Instead of gaining bonus temporary chakra when drawing from his chakra reserves as per the normal calculation, the character gains temporary chakra equal to the amount he tapped his chakra reserves for (up to a maximum of his character level). Activating this ability costs an action point.

Sharingan Eye [Doujutsu]

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 a string of numbers, words or certain details (such as a crime scene).

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. If the character is blinded, he gains none of the benefits of the sharingan. Unless caught flat-footed, immobilized or fainted against, 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. In addition, he gains a bonus to checks made to remember things he has seen with his Sharingan Eye active equal to his Sharingan Eye bonus.

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 Strike or Stance subtype taijutsu technique. A Chakra Control technique, a technique performed with no hand seals or an Enhancement 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).

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.

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 free action that does not provoke an attack of opportunity only when his sharingan eye is active. For 2 rounds, the character's sharingan eye and offensive foresight gain an additional +1 bonus. Additionally, he can *See Chakra* without needing to concentrate and is able to *See Through Chakra* while concentrating.

The mangekyou sharingan can be used up to once every five levels every day. Each use after the fourth grants the character 1 point of mangekyou sharingan blindness.

Mangekyou Sharingan Blindness: Overuse of the mangekyou sharingan and use of certain techniques gives the character mangekyou sharingan blindness. Each point is cumulative, and has an effect depending on the number of points currently afflicting the character.

Mangekyou Sharingan blindness is treated as ability damage, and heals at the rate of 1 point per day. Because the strain is so high, mangekyou sharingan blindness will not heal until all other temporary ability damage has been mended. Complete bed rest doubles the amount of mangekyou sharingan blindness healed.

The penalties are shown on the table below, and are all negated while the mangekyou

sharingan is active.

Mangekyou Blindness	Attack Rolls	Defense	Spot checks	Reflex saves	Special
1 or less	—	—	—	—	—
2	-1	-1	-2	-1	—
3	-1	-2	-4	-1	—
4	-2	-3	-6	-2	—
5	-2	-3	-8	-2	Fatigued for 30 minutes after an encounter
6	-3	-4	-10	-3	Fatigued for 1 hours after an encounter
7	-3	-5	-12	-3	Exhausted for 1 hour after an encounter
8	-3	-6	-14	-3	Exhausted for 2 hours after an encounter
9	-4	-6	-16	-4	Exhausted for 4 hours after an encounter
10 or more	-4	-7	Special	-4	Blinded, Exhausted for 8 hours after an encounter

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.

The character heals an additional point of mangekyou sharingan blindness per evening of rest.

Special: The primary way of obtaining this feat is by absorbing another pair of *mangekyou sharingan* eyes.

Doing so allows the character to immediately gain both of the previous mangekyou sharingan's host's mangekyou techniques (see mangekyou sharingan feat, below).

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, Kamui or Tsukuyomi, and you become able to learn 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 special ability.

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), 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
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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 for the character 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 character without this bloodline can never be proficient with bone weapons.

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 chakra, 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 suffer 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 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): The character gains an enhancement bonus to attack and weapon damage rolls when wielding a bone weapon he created.

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 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.

Symbiote

While not technically a bloodline, some ninja clan have taken to forming a special symbiotic relationship with some species of insects bred specifically for the purpose of combat, spying or other aspect of the shinobi profession. These bugs range from chakra devouring, flesh eating, poisonous and even tracking bugs.

Requirements:

To qualify to gain *Symbiote* bloodline levels, a character must fulfill all the following criteria.

Feats: Advanced Bloodline (Symbiote).

TABLE: SYMBIOTE BLOODLINE TRAITS

Character Level	Minor	Intermediate	Major
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1st	Symbiote (one type)	Symbiote (one type)	Symbiote (one type)
2nd	—	—	—
3rd	—	—	Bloodline Traits +1
4th	—	Bloodline Traits +1	Schism +1
5th	Reserve	Reserve	Reserve
6th	—	—	Bloodline Traits +2
7th	—	Schism +1	—
8th	Bloodline Traits +1	Bloodline Traits +2	Symbiote (two types)
9th	—	—	Bloodline Traits +3
10th	Schism +1	Symbiote (two types)	Schism +2
11th	—	—	—
12th	Bloodline Traits +2	Bloodline Traits +3	Bloodline Traits +4
13th	—	—	—
14th	—	Schism +2	Symbiote (three types)
15th	—	—	Bloodline Traits +5
16th	Bloodline Traits +3	Bloodline Traits +4	Schism +3
17th	—	—	—
18th	Schism +2	—	Bloodline Traits +6
19th	—	—	—
20th	Bloodline Traits +4	Bloodline Traits +5	—

Symbiote (Ex): The character gains the ability to breed swarms of insects inside his body. He begins with one swarm at 1st level, and gains an additional swarm every odd-numbered level thereafter. The swarms are under direct control of the symbiote, and do not know betrayal. They will obey any directions without hesitation regardless of the risks involved. A swarm cannot be control by anyone other than the symbiote and are immune to any form of mind control.

The symbiote can spawn different types of swarms depending on the strength of his bloodline. A minor symbiote bloodline only allows one type of swarms, while an intermediate symbiote allows two and a major symbiote allows three. Each time the character gains a level, his swarms also gain additional benefits. Swarms gain skill points and feats, and some types of swarms have special abilities that depend on the character's level; however, each type of swarm can be advanced differently, though all swarms of the same type will share the same traits. See the *Friends and Foes* chapter for more details on Symbiote Swarms.

The character can release any number swarms from his body as a free action that does not provoke an attack of opportunity. A technique or ability that requires a swarm being away from his body for any length of time cannot be used for any other purpose.

The swarm can only perform either a move action or attack action, and one free action, while under the symbiote's control. A swarm that in a square adjacent to the character can return to his body as a free action. Swarms can also be used as substitutes for techniques such as *Kawarimi no Jutsu*, but will not be affected by a weapon attack or effect that targets a single creature.

A swarm that is destroyed or left behind will scatter after 3 days without the user's guidance. The symbiote can spawn a new swarm every 1d4 days; each time he does so, he decides what type of swarm is spawned, if multiple types are possible. See the *Friends*

and Foes chapter for more details on Symbiote Swarms statistics.

If the character does not gain bloodline levels in this bloodline, the number of swarms he can control is also limited until a bloodline level is gained. The GM may also impose conditions on the acquisition of new types of symbiotic swarms (for instance, finding a specimen to start a colony).

Bloodline Traits (Ex): The character gains a racial bonus to saves against poisons and diseases.

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 swarms greater than his symbiote ability allows. Reserve swarms are generally used as a mean of quick replacement for slain symbiotic swarms.

Schism (Su): The character gains a racial bonus to saves against massive damage and mind-affecting effects.

Symbiotic Swarms: The character gains access to a certain number of swarm types when gaining the Symbiote ability, each type having its own characteristics.

Black Death

Prerequisite: Symbiote special ability, Greater Hivemind, Hivemind.

Benefit: Every hive mother born after selecting this feat deal poison damage with their bite attack. This feat does not apply when it merges with a swarm.

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: Symbiote and Reserve special abilities.

Benefit: You gain an additional swarm.

Destruction Bugs

Prerequisite: Symbiote special ability.

Benefit: Your swarms gain additional 1 hit point per hit dice, and the swarm's distraction's DC increases by +2.

Emergence [Epic]

Prerequisite: Symbiote special ability, schism +2, bloodline traits +4, base will bonus +10.

Benefit: You gain an extra type of symbiotic swarm.

Greater Hivemind

Prerequisite: Hivemind, Symbiote special ability, Sense Chakra special ability.

Benefit: A hive mother or a swarm accompanied by a hive mother increases its energy resistance to cold, earth, electricity, fire, wind, and water damage by 5.

Hivemind

You acquire and introduce various species of symbiotic swarms into your hive.

Prerequisite: Symbiote special abilities, at least one Symbiote bloodline level.

Benefit: Your body produces up to 1 hive mother per 5 level (maximum 4). The hive mother can merge with any swarm to increase the swarm's Constitution score by 2.

The hive mother, regardless of whether it is merged or alone, senses chakra as a passive ability with a range of 20 feet. 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 symbiotic swarm it was sent with is destroyed), a new one is born every day. No more than 1 hive mother can be present in a swarm.

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 Emotions 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.

Successor of the Muryou Saikyou Ryuu

You are a successor of the ultimate destruction style, and your skill with it is unmatched.

Prerequisite: Any meta-chakra feat, chakra pool 30, base attack bonus +3.

Benefit: You are able to perform any *Muryou Saikyou Ryuu* Ninjutsu technique as an attack action instead of a full-attack action.

Normal: The *Muryou Saikyou Ryuu* Ninjutsu techniques require a full-attack action to perform.

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.

Despite its name, the Mibu's *Red Eyes* bloodline is not a doujutsu.

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) or True 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.

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, Dex 16 or Con 16, can only be taken at 1st level.

Benefit: The character gains the Red Eyes bloodline, and his ECL increases by 1 immediately when taking this feat.

The character's Red Eyes ability becomes a permanent sacred bonus 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, *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.

Successor of the Muryou Saikyou Ryuu

You are a successor of the ultimate destruction style, and your skill with it is unmatched.

Prerequisite: Any meta-chakra feat, chakra pool 30, base attack bonus +3.

Benefit: You are able to perform any *Muryou Saikyou Ryuu* Ninjutsu technique as an attack action instead of a full-attack action.

Normal: The *Muryou Saikyou Ryuu* Ninjutsu techniques require a full-attack action to perform.

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

This creature is at ease in water and always has a swim speed, and thus can move in water without a Swim check. An aquatic creature can breathe underwater, but cannot also breathe air unless it has the amphibious special quality.

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.

Level Adjustment: +3

Challenge Rating: +2.

Fear Aura (Ex): Any creature that finds itself within 50 feet of the bearer of Shukaku during the Shukaku Metamorphosis 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. The bearer can use a mass of sand equal to his body weight to deliver an attack within 30 feet as long as his chakra pool is 1 or higher. Although this attack is considered a natural attack, the bearer can still deliver multiple attacks during a full attack action, depending on his base attack bonus. The character still threatens only the squares adjacent to him despite the range of this attack.

The attack deals damage as a slam attack from a magical beast one size larger than the character with his Strength score, plus one-half his level (round down). The attack increases in size by one category every 5 levels. The sand also gains a +4 bonus to grapple checks, but does not benefit from speed or strength ranks or non-permanent bonus to Strength or size.

At 10th level, the bearer can deal damage as a claw attack instead. The sand's embrace can be shaped at the bearer's will (being mindful of the embrace's size, at the GM's discretion), but doing so does not increase or reduce the damage it can deal. Regardless of its shape, the sand's embrace will always appear to obviously be a sand construct unless it is somehow disguised.

The bearer can still attack airborne creatures without being hindered by the normal limitations of making sand levitate (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 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.

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, minus 1% per level (minimum 10%), whenever he sleeps of suffering 2d4 points of temporary Wisdom damage, halved by a successful Will save (DC 23, +2 from the Light Sleeper feat). 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))

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **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)

Rank: 4 (B-Class); **Learn DC:** 18, 3 success; **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, rather than 2 points per round.

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))

Rank: 5 (B-Class); **Learn DC:** 19, 3 success; **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))

Rank: 11 (A-Class); **Learn DC:** 26, 4 success; **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))

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **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))

Rank: 9 (S-Class); **Learn DC:** 25, 5 success; **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))

Rank: 4 (B-Class); **Learn DC:** 18, 3 success; **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 8 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.

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.

Defensive Maneuver: Once per day as an instant action, the user may perform this technique to aid himself or an ally within 30 feet 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 Suna no Muya, mastery counts) opposed to the opponent's attack roll or technique's Save DC +10, minimum 20. 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. Success creates the barrier normally.

Defensive maneuver must be declared before knowing the result of the attack. Defensive maneuver has a chakra cost of 6 and allows the user to defend against an attack or effect from an opponent of his CR 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 Suna no Muya as a defensive maneuver counts towards the number of times per day Shusen - Chibounushi and Ryokujun no Jutsu can be used as such.

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 from a CR up to his level or 5, 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 from a CR up to his level or 10, whichever is lower.

The third step of mastery allows the user to increase the cost to 8 when avoiding an attack, to avoid an attack from a CR up to his level or 15, whichever is lower.

The fourth step of mastery allows the user to increase the cost to 9 when avoiding an attack, to avoid an attack from a CR up to his level or 20, whichever is lower.

The fifth step of mastery allows the user to increase the cost to 10 when avoiding an attack, to avoid an attack from a CR up to his level or 25, whichever is lower.

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))

Rank: 7 (B-Class); **Learn DC:** 21, 3 success; **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:** 20.

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]

Rank: 5 (B-Class); **Learn DC:** 19, 4 success; **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))

Rank: 10 (S-Class); **Learn DC:** 26, 5 success; **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.

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 Strength and Speed Ranks.
- The corpsewalker gains any power rank the subject may have.
- The corpsewalker loses all inherent bonuses, 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 $10 + \frac{1}{2}$ 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.

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 to Defense, Reflex saves, attack and weapon damage rolls, a +2 bonus to opposed disarm, trip, grapple, bullrush or overrun checks and Climb, Jump and Swim checks. In addition, the creature gains 12 temporary chakra, and his carrying capacity by one-half (round down). Every consequent use within a 24 hours period reduce the amount of chakra gained any level by 4, minimum 0. The temporary chakra fades immediately after the cursed seal is deactivated.

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 Defense, Reflex saves, attack and weapon damage rolls, a +4 bonus to opposed disarm, trip, grapple, bullrush or overrun checks and Climb, Jump and Swim checks. He gains 24 temporary chakra and his carrying capacity doubles. Every consequent use within a 24 hours period reduce the amount of chakra gained by any level by 8, minimum 0. The temporary chakra fades immediately after the cursed seal is deactivated.

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 (using the Juuin Jutsu technique) 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. A creature with the True Origin feat does not gain chakra seal pool.

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 gain cursed 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

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 recovers chakra twice as fast during chakra depletion, and he recovers from ability damage twice as fast.

In addition, the host recovers 1 chakra reserve every 5 minutes in addition to normal recovery.

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.

Heroic Subtype

This subtype is usually applied to particularly powerful creatures or creatures with levels in a character class. A heroic creature gains chakra normally and also has a chakra reserve.

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 the fire affinity nature transformation. 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. It does not naturally regrow limbs, but severed limbs, even the head, can be reattached within 1d4 hours and mend, or be sewn back. If the immortal has the ability to remain conscious below 0 hit points, it can still act normally. If its head is severed, it remains conscious but does not retain the use of its body.

Typically, the immortal can never die, no matter how badly damaged its body is. However, some means may exist to permanently kill the immortal, specified in the creature's entry. Those means usually entail the removal of the immortal's soul and complete and permanent destruction of its body, such as with the *Kamui* 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 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.

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 chakra or tap his chakra reserves.

The character recovers absolutely no chakra from resting, and he is unable to make a Chakra Control check to tap his reserves. 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. The character cannot recover hit points from resting unless his chakra pool is 1 or higher.

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

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 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 2 days per total level or hit dice of the character (maximum 100 days). An animal companion still benefits the ability score increase every 4 hit dice it gains, and their chakra pools is like summon creatures. An animal companion shares the character's Reputation bonus.

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 ranks in the skill - 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.

Rare Subtype

A rare creature is more powerful than its peers. Unlike other nonheroic creatures, a rare creature gains chakra normally, but has no chakra reserves.

Reptilian Subtype

These creatures are usually scaly and coldblooded. The reptilian subtype is only applied to humanoid creatures, not all animals and monsters that are true reptiles.

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.

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 rake attacks, 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 nature transformations other than the elemental 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 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 earth 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.

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, 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.

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.

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 Ninja, Genjutsu Adept, Ninja's Mimicry, Ninjutsu Adept, Taijutsu Adept.

Special: Sharingan Eye +1 and Offensive Foresight +1 supernatural abilities.

Fire affinity.
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 and copy Doujutsu Genjutsu techniques.

Fan: The battle mime gains a +2 bonus to checks made to Learn, perform and copy Katon ninjutsu techniques.

Hawk: The battle mime gains a +2 bonus checks made to Learn, perform and copy Taijutsu 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

	Base						
	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	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, cursed strike 3/day	+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 (cursed seal pool 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 and bonus reserve from taking levels in this class. The amount of bonus chakra or chakra reserve gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount gained every level from gaining an additional hit dice.

The amount of bonus chakra or reserve doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra and Reserve, such as from various classes, do stack with each other.

Class Levels	Bonus Chakra	Bonus Reserve
1st	1	2
2nd	2	4
3rd	3	6
4th	4	8
5th	5	10
6th	6	12
7th	7	14
8th	8	16
9th	9	18
10th	10	20

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 cursed seal pool 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 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

	Base						
	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	Bonus
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 4 ranks, Handle Animal 4 ranks.

Feats: Advanced Bloodline (Symbiote), Destruction Bugs.

Special: Symbiote ability.

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), Handle Animal (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				Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save		
				Special		

1 st	+0	+0	+0	+2	Living hive, destruction blast	+1	+0
2 nd	+1	+0	+0	+3	Living hive, for the hive	+1	+0
3 rd	+2	+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 with at least 1 swarm inside the hivemaster
6	Black blood	Immunity to poison with at least 1 swarm inside the hivemaster
7	Sixth sense	Blindsense 5 feet per swarm in the hivemaster (maximum 30 feet)

Destruction Blast

The hivemaster can throw a destruction blast as an attack action. The destruction blast releases 1 symbiotic swarm 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 6d6), and can have an additional effect when using a certain type of symbiotic swarm to deliver the attack

Swarm Type	Additional Effect
Dokumushi	Injury poison; Fort save DC 10+1 per damage die, 1d4 Dex/1d4 Dex
Flesh eating	Destruction blast deals an extra 1d6 points of damage
Kikaichuu	Destruction blast deals 1 chakra damage every 2 damage die

The swarm 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. The destruction blast has a range increment of 20 feet, and cannot deal damage past 5 range increments.

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 symbiotic swarms have a better swarm attack. All swarms gain a +1 bonus to damage per damage die during the swarm attack.

The kikaichuu swarm's chakra leech can also deal damage instead of only causing chakra

drain, but does not gain a bonus to damage. This damage depends on the size of the swarm, and follows a reduced progression: – (no base damage), 1, 1d2, 1d3, 1d4, 1d6, 1d8, 2d6.

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 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 reduce the bonus by +1 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 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 Ninja, 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 Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
	Bonus	Save	Save	Save		Bonus	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 Jyuuken 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.

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 dependent 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 Known

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.

Some entries will state that the creature knows a number of techniques and masteries appropriate to its rank. This entry allows the GM to decide which technique it knows and have almost complete freedom with the character.

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.

Alternate Form: A creature with this special quality has the ability to assume one or more specific alternate forms, specified in the creature's statistics entry. A creature using alternate form reverts to its natural form when killed, but separated body parts retain their shape. A creature cannot use alternate form to take the form of a creature with a template. Assuming an alternate form results in the following changes to the creature:

- The creature retains the type and subtype of its original form. It gains the size of its new form. If the new form has the aquatic subtype, the creature gains that subtype as well.
- The creature loses the natural weapons, natural armor, and movement modes of its original form, as well as any extraordinary special attacks of its original form not derived from class levels (such as the barbarian's rage class feature).
- The creature gains the natural weapons, natural armor, movement modes, and extraordinary special attacks of its new form.
- The creature retains the special qualities of its original form. It does not gain any special qualities of its new form.
- The creature retains the spell-like abilities and supernatural attacks of its old form (except for breath weapons and gaze attacks). It does not gain the spell-like abilities or attacks of its new form.
- The creature gains the physical ability scores (Str, Dex, Con) of its new form. It retains the mental ability scores (Int, Wis, Cha) of its original form. Apply any changed physical ability score modifiers in all appropriate areas with one exception: the creature retains the hit points of its original form despite any change to its Constitution.
- The creature retains its hit points and save bonuses, although its save modifiers may change due to a change in ability scores.
- Except as described elsewhere, the creature retains all other game statistics of its original form, including (but not necessarily limited to) HD, hit points, skill ranks, feats, base attack bonus, and base save bonuses.
- The creature retains any ability to perform techniques it had in its original form, although it must have humanlike hands to perform techniques with hand seals or half seals.
- The creature is effectively camouflaged as a creature of its new form, and it gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.
- Any equipment worn or carried by the creature that can't be worn or carried in its new form instead falls to the ground in its space. If the creature changes size, the equipment it carries does not change form to accommodate its new size and may incur penalties to be used in its new form. (Nonhumanoid-shaped creatures can't wear armor designed for humanoid-shaped creatures, and vice versa.)

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 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 grants 1 temporary chakra to the creature. 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.

Chakra Immunity (Ex): This ability works exactly like Chakra Resistance, except that it cannot be overcome or lowered. This ability can have specific conditions that apply to it or only work in certain instances, as specified in the effects' description. Techniques that are not affected by chakra resistance are not affected by chakra immunity.

Chakra Resistance (Ex): A creature with chakra resistance can fully negate the effects of techniques and spell-like abilities that allow the use of techniques that would normally affect it. To determine whether or not the creature is affected, the attacker must make a level check (1d20 + character level) against the creature's chakra resistance. If the result equals or exceeds the chakra resistance, the technique works normally. The creature is still allowed a saving throw.

Change Shape: A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature using change shape reverts to its natural form when killed, but separated body parts retain their shape. A creature cannot use change shape to take the form of a creature with a template. Changing shape results in the following changes to the creature:

- The creature retains the type and subtype of its original form. It gains the size of its new form.
- The creature loses the natural weapons and movement modes of its original form, as well as any extraordinary special attacks of its original form not derived from class levels (such as the charismatic hero's charm class feature).
- The creature gains the natural weapons, movement modes, and extraordinary special attacks of its new form.
- The creature retains all other special attacks and qualities of its original form, except for breath weapons and gaze attacks.
- The creature retains the ability scores of its original form.
- Except as described elsewhere, the creature retains all other game statistics of its original form, including (but not necessarily limited to) HD, hit points, skill ranks, feats, base attack bonus, and base save bonuses.
- The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.
- The creature is effectively camouflaged as a creature of its new form, and gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.
- Any gear worn or carried by the creature that can't be worn or carried in its new form

instead falls to the ground in its space. If the creature changes size, any gear it wears or carries that can be worn or carried in its new form changes size to match the new size. (Nonhumanoid-shaped creatures can't wear armor designed for humanoid-shaped creatures, and viceversa.) Gear returns to normal size if dropped.

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 cold iron, 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 or higher enhancement bonus, an epic or legendary enhancement seal, 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, defense 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).

Fast Regeneration (Ex or Su): The creature is not killed when it reaches –10 hit points, and instead can continue to take damage indefinitely. Furthermore, it recovers a number of hit points per round regardless of its condition, specified in the creature's entry. It can also regenerate entire limbs if it concentrates completely on mending. A limb takes 1 full round to regenerate, and this has the effect of doubling the regeneration rate until the end of its next turn.

The creature continues to recover until it reaches full hit points, and retains the ability to regenerate until its body is destroyed completely, until the head is separated from it or until a condition specified in the creature's entry is met. Some creatures continue to regenerate even when its body is destroyed or it fails a saving throw against a death effect, until the condition is met.

Some type of damage, generally a type of energy damage, can stop the *fast regeneration* for 1 round. A creature reduced below –10 hit points is immediately killed if the *fast regeneration* ability is stopped.

Frightful Presence (Ex): This ability makes a creature's presence particularly intimidating to foes. It activates automatically when the creature performs an intimidating or dramatic 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 given 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, which always deal damage to incorporeal creatures).

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.

Invisibility: An invisible creature is visually undetectable and gains a +2 bonus to attack rolls against creatures that rely on sight and ignores its opponent's Dexterity bonus to Defense (if any). Invisibility has no effect against blinded or nonsighted creatures. An invisible creature's location cannot be pointed by visual means, including low-light or darkvision. It has total concealment; even if an attacker correctly guesses the invisible creature's square, the attacker has a 50% miss chance in combat.

Invisibility does not, by itself, make a creature immune to critical hits, but it does make the creature immune to extra damage from being a ninja hunter's favored enemy and from sneak attacks.

A creature can generally notice the presence of an active invisible creature within 30 feet with a Spot check (DC 20). The observer gains a hunch that “something’s there” but can’t see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). An inanimate object, an unliving creature holding still, or a completely immobile creature is even harder to spot (DC 40). It’s practically impossible (+20 DC) to pinpoint an invisible creature’s location with a Spot check, and even if a character succeeds on such a check, the invisible creature still benefits from total concealment (50% miss chance).

A creature can use hearing to find an invisible creature. A character can make a Listen check for this purpose as a free action each round. A Listen check result at least equal to the invisible creature’s Move Silently check result reveals its presence. (A creature with no ranks in Move Silently makes a Move Silently check as a Dexterity check to which an armor check penalty applies.) A successful check lets a character hear an invisible creature “over there somewhere.” It’s practically impossible to pinpoint the location of an invisible creature. A Listen check that beats the DC by 20 pinpoints the invisible creature’s location.

A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon into two adjacent 5-foot squares using a standard action. If an invisible target is in the designated area, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has successfully pinpointed the invisible creature’s current location. (If the invisible creature moves, its location, obviously, is once again unknown.)

If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5 feet. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location.

If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from full concealment (and thus a 50% miss chance). A particularly large and slow creature might get a smaller miss chance.

If a character tries to attack an invisible creature whose location he has not pinpointed, have the player choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy's not there, roll the miss chance as if it were there, don't let the player see the result, and tell him that the character has missed. That way the player doesn't know whether the attack missed because the enemy's not there or because you successfully rolled the miss chance.

If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour to at least keep track of its position (until the flour fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.

Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud, or other soft surfaces can give enemies clues to an invisible creature's location. An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from concealment. A creature with the scent ability can detect an invisible creature as it would a visible one.

A creature with the Blind-Fight feat has a better chance to hit an invisible creature. Roll the miss chance twice, and he misses only if both rolls indicate a miss. (Alternatively, make one 25% miss chance roll rather than two 50% miss chance rolls.)

A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility. An invisible burning torch still gives off light.

Invisible creatures cannot use gaze attacks. Invisibility does not thwart other modes of detection, such as hostile intent or sense chakra. Since some creatures can detect or even see invisible creatures, it is helpful to be able to hide even when invisible.

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.

Modes of Movement: A creature may have modes of movement other than walking and running. These are generally natural and not artificial (from an item or technique), unless specified in the monster's statistics entry.

Burrow: A creature with a burrow speed can tunnel through dirt but not rock, unless the description specifies otherwise. It cannot charge or run while burrowing, and generally do not leave tunnels behind them (either because the material they tunnel through fills behind them, because they simply move through or sometimes because they choose not to). See the creature's statistics entry for more detail.

Climb: A creature with a climb speed has a +8 racial bonus to Climb checks. It must make a Climb check to climb any wall or slope with a DC over 0, but can always take 10 on a Climb check even while threatened.

The creature climbs at its given speed while climbing. If it chooses an accelerated climb it moves at double the given climb speed (or its base land speed, whichever is lower) and makes a single Climb check at a -5 penalty. A creature cannot run while climbing but its Dexterity bonus to Defense (if any) while climbing, and opponents get no special bonus on their attacks against a climbing creature.

Fly: A creature with a fly speed can move through the air at the indicated speed if carrying no more than a light load. All fly speeds include a parenthetical note indicating maneuverability, as follows:

- *Perfect:* The creature can perform almost any aerial maneuver it wishes. It moves through the air as well as a human moves over smooth ground.
- *Good:* The creature is very agile in the air (like a housefly or a hummingbird), but cannot change direction as readily as those with perfect maneuverability.
- *Average:* The creature can fly as adroitly as a small bird.
- *Poor:* The creature flies as well as a very large bird.
- *Clumsy:* The creature can barely maneuver at all.

A creature that flies can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet and descend at least 10 feet. It can make only claw or talon attacks, but these deal double damage. A creature can use the run action while flying, provided it flies in a straight line.

Flight (Ex or Su): A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Swim: A creature with a swim speed can move through water at its swim speed without making Swim checks. It has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. The creature can always choose to take 10 on a Swim check, even if distracted or endangered. The creature can use the run action while swimming, provided it swims in a straight line.

Teleport: A creature with a teleport speed can move through terrain without penalties and does not provoke attacks of opportunity for moving through a threatened square. It must appear in an unoccupied area large enough for the creature to occupy within line of sight, but not necessarily within line of effect. Teleporting generally carries an auditory or visual component (such as a high-pitched sound or a flash) when used, preventing use of

the Hide or Move Silently skills (see the creature's statistics entry for details on which is used, or if none are used.)

The creature moves its given speed in any direction while teleporting. It cannot run or charge, and must have sure footing to teleport. See the Teleport ability below.

Teleport (Ex or Su): A creature with this ability can move at its teleport speed as a move action.

If the ability is supernatural, it can be used while entangled, grappled or held by a physical object, and can also be used without sure footing. The supernatural ability is ineffective in an antimagic field.

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.

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 retains any class ability, class levels, base attack bonus, saving throws and class defense, as well as hit points (although current hit points on possession is based on a percentage depending on the new vessel's current hit points). The creature does not gain any class abilities or any modifiers derived from a class level possessed by the subject.
- 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 Strength and Speed Ranks.
- The creature gains any power rank the subject may have.
- The creature loses all inherent bonuses to its Strength, Dexterity and Constitution scores, Strength and Speed Ranks, Power Units and bloodline benefits, as well as any template gained in its previous body or vessel, but gains all those possessed by the new 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.
- The creature retains its chakra signature, which overwrites the vessel's for the duration of the possession.

Even though his body changes, the creature still retains all class levels, hit dice, feats and skills, base attack bonus, saving throw bonus, class 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 1d3 months the body is inactive, it suffers 1 point of Strength and Dexterity damage, minimum 3. This ability damage heals at a rate of 1 every 2 weeks, or 1 per week with aided recovery.

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.

Poison Resistance (Ex): The creature gains the specified bonus to saving throws against poison and poison effects.

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.

Remote Sensing (Su): Some creatures, usually ninja or creatures trained by ninja, are able to sense chakra over extreme distance with particularly acute skill. This ability is known as remote sensing, and allows the creature to cast out its senses without actually needing to move, called the probe. The creature remains unmoving and unaware of its surroundings while remote sensing, and automatically fails Listen and Spot checks until shaken or attacked.

The remote sensing allows the creature to move the probe up to 200 feet per round within 400 feet per level or hit dice. The creature can sense chakra 50 feet in every direction and detect all living creatures with a chakra pool of faint or higher, as well as pinpoint them precisely. The creature can also focus on a single creature to detect whether it is lying or under a Genjutsu with a level check instead of a Sense Motive or Genjutsu check, without needing to be next to or within line of sight of the creature, and is able to track any use of chakra very precisely.

The probe has a chakra signature 2 steps lower than its own and can be detected by a creature that can sense chakra. If the creature also has the remote sensing ability, it can be tracked back to the origin. If the origin cancels the ability, the creature will be able to determine its precise direction relative to its own, and the approximate distance separating them.

The creature will be dazed for 1 round after dismissing the ability.

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.

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). Furthermore, a spell-like ability has no hand seals, half-seal or concentration component, nor does it require a focus, component or have an XP cost unless specified otherwise in the creature's description. 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—*Goukakyuu no Jutsu* (6d6, DC 15). Character level 10." would mean that the creature can use the *Goukakyuu no Jutsu* once per day to deal 6d6 points of fire damage with a Reflex save DC 15, without spending chakra, as though it was a 10th level character. The techniques cannot be empowered unless specified otherwise.

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.

Ability Focus

Added proficiency with a special attack

Prerequisite: Special attack.

Benefit: The creature chooses 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 it focuses 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 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.

Flyby Attack

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another attack action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes an attack action either before or after its move.

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 follow: 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-hands. 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.

Snatch

Prerequisite: Huge or larger.

Benefit: The creature can choose to start a grapple when it hits with a claw or bite attack, as though it had the improved grab special attack. If the creature gets a hold on a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6x10 feet, and takes 1d6 points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

Wingover

Prerequisite: Fly speed.

Benefit: A flying creature with this feat can change direction quickly once each round as a free action. This feat allows it to turn up to 180 degrees regardless of its maneuverability, in addition to any other turns it is normally allowed.

A creature cannot gain altitude during a round when it executes a wingover, but it can dive. The change of direction consumes 10 feet of flying movement.

Creating an Encounter

Creating an interesting encounter can be a challenging thing for a game master. There are many factors that may increase or decrease the challenge of an encounter, such as terrain, the number of creatures, and of course, the challenge rating of the participating creatures versus the level of the party.

In Naruto: d20, there are two ways offered to a game master to provide increased challenge or to create a more epic fighting sequence, where the party battles against a mob of thirty or more individually. They are minion, elite, boss and solo creatures.

Minion Subtype

A minion creature is designed to pose little threat, a creature that the players will destroy as easily as a knife cuts through butter. They deal slightly less damage, and are destroyed very easily, which makes them very desirable for a game master to send in massive waves before the actual encounter, either to test them or reflect the power they have thus far acquired.

The players should usually be fully aware that they are leagues ahead in power compared to a minion creature.

Minion traits:

Hit Dice: A minion creature gains only 1 hit point per hit dice, plus its Constitution modifier once (instead of every hit dice).

The Toughness feat only gives a minion 1 hit point.

Damage: A minion creature deals half damage from attacks and techniques.

Damage from explosives or effects not originating from the minion is not modified.

Challenge Rating: A minion creature individually grants one-quarter the normal experience given by a creature of its challenge rating.

When calculating the level of an encounter, four minion creatures of the same type are equal in value to a single creature of the same type without the minion subtype.

Elite Subtype

An elite creature is a creature that is more powerful than its peers, as well as more resilient. The elite creature is usually used as a 'boss' type creature or perhaps a friendly general, because it is much a more difficult and powerful enemy than its normal counterpart, without necessarily requiring power ranks (see Epics chapter for details).

The players should usually be aware that the elite creature seems especially powerful compared to the others.

Elite traits:

Hit Dice: An elite creature gains the maximum number of hit points per level or hit die, plus its Constitution modifier.

Defense: An elite creature gains a +1 luck bonus to Defense.

Extra Actions: An elite creature gains an additional swift, move or attack action each round. This action cannot be used to cast a spell, manifest a psionic power or perform a technique.

Challenge Rating: An elite creature individually gives half again as much experience as awarded by a creature of its challenge rating (+50%).

When calculating the level of an encounter, treat an elite creature as a normal creature of its challenge rating.

Boss Subtype

A boss creature is a being or individual that has obtained incredible power. Simply being around a boss creature gives an impression of great power and creates an almost tangible tension in the air, and it appears to dwarf everything around it by its sheer presence. Thankfully, the boss creature has a tendency to fight alone.

The players should be immediately aware that the boss creature carries a great deal more power compared to the rest of their foes, even elite creatures.

Boss traits:

Hit Dice: A boss creature gains double the maximum number of hit points per level or hit die, plus its Constitution modifier every level or hit die (not multiplied).

The Toughness feat gives a boss creature 5 hit points.

Defense: A boss creature gains a +2 luck bonus to Defense.

Saves: A boss creature gains a +1 luck bonus all saving throws.

Extra Actions: A boss creature gains an additional swift, move action and attack action each turn, but not a full-round action. These actions cannot be used to cast a spell, use supernatural or spell-like ability, manifest a psionic power or perform a technique.

Twice per encounter, the boss creature may ignore the restrictions on the use of its extra actions or trade its extra actions to make an additional attack at his highest attack bonus during a full-attack action, and a second attack at a –5 penalty. This effect stacks with other effects that grant an extra attack.

Immunities: A boss creature is immune to up four of the following: ability damage, daze, death, paralysis and stunning effects.

Challenge Rating: A boss creature individually gives double the experience awarded by a creature of its challenge rating.

When calculating the level of an encounter, a boss creature counts as two creatures of its challenge rating.

Solo Subtype

A solo creature is a force of nature. Its power is unmatched by any one being and nigh godlike. That power leaves a strong impression to anyone it comes in contact with—it is a being of unshakable will and unyielding power. Entire armies come to their knees before its might.

The crushing might of a Solo creature is obvious to anyone who comes in contact with it. The players and especially creatures relying on instinct are instantly aware that a Solo creature's power is overwhelming. It is roughly twice as powerful as any boss creatures.

Solo traits:

Hit Dice: A solo creature gains four times the maximum number of hit points per level or hit die, plus its Constitution modifier every level or hit die (not multiplied).

The Toughness feat gives a solo creature 10 hit points.

Defense: A solo creature gains a +3 luck bonus to Defense.

Saves: A solo creature gains a +2 luck bonus all saving throws.

Actions: There are several ways to balance a solo creature, and most revolve around granting the creature multiple actions. Two particular methods are detailed below.

Extra Actions: The solo creature gains an additional swift, move action and attack action each turn, but not a full-round action. These actions cannot be used to cast a spell, use supernatural or spell-like ability, manifest a psionic power or perform a technique.

Twice per encounter, the solo creature may ignore the restrictions on the use of its extra actions or trade its extra actions to make an additional attack at his highest attack bonus during a full-attack action, and a second attack at a –5 penalty. This effect stacks with other effects that grant an extra attack.

Multiple Turns: The solo creature rolls initiative twice (or more); pick the highest roll and divide it in half. The solo creature will act on both of those initiative counts each round. In the case of abilities that take effect or end at the start of the solo creature's turn, use the following rule as guidance: if the ability ends or takes effect at the start of the creature's turn, use the creature's first turn that round; if it ends or takes effect at the end of the creature's turn, use the end of the creature's second turn that round.

An ability that takes effect at the beginning or end of the creature's turn only takes effect once each round.

This is especially useful if the solo creature has multiple modes of attack, as it can avoid repeating its action and use different sets of abilities on each of its turns.

Immunities: A solo creature is immune to death effects and effects that cause the loss of a turn, as well as up to five of the following: ability damage, ability drain, daze, fear, nausea, negative levels, paralysis, and stunning effects.

Challenge Rating: A solo creature individually gives three times the experience awarded by a creature of its challenge rating.

When calculating the level of an encounter, a solo creature counts as three creatures of its

challenge rating.

The minion, elite and boss traits are by no means permanent. A creature that might once have been elite may become normal after having been defeated by the party as they grow more powerful. A thug that was once a minion may have worked hard or undergone a transformation that would turn it into an elite creature.

Similarly, a group of creatures that had been sent to test the party as minions may return later as powerful (though not elite) foes after reporting to their elite or boss master. An early boss might return later as an elite or normal creature, or even much later as a minion.

However, one must exercise a great deal of caution when creating a boss and especially a solo creature. The boss and solo traits are able to turn an ordinary creature into a very difficult challenge, but they can also turn a challenging creature into one impossible to defeat. Such a creature should usually be reserved for heroic campaigns where a highly trained medic is on hand.

Creatures

This section contains various statblocks and creature entries to supplement a GM or to populate the Naruto universe.

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, Kowarimi 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)- Gyoukou, 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,

Kawarimi 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, Kawarimi 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), Retrieval Expert, 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, Retrieval Expert, 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, Kawarimi 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, Tounshou; *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 Ninja (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, Kawarimi 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 - Jyuuken (+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, Juujin Bunshin no Jutsu (+11), Kawarimi 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 Boufuusetsu).

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 Boufuusetsu, Souryuu Boufuusetsu (+18), Touketsu Koushou no Jutsu, Toushou; *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), Retrieval Expert, 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 (Retrieval Expert), 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 Senpū, Konoha Reppū, Konoha Senpū, 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), Retrieval Expert, 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 (Retrieval Expert, 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/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 (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 Kyoufu 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, Kawarimi 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 Kyoufu 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, Hiryyuu, 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, Kekkai 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 Ninja (Ninjutsu), Retrieval Expert, 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, Retrieval Expert), 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; **Grp** +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), kazekegarb, 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 nyo) or +18 ranged (by weapon); **Full Atk** +16/+11/+6 melee (by weapon) or +19/+14/+9 melee (1d6+2, kongou nyo) or +18/+13/+8 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft (up to 15 feet with Kongou Nyo); **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 Ninja (Ninjutsu), Retrieval Expert, 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, Retrieval Expert, 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 Kyoufu 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, Kanguenzou 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 Hakaishi 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; **Grap** +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 (Retrieval Expert), 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), Craft Sealed Item, Genin (Ninjutsu), Retrieval Expert, Dodge, Nin Weapons Proficiency, Ninjutsu Adept, Simple Weapon Proficiency.

Talent (Smart Hero): Savant (Search), Bonus Feat (Ninjutsu Adept), Plan.

Talent (Ninja Scout): Track, Sneak Attack (+1d6), Bonus Feat (Retrieval Expert).

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, Kowarimi 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, Tadaya; *Genjutsu* (+2)- None; *Ninjutsu* (+15)- Bunshin no Jutsu, Fukurougan, Fuuin Jutsu - Chuuzouin, Henge no Jutsu, Hiryou, Fuuin Jutsu - Gesouin, Kowarimi no Jutsu (+17; Proficiency), Nekonome, Shunten Kaihou, Tobi Kunai; *Taijutsu* (+16)- Namidatsu Kukkin!, Nidan Kousoku (+17; Competence), Renzuki (quarterstaff), Shodan Kousoku (+22; Mastery), Soujutsu Ougi - Daijuugeki (+17; Competence), 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)- Byouretsu no Jutsu, Hasamiuchi, Jisoku no Jutsu, Jougenzou no Jutsu, Jukusui no Jutsu, Magen - Gousenjin, 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), Kowarimi 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, Kowarimi 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:

Attacks: An elder spirit makes 2 slam attacks instead of one.

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 18, touch 12, flat-footed 16 (+2 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 (+3 Dex, +6 natural); BAB +7; 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 +7; 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 (+3 Dex, +6 natural); BAB +7; Grap +9; Atk +10 melee (1d6+3 electricity, slam); Full Atk +10 melee (1d6+3 electricity, 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 17), 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 19), 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 20), damage type; **AL** —; **SV** Fort +—, Ref +5, Will +—; **CP** 80; **Str** 40, **Dex** 6, **Con** —, **Int** —, **Wis** —, **Cha** —.

Hive Mother: CR 1/8; Fine vermin; HD 1/2d8; 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 1/2 ft. by 2 1/2 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.

A 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 Symbiote 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.

Symbiotic Swarm: CR 1/8; Diminutive vermin (swarm); HD 1d8; hp 4; Mas 50; Init +3; Spd 15 ft., fly 30 ft. (poor); Defense 17, touch 17, flat-footed 14 (+4 size, +3 Dex); BAB +0; Grap -; Atk swarm (1d2); FS 5 ft. by 5 ft.; Reach 0 ft.; SQ darkvision 30 ft., energy resistance, immunity to mind-affecting effects, join, scent, swarm traits, vermin traits; AL symbiote; SV Fort +2, Ref +3, Will -2; AP 0; CP 2; Rep +0; Str 1, Dex 16, Con 10, Int —, Wis 10, Cha 1.

Skills: Handle Animal -5, Hide +3, Listen +0, Move Silently +3, Search +0, Sense Motive +0, Spot +0, Survival +0.

Feats: Track.

The symbiotic swarm gains additional special qualities depending on the type of swarm it is. Furthermore, the swarms gain 2 skill points each time the symbiote gains a character level, which it can only spend on skills listed in the Skill section of its statistic block. The symbiotic swarm also gains a new feat each time the symbiote gains 6 levels. For more information on the different swarm type, see below.

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 + one-half the 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.

Energy Resistance (Su): The symbiotic swarm gain a resistance to cold, earth, electricity, fire, water and wind damage equal to the Symbiote's level, up to double its hit dice or 10, whichever is lower.

Join: A symbiotic swarm can join with another swarm of the same type while outside or inside its host's body. For every swarm that joins with another, the swarm gains 1 hit die. Each time the swarm gains 2 hit dice, its fighting space increases by 5 feet (maximum 25 ft. by 25 ft.), and its flight speed decreases by 5 feet (minimum 10 feet), and it gains a +2 bonus to its Constitution score (maximum +10). Each time the swarm gains two hit dice, the damage of its swarm ability increases accordingly (1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6).

The symbiote cannot command the symbiotic swarms to join if they are farther than 100 feet from himself. Increasing the swarm's hit dice can also increase the potency of its special abilities.

Swarm Traits: A symbiotic swarm possesses most, but not all, swarm traits. Those that it has are as follow:

Swarm: The symbiotic swarm is 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.

Adaptive Swarm

The adaptive swarm is an incredibly resilient species of insect that can endure even the most harsh and punishing conditions.

It gains a +4 racial bonus to saving throws against weather- and environment-based effects, and its energy resistance qualities all increase by 5.

Chameleon Swarm

The chameleon swarm is capable of incredible feats of camouflage.

It loses the Scent ability, but gains the Camouflage extraordinary ability.

Camouflage (Ex): The chameleon swarm can change its color at will to match its environment by remaining unmoving for at least 1 minute. This grants the swarm a +4 circumstance bonus to Hide checks until the swarm changes color again. This bonus becomes a –4 penalty to Hide checks instead if it changes environments before changing color or simply returning to normal (free action).

The chameleon swarm gains a cover bonus to Hide checks equal to one-half the symbiote's character level when it stays still while using the camouflage ability (maximum +10).

Crawling Swarm

The crawling swarm cannot fly, but rather burrow inside the ground.

It gains a +2 racial bonus to Hide and Move Silently checks, loses its fly speed but gains a land speed 30 feet, climb 20 ft. and burrow 10 ft.

Dokumushi Swarm

The dokumushi swarms have been bred to produce deadly toxins it can inject in its foes.

Its swarm attack gains a poison, as described below.

Poison (Ex): Each time the dokumushi swarm delivers a swarm attack, affected creatures suffer from a poison. The poison has a Fortitude save DC 10 + swarm's Con modifier, and the damage dealt varies depending on the swarm's size category, as shown below. A creature affected by the swarm's Distraction ability must make a save DC 10 + one-half the swarm's hit dice + the swarm's Con modifier to resist the poison instead.

Swarm Fighting Space	Initial Damage	Secondary Damage
5 ft. by 5 ft.	1d2 Dex	1d3 Dex
10 ft. by 10 ft.	1d3 Dex	1d4 Dex
15 ft. by 15 ft.	1d4 Dex	1d6 Dex
20 ft. by 20 ft.	1d6 Dex	2d4 Dex
25 ft. by 25 ft.	2d4 Dex	2d6 Dex

Flesh Eating Swarm

The flesh eating swarm is a voracious species of insect that can consume the flesh off a creature's bones in moments.

A flesh eating swarm's swarm attack deals increased damage, as follow: 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6.

Kikaichuu Swarm

Destruction bugs, the kikaichuu swarm drains chakra and is a speciality of the Aburame clan of Konoha.

The kikaichuu do not deal swarm damage, and instead gain a chakra leech attack.

Chakra Leech (Ex): The kikaichuu delivers chakra drain with its swarm attack. Everytime a creature is damaged by this ability, it suffers 1 point of chakra drain per five levels of the host.

Up to two kikaichuu can occupy one square (unless the kikaichuu is large enough to occupy a square of its own). A creature affected by the Distraction ability suffers an extra point of chakra drain.

The chakra drained increases by 1 point every 5 hit dice of the swarm, up to 8.

Tracking Swarm

The tracking swarm is naturally adept at tracking creatures.

It gains a +4 racial bonus on Search and Survival checks when tracking by scent and its swarm ability can tag creatures with a scent marker.

Scent Marker (Ex): Once per day, a tracking swarm can attempt to release a scent marker against any creature it hits with a swarm attack. The scent marker grants any creature circumstance bonus to Survival checks to track the creature by scent equal to one-half the symbiote's character level, rounded down (maximum +10).

The scent marker can be removed with a thorough wash and other such applicable methods, such as intense heat. Effects that conceal the marked creature's scent still grant a bonus to the opposed check equal to half the scent marker's bonus, rounded down.

All combined swarms in a joined swarm expend a use of this ability when it is used.

Messenger Lizard

Much like messenger birds, these lizards are bred and trained to deliver messages to specific places. The messenger lizard has the natural ability to walk on water and other liquid surfaces.

Skill Bonuses: Messenger Lizards gain a +8 racial bonus to Balance and Climb checks, and a +4 bonus to Hide checks in rocky terrain.

Water Walk (Ex): The messenger lizard is able to walk on water and liquid surfaces as though always affected by the *Tadayou* technique.

Messenger Lizard: CR 1/4; Tiny magical beast; HD 1d8; hp 4; Mas 50; Init +5; Spd 30 ft., climb 20 ft.; Defense 17, touch 17, flat-footed 12 (+2 size, +5 Dex); BAB +1; Grap -8; Atk +7 melee (1d2-4, bite); Full Atk +7 melee (1d2-4, bite); FS 1/2 ft. by 1/2 ft.; Reach 0 ft.; SQ evasion, water walk; AL varies; SV Fort +2, Ref +7, Will +2; CP 2; Str 2,

Dex 20, Con 10, Int 4, Wis 14, Cha 2.

Skills: Balance +15, Climb +6, Hide +14 (+18 in rocky terrain), Listen +4, Spot +4.

Feats: Endurance, Weapon Finesse.

Samehada, the Monster Blade: CR 10; Medium aberration; HD 12d8+24; hp 78; Mas 50; Init +4; Spd 20 ft., climb 20 ft.; Defense 22, touch 14, flat-footed 20 (+2 Dex, +10 natural); BAB +9; Grap +12; Atk +12 melee (2d4+3 and 1d6 chakra, bite); Full Atk +12 melee (2d4+3 and 1d6 chakra leech, bite) and +10 melee (1d6+1 and 1d4 chakra leech, 2 spines); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aberration traits, chakra resistance 24, chakra leech, evasion, immunities, rend 2d4+3 and 1d6 chakra leech, sense chakra, shapeshift; AL the host; SV Fort +6, Ref +6, Will +8; AP 0; CP 1; Rep +0; Str 16, Dex 15, Con 14, Int 3, Wis 11, Cha 4.

Feats: Multiattack.

Chakra Leech (Ex): Each time Samehada hits with a melee attack, it leeches chakra. For each point of chakra it leeches, it heals 1 point of damage and gains 1 point of temporary chakra for 5 minutes. When a technique fails to pass samehada's chakra resistance, it absorbs part of it and gains 1 temporary chakra every 2 technique ranks (round down). When it leeches more than 5 points of chakra per round, it gains a +1 enhancement bonus to attack and damage rolls for the duration of the encounter or 5 minutes, whichever is shorter.

Immunities: Samehada is immune to negative levels, chakra damage, chakra coil damage, tenketsu damage and ability damage or ability drain.

Rend (Ex): When samehada hits with two spine attacks, it automatically deals damage equal to its bite attack.

Sense Chakra (Ex): Samehada can sense chakra as a passive ability in a range of 750 feet.

Shapeshift (Ex): As a free action, samehada can return to its weapon form at any time. When doing so, it loses any temporary chakra it may have gained.

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 electric, slam) or +28 ranged (3d8, thunder javelin); **Full Atk** +23 melee (2d6+3 electric, 3 slam) 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. 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)	Speed by Size (feet)				
	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 (400 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 Champion): 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 31, touch 24, flat-footed 31 (+2 dex, +7 armor, +11 insight, +1 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, 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 easily 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 sense, 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 Guardian Elite): 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, .

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.

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), Craft Sealed Item, Genin (ninjutsu), Retrieval Expert, Harmony, Improved Chakra Pool, Iron Will, Jounin (Chakra Control, Ninjutsu), Nin Weapons Proficiency, Ninjutsu Adept, Renown, 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, Retrieval Expert), 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; **Grap** +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 Ninja (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 Kawaremi no Jutsu, Hiryuu, 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, Kawaremi 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), Retrieval Expert, 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, Retrieval Expert, 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/Shinobi Bodyguard 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 (Shinobi Bodyguard): 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)- Daijinyoku, 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, Kawaremi no Jutsu (+24; Specialization), Ninpou - Sendachi; *Taijutsu* (+10)- Daijinyoku, Juuriki, Kyouran Suji!, Namidatsu Kukkin!.

"Kiri no Kaijin," Hoshigaki Kisame

Strong Hero 8/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 (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, Kawaremi 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, Suiou 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; **Grap** +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; **Grap** +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, Suiro 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 Ninja (Ninjutsu), Retrieval Expert, 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, Retrieval Expert), 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)- Doutsu 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, Kowarimi no Jutsu (+35; Mastery), Kazegama no Jutsu, Ryuuken 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, Kowarimi 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, Kawaremi 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 (Strike) [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 (Strike; 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 (Artificial, 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 +5, offensive foresight +2, high speed sight 2, 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 Ninja (Ninjutsu), Retrieval Expert, 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, Retrieval Expert), 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 Kawaremi no Jutsu (+36; Advanced Proficiency), Itsukaku Hakegei no Jutsu, Jigen Ugoku no Jutsu, Jisatsu no Jutsu, Kage Bunshin no Jutsu, Kawaremi 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 Ninja (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, Tadayou; *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), Retrieval Expert, 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), Retrieval Expert, 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), Retrieval Expert, 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 - Hiriyaku (+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 - Rasenshuriken (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 very pinnacle of ninjutsu achievement, and combines shape manipulation as well as nature manipulation at the highest levels.

As *Rasengan* except as above and as follow. The damage cap of the rasenshuriken is increased to 40d8, and the perform requirements do not increase when the technique is empowered. 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 rasenshuriken can only be kept for up to 3 rounds before using it, at which point it fades into nothingness.

When using the rasenshuriken, 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). This drawback is negated if at least half of the technique's base chakra cost is paid with *senjutsu chakra*.

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 Shuugyou no Wana (Training: Method of 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 nonlethal damage (20d6 if a half-day). A character cannot be reduced below 0 hit points by suffering this damage.
Note: This training method is very optional, and SHOULD be denied to any player characters.

Other Characters

Hitokiri Battousai

Fast Hero 6/Shadow 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 Ninja)

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 Ninja (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/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), Retrieval Expert, 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 (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 Kyofu 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)*- Daijinyoku, 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, a 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/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 (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, Kawaremi 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 disposal of ninja lucky enough to have signed a blood pact with a summon tribe, allowing for him to call upon its power in times of need.

A blood pact is typically signed between the summoner and a tribe, and often constitutes an alliance between the tribe and the summoner's clan or village, or simply an oath of loyalty between the two.

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 Requirements

A summoned creature belongs to a specific rank: Soldier, Protector, Guardian, Noble and Champion. Each rank has different level requirements to be summoned, individual to each blood pact. These requirements are specified parenthetically after each rank.

For example, a blood pact with this rank requirements Noble (8+summon level) would require the character to be at least 9th level to summon a level 1 noble creature from the blood pact, or 12th level if the creature were summon level 4. A rank without special mention has no requirements.

- *Soldier (Bushī)*: Soldiers are often called to perform the most mundane tasks, such as fighting an enemy of creating a diversion. Soldiers are compelled to obey the summoner's commands.

- *Protector (Hogōsha)*: 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.

- *Noble (Seihei)*: Noble 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.

- *Champion (Shingen)*: The greatest of the summons—the Champion—towers over its peers, a pillar of strength unrivaled by the other ranks. Champion summons have been known to grow to outrageous size and power, and as such are very difficult and costly to summon.

The champion summon is able to share energy with its summoner: As a full-round action, the Champion summon may deal 2 points of damage or chakra damage to himself, to grant 1 point of temporary chakra to its summoner for 1 hour, up to one-quarter the cost of its summoning per day, rounded down. This ability may provoke an attack of opportunity, and requires physical contact.

The Champion summon always has free will and may not always obey orders or requests.

The Champion summon may sometimes ask for compensation if the summoner has poor relations with the summon tribe or blood pact. Those compensation or tribute may vary: a tribute requiring a wealth check DC 10+summon level, a blood sacrifice of 10XP per summon level, or even a human sacrifice for the more sinisters summoned creatures. A harduous task, such as fighting an opponent of equal challenge rating, may increase its effective level by up to 2, and a dangerous task like fighting an opponent of higher challenge rating, may increase the effective level by up to 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, and its bonus attack and saves bonus increases. A summon cannot have more than 10 levels, or 20 hit dice.

Summon Level	Good Save Bonus	Poor Save Bonus	Base Attack Bonus (A)	Base Attack Bonus (B)	Base Attack Bonus (C)
1	+3	+0	+1	+2	+0

2	+4	+1	+3	+4	+1
3	+5	+2	+4	+6/+1	+2
4	+6	+2	+6/+1	+8/+3	+4
5	+7	+3	+7/+2	+10/+5	+5
6	+8	+4	+9/+4	+12/+7/+2	+6/+1
7	+9	+4	+10/+5	+14/+9/+4	+7/+2
8	+10	+5	+12/+7/+2	+16/+11/+6/+1	+8/+3
9	+11	+6	+13/+8/+3	+18/+13/+8/+3	+9/+4
10	+12	+6	+15/+10/+5	+20/+15/+10/+5	+10/+5

When summoning a creature, the character has a 10% chance to call upon a greater power: an Elite, or a Paragon. These summons are unusually powerful, but cost more chakra. See Elites and Paragons for more detail.

The character cannot summon a creature with more hit dice than himself, though some conditions may temporarily increase his effective hit dice for the purpose of summoning the creature, such as summoning scrolls or totems.

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 and attacks, 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 an Elite or Paragon 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.

TABLE: ANIMAL NATURAL ATTACKS

Size	Slam	Bite	Claw	Gore
Gargantuan	1d8	2d8	2d6	2d8
Huge	1d6	2d6	2d4	2d6
Large	1d4	1d8	1d6	1d8
Medium	1d3	1d6	1d4	1d6
Small	1d2	1d4	1d3	1d4
Tiny	1	1d3	1d2	1d3

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

TABLE: DRAGON NATURAL ATTACKS

Size	Slam	Bite	Claw	Gore
Gargantuan	2d6	4d6	2d8	2d8
Huge	1d8	2d8	2d6	2d6
Large	1d6	2d6	1d8	1d8
Medium	1d4	1d8	1d6	1d6
Small	1d3	1d6	1d4	1d4
Tiny	1d2	1d4	1d3	1d3

previous ranks do not stack.

Summons of higher ranks retain all bonus feats and special abilities granted by lower ranks, unless specified otherwise. Only Elite or Paragon summons gain elemental affinities.

Size and Natural Attacks

When a summon increases in size either from selecting a summon feat or simply being a larger size category, its natural attacks are also affected. The following table is designed to help the quick referencing process of building an advanced summon. When normally advancing a summon by rank, the values included in each of the two summon tables already take these into account. Some summons may have a stronger or weaker attack—follow that value when increasing the die size rather than the value depicted on this table. An ability score cannot be reduced below 3 from gaining or losing a size category.

Old Size	New Size	Str	Dex	Con	Natural Armor
Tiny	Small	+4	-2	—	—
Small	Medium	+4	-2	+2	—
Medium	Large	+8	-2	+4	+2
Large	Huge	+8	-2	+4	+3
Huge	Gargantuan	+8	—	+4	+4

TABLE: MAGICAL BEAST NATURAL ATTACKS

Size	Slam	Bite	Claw	Gore
Gargantuan	1d8	2d8	2d6	2d8
Huge	1d6	2d6	2d4	2d6
Large	1d4	1d8	1d6	1d8
Medium	1d3	1d6	1d4	1d6
Small	1d2	1d4	1d3	1d4
Tiny	1	1d3	1d2	1d3

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.

TABLE: OUTSIDER NATURAL ATTACKS

Size	Slam	Bite	Claw	Gore
Gargantuan	2d8	2d8	2d6	1d8
Huge	2d6	2d6	2d4	1d6
Large	1d8	1d8	1d6	1d4
Medium	1d6	1d6	1d4	1d3
Small	1d4	1d4	1d3	1d2
Tiny	1d3	1d3	1d2	1

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 Elites and Paragons 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).

TABLE: VERMIN NATURAL ATTACKS

Size	Slam	Bite	Claw	Gore
Gargantuan	1d8	2d8	2d6	2d8
Huge	1d6	2d6	2d4	2d6
Large	1d4	1d8	1d6	1d8
Medium	1d3	1d6	1d4	1d6
Small	1d2	1d4	1d3	1d4
Tiny	1	1d3	1d2	1d3

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 a heroic character and loses 1 point of Chakra every 10 minutes when summoned. The summoned creature does not have a chakra reserve.

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.

An Elite loses 1 point of Chakra every 20 minutes. A Paragon 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. 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.

Elites and Paragons

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 an Elite creature, and 91-100 will summon a Paragon.

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.

- *Elite (Chakra Cost: +1/level)*: The Elite 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 in addition to its Intelligence bonus once, if any.

The Elite summon is able to take [Summon] and [Summon Multiclass] feats may take

ranks in the Chakra Control, Genjutsu, Knowledge (ninja lore), Ninjutsu and Taijutsu skills, and gains one elemental affinity (secondary). The Elite loses 1 point of Chakra every 20 minutes when it is summoned.

- *Paragon (Chakra Cost: +2/level)*: The Paragon summon also gains a bonus feat when summoned, and a feat every 3 hit dice. The Paragon gains an ability score increase every 4 hit dice, and two additional skill points every level of summoning in addition to its Intelligence bonus once, if any.

The Paragon may take [Summon] and [Summon Multiclass] feats and may take ranks in the Chakra Control, Genjutsu, Knowledge (ninja lore), Ninjutsu and Taijutsu skills, and gains either one primary elemental affinity or two secondary elemental affinities. The Paragon loses 1 point of Chakra every 30 minutes when it is summoned.

When summoning an Elite or a Paragon creature, 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 4 + $\frac{1}{2}$ the summon's level (rounded down), plus 1 if the summoned creature is an Elite or +2 if it is a Paragon) and Chakra Cost depending on whether it is a Paragon or an Elite (see above). The technique to summon a particular creature can be taught to another summoner of the same bloodpact.

Free Will and Character

An Elite summon has a 50% chance of being a unique creature, while a Paragon creature is always unique. Multiple instances of a non-unique creature can be summoned, but they do not have free will.

Unique creatures always have free will and may end the summoning without being prompted, and do not have to follow the summoner's commands.

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 Elite creature returns to its original plane when defeated.

Banished

A summon creature that fails a saving throw against a banishing effect is not slain, unsummoned and returned to its place of origin.

Signing a Blood Pact

A character is only able to obtain a contract with a blood pact by signing his name in blood in a contract scroll to forge a pact. This scroll can be obtained in three ways: a summoned creature from a certain type is able to summon a copy if it is of Protector rank or higher, the original scroll can be found somewhere in the world (most likely under heavy guard, or lost in a ruin filled with great dangers unknown) or a new contract with a tribe is made.

A contract is typically signed between a character and a tribe or clan of that pact. Tribes can vary in size, specialities or power. Signing a blood pact with a tribe of summoned creatures usually constitutes an alliance between that tribe and the clan or village of the signatory. This alliance is typically represented by wearing a clan symbol or forehead protector.

Unique Creatures

Only unique creatures summoned by a technique belong to a tribe or clan, meaning that any non-elite and non-paragon summon creature can be summoned by anyone who possesses the blood pact of that type. An Elite creature has a 75% chance of belonging to a specific tribe or clan, while the other 25% are clanless. A Paragon creature has a 95% chance of belonging to a tribe or clan.

In special circumstances, it is possible for a summoner to train, or train with, a particular summon creature. In cases like this, the summon creature's stats may differ from the norm slightly, and the summoner can directly play a hand in the summon creature's development. Whether this rule is invoked or not is at the GM's discretion.

Summon Tribes and Loyalties

As a general rule, when two tribes of the same blood pact are allied with opposed factions, they either refuse to fight amongst each other or only fight when summoned. Some blood pacts, such as the Ogre and War Hero, may have different views on this subject.

Not every tribe is acquainted, or even aware of, other tribes within their blood pact, though it is not especially rare for them to entertain civil or hostile relations or rivalries among each other.

Summon Feats

This section contains a list of feats with the [Summon] suffix available only to special creatures—Elites and Paragons. Summons also have free access to monster feats.

Alternate Form [Summon]

Prerequisite: Protector or higher.

Benefit: The summon gains the rare supernatural ability to adopt another form unique to itself, either a creature or an object, determined when selecting this feat. Using this ability is an attack action and costs the summon 5 chakra, plus 1 per summon level.

If the summon opted to take the form of a creature, the alternate form must either be human or resemble its base form in some way (a bear could not transform into an octopus, for instance). The new form is the same size category as the summon's original form, or Medium-sized, and its Strength, Dexterity and Constitution scores are affected accordingly. The ability otherwise functions as change shape.

If the summon opted to take the form of an object, it usually performs a specific function. The object is mundane and behaves normally, but the summon remains conscious and retains the ability to see and hear, use darkvision, sense chakra, see chakra, blindsense or blindsight up to 30 feet, and retains one-half its natural armor bonus to Defense as well as its hit points. In the case of a weapon or armor, the object can be sized either to the summon's size category or for its summoner, at the summon's discretion when changing form. Furthermore, the alternate form gains a +1 enhancement bonus to any equipment or armor bonus, or attack and weapon damage rolls, if the summon is a Guardian, a +2 enhancement bonus if it is Noble, or a +3 enhancement bonus if it is a Champion, and the object can be any special material if the summon is a Paragon (at the GM's discretion). If the summon possesses the Two-Weapon Fighting feat, it can choose to transform into two weapons of the same type when selecting this feat.

While retaining an object form, the summon creature is not normally part of the initiative order.

Special: This feat can be selected twice. Each time a summon takes the feat, it must select a kind of form it did not take, either an object or a creature.

Aquatic [Summon]

Prerequisite: Summon level 3, 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, but loses any fly speed.

Advanced Ninja Training [Summon]

Prerequisite: Summon level 8, Ninja Training, Improved Ninja Training, 12 ranks in either of these skills: Chakra Control, Genjutsu, Ninjutsu or Taijutsu.

Benefit: The summon is able to learn 4 techniques of any type it has at least 12 ranks in, of up to Rank 12 or complexity rating "A-Class".

The summon creature's chakra pool increases by 5. The summon cannot learn learn Medical *Ninjutsu* through this feat.

Chakra Armor [Summon]

Prerequisite: Summon level 2, Protector or higher.

Benefit: The summon gains a damage reduction 5/chakra.

Chaos Wyrms [Summon]

Prerequisite: Guardian or higher, imperial wyrm only.

Benefit: The imperial wyrm loses the flight and mending touch ability, instead gaining a

burrow speed 30 feet and 2 additional hit points per summon level. Additionally, the imperial wyrm doesn't gain the sense hostility ability, but rather the Incite Confusion supernatural ability.

The imperial wyrm can compel any creature within 60 feet to have difficulty acting normally, unless it can succeed a Will save DC 10 + summon level. The target becomes confused for 1 round every 2 summon levels on a failed save and must roll on the table below at the start of each turns to determine how it will act. The imperial wyrm can use this ability once every 1d6 rounds, but only once per encounter on the same creature.

D%	Behavior
1-20	Act normally.
21-50	Do nothing but babble incoherently.
51-80	Flee from imperial wyrm at top speed.
81-90	Attack nearest creature (Summon Familiars and Animal Companions are treated as yourself for this purpose)
91-100	Attack the imperial wyrm with a melee or ranged weapon (or close in on the imperial wyrm if attacking is not possible)

Deceptive Size [Summon]

Prerequisite: Summon level 4, Tiny Size.

Benefit: The summon creature's Strength and Constitution loss for losing one or more size category is decreased by 2, minimum -2. For example, a summon creature using the Tiny Size feat to decrease its dize from Huge to Medium would only lose 12 points of Strength and 4 points of Constitution, instead of 16 and 8 respectively.

Earthdweller [Summon]

Prerequisite: Salamander only.

Benefit: The salamander summon loses the aquatic subtype, the amphibious ability, its Swim speed and racial bonus to Swim check, and the salamander's breath weapon deals fire damage.

Instead, the summon gains a tremorsense 100 feet and a burrow speed of 20 feet.

Erudite [Summon]

Benefit: The summon gains 4+Int modifier skill points (minimum 4) per summon level if it is an elite, or 6+Int modifier (minimum 6) if the summon creature is a paragon instead of the normal number of skill points.

The summon creature adds any 4 skills to its list of class skills. All elite and paragon summons have Chakra Control, Genjutsu, Ninjutsu and Taijutsu as class skills.

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. The summon must not be encumbered to use this ability.

Greater Alternate Form [Summon]

Prerequisite: Summon level 6, Anlternate Form (any object), paragon only.

Benefit: The summon retains its position in the initiative order when assuming its alternate form, and can manifest any two of its natural attacks to make attacks at a –5

penalty to attack rolls.

Greater Schism [Summon]

Prerequisite: Summon level 6, slug only, protector or higher.

Benefit: As the Schism feat, but the summon creature can split into up to 2 minion creature per summon level. The minions are 4 size categories smaller than the original and cannot use the acid spit ability.

The minions have half the normal number of hit points normal minions have, and the slug summon takes 1 points of damage every 2 summon level for each minion killed when reforming (round up).

Giant Size [Summon]

Prerequisite: Summon level 4.

Benefit: The summon gains 1 size category. The summon's chakra cost increases by 5.

Special: This summon's size cannot be increased beyond Gargantuan with this feat. The chakra cost of the summon cannot be increased higher than one-half the normal cost (+50%).

Heavenly Wurm [Summon]

Prerequisite: Noble or higher, imperial wurm only.

Benefit: The imperial wurm loses the fast healing supernatural ability, but gains the Control Weather supernatural ability instead. Furthermore, instead of gaining the sense hostility ability, the imperial wurm can call on extreme weather with the Control Weather supernatural ability (see below).

The imperial wurm can change the weather in the local area by concentrating for 10 minutes and summon weather appropriate for the climate and season of the area you are in. The effect takes a further 10 minutes to manifest, and lasts 4 hours per summon level. The imperial wurm can control or influence the general tendencies of the weather, such as the direction and strength of the wind, but is unable to exert precise control, such as determining where lightning will strike, or the exact path of a tornado. When a certain type of weather condition is selected, it continues as desired or until the imperial wurm spends an attack action concentrating to change the weather again (which will take another 10 minutes to manifest). Contradictory conditions cannot be invoked simultaneously.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them. Control Weather can affect a circular area with a radius of 1,000 feet per summon level, centered on the imperial wurm.

At Champion rank, the imperial wurm can cause extreme weather conditions to manifest (see table below).

Season	Extreme Weather	Normal Conditions
Spring	Tornado	Thunderstorm, sleet storm, hot or cold weather
Summer	Tornado	Torrential rain, heat wave, hailstorm, thunderstorms
Autumn	Blizzard	Hot or cold weather, fog, sleet, torrential rain
Winter	Blizzard (hurricane-force winds)	Frigid cold, blizzard, icing rain, thaw

Improved 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 4 techniques of any type it has at least 9 ranks in, of up to Rank 8 or complexity rating "B-Class".

The summon creature's chakra pool increases by 5. The summon cannot learn learn Medical *Ninjutsu* through 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 up to 4 techniques of any type it has at least 4 ranks in, of up to Rank 4 or complexity rating "C-Class".

The summon creature's chakra pool increases by 5. The summon cannot learn learn Medical *Ninjutsu* through this feat.

A summon creature with this feat has its own way to form half seals or hand seals even if it does not have limbs capable of creating them.

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.

Poison Breath [Summon]

Prerequisite: Summon level 4, breath weapon.

Benefit: The summon's breath weapon is replaced by a poison breath. The poison breath deals either Strength or Dexterity damage, decided upon selecting this feat, and can be used once per encounter. Refer to the table below to determine the damage and area of the breath weapon.

If the summon has the swallow whole ability, a swallowed creature is subjected to the primary damage of the poison each round it remains in the summon's stomach. The save DC is reduced by 5 if the breath weapon was used in the encounter.

The poison is inhaled and has a Fortitude save DC 10 + summon level + summon's Con modifier. The summon is immune to its own breath weapon.

Summon Rank	Primary Damage	Secondary Damage	Area
Soldier	1d3	1d2	Cloud spread 10-ft. wide, 10-ft. high
Protector	1d4	1d3	Cloud spread 15-ft. wide, 10-ft. high
Guardian	1d6	1d4	Cloud spread 20-ft. wide, 10-ft. high
Noble	1d8	1d6	Cloud spread 20-ft. wide, 20-ft. high
Champion	2d6	1d8	Cloud spread 30-ft. wide, 20-ft. high

Resilient Summoning [Summon]

Prerequisite: Protector or higher.

Benefit: The time required for the summon to lose 1 chakra increases by 10 minutes.

Schism [Summon]

Prerequisite: Summon level 2, slug only, protector or higher.

Benefit: Once per encounter, the slug summon can separate into multiple creatures.

Instead of a single creature, the slug can become up to 1 minion creatures per summon level. The minions can all communicate with one another telepathically.

Each minion creature is two size category smaller than the original slug summon, and its ability scores are reflected by its new size category. To know the number of minion creature the summon can turn into, determine the amount of hit points a minion version of the summon would have and how many minion creatures the amount of damage the summon creature has taken would have killed, rounded up. For example, a level 10 slug noble with 150 hit points would create minion creatures each with 21 hit points; if the slug summon has taken 90 damage, it be able to separate into 6 creatures instead of 10 (90 divided by 21, rounded, is 4). A minion's acid spit always deals minimum damage instead of half damage.

If the summon creature attempts to reform, all of the minions must be in adjacent squares and concentrate for 1 full round action. When reformed, the slug summon takes 1 point of damage per level for every minion that was killed, subtracted from the hit points it had before fragmenting. If more than half of the minions were killed, the summon creature cannot reform.

Using this ability is an attack action that can be done as part of the escape artist ability (see Slug summon for details).

Share Chakra [Summon]

Prerequisite: Summon level 8.

Benefit: The summoner is able to share chakra with its summon creature, sacrificing 2 points of chakra to give 1 point of temporary chakra the summon, up to a maximum of 2 temporary chakra per summon level per day. The temporary chakra fades after 1 hour and cannot be used to extend the duration of the summoning.

Additionally, the summoner can transfer a touch range Chakra Control, Genjutsu or Ninjutsu technique onto the summon creature by simply touching it, and the summon is able to deliver the touch attack at will.

Signature Item [Summon]

Benefit: The summon enters play with a special armor object, ranged or melee weapon. The object is determined when the summon is created, and it is immediately proficient in its use. The item's size is adjusted to that of the summon. If the summon has the Two-Weapon Fighting feat, this item can yield two weapons of the same type.

The summon creature must have the arms, hands or paws to use this feat to gain a weapon, which are is altered to enable it to wield the object correctly.

Special: This feat can be selected more than once. Each time, the summon gains an additional object, which can be of the same type as previously selected weapons.

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 Noble or higher summons the second time.

Swiftess [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 up to 2 size category, determined at the selection of this feat. The summon's chakra cost is decreased by 5 each time this feat is selected.

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.

The summon's chakra cost cannot be lowered past one-half the normal cost (-50%).

Titanic Size [Summon]

Prerequisite: Summon level 8, Giant Size, Paragon only.

Benefit: The summon gains 1 size category. The summon's chakra cost increases by 5.

Special: This summon's size cannot be increased beyond Gargantuan with this feat.

The chakra cost of the summon cannot be increased higher than one-half the normal cost (+50%).

Summon Multiclass Feats

The following feat, much like other summon feats, can only be selected by elite and paragon summons. They are used to bestow upon the summon creature some abilities of certain shinobi classes.

An elite may only have one summon multiclass feat, while a paragon may select two.

Battlemaster [Taijutsu Master Summon Multiclass]

Prerequisite: Summon level 4.

Benefit: The summon gains 3 ranks in the Taijutsu skill, plus 2 per summon level.

Once per encounter, the summon can gain a +1 bonus to attack rolls with all natural attacks or unarmed attacks for 1 round as a free action.

Blackguard [Shinobi Swordsman Summon Multiclass]

Prerequisite: Summon level 2.

Benefit: The summon gains the "Invisible Strike" shinobi swordsman ability.

Once per encounter, the summon can apply the "Power of the Elite" shinobi swordsman ability to a single attack after it has hit.

Enlightened Warrior [Sacred Fist Summon Multiclass]

Prerequisite: Summon level 4.

Benefit: The summon gains the ability to bypass chakra-based damage reduction with its natural attacks or weapon attacks if it was summoned with a weapon (as per Signature Item feat or Battle Arsenal ability).

Once per day, the summon can use the "Enlightened Defense" sacred fist ability for 1 round.

Force of Nature [Elementalist Summon Multiclass]

Prerequisite: Summon level 4.

Benefit: The summon gains 3 ranks in the Ninjutsu skill, plus 2 per summon level.

Once per encounter, it can use the "Elemental Fury" elemental power.

Master Illusionist [Genjutsu Master Summon Multiclass]

Prerequisite: Summon level 4.

Benefit: The summon gains 3 ranks in the Genjutsu skill, plus 2 per summon level.

Once per encounter, it can apply a double-layer of genjutsu as per *Ninpo: Kagemuku Genjutsu no Waza* technique as a spell-like ability.

Mystic Healer [Medical Specialist Summon Multiclass]

Prerequisite: Summon level 6.

Benefit: The summon gains the *Iryou Ninjutsu: Chiyu - Shodan Jutsu* Ninjutsu medical technique, and can learn Medical ninjutsu.

Once per encounter, the summon discharge this a medical technique as a Medical Specialist would.

Ninja Hunter [Ninja Operations Counter Summon Multiclass]

Prerequisite: Summon level 4.

Benefit: The summon gains the "Trap Sense" ninja operations counter ability.

Once per day, the summon can use the "Technique Counter" ninja operations counter ability, using his summon level plus his Intelligence modifier instead of the Knowledge skill, using half his summon level instead of ninja operations counter class levels.

Sentry [Ninja Scout Summon Multiclass]

Prerequisite: Summon level 2.

Benefit: The summon can track as though with the Track feat, and can track at its normal speed without penalty. The summon gains Survival as a class skill.

Once per day, the summon can use the "Hide in Plain Sight" ninja scout ability.

Shadow Assassin [Shade Summon Multiclass]

Prerequisite: Summon level 6.

Benefit: The summon gains the "Sneak Attack +1d6" shade ability.

Once per day, the summon can use the "Death Attack" shade ability using half his summon level (round down) instead of shade class levels. If the target is not of the same species as the summon, it suffers a -2 penalty to the death attack difficulty class.

Stalwart Defender [Shinobi Bodyguard Summon Multiclass]

Prerequisite: Summon level 3.

Benefit: The summon gains the "Harm's Way" shinobi bodyguard ability.

Once per encounter, the summon can gain the damage reduction 1/- ability for 2 rounds.

Sword Sage [Sword Savant Summon Multiclass]

Prerequisite: Summon level 4, must begin with a melee weapon.

Benefit: The summon gains the "Sword Weaving" sword savant ability, and the summon's weapon counts as a chakra state weapon.

Wandering Warrior [Samurai Summon Multiclass]

Prerequisite: Summon level 2.

Benefit: The summon gains the "Traditional Path" samurai class ability and begins with a weapon that qualifies for the traditional path ability.

Once per encounter, the summon can use the frightful presence samurai ability, his summon level used instead of samurai class levels.

Blood Pacts

The following section contains the numerous blood pacts. The availability of these blood pacts is entirely at the GM's discretion.

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 Requirements: Soldier, Protector, Guardian (4+summon level), Noble (7+summon level), Champion (11+summon level).

Chakra Cost: Soldier—3/level; Protector—3/level plus 3; Guardian—3/level plus 10; Noble—3.5/level plus 18; Champion—5.5/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 two claw

attacks.

Natural Weapons: The bear has 2 claws and 1 bite attack.

Scent (Ex): This ability allows a bear to detect approaching enemies, sniff out hidden foes and track by sense of smell.

TABLE: BEAR SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	M	2d10+4 (15 hp)	18	12	14	9	14	6	—	30 ft.
Guardian	L	2d10+8 (19 hp)	26	10	18	10	14	8	Multiattack	40 ft.
Noble	H	2d10+12 (23 hp)	34	10	22	10	16	10	Toughness	40 ft.
Champion	G	2d10+16 (27 hp)	42	8	26	12	18	12	—	50 ft.

TABLE: BEAR SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+1	18, touch 11, flat-footed 17 (+1 Dex, +7 natural)	—
Guardian	+0	20, touch 9, flat-footed 20 (-1 size, +11 natural)	—
Noble	+0	22, touch 8, flat-footed 22 (-2 size, +14 natural)	—
Champion	-1	24, touch 5, flat-footed 23 (-4 size, -1 Dex, +18 natural)	Damage Reduction 1/chakra per level

Level 1 Bear Soldier: Medium magical beast; HD 2d10+2; hp 11; Init +1; Spd 30 ft.; Defense 13, touch 10, flat-footed 12 (-1 size, +1 Dex, +3 natural); BAB +2; Grap +5; Atk +5 melee (1d4+3, claw); Full Atk +5 melee (1d4+3, 2 claws) and +0 melee (1d6+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ improved grab, darkvision 60 ft., scent; AL summoner; SV Fort +4, Ref +1, Will +1; CP 8; Rep +0; Str 16, Dex 12, Con 12, Int 8, 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: Magical Beast (Good Fortitude; BAB 3/4 of total Hit Dice)

Hit Dice: 1d12

Rank Requirements: Soldier, Protector, Guardian, Noble (6+summon level), Champion (10+summon level).

Chakra Cost: Soldier—2.5/level; Protector—3/level plus 3; Guardian—3/level plus 10; Noble—3/level plus 15; Champion—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 has 1 gore attack.

Scent (Ex): This ability allows a boar to detect approaching enemies, sniff out hidden foes and track by sense of smell.

Trample (Ex): The boar may trample foes. The damage is equal to its gore damage.

TABLE: BOAR SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	S	2d12+10 (21 hp)	18	9	21	7	12	3	Toughness	40 ft.
Guardian	M	2d12+12 (23 hp)	22	9	23	8	12	5	Improved Natural Attack (gore)	50 ft.
Noble	M	2d12+16 (27 hp)	24	9	26	8	14	7	Toughness	50 ft.
Champion	L	2d12+20 (31 hp)	32	9	30	10	14	9	—	60 ft.

TABLE: BOAR SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	-1	18, touch 10, flat-footed 18 (-1 Dex, +1 size, +8 natural)	—
Guardian	-1	20, touch 9, flat-footed 20 (-1 Dex, +11 natural)	—
Noble	-1	22, touch 9, flat-footed 22 (-1 Dex, +13 natural)	—
Champion	-1	27, touch 8, flat-footed 27 (-1 size, -1 Dex, +19 natural)	—

Level 1 Boar Soldier: Small magical beast; HD 2d12+6; hp 19; Init -1; Spd 30 ft.; Defense 14, touch 10, flat-footed 14 (-1 Dex, +1 size, +4 natural); 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 1d6+4; AL summoner; SV Fort +6, Ref +0, Will +0; CP 12; Rep +0; Str 16, Dex 9, Con 17, Int 6, 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: Magical Beast (Good Reflex; BAB 3/4 of total Hit Dice)

Hit Dice: 1d8

Rank Requirements: Soldier, Protector, Guardian, Noble (5+summon level), Champion (9+summon level).

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 7; Noble—3/level plus 12; Champion—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 has 1 bite attack.

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.

TABLE: DOG SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	S	2d8+2 (11 hp)	13	18	12	11	15	13	Alertness	40 ft.
Guardian	M	2d8+4 (13 hp)	17	16	15	12	17	13	Guide	40 ft.
Noble	L	2d8+8 (17 hp)	25	16	19	14	19	13	—	40 ft.

Champion	H	2d8+12 (21 hp)	33	14	22	15	19	15	Improved Natural Attack (bite)	50 ft.
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TABLE: DOG SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+4	18, touch 15, flat-footed 14 (+4 Dex, +3 natural, +1 size)	—
Guardian	+3	19, touch 13, flat-footed 16 (+3 Dex, +6 natural)	—
Noble	+3	21, touch 12, flat-footed 18 (-1 size, +3 Dex, +9 natural)	—
Champion	+2	23, touch 10, flat-footed 21 (-2 size, +2 Dex, +13 natural)	+6 to Jump and Survival

Level 1 Dog Soldier: Small magical beast; HD 2d8; hp 9; 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 summoner; SV Fort +0, Ref +5, Will +1; CP 6; Rep +0; Str 12, Dex 14, Con 10, Int 10, Wis 13, Cha 9.

Skills: Jump +5, Listen +3, Spot +3, Survival +4 (+10 when tracking by scent), Swim +3.

Feats: Track.

Dragon (Ryuu)

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: Earth, Fire, Ice, Lightning, 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 Requirements: Soldier, Protector (4+summon level), Guardian (6+summon level), Noble (8+summon level), Champion (12+summon level).

Chakra Cost: Soldier—4/level; Protector—5/level plus 5; Guardian—5/level plus 15; Noble—6/level plus 20; Champion—7/level plus 30.

Breath Weapon (Su): A breath weapon attack causes energy damage (of the selected type) equal to 2d4 per summon level. The breath may be either a 40-foot-long cone, or a 60-foot-long line.

The damage can be halved with a Reflex save DC 10 + summon level + summon's Con modifier. The summon is immune to his own breath weapon. A Dragon can only use this ability once per 1d6 rounds.

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.

Energy Resistance (Ex): A dragon has a resistance to energy of his given type (fire dragon has fire resistance, etc) equal to 5 + 2 per summon level.

Flight (Ex): All dragons are capable of flight.

Hold Breath (Ex): The water dragon can hold its breath for a number of rounds equal to four times its Constitution modifier before it risks to drown.

Natural Weapons: The dragon has 1 bite and 2 claw attacks.

Bonus Feat: All dragons have the Alertness feat.

Earth Dragon:

The earth dragon's breath weapon deals earth damage, and it gains earth resistance. It is very resilient, but among the clumsiest of all species of dragons. The earth dragon's breath weapon is a 40-ft. cone.

TABLE: EARTH DRAGON SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	S	2d10+6 (17 hp)	20	8	16	7	12	9	—	30 ft., fly 40 ft. (clumsy)
Guardian	M	2d10+8 (19 hp)	24	6	18	8	12	9	Improved Natural Attack (bite)	30 ft., fly 40 ft. (poor)
Noble	L	2d10+12 (23 hp)	32	6	22	9	12	11	Multiattack	30 ft., fly 60 ft. (poor)
Champion	H	2d10+18 (29 hp)	40	8	28	10	14	13	—	30 ft., fly 60 ft. (average)

TABLE: EARTH DRAGON SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	-1	19, touch 10, flat-footed 19 (-1 Dex, +1 size, +9 natural)	—
Guardian	-2	19, touch 8, flat-footed 19 (-2 Dex, +11 natural)	—
Noble	-2	21, touch 7, flat-footed 21 (-1 size, -2 Dex, +14 natural)	—
Champion	-1	25, touch 7, flat-footed 25 (-2 size, -1 Dex, +18 natural)	+6 to Fortitude saves

Fire Dragon:

The fire dragon's breath weapon deals fire damage, and it gains fire resistance. Its power is unrivaled amongst the dragons. The fire dragon's breath weapon is a 60-ft. line.

TABLE: FIRE DRAGON SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	S	2d10+4 (15 hp)	20	10	14	9	10	12	—	30 ft., fly 40 ft. (poor)
Guardian	M	2d10+6 (17 hp)	24	8	16	10	10	12	Improved Natural Attack (bite)	30 ft., fly 40 ft. (poor)
Noble	L	2d10+10 (21 hp)	32	6	20	12	11	13	Multiattack	30 ft., fly 60 ft. (average)
Champion	H	2d10+16 (27 hp)	42	8	26	14	12	13	—	30 ft., fly 60 ft. (average)

TABLE: FIRE DRAGON SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+0	18, touch 11, flat-footed 18 (+1 size, +7 natural)	—
Guardian	-1	18, touch 9, flat-footed 18 (-1 Dex, +9 natural)	—
Noble	-2	19, touch 7, flat-footed 19 (-1 size, -2 Dex, +12 natural)	—
Champion	-1	22, touch 7, flat-footed 22 (-2 size, -1 Dex, +15 natural)	+4 to Fortitude and Reflex saves

Ice Dragon:

The ice dragon's breath weapon deals cold damage, and it gains cold resistance. It can endure enormous amounts of punishment, but is very clumsy. The frost dragon's breath weapon is a 40-ft. cone.

TABLE: ICE DRAGON SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	S	2d10+8 (19 hp)	14	10	18	7	12	12	—	30 ft., fly 40 ft. (clumsy)

Guardian	M	2d10+10 (21 hp)	18	8	20	8	12	12	Improved Natural Attack (bite)	30 ft., fly 40 ft. (clumsy)
Noble	L	2d10+14 (25 hp)	28	6	24	9	13	13	Multiattack	30 ft., fly 60 ft. (poor)
Champion	H	2d10+20 (31 hp)	38	8	30	10	15	13	—	30 ft., fly 60 ft. (poor)

TABLE: ICE DRAGON SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+0	18, touch 11, flat-footed 18 (+1 size, +7 natural)	—
Guardian	-1	18, touch 9, flat-footed 18 (-1 Dex, +9 natural)	—
Noble	-2	20, touch 7, flat-footed 20 (-1 size, -2 Dex, +13 natural)	—
Champion	-1	24, touch 7, flat-footed 24 (-2 size, -1 Dex, +17 natural)	+4 to Fortitude and Will saves

Lightning Dragon:

The lightning dragon's breath deals electricity damage, and it gains electricity resistance. It is quick and deadly, but not as resilient as other breeds of dragons. The lightning dragon's breath weapon is a 60-ft. line.

TABLE: LIGHTNING DRAGON SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	S	2d10+2 (13 hp)	16	14	13	9	8	9	—	30 ft., fly 40 ft. (poor)
Guardian	M	2d10+4 (15 hp)	20	12	15	10	9	9	Multiattack	30 ft., fly 40 ft. (poor)
Noble	L	2d10+8 (19 hp)	28	10	19	12	10	10	Improved Natural Attack (bite)	30 ft., fly 60 ft. (poor)
Champion	H	2d10+14 (25 hp)	39	11	25	14	13	11	—	30 ft., fly 60 ft. (average)

TABLE: LIGHTNING DRAGON SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+2	18, touch 13, flat-footed 16 (+1 size, +2 Dex, +5 natural)	—
Guardian	+1	19, touch 11, flat-footed 18 (+1 Dex, +8 natural)	—
Noble	+0	21, touch 9, flat-footed 21 (-1 size, +12 natural)	—
Champion	+0	25, touch 8, flat-footed 25 (-2 size, +17 natural)	+4 to Reflex and Will saves

Water Dragon:

The water dragon's breath weapon deals water damage, and it gains water resistance. It is agile and adaptative, but not very intelligent. The earth dragon's breath weapon is a 60-ft. line.

TABLE: WATER DRAGON SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	S	2d10+8 (19 hp)	14	14	18	7	12	9	—	30 ft., fly 40 ft. (poor)
Guardian	M	2d10+10 (21 hp)	16	12	20	8	12	9	Improved Natural Attack (bite)	30 ft., fly 40 ft. (poor)
Noble	L	2d10+14 (25 hp)	26	10	24	9	12	9	Multiattack	30 ft., fly 60 ft. (poor)
Champion	H	2d10+18 (29 hp)	34	12	28	10	14	11	—	30 ft., fly 60 ft. (poor)

TABLE: WATER DRAGON SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+2	19, touch 13, flat-footed 17 (+2 Dex, +1 size, +6 natural)	—
Guardian	+1	19, touch 11, flat-footed 18 (+1 Dex, +8 natural)	—
Noble	+0	21, touch 9, flat-footed 21 (-1 size, +12 natural)	—
Champion	+1	26, touch 9, flat-footed 25 (-2 size, +1 Dex, +17 natural)	+4 to Reflex and Will saves

Wind Dragon:

The wind dragon's breath weapon deals wind damage, and it gains wind resistance. It is the most agile species of dragon. The earth dragon's breath weapon is a 40-ft. cone.

TABLE: WIND DRAGON SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	S	2d10+2 (13 hp)	20	16	12	7	10	10	—	30 ft., fly 60 ft. (good)
Guardian	M	2d10+6 (17 hp)	22	14	16	8	10	11	Multiattack	30 ft., fly 60 ft. (good)
Noble	L	2d10+10 (21 hp)	30	12	20	9	11	12	Improved Natural Attack (bite)	30 ft., fly 80 ft. (good)
Champion	H	2d10+14 (25 hp)	38	14	24	10	12	13	—	30 ft., fly 80 ft. (perfect)

TABLE: WIND DRAGON SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+3	20, touch 14, flat-footed 17 (+1 size, +3 Dex, +6 natural)	—
Guardian	+2	20, touch 12, flat-footed 18 (+2 Dex, +8 natural)	—
Noble	+1	21, touch 10, flat-footed 21 (-1 size, +1 Dex, +13 natural)	—
Champion	+2	27, touch 10, flat-footed 25 (-2 size, +2 Dex, +17 natural)	+6 to Reflex saves

Level 1 Earth Dragon Soldier: Small dragon; HD 2d10+4; hp 15; Init -2; Spd 30 ft., fly 40 ft. (clumsy); 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+1, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ breath weapon (2d4 earth DC 13), earth resistance 7, darkvision 90 ft; AL summoner; SV Fort +5, Ref +1, Will +3; CP 10; Rep +0; Str 16, Dex 8, Con 14, Int 6, Wis 10, Cha 9.

Skills: Concentration +4, Listen +5, Spot +5.

Feats: Alertness.

Level 1 Fire Dragon Soldier: Small dragon; HD 2d10+2; hp 13; Init -1; Spd 30 ft., fly 40 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+1, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ breath weapon (2d4 fire DC 12), fire resistance 7, darkvision 90 ft; AL summoner; SV Fort +4, Ref +2, Will +3; CP 8; Rep +0; Str 16, Dex 8, Con 12, Int 8, Wis 10, Cha 9.

Skills: Concentration +3, Listen +5, Spot +5.

Feats: Alertness.

Level 1 Ice Dragon Soldier: Small dragon; HD 2d10+4; hp 15; Init -1; Spd 30 ft., fly 40 ft. (clumsy); 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+1, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ breath weapon (2d4 cold DC 13), cold resistance 7, darkvision 90 ft; AL summoner; SV Fort +5, Ref +2, Will +3; CP 10; Rep +0; Str 14, Dex 8, Con 14, Int 6, Wis 10, Cha 9.

Skills: Concentration +4, Listen +5, Spot +5.

Feats: Alertness.

Level 1 Lightning Dragon Soldier: Small dragon; HD 2d10+2; hp 13; Init +0; Spd 30

ft., fly 40 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+1, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ breath weapon (2d4 electricity DC 13), electricity resistance 7, darkvision 90 ft; AL summoner; SV Fort +4, Ref +3, Will +2; CP 8; Rep +0; Str 14, Dex 10, Con 12, Int 8, Wis 8, Cha 9.

Skills: Concentration +3, Listen +4, Spot +4.

Feats: Alertness.

Level 1 Water Dragon Soldier: Small dragon; HD 2d10+4; hp 15; Init +0; Spd 30 ft., fly 40 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 (2d4 water DC 13), hold breath, water resistance 7, darkvision 90 ft; AL summoner; SV Fort +5, Ref +3, Will +3; CP 10; Rep +0; Str 14, Dex 10, Con 14, Int 6, Wis 10, Cha 9.

Skills: Concentration +4, Listen +5, Spot +5.

Feats: Alertness.

Level 1 Wind Dragon Soldier: Small dragon; HD 2d10+2; hp 13; Init +0; Spd 30 ft., fly 60 ft. (good); Defense 15, touch 12, flat-footed 14 (+1 Dex, +1 size, +3 natural); BAB +2; Grap +0; Atk +6 melee (1d6+4 bite); Full Atk +6 melee (1d6+3 bite) and +1 melee (1d4+1, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ breath weapon (2d4 wind DC 12), wind resistance 7, darkvision 90 ft; AL summoner; SV Fort +4, Ref +3, Will +3; CP 8; Rep +0; Str 16, Dex 10, Con 12, Int 6, 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 hoard information for themselves.

Creature Type: Magical Beast (Good Reflex and Will; BAB 3/4 of total Hit Dice)

HD: 1d6

Rank Requirements: Soldier, Protector, Guardian, Noble (4+summon level), Champion (8+summon level).

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 7; Noble—3/level plus 12; Champion—3.5/level plus 15.

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 has 1 bite attack and uses both claws to make 1 claw attack.

Scent (Ex): This ability allows a hare to detect approaching enemies, sniff out hidden foes and track by sense of smell.

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.

TABLE: HARE SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	T	2d6-2 (5 hp)	4	22	9	10	16	10	Alertness	30 ft.
Guardian	T	2d6 (7 hp)	6	23	10	14	16	12	Stealthy	40 ft..
Noble	S	2d6+2 (9 hp)	10	22	12	16	18	12	—	50 ft.
Champion	M	2d6+2 (9 hp)	16	21	13	17	19	13	Improved Natural Attack (bite)	60 ft.

TABLE: HARE SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+6	20, touch 18, flat-footed 14 (+2 size, +6 Dex, +2 natural)	Evasion
Guardian	+6	21, touch 18, flat-footed 15 (+2 size, +6 Dex, +3 natural)	—
Noble	+6	21, touch 17, flat-footed 15 (+1 size, +6 Dex, +4 natural)	Improved Evasion
Champion	+5	22, touch 15, flat-footed 17 (+5 Dex, +7 natural)	Hide in Plain Sight

Level 1 Hare Soldier: Tiny magical beast; HD 2d6-2; hp 5; Init +4; Spd 30 ft.; Defense 17, touch 16, flat-footed 13 (+2 size, +4 Dex, +1 natural); BAB +1; Grap -1; Atk +7 melee (1d3-3 bite); Full Atk +7 melee (1d3-3 bite) and +2 melee (1, claw); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ darkvision 60 ft., scent; AL summoner; SV Fort -1, Ref +7, Will +4; CP 6; Rep +0; Str 4, Dex 18, Con 8, Int 8, Wis 12, Cha 8.

Skills: Balance +7, Hide +22, Jump +6, Listen +10, Move Silently +9, Spot +10.

Feats: Weapon Finesse.

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: Magical Beast (Good Reflex; BAB 3/4 of total Hit Dice)

HD: 1d6

Rank Requirements: Soldier, Protector, Guardian, Noble (5+summon level), Champion (9+summon level).

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 7; Noble—3/level plus 12; Champion—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 uses both talons for 1 talon attack.

Skill Bonuses: A hawk gains a +8 racial bonus to Spot and Survival checks during daylight.

TABLE: HAWK SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	T	2d6 (7 hp)	8	21	10	10	16	9	Alertness	10 ft., fly 50 ft. (average)
Guardian	S	2d6+2 (9 hp)	14	20	12	11	17	10	—	10 ft., fly 50 ft. (good)
Noble	M	2d6+6 (15 hp)	18	20	16	12	18	12	—	10 ft., fly 60 ft. (good)
Champion	L	2d6+10 (17 hp)	26	19	20	13	19	13	—	10 ft., fly 60 ft. (perfect)

TABLE: HAWK SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+5	19, touch 17, flat-footed 14 (+2 size, +5 Dex, +2 natural)	—
Guardian	+5	19, touch 16, flat-footed 14 (+1 size, +5 Dex, +3 natural)	Darkvision 270 ft.
Noble	+5	19, touch 17, flat-footed 15 (+5 Dex, +4 natural)	Evasion
Champion	+4	21, touch 13, flat-footed 17 (-1 size, +4 Dex, +8 natural)	Darkvision 360 ft.

Level 1 Hawk Soldier: Tiny magical beast; HD 2d6; hp 7; Init +5; 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 180 ft., fling; AL summoner; SV Fort +0, Ref +6, Will +1; CP 6; Rep +0; Str 6, Dex 17, Con 10, Int 8, Wis 13, Cha 8.

Skills: Listen +2, Spot +3 (+11 in daylight), Survival +2 (+10 in daylight).

Feats: Weapon Finesse.

Hivemind (Mushigokoro)

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. A commanding presence is all that is required of most summoners of the Hivemind blood pact.

Creature Type: Vermin

HD: 1d8

Rank Requirements: Soldier, Protector, Guardian (4+summon level), Noble (6+summon level), Champion (10+summon level).

Chakra Cost: Soldier—2/level; Protector—3/level plus 3; Guardian—3/level plus 10; Noble—3/level plus 18; Champion—4.5/level plus 20.

The chakra cost of the blood pact is the same regardless of the type of hivemind creature summoned.

Armored Chitin (Ex): In addition to their existing natural armor bonus, insects gain a +1 natural armor bonus every 2 summon level (minimum +1).

Darkvision (Ex): All insects can see in total darkness, out to 60 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 Noble insects may communicate with any sentient creature within 30 feet. Champions have a telepathy range of 100 feet. Creatures that cannot communicate via telepathy must respond orally.

Summon Wasp: Starting from Soldier rank and above, the summoner can call on the wasps. The wasp has 1 sting attack and can deliver poison with it.

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.

TABLE: HIVEMIND (WASP) SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	S	2d8 (7 hp)	13	17	11	—	9	2	—	fly 50 ft. (good)
Guardian	S	2d8+2 (11 hp)	14	18	12	—	9	2	Improved Natural Attack (sting)	fly 50 ft. (good)
Noble	M	2d8+4 (13 hp)	18	16	14	—	9	2	—	fly 60 ft. (good)
Champion	L	2d8+8 (17 hp)	26	16	18	—	9	2	—	fly 60 ft. (good)

TABLE: HIVEMIND (WASP) SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+3	18, touch 14, flat-footed 14 (+1 size, +3 Dex, +4 natural)	—
Guardian	+4	20, touch 15, flat-footed 16 (+1 size, +4 Dex, +5 natural)	—
Noble	+3	20 touch 13, flat-footed 16 (+3 Dex, +7 natural)	—
Champion	+3	22, touch 12, flat-footed 19 (-1 size, +3 Dex, +10 natural)	+2 to Fortitude and Reflex saves

Level 1 Hivemind Soldier (Wasp): Small vermin; HD 2d8; hp 9; Init +3; Spd fly 50 ft. (good); Defense 17, touch 14, flat-footed 14 (+1 size, +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 60 ft., telepathy (summoner); AL summoner; SV Fort +3, Ref +3, Will -1; CP 6; Rep +0; Str 13, Dex 17, Con 10, Int —, Wis 9, Cha 2.

Skills: Spot +6, Survival +2.

Feats: Weapon Finesse.

Summon Centipede: From protector rank and up, the summoner can call upon the centipede hivemind, with their powerful bodies strong enough to crush a bull's spine. The centipede has 1 bite attack that it uses for improved grab.

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.

TABLE: HIVEMIND (CENTIPEDE) SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Guardian	M	2d8+4 (13 hp)	16	14	14	—	12	3	—	30 ft., climb 30 ft.
Noble	L	2d8+8 (17 hp)	24	12	18	—	12	3	—	30 ft., climb 30 ft.
Champion	L	2d8+8 (17 hp)	26	12	19	—	12	3	—	40 ft., climb 40 ft.

TABLE: HIVEMIND (CENTIPEDE) SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Guardian	+2	18, touch 12, flat-footed 16 (+2 Dex, +6 natural)	—
Noble	+1	20, touch 10, flat-footed 19 (-1 size, +1 Dex, +10 natural)	—

Champion | +1 | 22, touch 10, flat-footed 21 (-1 size, +1 Dex, +12 natural) | +2 to Reflex and Will saves

Level 1 Hivemind Protector (Centipede): Medium vermin; HD 2d8+2; hp 11; Init +2; Spd 30 ft., climb 30 ft.; Defense 17, touch 12, flat-footed 15 (+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 60 ft., vermin traits, telepathy (summoner); AL summoner; SV Fort +4, Ref +2, Will +1; CP 8; 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).

Summon Giant Beetle: The summoner is able to call giant beetles from guardian rank and up, starting at the size of a small horse, the hivemind beetles easily rival the largest of summon creatures at the height of their power. The hivemind beetle's thick, gleaming chitin armor is strong enough to stop steel. The giant beetle has 1 gore attack and can trample.

Trample (Ex): The giant beetle may trample any creature in its path, dealing damage equal to its gore attack. The reflex save DC is 10 + summon level + 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).

TABLE: HIVEMIND (GIANT BEETLE) SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Noble	H	2d8+8 (17 hp)	27	10	19	—	13	4	—	30 ft.
Champion	G	2d8+14 (23 hp)	36	8	24	—	13	4	—	30 ft.

TABLE: HIVEMIND (GIANT BEETLE) SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Noble	+0	20, touch 8, flat-footed 20 (-2 size, +12 natural)	—
Champion	-1	23, touch 5, flat-footed 23 (-1 Dex, -4 size, +18 natural)	+4 to Fortitude saves

Level 1 Hivemind Guardian (Giant Beetle): Large vermin; HD 2d8+6; hp 15; 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 60 ft., telepathy (summoner); AL summoner; SV Fort +6, Ref +1, Will +1; CP 12; Rep +0; Str 19, Dex 12, Con 17, Int —, Wis 13, Cha 4.

Skills: —

Feats: Improved Natural Attack (gore).

Summon Scorpion: The second strongest of all hivemind creatures are enormous scorpions whose stingers carry a deadly venom potent enough to very rapidly paralyze a horse to enable a quick kill. The scorpion has 2 claws and 1 sting attack.

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.

TABLE: HIVEMIND (SCORPION) (SUMMONS BY RANK)

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Champion	L	2d8+10 (17 hp)	26	12	20	—	14	5	Improved Natural Attack (sting)	30 ft.

TABLE: HIVEMIND (SCORPION) SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Champion	+1	23, touch 10, flat-footed 22 (-1 size, +1 Dex, +13 natural)	+2 to Fortitude and Will saves

Level 1 Hivemind Noble (Scorpion): Medium vermin; HD 2d8+4; hp 13; 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 60 ft., telepathy 30 ft.; AL summoner; SV Fort +5, Ref +2, Will +2; CP 12; Rep +0; Str 16, Dex 15, Con 16, Int —, Wis 14, Cha 5.

Skills: Climb +5, Hide +6, Spot +7.

Feats: Multiattack.

Summon Mantis: The hivemind avatars are enormous, gleaming black praying mantises the size of a horse, with deadly scythelike claws and snapping pincers. The hivemind mantis has 4 claws and 1 bite attack.

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.

Level 1 Hivemind Champion (Mantis): Large vermin; HD 2d8+4; hp 13; Init +9; Spd 60 ft.; Defense 26, touch 14, flat-footed 11 (+5 Dex, -1 size, +12 natural); BAB +1; Grap +8; Atk +9 melee (1d8+9, claw); Full Atk +9 melee (1d8+9, 4 claws) and +7 melee (1d8+4, bite); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ armored chitin +1, powerful charge +2d6, rend 1d8+13, vermin traits, darkvision 60 ft., telepathy 50 ft.; AL summoner; SV Fort +5, Ref +5, Will +2; CP 14; Rep +0; Str 28, Dex 20, Con 18, Int —, Wis 14, Cha 6.

Skills: Listen +7, Hide +2 (+10 during nighttime), Move Silently +10, Spot +7.

Feats: Improved Initiative, Improved Natural Attack (claw), Multiattack, Weapon Finesse.

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 than 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 Requirements: Soldier, Protector, Guardian, Noble (5+summon level), Champion (9+summon level).

Chakra Cost: Soldier—2/level; Protector—3/level plus 3; Guardian—3/level plus 10; Noble—3/level plus 18; Champion—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 has 2 hoof attacks

Scent (Ex): This ability allows a horse to detect approaching enemies, sniff out hidden foes and track by sense of smell.

TABLE: HORSE SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	L	2d8+6 (15 hp)	21	14	17	8	10	6	—	40 ft.
Guardian	L	2d8+8 (17 hp)	22	15	18	8	11	7	Run	50 ft.
Noble	L	2d8+10 (19 hp)	24	16	20	10	11	8	Improved Natural Attack (hoof)	50 ft.
Champion	H	2d8+14 (23 hp)	33	14	25	10	12	9	—	60 ft.

TABLE: HORSE SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+2	16, touch 11, flat-footed 14 (-1 size, +2 Dex, +5 natural)	—
Guardian	+2	18, touch 11, flat-footed 16 (-1 size, +2 Dex, +7 natural)	—
Noble	+3	21, touch 12, flat-footed 18 (-1 size, +3 Dex, +9 natural)	—
Champion	+2	23, touch 10, flat-footed 21 (-2 size, +2 Dex, +13 natural)	Run speed multiplier x6

Level 1 Horse Soldier: Large magical beast; HD 2d8+4; hp 13; 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; CP 10; Rep +0; Str 19, Dex 13, Con 14, Int 8, Wis 9, Cha 5.

Skills: Listen +4, Spot +4.

Feats: Endurance.

Imperial Wyrn (Tenryuu)

The imperial wyrn is a serpentine, wingless dragon that possesses astonishing healing abilities. It is generally regarded as a symbol of strength and good luck, and associated with many monarchs and generals. The imperial wyrn values integrity, loyalty and strength of character.

Creature Type: Dragon

HD: 1d8

Rank Requirements: Soldier, Protector (4+summon level), Guardian (6+summon level),

Noble (8+summon level), Champion (12+summon level).

Chakra Cost: Soldier—4/level; Protector—5/level plus 5; Guardian—5/level plus 15; Noble—6/level plus 20; Champion—7/level plus 30.

Darkvision (Ex): The imperial wyrm can see in total darkness, out to 60 feet. Darkvision is black-and-white only, but is otherwise like normal light.

Fast Healing (Su): The imperial wyrm gains the fast healing 1 supernatural quality. This trait is subject to being increased at higher summon ranks.

Flight (Su): The imperial wyrm is capable of wingless flight as a supernatural ability.

Mending Touch (Su): The imperial wyrm can heal another creature with its mere touch. This ability requires an attack action and costs 1 chakra for every 2 hit points healed, but does not provoke an attack of opportunity. The imperial wyrm cannot use this ability on itself.

The number of hit points the imperial wyrm can restore per day varies depending on its summon rank and level (see below), but he can choose to divide the healing over multiple recipients, and does not have to use it all at once.

Summon Rank	Healing capacity
Soldier	Summon level/day
Protector	Summon level + Cha mod/day
Guardian	2 × Summon level + Cha mod/day
Noble	2 × Summon level + Cha mod/day
Champion	3 × Summon level + Cha mod/day

Natural Weapons: The imperial wyrm has 1 bite attack, 2 claw attacks and 1 tail slap attack.

Sense Hostility (Su): The imperial wyrm can sense any hostile intent within 60 feet and gets a sense of the general direction, though it cannot pinpoint its distance precisely. The hostility does not have to be directed at the imperial wyrm.

This ability detects active aggression but not vigilance. The imperial wyrm cannot be caught flat-footed by a creature susceptible to mind-affecting effects.

Skill Bonuses: The imperial wyrm gains a +4 bonus to Diplomacy and Sense Motive checks.

TABLE: IMPERIAL WYRM SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	M	2d8+2 (11 hp)	14	14	12	14	14	10	—	30 ft., fly 30 ft. (poor)
Guardian	L	2d8+6 (15 hp)	22	14	16	15	16	11	—	30 ft., fly 40 ft. (poor)
Noble	H	2d8+10 (19 hp)	30	12	20	16	17	12	—	40 ft., fly 50 ft. (clumsy)
Champion	H	2d8+10 (19 hp)	30	12	20	17	18	14	—	40 ft., fly 60 ft. (clumsy)

TABLE: IMPERIAL WYRM SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+2	18, touch 12, flat-footed 15 (+2 Dex, +6 natural)	Fast healing 3
Guardian	+2	20, touch 11, flat-footed 18 (−1 size, +2 Dex, +9 natural)	Fast healing 5
Noble	+1	23, touch 9, flat-footed 22 (−2 size, +1 Dex, +14 natural)	Fast healing 7
Champion	+1	26, touch 9, flat-footed 25 (−2 size, +1 Dex, +17 natural)	Sense hostility

Level 1 Imperial Wyrm Soldier: Small dragon; HD 2d8+6; hp 15; Init +3; Spd 30 ft., fly 30 ft. (poor); Defense 15, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 natural); BAB +2; Grap +6; Atk +6 melee (1d4, bite); Full Atk +6 melee (1d4, bite) and +1 melee (1d3, 2 claws) and +1 melee (1d2, tail slap); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft.,

fast healing 1, flight, mending touch; AL summoner; SV Fort +3, Ref +6, Will +5; CP 6; Rep +0; Str 10, Dex 16, Con 10, Int 14, Wis 14, Cha 10.

Skills: Diplomacy +8, Concentration +5, Sense Motive +8.

Feats: Weapon Finesse.

Lizard (Tokage)

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: Magical Beast (Good Reflex; BAB 3/4 of total Hit Dice)

HD: 1d8

Rank Requirements: Soldier, Protector, Guardian, Noble (6+summon level), Champion (10+summon level).

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 7; Noble—3/level plus 12; Champion—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 has 2 claws and 1 bite attack as biped or 1 bite attack as quadruped. The lizard has opposable thumbs that enable it to wield weapons and other objects.

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, 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 and to Survival checks when tracking by scent.

In wooded or overgrown areas, the species bonus on Hide checks improves to +8.

Bonus Feat: The lizard gains the Weapon Finesse and Simple Weapons Proficiency feats as bonus feats.

Weaponry: An elite or paragon lizard has a 50% chance of being summoned with a simple or archaic weapon, selected randomly.

TABLE: LIZARD SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	S	2d8+2 (11 hp)	12	17	12	9	13	8	Archaic Weapons Proficiency	20 ft., climb 20 ft.
Guardian	M	2d8+4 (13 hp)	16	15	14	10	14	9	—	20 ft., climb 20 ft.
Noble	M	2d8+6 (15 hp)	19	16	16	10	15	11	Multiattack	30 ft., climb 30 ft.

Champion	L	2d8+10 (19 hp)	28	14	20	12	15	12	Improved Natural Attack (bite)	40 ft., climb 30 ft.
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TABLE: LIZARD SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+3	17, touch 13, flat-footed 13 (+1 size, +3 Dex, +2 natural)	—
Guardian	+2	18, touch 12, flat-footed 16 (+2 Dex, +6 natural)	—
Noble	+3	21, touch 13, flat-footed 18 (+3 Dex, +8 natural)	—
Champion	+2	23, touch 11, flat-footed 21 (-1 size, +2 Dex, +12 natural)	Cold and Water Resistance 15

Level 1 Lizard Soldier: Small magical beast; HD 2d8; hp 9; 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 +5 melee (1d3-1, 2 claws) and +0 melee (1d4-1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., posture, scent; AL summoner; SV Fort +0, Ref +5, Will +1; CP 6; Rep +0; Str 8, Dex 17, Con 10, Int 8, Wis 12, Cha 8.

Skills: Balance +7, Climb +6, Hide +7 (+11 in wooded or overgrown areas), Listen +5, Move Silently +7, Spot +6, Survival +3 (+7 when tracking by scent).

Feats: Simple Weapons Proficiency, Weapon Finesse.

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 Requirements: Soldier, Protector, Guardian, Noble (6+summon level), Champion (10+summon level).

Chakra Cost: Soldier—2/level; Protector—3/level plus 3; Guardian—3/level plus 10; Noble—3/level plus 18; Champion—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 has 2 claws and 1 bite attack. The monkey has opposable thumbs that enable it to wield weapons and other objects.

Bonus Feat: The monkey gains the Simple Weapons Proficiency feat.

Skill Bonuses: The monkey gains a +4 racial bonus to Balance and Climb checks.

TABLE: MONKEY SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	T	2d6 (9 hp)	8	19	10	12	12	10	—	30 ft., climb 30 ft.
Guardian	S	2d6 (9 hp)	12	18	11	13	13	11	—	30 ft., climb 30 ft.
Noble	M	2d6+4 (13 hp)	19	16	14	14	14	12	—	40 ft., climb 40 ft.
Champion	L	2d6+8 (17 hp)	28	14	19	16	16	13	Improved Natural Attack (claw)	40 ft., climb 40 ft.

TABLE: MONKEY SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+4	17, touch 15, flat-footed 14 (+2 size, +3 Dex, +2 natural)	—
Guardian	+4	19, touch 15, flat-footed 15 (+1 size, +4 Dex, +4 natural)	Evasion
Noble	+3	19, touch 13, flat-footed 16 (+3 Dex, +6 natural)	—
Champion	+2	20, touch 11, flat-footed 18 (-1 size, +2 Dex, +9 natural)	<i>Henge no Jutsu</i> at-will as a spell-like ability

Level 1 Monkey Soldier: Tiny magical beast; HD 2d6-2; hp 5; 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 (1d2-2, 2 claws); Full Atk +7 melee (1d2-2, 2 claws) and +2 melee (1d3-2, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ darkvision 60 ft.; AL summoner; SV Fort -1, Ref +6, Will +4; CP 6; Rep +0; Str 6, Dex 16, Con 8, Int 10, Wis 12, Cha 8.
Skills: Balance +12, Climb +6, Hide +6, Listen +5, Spot +5.
Feats: Simple Weapons Proficiency, Weapon Finesse.

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 before his own.

Creature Type: Outsider (BAB 3/4 of total Hit Dice)

HD: 1d12

Rank Requirements: Soldier, Protector (2+summon level), Guardian (4+summon level), Noble (7+summon level), Champion (12+summon level).

Chakra Cost: Soldier—3/level; Protector—3/level plus 5; Guardian—4.5/level plus 10; Noble—5/level plus 18; Champion—7.5/level plus 20.

Darkvision (Ex): The Ogre can see in total darkness, out to 60 feet. Darkvision is black-and-white only, but is otherwise like normal light.

Natural Weapons: The ogre has 1 claw attack.

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, sniff out hidden foes and track by sense of smell.

Kanabo: Every Ogre carries a kanabo with which it is proficient. The kanabo, when wielded by an ogre, grants an enhancement bonus to attack rolls.

Fear Aura (Su): Ogre Avatars have a fear aura that surrounds them. Creature that begin their turn in the fear aura must make a Will save or be shaken 2d6 rounds. The saving throw DC is (DC 10 + summon level + ogre's wisdom modifier) and the aura has a 50 feet range.

TABLE: OGRE SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	M	2d12+10 (19 hp)	19	11	20	14	16	9	—	30 ft.
Guardian	M	2d12+10 (19 hp)	22	12	21	15	17	11	—	30 ft.
Noble	L	2d12+14 (25 hp)	30	12	24	16	18	12	—	40 ft.
Champion	H	2d12+18 (27 hp)	38	13	28	16	18	14	—	40 ft.

TABLE: OGRE SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+0	18, touch 10, flat-footed 18 (+8 natural)	Kanabou +2
Guardian	+1	21, touch 11, flat-footed 20 (+1 Dex, +10 natural)	Kanabou +3
Noble	+1	24, touch 10, flat-footed 24 (-1 size, +1 Dex, +14 natural)	Kanabou +4
Champion	+1	28, touch 9, flat-footed 27 (-2 size, +1 Dex, +19 natural)	Kanabou +5, fear aura

Level 1 Ogre Soldier: Medium outsider; HD 2d12+6; hp 19; Init +0; Spd 30 ft.; Defense 16, touch 10, flat-footed 16 (+6 natural); BAB +1; Grap +4; Atk +5 melee (1d12+4, kanabo); Full Atk +4 melee (1d4+3, claw) or +5 melee (1d12+4, kanabou); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ acid resistance 2, cold resistance 2, darkvision 60 ft., fire resistance 2, scent; AL summoner, evil; SV Fort +6, Ref +3, Will +5; CP 12; Rep +0; Str 16, Dex 11, Con 17, Int 12, Wis 14, Cha 9.

Skills: Concentration +9, Listen +7, Spot +7

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: Magical Beast (Good Fortitude; BAB 3/4 of total Hit Dice)

HD: 1d10

Rank Requirements: Soldier, Protector, Guardian, Noble (6+summon level), Champion (10+summon level).

Chakra Cost: Soldier—3/level; Protector—3/level plus 3; Guardian—3/level plus 10; Noble—3.5/level plus 15; Champion—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 has 1 gore attack.

Trample (Ex): The ox may trample any creature in its path, dealing damage equal to its gore attack. The reflex save DC is 10 + summon level + the ox's Str modifier.

TABLE: OX SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	M	2d10+12 (23 hp)	21	5	23	8	4	3	—	30 ft.
Guardian	L	2d10+14 (25 hp)	30	6	24	10	6	4	Improved Natural Attack (gore)	30 ft.
Noble	L	2d10+18 (29 hp)	31	6	29	10	7	5	—	40 ft.
Champion	H	2d10+22 (33 hp)	40	4	32	12	8	6	—	40 ft.

TABLE: OX SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	-3	11, touch 7, flat-footed 11 (-3 dex, +4 natural)	—
Guardian	-2	15, touch 7, flat-footed 15 (-1 size, -2 dex, +8 natural)	—
Noble	-2	17, touch 7, flat-footed 17 (-1 size, -2 dex, +10 natural)	—
Champion	-3	20, touch 5, flat-footed 9 (-2 size, -3 dex, +15 natural)	Strength rank 2

Level 1 Ox Soldier: Medium-size magical beast; HD 2d10+10; hp 21; 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 60 ft., trample; AL summoner; SV Fort +8, Ref -3, Will -3; CP 16; Rep +0; Str 18, Dex 5, Con 20, Int 8, 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 over come 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: Magical Beast (Good Fortitude; BAB 3/4 of total Hit Dice)

HD: 1d8

Rank Requirements: Soldier, Protector, Guardian, Noble (5+summon level), Champion (9+summon level).

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 10; Noble—3/level plus 15; Champion—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 has 1 gore attack.

Scent (Ex): This ability allows a ram to detect approaching enemies, sniff out hidden foes and track by sense of smell.

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.

TABLE: RAM SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	S	2d8+6 (15 hp)	16	15	17	8	12	5	—	30 ft.
Guardian	M	2d8+10 (19 hp)	21	14	21	9	13	5	Improved Natural Attack (gore)	30 ft.
Noble	M	2d8+14 (23 hp)	23	16	24	10	15	7	—	40 ft.
Champion	L	2d8+18 (27 hp)	32	14	28	10	16	9	—	40 ft.

TABLE: RAM SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+2	15, touch 12, flat-footed 14 (+1 size, +1 Dex, +3 natural)	—
Guardian	+2	16, touch 11, flat-footed 15 (+1 Dex, +5 natural)	—
Noble	+3	20, touch 11, flat-footed 19 (+1 Dex, +9 natural)	—
Champion	+2	25, touch 10, flat-footed 24 (+1 Dex, +1 size, +15 natural)	+15 bonus to Balance, Climb and Jump checks

Level 1 Ram Soldier: Small magical beast; HD 2d8+4; hp 13; Init +1; Spd 30 ft.; Defense 14, touch 12, flat-footed 13 (+1 size, +1 Dex, +2 natural); BAB +1; Grap -1; Atk +4 melee (1d4+3 gore); Full Atk +4 melee (1d4+3 gore); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., scent; AL summoner; SV Fort +5, Ref +4, Will -3; CP 10; Rep +0; Str 14, Dex 12, Con 15, Int 7, Wis 10, 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: Magical Beast (BAB 3/4 of total Hit Dice)

HD: 1d6

Rank Requirements: Soldier, Protector, Guardian, Noble (4+summon level), Champion (8+summon level).

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 7; Noble—3/level plus 12; Champion—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, damage 1 point of Constitution damage). This disease can be treated normally.

Natural Weapons: The rat has 1 bite attack.

Scent (Ex): This ability allows a rat to detect approaching enemies, 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.

TABLE: RAT SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	T	2d6+2 (9 hp)	6	19	12	9	16	6	—	20 ft.
Guardian	T	2d6+2 (9 hp)	8	20	12	10	17	6	Improved Natural Attack (bite)	30 ft.
Noble	S	2d6+6 (13 hp)	11	21	16	11	18	8	—	30 ft.
Champion	M	2d6+8 (15 hp)	16	20	18	12	20	10	—	40 ft.

TABLE: RAT SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+4	18, touch 15, flat-footed 14 (+2 size, +4 Dex, +2 natural)	—
Guardian	+5	20, touch 17, flat-footed 15 (+2 size, +5 Dex, +3 natural)	—
Noble	+5	21, touch 16, flat-footed 16 (+1 size, +5 Dex, +5 natural)	—

Champion	+5	22, touch 15, flat-footed 17 (+5 Dex, +7 natural)	+6 to Hide and Move Silently checks, disease save DC increases by 5
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Level 1 Rat Soldier: Tiny magical beast; HD 2d6; hp 7; 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 60 ft., disease carrier, scent; AL summoner; SV Fort +3, Ref +6, Will +2; CP 6; Rep +0; Str 4, Dex 16, Con 10, Int 8, Wis 14, Cha 6.

Skills: Balance +13, Climb +7, Hide +6 (+14 at night), Move Silently +14, Swim +2.

Feats: Track, Weapon Finesse.

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 Requirements: Soldier, Protector, Guardian, Noble (5+summon level), Champion (9+summon level).

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 7; Noble—3/level plus 12; Champion—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 uses both talons for 1 attack.

Skill Bonuses: A raven gains a +2 racial bonus to Listen and Spot checks and a +4 bonus to hide checks during nighttime.

TABLE: RAVEN SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	S	2d6+2 (9 hp)	8	18	14	12	18	8	—	10 ft., fly 40 ft. (average)
Guardian	S	2d6+2 (9 hp)	9	19	14	14	19	10	—	10 ft., fly 50 ft. (average)
Noble	M	2d6+6 (13 hp)	16	18	17	15	20	12	—	10 ft., fly 50 ft. (average)
Champion	L	2d6+10 (17 hp)	25	16	20	16	20	13	—	10 ft., fly 60 ft. (good)

TABLE: RAVEN SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+4	17, touch 15, flat-footed 13 (+1 size, +4 Dex, +2 natural)	Evasion
Guardian	+4	18, touch 15, flat-footed 14 (+1 size, +4 Dex, +3 natural)	—
Noble	+4	19, touch 14, flat-footed 15 (+4 Dex, +5 natural)	—
Champion	+3	20, touch 12, flat-footed 7 (-1 size, +3 Dex, +8 natural)	Improved Evasion

Level 1 Raven Soldier: Small magical beast; HD 2d6+2; hp 9; 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, talon); Full Atk +5 melee (1d2-2, talons); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft.; AL summoner; SV Fort +4, Ref +5, Will +4; CP 8; Rep

+0; Str 6, Dex 15, Con 12, Int 10, Wis 15, Cha 8.

Skills: Hide +6 (+10 during nighttime), Listen +8, Spot +8.

Feats: Weapon Finesse.

Salamander (Hanzaki)

The salamander is an aquatic, steam-breathing lizard. Though not very intelligent, the salamander is very loyal and flocks towards strong personalities. A salamander summoner is usually a commanding or has a forceful personality.

Creature Type: Magical Beast (Good Fortitude, Aquatic subtype)

HD: 1d8

Rank Requirements: Soldier, Protector, Guardian, Noble (5+summon level), Champion (10+summon level).

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 10; Noble—3.5/level plus 15; Champion—5.5/level plus 20.

Amphibious (Ex): The salamander is amphibious, meaning that it can breathe both water and air normally.

Breath Weapon (Su): The salamander can blow a cloud of steam as a breath weapon attack that deals 2d4 points of damage per summon level, half fire and half water damage. The breath is a 30-ft cone and the damage can be halved with a Reflex save DC 10 + summon level + summon's Con modifier.

The summon is immune to his own breath weapon. The salamander can use this ability once every 1d6 rounds.

Natural Weapons: The salamander has 2 slam and 1 tail whip attack.

Salamander Regeneration (Ex): The salamander is able to regenerate lost limbs with enough time to recuperate. A single lost limb can be regenerated in one day to one week, depending on the limb (at the GM's discretion).

The salamander cannot regenerate a lost head.

Swallow Whole (Ex): All salamander of Large size or larger gain this ability.

The salamander can try to swallow a grabbed opponent two size category smaller than itself with a successful grapple check. Once inside, the opponent takes 2d8 points of damage, half water and half fire, each round from the salamander's breath weapon.

A swallowed creature can cut itself free by dealing the salamander's innards 5 points of damage per summon level (Defense 16).

The salamander can swallow one creature two size category smaller than itself, or four creature three size category smaller.

Skill Bonuses: The salamander gains a +8 racial bonus to Swim checks and a +4 racial bonus to Listen and Spot checks. The salamander can always take 10 on a Swim check.

TABLE: SALAMANDER SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	S	2d8+2 (11 hp)	12	14	12	6	13	5	—	30 ft., swim 30 ft.
Guardian	M	2d8+4 (13 hp)	17	12	14	7	14	5	Improved Natural Attack (tail whip)	30 ft., swim 30 ft.
Noble	L	2d8+8 (17 hp)	26	12	19	8	15	7	—	30 ft., swim 40 ft.
Champion	H	2d8+12 (21 hp)	36	10	22	8	16	9	Multiattack	30 ft., swim 40 ft.

TABLE: SALAMANDER SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+2	17, touch 13, flat-footed 14 (+1 size, +2 Dex, +3 natural)	—
Guardian	+1	18, touch 11, flat-footed 17 (+1 Dex, +7 natural)	Breath Weapon
Noble	+1	20, touch 10, flat-footed 19 (-1 size, +1 Dex, +10 natural)	Swallow Whole (see text)
Champion	+0	22, touch 8, flat-footed 22 (-2 size, +14 natural)	Fire and Water resistance 15

Level 1 Salamander Soldier: Small magical beast (aquatic); HD 2d8; hp 9; Init +2; Spd 30 ft., swim 30 ft.; Defense 16, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 natural); BAB +2; Grap -2; Atk +2 melee (1d2-1, slam); Full Atk +2 melee (1d2-1, 2 slams) and -3 melee (1d3-1, tail whip); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ amphibious, salamander regeneration; AL summoner; SV Fort +3, Ref +2, Will +1; CP 6; Rep +0; Str 8, Dex 14, Con 10, Int 6, Wis 12, Cha 5.

Skills: Listen +7, Spot +7, Swim +8.

Feats: None.

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 Requirements: Soldier, Protector, Guardian, Noble (5+summon level), Champion (10+summon level).

Chakra Cost: Soldier—3/level; Protector—3/level plus 3; Guardian—3/level plus 10; Noble—3/level plus 15; Champion—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, and track by sense of smell.

Bonus Feat: Sharks gain the bonus feat Weapon Finesse.

Power Charge (Ex): Once per encounter, the shark can charge at four times its speed.

Natural Weapons: The shark has 1 bite attack.

TABLE: SHARK SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	M	2d10+4 (15 hp)	16	17	15	6	13	6	—	swim 60 ft.
Guardian	L	2d10+8 (19 hp)	24	15	18	7	14	8	—	swim 70 ft.
Noble	L	2d10+10 (21 hp)	25	14	20	8	14	9	—	swim 80 ft.
Champion	H	2d10+14 (25 hp)	32	12	24	8	16	10	—	swim 80 ft.

TABLE: SHARK SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+3	18, touch 13, flat-footed 15 (+3 Dex, +5 natural)	—
Guardian	+2	20, touch 11, flat-footed 18 (-1 size, +2 Dex, +9 natural)	—
Noble	+2	22, touch 11, flat-footed 20 (-1 size, +2 Dex, +11 natural)	—
Champion	+1	26, touch 10, flat-footed 25 (-1 size, +1 Dex, +16 natural)	Water Resistance 20+2/level

Level 1 Shark Soldier: Medium magical beast (aquatic); HD 2d10+2; hp 13; 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 aquatic subtype, keen scent, power charge; AL summoner; SV Fort +4, Ref +5, Will +2; CP 8; Rep +0; Str 12, Dex 15, Con 13, Int 6, Wis 12, Cha 4.

Skills: Listen +5, Spot +5, Swim +6.

Feats: Improved Natural Attack (bite), Track, Weapon Finesse.

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: Magical Beast (Good Fortitude, Will; BAB 1/2 of total Hit Dice)

HD: 1d6

Rank Requirements: Soldier, Protector, Guardian, Noble (4+summon level), Champion (8+summon level).

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 7; Noble—3/level plus 12; Champion—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 for half damage (DC 10 + summon level + the summon's Con modifier).

The acid spit deals 1d8 points of acid damage plus 1d4 points of acid damage as splash damage to adjacent creatures per summon level, up to a maximum of dice specified below. A slug can breath once rounds. Refer to the table below for the Acid Spit damage.

Rank	Maximum Damage	Splash Damage
Soldier	2d8	2d4
Protector	3d8	3d4
Guardian	4d8	4d4
Noble	6d8	6d4
Champion	8d8	8d4

Darkvision (Ex): The slug 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 has 1 slam attack.

Resistance to Energy (Su): The Slug has an Acid Resistance equal to 5 + the slug's hit dice.

Slow: The slug cannot run or charge.

TABLE: SLUG SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
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Protector	S	2d6 (7 hp)	7	3	10	10	16	10	—	10 ft.
Guardian	M	2d6+4 (11 hp)	10	2	14	10	18	12	Improved Natural Attack (slam)	10 ft.
Noble	L	2d6+8 (15 hp)	20	2	18	12	19	14	—	20 ft.
Champion	H	2d6+12 (19 hp)	29	3	22	14	20	15	—	20 ft.

TABLE: SLUG SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	-4	15, touch 7, flat-footed 15 (+1 size, -4 Dex, +8 natural)	—
Guardian	-4	16, touch 6, flat-footed 16 (-4 Dex, +10 natural)	Poison and disease immunity
Noble	-4	20, touch 5, flat-footed 20 (-1 size, -4 Dex, +15 natural)	—
Champion	-4	24, touch 4, flat-footed 24 (-2 size, -4 Dex, +20 natural)	Acid Spit DC increases by 2

Level 1 Slug Soldier: Tiny magical beast; HD 2d6; hp 7; Init -3; Spd 10 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 acid spit, darkvision 60 ft., immunities, resistance to massive damage, escape artist, slow; AL summoner; SV Fort +3, Ref -3, Will +5; CP 6; 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 Requirements: Soldier, Protector, Guardian, Noble (6+summon level), Champion (10+summon level).

Chakra Cost: Soldier—2/level; Protector—2/level plus 5; Guardian—3/level plus 10; Noble—3.5/level plus 15; Champion—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 has 1 bite attack.

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 + summon level + summon's

Con 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.

TABLE: SNAKE SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	S	2d8 (7 hp)	15	18	10	10	9	8	—	20 ft., climb 20 ft., swim 20 ft.
Guardian	M	2d8+4 (11 hp)	19	16	14	12	10	9	Track	30 ft., climb 30 ft., swim 30 ft.
Noble	L	2d8+8 (15 hp)	27	14	19	13	12	10	Improved Natural Attack (bite)	30 ft., climb 30 ft., swim 30 ft.
Champion	H	2d8+12 (19 hp)	36	14	25	14	13	12	—	40 ft., climb 40 ft., swim 40 ft.

TABLE: SNAKE SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+4	18, touch 15, flat-footed 14 (+1 size, +4 Dex, +3 natural)	—
Guardian	+3	19, touch 13, flat-footed 16 (+3 Dex, +6 natural)	—
Noble	+2	19, touch 11, flat-footed 17 (-1 size, +2 Dex, +8 natural)	Swallow Whole (see text)
Champion	+2	21, touch 10, flat-footed 21 (-2 size, +2 Dex, +11 natural)	Constrict damage doubled

Level 1 Snake Soldier: Small Magical Beast; HD 2d8-2; hp 7; 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 summoner; SV Fort -1, Ref +6, Will +2; CP 6; Rep +0; Str 14, Dex 16, Con 9, Int 8, 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 Requirements: Soldier, Protector, Guardian, Noble (5+summon level), Champion (9+summon level).

Chakra Cost: Soldier—2/level; Protector—2/level plus 3; Guardian—3/level plus 5; Noble—3/level plus 10; Champion—5/level plus 15.

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 traits and attacks; refer to their entries for details.

Natural Weapons: The spider has 1 bite attack.

TABLE: SPIDER SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	S	2d6+2 (9 hp)	11	14	12	—	9	1	—	30 ft., climb 10 ft.
Guardian	M	2d6+4 (11 hp)	16	14	14	—	10	1	—	30 ft., climb 10 ft.
Noble	L	2d6+10 (17 hp)	24	13	20	—	11	3	—	30 ft., climb 20 ft.
Champion	H	2d6+14 (21 hp)	32	13	25	—	12	5	—	40 ft., climb 20 ft.

TABLE: SPIDER SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+2	15, touch 14, flat-footed 13 (+1 size, +2 Dex, +2 natural)	—
Guardian	+2	16, touch 12, flat-footed 14 (+2 Dex, +4 natural)	—
Noble	+1	17, touch 10, flat-footed 17 (-1 size, +1 Dex, +7 natural)	—
Champion	+1	20, touch 9, flat-footed 20 (-2 size, +1 Dex, +11 natural)	Tremorsense 60 ft.

Level 1 Spider Soldier: Tiny vermin; HD 2d6; hp 7; 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; CP 6; 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.

Tiger (Tora)

This fierce creature is feared by even the most vicious predators. 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 Requirements: Soldier, Protector, Guardian (4+summon level), Noble (7+summon level), Champion (11+summon level).

Chakra Cost: Soldier—2/level; Protector—3/level plus 5; Guardian—3/level plus 10; Noble—3.5/level plus 18; Champion—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 has 2 claw and 1 bite attack.

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.

TABLE: TIGER SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	L	2d8+10 (19 hp)	26	16	21	7	15	7	—	30 ft.
Guardian	L	2d8+12 (21 hp)	29	18	22	8	16	9	—	30 ft.
Noble	L	2d8+14 (23 hp)	30	18	24	10	17	10	Multiattack	40 ft.
Champion	H	2d8+18 (27 hp)	38	20	28	11	18	12	—	40 ft.

TABLE: TIGER SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+3	18, touch 12, flat-footed 15 (–1 size, +3 Dex, +6 natural)	—
Guardian	+4	21, touch 13, flat-footed 17 (–1 size, +4 Dex, +8 natural)	—
Noble	+4	23, touch 13, flat-footed 19 (–1 size, +4 Dex, +10 natural)	—
Champion	+5	26, touch 13, flat-footed 21 (–2 size, +5 Dex, +13 natural)	Fire resistance 5+2/level

Level 1 Tiger Soldier: Medium magical beast; HD 2d8+6; hp 15; 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 1d4+2, darkvision 60 ft.; AL summoner; SV Fort +6, Ref +6, Will +2; 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 Requirements: Soldier, Protector, Guardian, Noble (6+summon level), Champion (10+summon level).

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 10; Noble—3/level plus 15; Champion—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 has 1 slam attack.

Salt Water Aversion: 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, saving throws, ability checks, attack and weapon damage rolls.

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. When it reaches Champion rank, the tongue's reach is four times its normal reach.

The toad summon is also able to use its tongue as a rope, using its normal Strength score.

TABLE: TOAD SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	S	2d8+0 (9 hp)	10	18	11	9	17	6	—	30 ft., swim 30 ft.
Guardian	M	2d8+2 (11 hp)	14	16	13	10	17	8	—	30 ft., swim 30 ft.
Noble	L	2d8+8 (17 hp)	24	16	19	11	18	9	—	40 ft., swim 40 ft.
Champion	H	2d8+12 (21 hp)	34	14	23	12	19	10	—	40 ft., swim 40 ft.

TABLE: TOAD SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+4	17, touch 15, flat-footed 13 (+1 size, +4 Dex, +2 natural)	—
Guardian	+3	17, touch 13, flat-footed 14 (+3 Dex, +4 natural)	—
Noble	+3	19, touch 12, flat-footed 16 (-1 size, +3 Dex, +7 natural)	Spit Oil (<i>Yutsuba no Jutsu</i> as spell-like ability every 2 rounds)
Champion	+2	21, touch 10, flat-footed 19 (-2 size, +2 Dex, +11 natural)	+40 bonus to Jump checks, no maximum jump height

Level 1 Toad Soldier: Tiny magical beast (aquatic); HD 2d8-2; hp 7; 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 60 ft., salt water vulnerability, tongue; AL summoner; SV Fort -1, Ref +6, Will +4; CP 6; Rep +0; Str 4, Dex 16, Con 8, Int 8, 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: Magical Beast (Good Fortitude, Aquatic subtype; BAB 3/4 of total Hit Dice)

HD: 1d8

Rank Requirements: Soldier, Protector, Guardian, Noble (5+summon level), Champion (9+summon level).

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 7; Noble—3/level plus 12; Champion—4.5/level plus 18.

Amphibious (Ex): The turtle is amphibious, meaning that it can breathe both water and air normally.

Darkvision (Ex): The turtle can see in total darkness, out to 60 feet. Darkvision is black-and-white only, but is otherwise like normal light.

Natural Weapons: The turtle has 1 bite attack. At noble rank or higher, the turtle gains 2 claw attacks.

Shell: The turtle gains an additional +2 bonus to natural armor each time it gains a size category.

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.

Slow: The turtle cannot run, but can still charge.

TABLE: TURTLE SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	T	2d8+6 (15 hp)	14	6	16	9	12	9	Toughness	10 ft., 20 ft. swim
Guardian	S	2d8+8 (17 hp)	19	4	18	10	12	11	Toughness	10 ft., 30 ft. swim
Noble	M	2d8+12 (21 hp)	24	4	22	11	14	13	Toughness	10 ft., 30 ft. swim
Champion	L	2d8+16 (25 hp)	32	4	26	12	15	15	Toughness	20 ft., 40 ft. swim

TABLE: TURTLE SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	-2	22, touch 10, flat-footed 21 (+2 size, -2 Dex, +11 natural)	—
Guardian	-3	24, touch 8, flat-footed 23 (+1 size, -3 Dex, +16 natural)	—
Noble	-3	28, touch 7, flat-footed 26 (-3 Dex, +21 natural)	2 claw attacks
Champion	-3	31, touch 6, flat-footed 30 (-1 size, -3 Dex, +25 natural)	Damage Reduction 1/chakra and dark iron per level

Level 1 Turtle Soldier: Tiny magical beast (aquatic); HD 2d8+2; hp 11; Init -3; Spd 10 ft., 20 ft. swim; Defense 14, touch 9, flat-footed 14 (+2 size, -3 Dex, +5 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 60 ft., shell, slow; AL summoner; SV Fort +4, Ref -2, Will +0; CP 8; Rep +0; Str 10, Dex 4, Con 12, Int 8, Wis 11, Cha 7.

Skills: Concentration +11, Listen +5, Spot +5, Swim +10

Feats: Improved Natural Attack (bite).

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, a Noble's mask is completely black and an Champion'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 Requirements: Soldier, Protector, Guardian (4+summon level), Noble (6+summon level), Champion (10+summon level).

Chakra Cost: Soldier—3/level; Protector—3/level plus 3; Guardian—3/level plus 10; Noble—3/level plus 15; Champion—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, can only be flanked by creatures with 1 or more level or hit dice than the hero, 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: A Noble or Champion-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.

TABLE: WAR HERO SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
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Protector	M	2d10+6 (17 hp)	18	16	16	14	14	12	—	30 ft.
Guardian	M	2d10+8 (19 hp)	20	19	18	15	15	14	Power Attack	30 ft.
Noble	M	2d10+8 (19 hp)	21	20	19	16	16	16	—	30 ft.
Champion	M	2d10+10 (21 hp)	24	24	20	18	17	17	Cleave	45ft (speed rank included)

TABLE: WAR HERO SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+7	19, touch 19, flat-footed 16 (+3 dex, +6 insight)	Battle arsenal +2
Guardian	+8	22, touch 22, flat-footed 18 (+4 dex, +8 insight)	Battle arsenal +3
Noble	+9	25, touch 25, flat-footed 20 (+5 dex, +10 insight)	Battle arsenal +4, nittoryu
Champion	+11	28, touch 28, flat-footed 21 (+7 dex, +11 insight)	Battle arsenal +5, speed rank 2

Level 1 War Hero Soldier: Medium humanoid; HD 2d10+4; hp 15; Init +6; Spd 30 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 +4; CP 10; Rep +0; Str 16, Dex 14, Con 14, Int 12, Wis 13, Cha 12.

Skills: Balance +5, Climb +4, Listen +4, Spot +6, Swim +4, Tumble +6.

Feats: Improved Initiative.

Summon Creatures

Below are some already-made special elite and paragon summon creatures that can be used in emergencies or when one needs.

Gamabunta (Level 10 Toad Champion Elite): Gargantuan magical beast (aquatic); HD 20d8+180; hp 270; Init +2; Spd 40 ft., swim 40 ft.; Defense 23, touch 8, flat-footed 21 (-4 size, +2 Dex, +15 natural); BAB +20; Grap +48; Atk +32 melee (3d6+16, chisa-gatana); Full Atk +32/+27/+22/+17 melee (3d6+16, chisa-gatana); FS 20 ft. by 20 ft.; Reach 15 ft.; SQ aquatic subtype, amphibious, constrict 1d8+16, darkvision 60 ft., salt water aversion, tongue; AL summoner; SV Fort +15, Ref +14, Will +16; CP 227; Rep +0; Str 42, Dex 14, Con 28, Int 12, Wis 19, Cha 10.

Skills: Jump +60, Listen +6, Ninjutsu +11, Spot +6, Taijutsu +26.

Feats: Gigantic Size, Improved Ninja Training, Ninja Training, Signature Item (chisa-gatana), Wandering Warrior.

Techniques Known: Gamabunta only knows the following techniques:

Ninjutsu- mizuteppo, teppodama (4d6)

Taijutsu- hokojutsu: daibutsu (4 masteries); kenjutsu: iaido

CHAPTER XIV: QUESTS AND EVENTS

This chapter contains information on missions, hiring shinobi, shinobi classification exams and tables that allow the game master to randomly generate peacetime missions.

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 the result 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.

Mission Rank	Cost
D-Rank ¹	13
C-Rank ¹	16
B-Rank ¹	25
A-Rank ¹	30
<i>Additional Time</i>	
Per day ²	0.5
Per week	+2
Per month	+4
Per additional Ninja	+2

* *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 requires 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
6 or lower	C-Rank	+3
7-11	B-Rank	+5
12-19	A-Rank	+7
21 or higher	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 endangers 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 innocently 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

This section contains a short, low-level adventure that can be used as an introduction to a beginner-level campaign.

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, standard 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 with in. 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 possible 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 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)- Taijutsu: Todome.

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)

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 three days (72 hours) to seal as many elemental techniques as they can using the *Youso Fuuin 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. 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 that does not meet the requirements to learn Sealing techniques may suffer penalties to Learn checks.

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).

To make this test more interesting, the GM can decide to roll the Knowledge checks himself, and declare that the character is uncertain of his answer if he succeeds or fails the check difficulty by 5 or less, and certain that he had the question right, or wrong, if the check was succeeded or failed by 6 or more. A failed question can be retried.

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 Ninja (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 Ninja (Ninjutsu), Retrieval Expert, 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,

Kangenzou no Jutsu, Shitsukentou no Jutsu, Shougenzou 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, Kowarimi no Jutsu, Meisaigakure no Jutsu, Shunshin no Jutsu, Suigadan no Jutsu (+28; Advanced Proficiency), Tajuu Kage Bunshin no Jutsu, Tanchi no Shikai, Toudou 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; **Grap** +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), Retrieval Expert, Jounin (Chakra Control, Ninjutsu), Mobility, Nin Weapons Proficiency, Ninjutsu Adept, Simple Weapon Proficiency, Track.

Talent (Tough Hero): Robust, Bonus Feat (Genin, Retrieval Expert, 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, Kowarimi 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 and Defense 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. Likewise, the character gains a +1 cumulative epic bonus to Defense every even-numbered levels.

Any time a feat, prestige class, or other rule refers to the character's base attack bonus or class defense bonus (except for gaining additional attacks), use the sum of its base attack bonus or class defense bonus and epic bonus.

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 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 and Defense Bonus	Epic Saves	Epic Reputation Bonus
21st	+0	+1	+1
22nd	+1	+1	+2
23rd	+1	+2	+3
24th	+2	+2	+4
25th	+2	+3	+5
26th	+3	+3	+6
27th	+3	+4	+7
28th	+4	+4	+8
29th	+4	+5	+9
30th	+5	+5	+10

Wealth: For character a whose starting level is 21st or higher, refer to the table below to determine its 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.

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.

Source	Epic Chakra Signatures	
	Legendary	Godlike
Chakra Signature (Chakra Pool)	150-299	300 or higher

Legendary: 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 a Legendary signature. A legendary signature counts as Strong to dormant senses.

Godlike: The source is so powerful that it overwhelms the senses completely. Creatures sensing a Godlike 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 a godlike signature must make a Will save (DC 18) each round or become dazed. A godlike signature counts as Overwhelming to dormant senses.

Epic Classes

Once a character reaches 10th level in a basic class, he is forced to chose 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
11 th	Epic talent
12 th	Epic bonus feat
13 th	Epic talent
14 th	Epic bonus feat
15 th	Epic talent
16 th	Epic bonus feat
17 th	Epic talent
18 th	Epic bonus feat
19 th	Epic talent
20 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 $8 + \text{one-half his character level}$, 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: $5 + \text{Int modifier}$.

TABLE 15-4: EPIC FAST HERO

Level	Class Ability
11 th	Epic talent
12 th	Epic bonus feat
13 th	Epic talent
14 th	Epic bonus feat
15 th	Epic talent
16 th	Epic bonus feat
17 th	Epic talent
18 th	Epic bonus feat
19 th	Epic talent
20 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. The epic fast hero must be wearing light armor or no armor and be unencumbered for this talent to function.

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) 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
11 th	Epic talent
12 th	Epic bonus feat
13 th	Epic talent
14 th	Epic bonus feat
15 th	Epic talent
16 th	Epic bonus feat
17 th	Epic talent
18 th	Epic bonus feat
19 th	Epic talent
20 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 overlaps (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 overlaps (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 overlaps (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 overlaps (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 overlaps (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 overlaps (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 overlaps (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 overlaps (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 overlaps (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
11 th	Epic talent
12 th	Epic bonus feat
13 th	Epic talent
14 th	Epic bonus feat
15 th	Epic talent
16 th	Epic bonus feat
17 th	Epic talent
18 th	Epic bonus feat
19 th	Epic talent
20 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. 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 $8 + \text{one-half his character level}$, 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: $5 + \text{Int modifier}$.

TABLE 15-7: EPIC DEDICATED HERO

Level	Class Ability
11 th	Epic talent
12 th	Epic bonus feat
13 th	Epic talent
14 th	Epic bonus feat
15 th	Epic talent
16 th	Epic bonus feat
17 th	Epic talent
18 th	Epic bonus feat
19 th	Epic talent
20 th	Epic bonus feat

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
11 th	Epic talent
12 th	Epic bonus feat
13 th	Epic talent
14 th	Epic bonus feat
15 th	Epic talent
16 th	Epic bonus feat
17 th	Epic talent
18 th	Epic bonus feat
19 th	Epic talent
20 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 affect depends solely on the result of the check.

Check Result	Number of HDs
15 or lower	8
16-23	12
24-30	16
31 or higher	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

This section details the epic use of some otherwise mundane 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.

Name	Type	Save DC	Initial Damage	Secondary Damage	Purchase 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 hp	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	8 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	6 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. The difficulty of any check made to remove the poison or aid the victim by any means (such as a technique or the Treat Injury skill) increases by 15.

** 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]

This skill grants the character unparalleled command of your craftsmanship, enough to distinguish him from his peers.

Check (Enhancement Seal Slots): The character can add enhancement seal slots to weapon and armor that can bear epic and legendary seals, and even add extra seal slots to equipment that normally could not support any more.

Enhancement Seal Slot	Craft DC	Chakra	Time
Epic Seal Slot	45	40	48 hr.
Legendary Seal Slot	55	80	72 hr.
Extra Minor Seal Slot	45	25	12 hr.
Extra Superior Seal Slot	60	35	24 hr.
Extra Greater Seal Slot	75	45	72 hr.

Epic and Legendary Seal Slots: The character can decide to apply an epic or legendary seal slot to a piece of armor or weapon in place of a minor, advanced or greater seal slot.

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 overcoming damage reduction.

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.

Special: A character without an inscriber's kit takes a -4 penalty on Craft checks to craft enhancement seal slots.

Check (Craft Epic Puppet Component): A puppet component with a difficulty of S-class is extremely difficult to craft and requires the Craft Puppets feat. The component has a Craft difficulty equal to its purchase DC plus 10, a material cost equal to the purchase DC minus 2, and takes 4 hours per 5 points of the material cost.

Check (Epic Modifications): The craftsman can can modify his puppets in such a way they anyone who sees them will recognize them as his work, not only because of his excellent craftsmanship, but because few, if any, can approach his level of skill.

Modification	Purchase DC	Craft DC	Time
Add body slot ¹	45	75	72 hr.
Optimize dexterity ¹	35	55	24 hr.
Optimize hardness ¹	40	65	48 hr.
Optimize resilience ¹	40	65	48 hr.
Optimize strength ¹	35	55	24 hr.

¹ See item description for details.

Add Body Slots: The puppet core gains a body slot in any category (head, chest or limb).

Optimize Dextertity: The puppet core's Dexterity modifier or Dexterity score improves by 4, but its Strength score decreases by 4. This does not stack with the improve dexterity modification.

Optimize Hardness: The puppet core's hardness improves by 2, but its bonus hit points decrease by 10 (minimum 0). This does not stack with the improve hardness

modification.

Optimize Resilience: The puppet core's bonus hit points increases by 10, but its hardness decreases by 2 (minimum 0). This does not stack with the improve resilience modification.

Optimize Strength: The puppet core's Strength score improves by 4, but its Dexterity modifier or Dexterity score decreases by 4. This does not stack with the improve strength modification.

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: A character with 25 or more ranks in Knowledge (ninja lore) gains a +1 bonus on his Learn check to learn a new technique. Every 5 ranks afterwards increase this bonus by +1.

Survival [Epic Use]

Trained Only. Requires Track.

A skilled user of the Survival skill can track even the most difficult prey and, sometimes, even teleporting creatures. Although teleporting creatures leave no obvious physical trace, the travel still leaves a noticeable trace to the trained eye.

Check (Tracking a Teleporting Creature): The check is made like any normal Survival check, but the trail can only be picked up at the point of departure and arrival of the teleport movement. When tracking a teleporting creature, obstacles can quickly become an issue, which serves to increase the difficulty significantly.

In addition to the surface area the creature is being tracked on, the amount of obstacles becomes a factor. This determines the base difficulty of the check.

Obstacles	Track DC
Rare	40
Few	45
Frequent	50
Very frequent	60

Rare: Any area where there is only the rare tree, boulder or stream in the way.

Few: Any area with slightly more frequent obstacles to detract the tracker, such as bushes or similarly small obstacles.

Frequent: An area with frequent obstacles is a sparse forest or thicket but that does not impede movement.

Very frequent: Any area where movement may be impeded, such as bamboo forest or a settlement.

Some conditions may also affect the difficulty of the check, but some do not. For example, size provides no modifier to the difficulty when tracking a teleporting creature, and neither does tracking a group of teleporting creature. Furthermore, a teleporting creature cannot hide its trail.

Condition	DC Modifier
Every hour since the trail was made ¹	+1
Every hour of rain since the trail was made ¹	+3

¹ These modifiers stack.

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 Seals [Epic]

Prerequisite: Craft (mechanical) 24 ranks, Chakra Control 24 ranks, Craft Armor Seals, Craft Sealed Item, Craft Weapon Seals.

Benefit: The character is able to add epic or legendary enhancement seals to weapons or armor, or to craft epic or legendary sealed items.

Craft Epic Living Puppets [Epic]

Prerequisite: Craft (mechanical) 24 ranks, Knowledge (earth and life science) 24 ranks, Craft Puppets, Craft Living Puppets.

Benefit: The crafter, with this feat, can craft human or animal 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.

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 Penetration [Epic]

Prerequisite: Greater Chakra Penetration, Chakra Penetration.

Benefit: You gain a +2 bonus to level checks to overcome chakra resistance. This bonus stacks with the chakra penetration and greater chakra penetration feats.

Special: You can select this feat multiple times, its effects stack.

Epic Chakra Pool [Epic]

Benefit: Your chakra pool increases by 6 and chakra reserve by 2 when selecting 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 Speed [Epic]

Prerequisites: Dex 21, Run.

Benefit: The character's speed increases by 30 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 [Epic]

Prerequisite: 24 ranks in the relevant skill.

Benefit: You may learn a single Epic technique of any subtype you meet the requirements for. You must still succeed the Learn DC normally to learn the technique, however.

Special: You may select this feat multiple time; each time, it applies to a different epic technique.

Epic Technique Focus [Epic]

Prerequisite: 24 ranks in the relevant skill, Technique Focus (any).

Benefit: Your affinity for the chosen subtype of technique increases. You gain a +3 enhancement bonus to skill threshold to perform techniques of that subtype and count as being 3 levels higher than in reality when doing so.

Your save DCs for that particular technique subtypes increase by +1.

Special: You can chose this feat multiple times. Each time, it applies to a different subtype of techniques.

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 applies 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.

Exalted Craftsman [Epic]

Prerequisite: Grandmaster Craftsman, Legendary Craftsman, Master Craftsman, Craft (any skill) 24 ranks.

Benefit: When calculating the time taken, base material and XP costs of crafting an item, half that amount. The minimum amount of time taken when crafting enhancement seals or sealed objects is 4 hours. The brewing time of shinobi drugs is not affected. The XP cost of enhancement seals and sealed objects is not decreased by the lower purchase difficulty class.

This does not stack with other modifiers, but rather overlaps. Halving the material cost of an item usually reduces the purchase DC by 4.

Extended Life Span [Epic]

Prerequisite: Chakra pool 70.

Benefit: Add one-half the maximum result of your race's maximum age modifier to your normal middle age, old, and venerable age categories. Calculate your maximum age using the new venerable number. This feat can't lower your current age category.

Special: You can gain this feat multiple times. Its effects stack, but each time the chakra pool requirement increases by 70.

Extreme Speed [Epic]

Prerequisite: Great Dexterity.

Benefit: The character gains the Speed rank 1 extraordinary ability. If he already has the Speed rank ability, it improves by 1.

Special: This feat may be taken up to 5 times. Each time, the potency of the Speed rank ability increases by 1 (maximum Speed rank 5).

Extreme Strength [Epic]

Prerequisite: Great Strength.

Benefit: The character gains the Strength rank 1 extraordinary ability. If he already has the Strength rank ability, it improves by 1.

Special: This feat may be taken up to 5 times. Each time, the potency of the Strength rank ability increases by 1 (maximum Strength rank 5).

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.

High Speed Sight [Epic]

Prerequisite: Alertness, Spot 24 ranks.

Benefit: The character's high speed sight increases by 3.

Special: This feat may be taken multiple times. Its effects stack.

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. It does not gain bonus hit points from its Constitution score.

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: 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 regains chakra at the rate of one-tenth of its chakra pool and 2 chakra reserve per hour, doubled by the Chakra Restoration feat, regardless of the activities it performs. 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, 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.

Level Adjustment: +1.

Challenge Rating: +1.

Maestro [Epic]

Prerequisites: Int 19, Multipuppet Fighting, Advanced Puppetry IV class ability.

Benefit: When animating multiple puppets, you are able to ignore the limit imposed by your character level as long as no puppets have more hit dice than your character level minus 5. Some technique or abilities may interact differently with the puppeteer abilities.

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.

Soul of the Summoner [Meta-Chakra, Epic]

You imbue your summoned creature with the very essence of your soul.

Prerequisite: Retrieval Expert, Empower Summoning, Int 19 or Cha 19.

Benefit: You may spend 1 meta-chakra charge immediately upon summoning any summoned creature and imbue it with a certain emotion. The emotion will always be in the forefront of the creature's mind until it is summoned, and will seem perfectly natural to the creature. Paragons summons may reject the emotion by succeeding a Will save (DC 25+summoner's Cha modifier) upon being summoned.

- *Anger:* The creature will be intensely angry and lash out blindly at any creature it can. The summoned creature gains a +8 bonus to Strength and Dexterity scores, but will become unable to use any Intelligence-, Wisdom-, or Charisma-based skills, and the Concentration skill, or perform any technique, and will attack the closest thing it perceives as an enemy (see Frenzy ability for details). This effect lasts until the creature is slain, dismissed or banished, and counts as a frenzy effect. The creature can be given orders for 1 round after it is summoned, by the summoner, before incoherent rage sets in. It will follow commands until the command is carried out, or it becomes threatened by an outside source. The creature cannot be dismissed once the frenzy takes effect.

- *Hatred (requires Evil allegiance):* The summoned creature will focus its wrath on a specific creature or type of creature the summoner had in mind when performing the summoning. The summon gains a +2 bonus to damage rolls, Listen, Sense Motive, Spot and Survival check made against the creature type per 3 summon levels (doubled for

specific creatures or character). If the chosen enemy is a specific creature, meaning a creature with a name and an identity, the summon has intimate knowledge of the creature on the same level as the summoner's. It will retain that knowledge until the summon expires and everytime it is summoned with this same purpose after that.

- *Determined*: The summoned creature gains a +1 bonus to Will saves against compulsion, enchantments, fear, phantasm, and sleep effects every summon level, and is able to remain conscious and perform normally when reduced below 0 hit points and dying.

- *Compassion*: The summoned creature will be summoned with the unyielding desire to aid and protect those weaker than itself, or a creature it was summoned to protect. It gains the Harm's Way ability (as per Undying Shinobi) and a +1 bonus per 2 summon levels to Defense and saving throws when protecting creature with 5 or more HD less than itself (half that, rounded down, if summoned to protect a single creature only).

- *Heroism (requires Good allegiance)*: The summoned creature is made to radiate such a feeling of heroism that it becomes immune to fear effect, and grants all allies within 30 feet, as well as itself, a +1 bonus to attack rolls and saving throws against fear every 3 summon levels (+1 if it is a Elite, or +2 if it is a Paragon). Once per encounter, the summoned creature can let forth a rallying cry, and grant all allies within 30 feet a +1 bonus to damage rolls per summon level to their next 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.

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 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.

Sneak Attack

At 12th level and every 4 level afterwards, the Epic Ninja Scout gains a sneak attack die.

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 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 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 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 and 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, Maestro, 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	Damage reduction 5/chakra
12 th	Epic bonus feat
13 th	Sacred fist stance (2d6)
14 th	Epic bonus feat
15 th	—
16 th	Epic bonus feat
17 th	Sacred fist stance (2d8)
18 th	Epic bonus feat
19 th	Damage reduction 10/chakra
20 th	Epic bonus feat

Class Features

The following features pertain to the Sacred Fist epic class.

Damage Reduction

At 11th level, and every 8 levels thereafter, the Sacred Fist gains a damage reduction 5/chakra supernatural ability. 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.

Sacred Fist Stance

This ability increases at 13th level and every 4 levels thereafter, up until level 21st level, when it a maximum of 2d10.

Timeless Body

The epic Sacred Fist is no longer subject to aging penalties to ability scores, if he had any.

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 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.

Epic Samurai

The epic Samurai is a fierce, valorous combatant. His aptitude as a warrior make him a formidable force on any battlefield, but the abilities conferred to him by his samurai training go beyond that of a mere warrior.

His ability to easily wear the heaviest of armor, as well as his fierce offense and the arcane samurai combat techniques passed down to him, ensure the epic samurai can wear down and overcome almost any foe.

Class Information

The following information pertains to the Samurai epic class.

Hit Die

The Epic Samurai gains 1d10 hit points per level. The Constitution modifier applies.

Action Points

The Epic Samurai 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 Samurai's class skills are as follows.

Chakra Control (Wis), Climb (Str), Jump (Str), Knowledge (tactics) (Int), Move Silently (Dex), 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 15-11: EPIC SAMURAI

Level	Class Ability
11 th	Greater weapon focus
12 th	Epic bonus feat
13 th	Armor adaptation
14 th	Epic bonus feat

15 th	Greater weapon specialization
16 th	Epic bonus feat
17 th	Supreme path mastery
18 th	Epic bonus feat
19 th	Armor supremacy
20 th	Epic bonus feat

Class Features

The following features pertain to the Samurai epic class.

Greater Weapon Focus

At 11th level, the epic samurai gains greater proficiency with his chosen weapon, and the bonus granted by Weapon Focus increases to +2.

Armor Adaptation

The epic samurai reduces the armor check penalty imposed by medium or heavy armor by 4 (minimum 0).

Greater Weapon Specialization

At 15th level, the epic samurai's bonus damage with his chosen weapon increases to +4.

Supreme Path Mastery

At 17th level and every 4 levels thereafter, the epic samurai gains a +1 bonus to attack and weapon damage rolls with all the weapons of his chosen path. This bonus stacks with the bonus provided by feats and abilities such as weapon focus and weapon specialization, but overlaps the bonus provided by Ranged Mastery and Melee Mastery.

Armor Supremacy

The epic samurai's maximum Dexterity bonus when wearing medium or heavy armor increases by 1. This ability only reduces the armor's ability to affect the epic samurai's Defense, and not his Dexterity modifier.

Epic Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Epic Samurai gains a bonus epic feat. The character may either pick a bonus epic feat or chose from the Samurai bonus feat list. Armor Skin, Dire Charge, Epic Chakra Pool, Epic Endurance, Epic Fortitude, Epic Prowess, Epic Taijutsu Adept, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization.

Epic Shinobi Swordsman

Of all the noted assassins in the world, none is more feared than the epic 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 prowesses will ensure that the enemy will not get lucky twice—or ever again.

Class Information

The following information pertains to the Shinobi Swordsman epic class.

Hit Die

The Epic Shinobi Swordsman gains 1d10 hit points per level. The Constitution modifier applies.

Action Points

The Epic 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 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 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 Shinobi Swordsman epic class.

Hide in Plain Sight

The epic 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 Shinobi Swordsman gains a bonus epic feat. The character may either pick a bonus epic feat or chose from the 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 Taijutsu Master

The epic Taijutsu Master is a fearsome foe, and few could hope to be its equal in close-quarter combat. The epic Taijutsu Master is a true one-man army, capable of taking on enemies by the hordes without breaking a sweat.

Class Information

The following information pertains to the Taijutsu Master epic class.

Hit Die

The Epic Puppeteer gains 1d10 hit points per level. The Constitution modifier applies.

Action Points

The Epic Taijutsu Master 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 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 15-15: EPIC TAIJUTSU MASTER

Level	Class Ability
11 th	Epic taijutsu mastery
12 th	Epic bonus feat
13 th	Epic taijutsu mastery
14 th	Unarmed attack
15 th	Epic taijutsu mastery
16 th	Epic bonus feat
17 th	Epic taijutsu mastery
18 th	Unarmed attack
19 th	Epic taijutsu mastery
20 th	Epic Bonus Feat

Class Features

The following features pertain to the Taijutsu Master epic class.

Epic Taijutsu Mastery

At 11th level and every odd-numbered level afterward, the epic Taijutsu Master gains a taijutsu mastery chosen below or from the Taijutsu Master's list of taijutsu masteries. A mastery cannot be selected twice unless explicitly specified otherwise, and any specified

requirement must be met before the mastery can be selected.

Greater Weapon Mastery (requires Weapon Mastery): The taijutsu master is able to perform techniques with the Armed descriptor while unarmed, and may perform techniques with the Punch descriptor while wielding a kama, nunchaku or tonfa.

Greater Stance Mastery (requires Stance Mastery): The epic taijutsu master is able to combine the benefits of two stances at once. The two stances' perform time is equal to whichever stance's is the highest (two stances requiring swift actions would have a perform Time: 1 swift action, whereas two stances requiring a swift action and an attack action would have a Time: 1 attack action).

Some benefits from stances may not stack, including effects that grant an additional attack. Limitations from either stance still affect the character (such as the Jigen Ryuu stance only allowing for a single attack). The chakra cost is paid for each stance, but halved as per stance mastery.

Greater Weapon Focus (Unarmed): The epic taijutsu master gains an additional +1 bonus to unarmed attack rolls from the weapon focus mastery (for a total of +2).

Greater Weapon Specialization (Unarmed) (Requires Greater Weapon Focus (Unarmed) mastery): The epic taijutsu master gains an additional +2 bonus to unarmed damage rolls from the weapon specialization mastery (for a total of +4).

True Expertise (requires Way of Expertise and any epic Taijutsu Mastery): The epic taijutsu master uses his Dexterity modifier to damage rolls with his unarmed attacks instead of his Strength modifier.

Unarmed Attack

The epic Taijutsu Master follows his unarmed attack progression even at epic level, up until 16th level.

Level	Small Character	Medium-size Character	Large Character
14th	2d6	2d8	4d6
18th or higher	2d8	2d10	4d8

Epic Bonus Feats

At 12th, 16th and 20th level, the Epic Taijutsu Master gains a bonus epic feat. The character may either pick a bonus epic feat or chose from the Taijutsu Master bonus feat list.

Armor Skin, Blinding Speed, Dire Charge, Epic Fortitude, Epic Prowess, Epic Taijutsu Adept, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Improved Combat Reflexes, Superior Initiative.

Epic Monsters

This section contains anything a game master needs to create epic challenges and

opponents to keep a party of ninja or 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	+12	+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	+13	+7	+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	+14	+8	+18/+13/+8/+3	+25/+20/+15/+10	+12/+7/+2
26	+15	+8	+19/+14/+9/+4	+26/+21/+16/+11	+13/+8/+3
27	+15	+9	+20/+15/+10/+5	+27/+22/+17/+12	+13/+8/+3
28	+16	+9	+21/+16/+11/+6	+28/+23/+18/+13	+14/+9/+4
29	+16	+9	+21/+16/+11/+6	+29/+24/+19/+14	+14/+9/+4
30	+17	+10	+22/+17/+12/+7	+30/+25/+20/+15	+15/+10/+5
31	+17	+10	+23/+18/+13/+8	+31/+26/+21/+16	+15/+10/+5
32	+18	+10	+24/+19/+14/+9	+32/+27/+22/+17	+16/+11/+6/+1
33	+18	+11	+24/+19/+14/+9	+33/+28/+23/+18	+16/+11/+6/+1
34	+19	+11	+25/+20/+15/+10	+34/+29/+24/+19	+17/+12/+7/+2
35	+19	+11	+26/+21/+16/+11	+35/+30/+25/+20	+17/+12/+7/+2
36	+20	+12	+27/+22/+17/+12	+36/+31/+26/+21	+18/+13/+8/+3
37	+20	+12	+27/+22/+17/+12	+37/+32/+27/+22	+18/+13/+8/+3
38	+21	+12	+28/+23/+18/+13	+38/+33/+28/+23	+19/+14/+9/+4
39	+21	+13	+29/+24/+19/+14	+39/+34/+29/+24	+19/+14/+9/+4
40	+22	+13	+30/+25/+20/+15	+40/+35/+30/+25	+20/+15/+10/+5
41	+22	+13	+30/+25/+20/+15	+41/+36/+31/+26	+20/+15/+10/+5
42	+23	+14	+31/+26/+21/+16	+42/+37/+32/+27	+21/+16/+11/+6
43	+23	+14	+32/+27/+22/+17	+43/+38/+33/+28	+21/+16/+11/+6
44	+24	+14	+33/+28/+23/+18	+44/+39/+34/+29	+22/+17/+12/+7
45	+24	+15	+33/+28/+23/+18	+45/+40/+35/+30	+22/+17/+12/+7
46	+25	+15	+34/+29/+24/+19	+46/+41/+36/+31	+23/+18/+13/+8
47	+25	+15	+35/+30/+25/+20	+47/+42/+37/+32	+23/+18/+13/+8
48	+26	+16	+36/+31/+26/+21	+48/+43/+38/+33	+24/+19/+14/+9
49	+26	+16	+36/+31/+26/+21	+49/+44/+39/+34	+24/+19/+14/+9
50	+27	+16	+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 Dice: The enlightened character gains an additional 1 hit point per level or hit dice per power rank.

Additionally, many characters or creatures gain hit dice in their base creature type when gaining power points. There is no set amount for this increase, but it is generally never more than 10.

Chakra Pool: The enlightened character's chakra shines a bright golden, red, green, 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's base movement is doubled for all movement modes (burrow, climbing, flying, land, or teleport).

Defense: The enlightened character gains a +1 divine bonus to Defense per power rank. In addition, the enlightened character gains a +5 natural armor bonus to Defense if it has 2 or more power ranks.

Attacks: The enlightened character's hit dice and level still determine its attack bonus, but it gains a +1 divine bonus to attack rolls per power rank, and its natural attacks overcome epic damage reduction.

Saving Throws: The enlightened character gains a +1 divine bonus to saving throws per power rank.

It does not automatically fail a saving throw on a natural roll of 1 if it has 6 or more power ranks.

Abilities: The enlightened character gains a +2 divine bonus to one ability score each time it gains a power rank. The bonus stacks up to ten times on any single ability score (+20).

Often, characters with power ranks begin with much higher ability scores than their more mundane peers; to this end, included below are two suggested ability score arrays to choose from in order to create an enlightened character.

The first is the enlightened array, for characters of uncommon but not unmanageable strength: 19, 17, 15, 12, 12, 12. The second array, the immortal array, is for characters of such power that it is unmatched or unthinkable strong: 23, 20, 18, 15, 13, 12. The third and most powerful array, the legendary array, is for characters of godlike power: 28, 23, 18, 15, 15, 15.

Aging: While the character still ages, he does not receive the penalties that normally come with old age. Each power rank increases the character's maximum life span by 25%. If the character was already immortal before receiving a power rank, he continues being so.

Immunities: The character has the following immunities: ability damage, massive damage effects, stun, sleep, paralysis, death, compulsion and charm effects.

If the enlightened character has 5 or more power ranks, it gains an immunity to ability drain, disease, energy drain, and poison.

Damage Reduction: The enlightened character gains a damage reduction depending on the number of power ranks it has, as shown on the table below.

Power Ranks	Damage Reduction
Enlightened (1)	5/epic
Immortal (2–5)	10/epic
Legendary (6–10)	15/epic
Godlike (11–15)	20/epic
Ascended (16–20)	25/epic
Transcendent (21+)	30/epic

Elemental Resistances: The enlightened character gains an energy resistance 5 to two of the following energy types, or energy resistance 10 to one of the following types: cold, earth, electricity, fire, holy, negative energy, water and wind. The character can increase any existing energy resistance by 5, or gain energy resistance 5 to a new type per additional 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 after 1.

Senses: The enlightened character has extremely keen senses and gains 1 of the following two: 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.

Block Sensing: As an attack action, the enlightened character can remove himself from the senses of any non-enlightened creatures. This ability only affects Sense Chakra and Detect Emotions, and does not require that the character conceals his chakra or emotions.

The ability lasts for as long as the enlightened character concentrates, plus 1d4 rounds.

Enlightened Halo: As long as the enlightened character's chakra pool is higher than 1, it gains fast healing 1 per power rank.

Power Aura: The enlightened character can gain up to two different power aura, as shown below. All effects of the aura are mind-affecting, extraordinary abilities. Any creature with fewer or no power ranks that enter the aura must make a Will save. Any creature who makes a successful saving throw against the aura becomes immune to its effect for 24 hours. The enlightened character can decide at will who his aura will or won't affect, as a free action. This renders them effectively immune until the enlightened character decides otherwise.

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 aura must be consciously used each round, and has a Will save (DC 10 + 2 per power rank + Charisma modifier).

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 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 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 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 every 2 power ranks, maximum +5 and -5 (round down). The enlightened character does not gain the benefits of this aura.

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 character's Speed rank extraordinary improves by 1. If he does not have the Speed rank ability, the character gains the Speed rank 2 extraordinary ability. 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, and he gains a +5 enhancement bonus to his skill threshold as well as 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's Strength rank extraordinary improves by 1. If he does not have the Strength rank ability, the character gains the Strength rank 2 extraordinary ability.

The character 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.

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 and category of his summon.

Transportation

Prerequisite: Power Rank 1, Int 19.

Benefit: When the character uses either *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 Paper Bomb 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.

Paper Bomb 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
<i>Poison</i>	
	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 determined the cost of the trap, 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
<i>Trigger Type</i>	
Location	—
Proximity	+2
Touch	—
Touch (attached)	-1
Timed	+1
<i>Reset Type</i>	
No reset	+1
Repair	+1
Manual	—
Automatic (or 0 if trap has timed trigger)	+2
<i>Bypass Type</i>	
Lock (Open Lock DC 30)	+2
Hidden switch (Search DC 25)	+2
Hidden lock (Open Lock DC 30, Search DC 25)	+5
<i>Search DC</i>	
19 or lower	-1
20	—
21 or higher	+2
<i>Disable Device DC</i>	
19 or lower	-1
20	—
21 or higher	+2
<i>Reflex Save DC (Pit or Other Save-Dependent Trap)</i>	
19 or lower	-1
20	—
21 or higher	
<i>Attack Bonus (Melee or Ranged Attack Trap)</i>	
+9 or lower	-1
+10	—
+11 or higher	+3
<i>Damage Bonus</i>	
High strength rating (ranged attack trap)	+2 x bonus (max +4)
High Strength bonus (melee attack trap)	+2 x bonus (max +8)
<i>Miscellaneous Features</i>	
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 DC
1-3	20
4-6	25
7-10	30
11+	35

Additional Components	Modifier to Craft DC
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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

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.

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.

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.

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 nigh 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 can deal non-lethal damage to any creature except for incorporeal creatures and outsiders without penalty. 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.

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 - Kyouunomen, 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 Tousei*, 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.

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.

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.

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. 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. Refer to the table below to see the maximum number of points that can be spent on an Utility Puppet.

Animal Puppets: These puppets were crafted from animal bodies. The mechanics surrounding them are covered later in this chapter.

Human Puppets: Much like animal 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	5	9	2
Utility	9	5	3
Human	10	10	—
Animal	8	8	—

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:

Puppet Size	Fighting Space	Reach	Bonus Hit Points	Body Slots		
				Head	Limb	Chest
Small	5 ft. by 5 ft.	5 ft.	5	—	2	2
Medium	5 ft. by 5 ft.	5 ft.	10	1	3	2
Large	10 ft. by 10 ft.	5 ft.	20	2	3	2
Huge	15 ft. by 15 ft.	10 ft.	30	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 melee attacks.

Head: This entry indicates the number of components a character can add to the puppet's head (such as a smoke bomb thrower).

Limb: 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 Repair check equal to the purchase DC of the component. Uninstalling a component takes half as long and requires a Repair check DC 15.

Puppeteer Combat

Controlling a puppet in combat is made slightly different from normal combat. Wherever the puppet goes, the puppeteer must have line of effect with it at all times.

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.

Restricted Movement: When the puppeteer is unable to move freely, he is also not able to control his puppets to the best of his ability, or at all. The conditions below may hamper or prevent the puppeteer from controlling his animated puppets.

Entangled: An entangled puppeteer can only take a move action or attack action each round to control puppets.

Grappled: A grappled puppeteer can only take a move action or attack action each round

to control puppets.

Immobilized: An immobilized puppeteer cannot take actions to control puppets.

Paralyzed: A paralyzed puppeteer cannot take actions to control puppets

Pinned: A pinned character can only take a move action or attack action each round to control puppets, and cannot use components that require activation.

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. A puppet gains hit dice and base attack bonus as normal constructs, 1d10 hit points per hit die and base attack bonus equal to 3/4 its hit dice, plus bonus hit points based on its size category.

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 + size modifier + the puppeteer's class defense – 2 per puppet the puppeteer is controlling after the first. The puppet gains a bonus when not flat-footed and against touch attack equal to either the puppeteer's Dexterity modifier or its own, if it has one. The puppet's size and type may increase the puppet's effective Dexterity score. 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 or pushback, unless they are harmless or also work on objects, 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 after the first. 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 -2 penalty every 30 feet beyond 30 feet from the puppeteer.

A puppet's attack bonus is determined as follow: 1d20 + puppet's base attack bonus + size modifier + Strength score + miscellaneous bonus (such as feats, mastercraft components or special abilities).

If the puppeteer has the Sneak Attack ability, the puppet may also deal sneak attack damage as long as it remains within 30 feet of the puppeteer.

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 30 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, as well as a Dexterity score that is based on the user's (living puppets being an exception to that rule, see below). It has no Intelligence, Wisdom or Charisma scores. A puppet has a Dexterity score equal to the user's Dexterity score, modified by its size category.

A Small puppet gains a +2 bonus to its Dexterity score, while Medium-sized and Large puppets suffer a +0 and -2 penalty respectively, regardless of the user's.

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 roll of 20 may also threaten a critical hit.

Puppet Hardness: Despite having hardness, puppets take normal damage from energy of all types, even those that would affect objects differently.

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, Perform (any but sing) and Repair. The puppeteer also suffers from 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 Armor and Weapon Proficiencies: A puppet is proficient in simple weapons and all types of armor. A puppet counts as armed when using its slam attack and can make additional attacks with it based on its base attack bonus. Components, feats and ability can grant additional weapon proficiencies.

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, effects provoking a Fortitude or Will save, critical hits and sneak attacks.

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.

Disconnected or Severed Threads: When the last chakra thread connecting the puppeteer to his puppet is severed or disconnected, he loses control of the puppet, but the puppet retains its chakra for 1 round. The puppeteer can reanimate the puppet for as long as it retains its chakra by attaching a chakra thread to the puppet (or creating new threads first, then connecting them to the puppet if the threads were all severed).

Overkill: When a puppet is disabled, it may be instantly destroyed if it suffered enough damage. If the attack that disables the puppet deals damage equal to or greater than twice the hit dice it was animated with plus its current hit points, the equipment penalty it takes is doubled.

If the attack dealt damage equal to or greater than five times the number of hit dice it was animated with plus its current hit points, however, it is instantly destroyed (but not beyond repair, see below).

Repairing a Puppet: Removing -1 from the defeat penalty requires a Repair check (DC 20) and takes 1 hour, half that if the check was beaten by 5 or more. It has a cost equivalent to a wealth check DC 8.

Repairing a destroyed puppet requires a Repair check (DC 35) and each attempt is 32 hours of work (4 days), half that if the check was beaten by 5 or more. It has a cost equivalent to a wealth check 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, monstrous humanoid or giant 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. Human puppets cannot be animated with D-Class chakra threads, and impose a -4 penalty to attack and damage rolls, saving throws and defense when not animated with B-Class or better chakra threads.

A human puppet, when crafted, gains hardness. A Small puppet has hardness 2, a Medium-size puppet has hardness 3, and a Large or larger puppet has hardness 5.

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.

Furthermore, while a Medium-size human puppet has maximum Strength and Dexterity modifiers of +5, a Large or larger human puppet has a maximum Strength modifier of +7 and a maximum Dexterity modifier of +3, while a Small or smaller human puppet has a maximum Strength modifier of +3 and a maximum Dexterity modifier of +7.

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 standards 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.

A human puppet is crafted with 2 utility and 2 weapon points, and has a maximum number of utility and weapon points determined upon crafting it, as shown on the table below.

Crafting: The creation of a human puppet requires the use of the Craft (mechanical) skill and takes 4 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)	0	0
Medium-sized	5	5
Large or larger (counts as Large)	10	10
Base Creature's Movement Speed (Choose one)		

20 feet	-1	+0
30 feet	+0	+0
40 feet	+1	+0
+10 feet	+1	+1
Each day after death (max +10, round up)	+0.5	+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 ¹ (max +5)	+1	+1
Per point of Dexterity modifier ¹ (max +5)	+1	+1
Maximum Utility point (up to 10)	+0.5	+0.5
Maximum Weapon point (up to 10)	+0.5	+0.5
Bonus Chakra Pool (max +5)	+2	+1

¹ See Ability Scores for details.

Crafting Animal Puppets

This practice is similar to the crafting of human puppets, but not as obscure or forbidden. Skilled hunters often hunt dire animals in forests around the world to be sold to puppeteers who seek to make stronger and stronger puppets.

Animal puppets are usually obviously animal-shaped but clearly fake, though some measures of concealment may be used. Spotting an animal puppet requires a Spot check (DC 5).

One needs to have a certain feat or special ability to be able to craft this type of puppets. Animal puppets cannot be animated with D-Class chakra threads.

Type: An animal puppet can only be crafted from an animal, magical beast or vermin. Its type changes afterwards to construct, and the damage of its natural attacks changes accordingly.

An animal puppet, when crafted, gains hardness. A Small puppet has hardness 2, a Medium-size puppet has hardness 3, and a Large or larger puppet has hardness 5.

Ability Scores: An animal puppet's Strength and Dexterity score remain the same, within limitations, but as a human puppets, has no Constitution, Intelligence, Wisdom or Charisma score and does not share the puppeteer's Dexterity score.

Furthermore, while a Medium-size animal puppet has maximum Strength and Dexterity modifiers of +5, a Large or larger animal puppet has a maximum Strength modifier of +7 and a maximum Dexterity modifier of +3, while a Small or smaller animal puppet has a maximum Strength modifier of +3 and a maximum Dexterity modifier of +7.

Hit Points: An animal puppet has the same amount of hit points as a regular puppet, +1 every 3 hit dice of the creature it was originally crafted from (rounded down).

Bonus Chakra Pool: An animal puppet gains bonus chakra when animated equal to +1 for every 20 points of chakra the creature had. This value can be reduced during the crafting process, at the crafter's choice.

The bonus chakra 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.

Natural Attacks: The animal puppet may keep some of its natural attack, but it can use no more than 2 of each natural attack. For instance, a puppet made from an animal with 4 claw attacks would only retain 2 claw attacks.

An animal puppet cannot have more than 4 natural attacks in total. Natural attacks that have secondary effects, such as poison, lose their effect unless a special component is added (see Components below).

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. A puppet made from an animal that had a fly, climb, swim, burrow or teleport speed normally loses this mode of movement.

Components: Animal puppets can still have components as a standard puppet, but its number of utility or combat point is limited by the amount it was crafted with. Refer to the table below for details.

An animal puppet is crafted with 2 utility and 2 weapon points, and has a maximum number of utility and weapon points determined upon crafting it, as shown on the table below.

Crafting: The creation of an animal puppet requires the use of the Craft (mechanical) skill and takes 3 hours per point of the DC. Refer to the table below for the conditions that increases or decrease the Craft DC.

TABLE 15-16: CRAFTING ANIMAL PUPPETS

Crafting Conditions	Craft DC Modifier	Purchase DC Modifier
Base Creature's Size (Choose one)		
Tiny or Small (counts as Small)	0	0
Medium-sized	5	5
Large or larger (counts as Large)	10	10
Base Creature's Movement Speed (Choose one)		
20 feet	-1	+0
30 feet	+0	+0
40 feet	+1	+0
+10 feet	+1	+1
Each day after death (max +10, round up)	+0.5	+1
Creature was a magical beast or vermin	+2	+1
Per HD of the base creature (round up)	+0.5	+0.5
Every additional day spent (max -10)	-1	-
Per point of Strength modifier ¹ (max +5)	+1	+1
Per point of Dexterity modifier ¹ (max +5)	+1	+1
Per natural attack (see above, max 4)	+2	+1
Maximum Utility point (up to 8)	+0.5	+0.5
Maximum Weapon point (up to 8)	+0.5	+0.5
Bonus Chakra Pool (max +5)	+2	+1

¹ See Ability Scores for details.

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.

Puppets and Enhancement Seals

It should be noted that while puppets can wear enhancement seals and carry sealed items, because it does not have any chakra, those objects are only active when the puppet is animated.

Puppet Components

The following section is dedicated to puppet components. Unless explicitly stated otherwise, operating a component is an attack action. See Craft (mechanical) for more details on crafting puppet components, including the rules for mastercraft components.

Body Slot: The body slot the component fits in. It is freed if the component is uninstalled or destroyed.

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.

Difficulty: This requirement only applies with components that are particularly tricky to use. The component is only considered installed, and can only be used if, the puppet is animated with the indicated level of chakra threads or better. D-Class is the lowest level, and S-Class is the highest.

Weight: The component's weight adds to the puppet's weight.

Additional Limbs: Each additional limb grants the puppet an additional slam attack.

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). Installing this component more than once requires an additional Limb slot.

A living puppet with more than one pair of limb can gain this component at half the weapon point cost (round up), up to the number of limbs the creature originally had. The limbs must be identical at least in function.

Body Slot: Limbs. **Points:** 1 weapon. **Difficulty:** C-Class. **Cost:** 20. **Weight:** 4 lbs.

Adept Body: The puppet's body is far easier to control. The puppeteer takes no penalty for using skills through the puppets.

Body Slot: Chest. **Points:** 1 utility. **Cost:** 15. **Weight:** Puppet weight reduced by 5 pounds.

Armor Plating, Heavy: As armor plating component, but a +8 armor bonus to Defense and a –4 armor check penalty. The puppet also has a maximum Dexterity bonus to Defense of +1, and its movement speed is reduced by 10 feet. This component is treated as a suit of heavy armor.

Body Slot: Chest. **Points:** 2 utility. **Cost:** 25. **Weight:** 50 lbs.

Armor Plating, Light: The plating provides the puppet with a +2 armor bonus to defense. This component is treated as a suit of light armor but cannot be sundered or removed.

Body Slot: Chest. **Points:** 1 utility. **Cost:** 15. **Weight:** 15 lbs.

Armor Plating, Medium: As armor plating component, but a +4 armor bonus to Defense and a –2 armor check penalty. The puppet also has a maximum Dexterity bonus to Defense of +4, and its movement speed is reduced by 10 feet. This component is treated as a suit of medium armor.

Body Slot: Chest. **Points:** 1 utility. **Cost:** 20. **Weight:** 30 lbs.

Auto-Repair Kit: A special chakra-based mechanical unit is placed in the puppet. When it is disabled, the kit activates and automatically mends the puppet, removing the -1 equipment penalty.

This process takes 1 round, and when finished, the component slot is freed from the puppet. This component cannot be repaired.

Body Slot: Chest. **Points:** 2 utility. **Cost:** 19. **Weight:** 5 lbs.

Blades: With this component, the puppet's main hand holds a weapon that deals damage as 1d8 damage (1d6 for small, 1d10 for large). The blades score a critical hit on a natural roll of 19 or 20.

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, requires Blades (any). **Points:** 1 weapon. **Cost:** 20. **Weight:** 0 lbs.

Blades, huge: As blades component, but deals 2d8 damage (2d6 for small, 3d6 for large). This component does not stack with any other Blades component.

Body Slot: Limbs. **Points:** 3 weapon. **Cost:** 25. **Weight:** 5 lbs.

Blades, large: As blades component, but deals 2d6 damage (1d8 for small, 2d8 for large). 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 or Venomous component and does not use a body slot, but cannot be used with *Blades, hidden*. This component allow the attack to hold two dose of poison instead of 1.

Body Slot: None, requires Venomous or Blades (any). **Points:** 1 weapon. **Cost:** 15. **Weight:** 0 lbs.

Bomb: This component allows the puppet to self-destruct. The puppet deals 1d6 points of fire damage per 2 chakra (maximum 10d6), which can be halved with a Reflex save. The blast radius is 10-ft. (Small puppet), 20-ft. (Medium puppet) or 30-ft. (Large or larger puppet).

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:** 1 weapon. **Cost:** 15. **Weight:** 10 lbs.

Caltrops Trap: The component can cover a 10-ft. by 10-ft. area with caltrops with 1 charge, requiring a ranged attack roll with a range increment of 10 feet.

The caltrops trap holds 2 charges as a chest component or 1 charge as a limb or head component. Each charge can be replaced with a Repair check (DC 13) and a wealth check (DC 5), which takes 1 minutes 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.

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, which requires a Repair check (DC 12) and 1 round per object.

Body Slot: Head or Limb. **Points:** 1 weapon. **Cost:** 20. **Weight:** 5 lbs.

Chakra Accelerator: The puppet's body is strenghtened further by better adapting the chakra flowing through it. It gains 1 hit point every 2 hit dice it is animated with.

Body Slot: Chest. **Points:** 2 utility. **Cost:** 24. **Weight:** 15 lbs.

Chakra Accelerator, Greater: As chakra accelerator, but the puppet gains 1 hit point per hit dice it is animated with. A puppet with this component animated with chakra threads that do not meet the difficulty requirement cannot move and is helpless.

Body Slot: Chest. **Points:** 3 utility. **Difficulty:** B-Class. **Cost:** 28. **Weight:** 15 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: Limb. **Points:** 2 utility. **Difficulty:** C-Class. **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 after each use, with a Repair check (DC 18) and a wealth check (DC 4). Using this component costs the puppet 2 chakra.

Body Slot: Head. **Points:** 1 weapon, 1 utility. **Difficulty:** C-Class. **Cost:** 18. **Weight:** 2 lbs.

Dragon's Breath, Greater: As dragon's breath component, but the damage is 6d8 and the area is a 40-ft. cone-shaped burst. The chakra cost is 4 chakra.

Reloading this component is a Repair check (DC 23) and a wealth check (DC 7).

Body Slot: Head. **Points:** 2 weapon, 1 utility. **Difficulty:** B-Class. **Cost:** 18. **Weight:** 4 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 bullet is fired as part of a ranged attack, and has a range increment of 20 feet (maximum 10 increments).

Each bullet consumes 1 charge from the elemental scroll, which is destroyed when expended. Firing the elemental cannon costs the puppet 1 chakra each round it is used. This component cannot be installed with a Blades component.

Body Slot: Limb. **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.

Body Slot: Limb. **Points:** 2 weapon. **Difficulty:** C-Class. **Cost:** 22. **Weight:** 2 lbs.

Elemental Cannon Holster: 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, requires Elemental Cannon. **Points:** 1 utility. **Cost:** 14. **Weight:** 3 lbs.

Enhanced Machinery: This component improves a puppet's machinery and enables it to burn chakra from its own reserve to improve performance. The puppet gains the Speed rank 1 and Strength rank 1 extraordinary qualities.

A puppet with medium or heavy armor plating cannot benefit from this component.

Body Slot: Chest or Limb. **Points:** 1 weapon, 1 utility. **Difficulty:** C-Class. **Cost:** 22.

Weight: 10 lbs.

Enhanced Machinery Mark II: As the enhanced machinery component, but the puppet gains the Speed rank 2 and Strength rank 2 extraordinary qualities.

Body Slot: Chest or Limb. **Points:** 2 weapon, 1 utility. **Difficulty:** B-Class. **Cost:** 27.

Weight: 10 lbs.

Enhanced Machinery Mark III: As the enhanced machinery component, but the puppet gains the Speed rank 3 and Strength rank 3 extraordinary qualities.

Body Slot: Chest or Limb. **Points:** 3 weapon, 2 utility. **Difficulty:** A-Class. **Cost:** 32.

Weight: 10 lbs.

Extendable Limbs: With this component, the puppeteer is able to increase the reach of a puppet's limb by 5 feet. This does not increase the puppet's threatened zone or allow it to deliver attacks of opportunity further away than it normally would

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. **Difficulty:** C-Class. **Cost:** 13. **Weight:** 1 lb.

Force Shield, Superior: Same as Force Shield, Minor, except that the bonus is +3 and the puppet suffers a -1 armor check penalty. The chakra cost is 3.

Body Slot: Limb. **Points:** 2 utility. **Difficulty:** B-Class. **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 and costs the puppet 1 chakra.

Body Slot: Limb. **Points:** 1 utility. **Cost:** 10. **Weight:** 1 lb.

Force Shield, Greater: Same as Force Shield, Minor, except that the bonus is +4 and the puppet suffers a -2 armor check penalty. The chakra cost is 4.

Body Slot: Limb. **Points:** 3 utility. **Difficulty:** A-Class. **Cost:** 20. **Weight:** 2 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.

The puppet's hardness decreases by 1.

Body Slot: Chest. **Points:** 2 utility. **Cost:** 16. **Weight:** Puppet core weight reduced by one-quarter.

Improved Servos: The puppet gains a +2 equipment bonus to Strength, and all natural attacks damage die increased one step.

Body Slot: Limb. **Points:** 2 utility. **Cost:** 24. **Weight:** 10 lbs.

Inconspicuous (Human or Animal Puppets only): The puppet is made to resemble the person or creature it was made from, including skin-like textures, furs, pelts and artificial chitins.

The Spot check to recognize the puppet as a puppet difficulty class increases by 10, but all checks made to repair the puppets, install or reload components also have their difficulty class increased by 5.

Body Slot: None. **Points:** 1 utility. **Cost:** 16. **Weight:** 5 lbs.

Iron Maiden: The puppet's torso tank contains an iron maiden trap that can be activated or deactivated as a move action.

Each round the target spends inside the torso tank while the iron maiden is activated, it suffers piercing damage equal to the puppet's slam attack with one-half its Strength modifier.

Body Slot: None, requires Torso Tank. **Points:** 2 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 core 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.

Body Slot: Limbs. **Points:** 1 utility. **Cost:** 14. **Weight:** 1 lbs.

Gore: The puppet gains a gore attack that deals damage according to 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 which one to use one.

The gore attack can only be used with C-Class chakra threads or better.

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.

Once used, the component must be reloaded with a Repair check (DC 14) and a wealth check (DC 3). This 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:** 16. **Weight:** 2 lbs.

Kunai Shower Mark II: As kunai shower component, except that the damage dealt is 3d4+3. It can be reloaded with a Repair check (DC 16) and a wealth check (DC 5).

Body Slot: Any. **Points:** 2 weapon. **Difficulty:** C-Class. **Cost:** 18. **Weight:** 4 lbs.

Kunai Shower Mark III: As kunai shower component, except that the damage dealt is 5d4+5. It can be reloaded with a Repair check (DC 16) and a wealth check (DC 5).

Body Slot: Any. **Points:** 2 weapon. **Difficulty:** B-Class. **Cost:** 20. **Weight:** 6 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 or smaller target, and must be reloaded after being used.

Reloading the trap takes 5 minutes, a Repair check (DC 14) and a wealth check (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).

After being used, the trap must be reloaded with a Repair check (DC 15) and a wealth check (DC 8, not including the poison). This process takes 1 minute.

Body Slot: Limbs and Chest. **Points:** 2 utility. **Difficulty:** C-Class. **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. **Difficulty:** B-Class. **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. Multiple shield bonuses do not stack.

Body Slot: Limbs. **Points:** 2 utility. **Cost:** 13 +1 per attacking limbs of the puppet (usually 2). **Weight:** 1 lb per limb.

Tail Whip: 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 which one to use.

Body Slot: Limb. **Points:** 1 weapon. **Difficulty:** C-Class. **Cost:** 12. **Weight:** 10 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, where he gains total cover. The torso tank can be forced open with a Strength check (DC 25) or by dealing 2 damage per hit dice of the puppet with a light weapon.

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". A Medium-size puppet, for example, can swallow one Medium or two Small creatures.

Body Slot: Chest. **Points:** 2 utility. **Cost:** 25. **Weight:** 10 lbs.

Venomous (Animal Puppet only): This component only can be applied to a natural puppet with a natural attack that was previously used to deliver poison. The attack can now hold 1 dose of poison.

Body Slot: None, requires poisonous attack. **Points:** 1 weapon. **Cost:** 14. **Weight:** 1 lb.

Vise Grip: The puppet deals slam damage increased as though one size category larger 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 hardness 2, puppet immunities; CP +0; Str 12, Dex +2.

Skills: +4 hide.

Modifications: None.

Components (3 weapon points): *Head 0—None; Limbs 2—None; Chest 2—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 hardness 2, puppet immunities; CP +0; Str 9, Dex +2.

Skills: +4 hide.

Modifications: None.

Components (3 utility points): *Head 0—None; Limbs 2—None; Chest 2—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 hardness 3, puppet immunities; CP +0; Str 15, Dex +0.

Skills: None.

Modifications: None.

Components (4 weapon 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 hardness 3, puppet immunities; CP +0; Str 12, Dex +0.

Skills: None.

Modifications: None.

Components (4 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 hardness 5, puppet immunities; CP +0; Str 18, Dex -2.

Skills: -4 hide.

Modifications: None.

Components (5 weapon 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 hardness 5, puppet immunities; CP +0; Str 15, Dex -2.

Skills: -4 hide.

Modifications: None.

Components (5 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 (1d6+3 slam); FS 5 ft. by 5 ft.; Reach

5 ft.; SQ hardness 3, puppet immunities; CP +2; Str 17, Dex 14.

Skills: None.

Modifications: None.

Components (6 combat points, 4 utility points): *Head 1*—None; *Limbs 3*—None; *Chest 2*—None.

Enhancement Seals

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.

Reading the Entry

Each type of enhancement seal has a statistics entry. Here is a sample entry for a ring or earring granting chakra resistance:

Chakra Resistance [Armor]

<i>Minor (Lv 6)</i>	DC 16	<i>Epic (Lv 21)</i>	DC 42
<i>Advanced (Lv 11)</i>	DC 26	<i>Legendary (Lv 31)</i>	DC 57
<i>Greater (Lv 16)</i>	DC 36		

Item Slot: Ear or Finger

Power (3/day, swift action): 2 chakra. Gain chakra resistance 11 against the next technique.

Level 11: 4 chakra. Gain chakra resistance 13 against the next technique.

Level 16: 6 chakra. Gain chakra resistance 15 against the next technique.

Level 21: 8 chakra. Gain chakra resistance 24 against the next technique.

Level 31: 10 chakra. Gain chakra resistance 32 against the next technique.

Name and Descriptor

The first line of the entry is the name of the enhancement seal and the descriptor, which allows you to determine whether or not the seal is an armor or a weapon enhancement seal.

The chakra resistance seal is an armor seal.

Rank, Level and Purchase DC

Following the name and descriptor, you can see the rank of the enhancement seal, followed by the level required to craft it in parenthesis and the purchase Difficulty Class

of the item. If the seal grants an enhancement bonus, it will be added before the purchase DC.

The minor version of the chakra resistance seal requires 6th level or higher to craft, and the character must make a Wealth check DC 16 to purchase the material components. The seal will take 2.5 days to craft (1 day plus 1/2 day per point of the purchase DC over 10) and will cost 120 XP to make (level 6 multiplied by purchase DC 16 times 5, divided by four because it is a minor seal).

Item Slot

The item slot of the enhancement seal represents the piece of equipment it must be placed on to count as active. There are a limited number of item slots, as shown below.

The chakra resistance seal functions only on a ring or earring.

Enhancement

Although the chakra resistance seal grants none, certain seals grant a passive enhancement bonus to a certain statistic. This line shows you what to apply the enhancement bonus to.

If left unspecified, the bonus is an enhancement bonus. Otherwise, the bonus type will be added parenthetically. Remember that certain bonus type do not stack.

Power

Some enhancement seals grant powers that must be activated to function. This entry shows the number of times it can be activated and the action required to activate it. If the entry first specifies an amount of chakra, that number is the amount it costs to activate the seal.

The level indicated shows the progression of an ability. A higher level seal has access to any lower-level abilities shown in its entry.

The chakra resistance seal can be activated 3 times per day as a swift action, and costs 2 or more chakra.

Property

Like powers, some enhancement seals have passive abilities that do not need to be activated, and always function as long as the item bearing the seal is worn.

Unlike the activated power, the level of the property cannot be adjusted down.

Enhancement Seal Mechanics

TABLE: RANDOM SEAL ITEM

D%	Seal Item
1-2	Cape or mantle
3-4	Corset
5-6	Shoes or shinguard
7-8	Bracer or wristband
9-10	Obi or sash
11-12	Girdle
13-14	Helmet or headband
15-16	Glasses or goggles
17-18	Brooch or medallion
19-20	Pendant or amulet
21-22	Robe or vest
23-24	Coat
25-30	Ring
31-35	Earring
35-40	Forehead protector
41-50	Cloak
51-55	Boots or greaves
55-60	Necklace
61-65	Sandals
65-70	Gloves
71-75	Belt
75-84	Armguard or vambrace
85-100	Armor (see below)

TABLE: RANDOM ARMOR

D%	Armor	Purchase DC
1-25	Reinforced suit	10
26-40	Ninja vest	10
41-50	Battle vest	12
51-60	Heavy vest	14
61-70	Armored suit	18
71-75	Battle armor	19
76-80	Battlefield unit	22
81-85	Heavy battle armor	23
86-97	Samurai armor	25
98-100	O-yoroi	28

TABLE: SPECIAL MATERIALS

D%	Material
1-70	No special material
71-75	Dark iron
76-90	Ironium
91-95	Silver
96-100	Thorium

The following segment details in more depth the specifics of enhancement seals.

Descriptor

There are three possible descriptors: armor, weapon and sealed item. An armor seal can only be crafted with the Craft Armor Seal feat, a weapon seal can only be crafted with the Craft Weapon Seal feat and sealed objects can only be crafted with the Craft Sealed Item feat.

Rank

There are 5 different ranks of enhancement seals: Minor (level 3-6), Superior (level 7-11), Greater (level 12-19), Epic (level 20-25) and Legendary (level 26 or higher). Typically, a piece of armor can only be outfitted with 1 enhancement seal, and a weapon can only be outfitted with 2 enhancement seals, only one of which can be a greater seal or higher seal.

Before being outfitted with enhancement seals, the item must first have had enhancement seal slots added to it with the Craft (mechanical) skill.

Cost

The wealth check difficulty class for the material components of the seal is dependent on its rank and the level of the seal at that particular rank. Follow the table below:

Rank and Condition	Purchase DC Modifier
<i>Rank</i>	
Minor	10 plus seal level
Superior	15 plus seal level
Greater	20 plus seal level
Epic and Legendary	Seal level x 1.5 plus 10 (round up)
<i>Seal Type</i>	
Armor or Weapon	—
Sealed Item	+1 per rank
<i>Charges (choose one)</i>	
5 charges	-1
4 charges	-2
3 charges	-3
2 charges	-4
1 charge	-5

Enhancement

The enhancement and bonus type of the enhancement seal does not change, but it normally increases with the rank of the seal. Some bonus types do not stack (see Basic Game Mechanics for details).

Power

A power is an activated ability. If the enhancement seal has one or more powers, always specify the number of times it can be activated and the action it takes to activate it. If the seal has a chakra cost, specify it first. Deactivating a power is the same action as activating it.

If the enhancement seal has multiple ranks, add a line beginning with the level of the new rank (see Rank) and the new power.

The extra damage die from powers is never multiplied on a critical hit, unless it explicitly states otherwise.

At-Will: The power can be used at will and does not have a daily limit.

Daily: The power can be used a number of times per day, usually 2/day or 3/day.

Encounter: The power can be used a number of times per encounter, normally only 1/encounter. Encounter powers can be recovered with a Short Rest.

Charges: This power can only be used a number of times before the item is expended. The item can have up to 5 charges. Once the number of charges has been expended, the seal fades from the item. This power type is generally reserved to sealed items.

Power Descriptors

A power's descriptor follows the activation limits and helps determine the origin of the power. The descriptors are the same as technique descriptors (see Techniques chapter for details).

Property

Some seals have properties, which are like power except that they are always active. The property doesn't normally require an action to be used, although they sometimes can be deactivated or activated.

Crafting a Seal

Crafting enhancement seals, a practice called sealsmithing or sealweaving, requires specifically prepared items, and costs experience points as well as time and chakra. Each day of crafting counts as a day of training for the purpose of chakra expenditure.

XP Cost

The XP Cost to craft each seal follows a simple formula: Multiply the seal level by the purchase difficulty class, and multiply that result by 5. A level 10 seal with a purchase DC 25 would cost 1,250XP to craft.

The XP Cost to craft a Minor seal is one-quarter the normal cost (round up).

Time to Create

The time it takes to craft a seal depends on the purchase difficulty class of the seal. Crafting a seal takes 1 day, plus half a day for each point of the purchase DC over 10. Some feats and ability may decrease or increase the amount of time it takes to create a seal, but the minimum time spent is a half-day (4 hours).

Add 1 day for superior seals, 2 days for greater seals, 3 days for epic seals and 4 days for legendary seals.

Improving a Seal

If an enhancement seal was added to a piece of equipment and the player wishes to improve it, it can be done. When improving an already existing seal slot, subtract from the final XP Cost the amount of experience paid for creating the existing seal.

For example, a minor chakra armor seal costs 240 XP to create. Improving it to a superior chakra armor seal would cost 1190 XP (1430 XP minus 240.) The purchase difficulty class when improving a seal is reduced by 5, and the time it takes is based on the new DC.

Chakra and Seals

Each enhancement seal and sealed item is powered by the chakra of the creature wearing it. A creature with no chakra is unable to use enhancement seals or sealed items, unless in very specific cases.

Each seal worn, as well as each sealed item carried, give a +1 bonus to Spot checks against the wearer to all creatures that can sense chakra, maximum +10. Some enhancement seals can negate this bonus. This bonus is lowered by +2 for each category the creature is able to suppress its chakra. As long as the bonus is +1 or higher, the creature's chakra signature will be treated as Faint.

Armor Seals

Armor seals are the first category of enhancement seals, and unlike weapon seals, are divided into 8 categories: armor, back, feet, head, finger or ear, 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:

- 1 suit of armor, shirt, vest or vestment on the torso or body (armor).
- 1 cape, cloak, coat, jacket, mantle, robe, shawl or tabard on the shoulders or back (back)
- 1 pair of boots, greaves, sandals, shinguards or shoes on the feet (feet).
- 1 belt, corset, girdle, obi or sash around the waist (waist).
- 1 pair of arm guards, gloves, bracers, vambraces or wristbands on the arms or wrists (wrist).
- 1 blindfold, eyepatch, forehead protector, glasses, goggles, hat, headband, helmet or mask around the face or head (head).
- 1 amulet, brooch, collar, medallion, necklace, pendant or scarf around the neck (neck)
- 2 rings or earrings (or one ring and one earring) on the finger or ear (finger, ear).

For bracers or boots, or other similar items, the armor seal can only be used when the creature wears both items in a pair.

Broken Armor: When a piece of armor is broken, it can be repaired. Any enhancement seals applied to that piece of armor has a 50% chance to be destroyed when repaired.

Chakra Armor [Armor]

<i>Minor (Lv 6)</i>	DC 16	<i>Greater (Lv 16)</i>	DC 36
<i>Superior (Lv 11)</i>	DC 26		

Item Slot: Armor

Property: Damage reduction 1/chakra.

Level 11: Damage reduction 3/chakra.

Level 16: Damage reduction 5/chakra.

Chakra Resistance [Armor]

<i>Minor (Lv 6)</i>	DC 16	<i>Epic (Lv 21)</i>	DC 42
<i>Superior (Lv 11)</i>	DC 26	<i>Legendary (Lv 31)</i>	DC 57
<i>Greater (Lv 16)</i>	DC 36		

Item Slot: Ear or finger

Power (3/day, swift action): 1 chakra. Gain chakra resistance 13 for 1 round.

Level 11: 2 chakra. As above but gain chakra resistance 16.

Level 16: 3 chakra. As above but gain chakra resistance 19.

Level 21: 4 chakra. As above but gain chakra resistance 24.

Level 31: 5 chakra. As above but gain chakra resistance 32.

Changing [Armor]

<i>Minor (Lv 5)</i>	DC 15	<i>Greater (Lv 12)</i>	DC 32
<i>Superior (Lv 7)</i>	DC 22		

Item Slot: Armor (special)

Power (At-Will, full-round action): The light armor shifts to become mundane clothing. If the armor it was applied to included more than one piece (such as boots, pants, gauntlets, etc.) the garment it becomes can include additional articles. The weight of the original item remains unchanged. Both forms benefit from enhancement seals.

Level 7: Can be applied to medium armor.

Level 12: Can be applied to heavy armor.

Special: The secondary form is selected when creating the seal.

Concealing [Armor]

<i>Minor (Lv 5)</i>	DC 15	<i>Superior (Lv 10)</i>	DC 25
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Item Slot: Back

Power (At-Will, attack action): As *Kakureimino no Jutsu*, but functions in all settings.

Power (3/day, attack action): *Level 10:* 3 chakra. As *Meisaigakure no Jutsu*. Lasts 5 minutes.

Doujutsu Inhibitor [Armor]

Superior (Lv 7) DC 22 *Greater (Lv 16)* DC 36

Item Slot: Head

Property: Your doujutsu bloodline is suppressed. The doujutsu inhibitor must be taken off or moved away from the eye before activating the bloodline.

Power (1/day, swift action): *Level 16:* Activate a Doujutsu bloodline as a swift action.

Elemental Resistance [Armor]

Minor (Lv 4) DC 14 *Greater (Lv 14)* DC 34

Superior (Lv 9) DC 24 *Epic (Lv 23)* DC 44

Item Slot: Ear, finger or neck

Power (1/day, attack action): 3 chakra. Gain 5 resistance to cold, earth, electricity, fire, water or wind (choose one when creating the seal). Absorbs up to 50 damage.

Level 9: 5 chakra. Gain resistance 10; absorbs up to 100 damage.

Level 14: 7 chakra. Gain resistance 15; absorbs up to 150 damage.

Level 23: 10 chakra. Gain resistance 20; absorbs up to 200 damage.

Eluding [Armor]

Superior (Lv 8) +1 DC 23 *Greater (Lv 14)* +2 DC 34

Item Slot: Back or Feet

Enhancement: Reflex saves (resistance)

Featherweight [Armor]

Superior (Lv 7) DC 22

Item Slot: Armor (medium or heavy)

Property: Armor treated as though one category lighter (medium to light, heavy to medium.)

The armor's armor check penalty is reduced by 2 and its maximum Dexterity bonus increased by 2. Proficiency in the original armor type is still required.

Property: Armor weight halved (round up, minimum 1 lb.)

Flickering [Armor]

Superior (Lv 10) DC 25 *Greater (Lv 15)* DC 35

Item Slot: Back

Power (2/day—Teleportation, move action): Teleport up to 30 feet as per supernatural ability.

Level 15: As above, but up to 60 feet.

Fragmentation [Armor]

Greater (Lv 18) DC 38

Item Slot: Armor

Power (2/day, move action): Move up to your movement speed and split into a swarm of fine objects during the action.

Wearer is immune to attacks that target a single creature during the fragmentation and gains a +10 bonus to Move Silently checks. He automatically breaks any grapple or pin at the start of the movement.

Gliding [Armor]

<i>Minor (Lv 5)</i>	+2 DC 15	<i>Greater (Lv 14)</i>	+6 DC 34
<i>Superior (Lv 9)</i>	+4 DC 24		

Item Slot: Back

Enhancement: Jump checks

Power (3/day, instant action): Use when falling. The wearer can glide up to his base movement speed on his next action or slow his fall to 10 feet per round, effectively gaining a fly speed with clumsy maneuverability. Lasts 1 round.

Level 9: As above, but the wearer's fly speed increases by 10 feet.

Level 14: As above, but the wearer's fly speed increases by 30 feet.

Mind Ward [Armor]

<i>Minor (Lv 3)</i>	+1 DC 13	<i>Greater (Lv 14)</i>	+3 DC 34
<i>Superior (Lv 8)</i>	+2 DC 23	<i>Epic (Lv 20)</i>	+4 DC 40

Item Slot: Head or ear

Enhancement: Will saves against compulsion, enchantment and mind-affecting (resistance)

Monitoring [Armor]

Superior (Lv 7) DC 22

Item Slot: Finger

Power (At-Will—Medical, free action): Use to gain information about the condition of the wearer of every linked ring, as per *Iryou Ninjutsu: Iji - Shinryou Jutsu*. If the wearer of a ring is killed or the ring is taken off, the ring simply becomes inactive, but no further information is provided. This ability has a range of 100 miles.

Special: Sealed item cannot be removed by anyone other than the user, unless the limb is severed.

Multiple rings must be linked together. Linking multiple rings together takes 30 minutes, and cannot be undone.

Mystical Armor [Armor]

<i>Minor (Lv 4)</i>	+1 DC 14	<i>Epic (Lv 21)</i>	+4 DC 42
<i>Superior (Lv 8)</i>	+2 DC 23	<i>Legendary (Lv 26)</i>	+5 DC 49
<i>Greater (Lv 12)</i>	+3 DC 32		

Item Slot: Armor

Enhancement: Defense

Negation [Armor]

Superior (Lv 7) DC 22

Item Slot: Neck or waist

Property: Negates the chakra aura of all carried enhancement seals and sealed items.

Nullstep [Armor]

<i>Superior (Lv 7)</i>	+1 DC 22	<i>Epic (Lv 21)</i>	+3 DC 41
<i>Greater (Lv 13)</i>	+2 DC 33		

Item Slot: Feet

Enhancement: Move Silently checks (competence)

Property: Increases the difficulty class of Survival checks to track the wearer by 5. The

wearer does not count towards the number of creatures when tracking a group.

Power (At-Will, full-round action): 4 chakra. As *Mukidou Sanpo no Jutsu*, use the seal's level to determine the bonus. Lasts 10 minutes.

Power [Armor]

Minor (Lv 4) +1 DC 14 *Greater (Lv 12)* +3 DC 32
Superior (Lv 8) +2 DC 23

Item Slot: Waist

Enhancement: Strength checks, Climb, Jump and Swim skills (competence)

Power (1/day, free action): 1 chakra. You gain a +1 bonus to melee weapon damage rolls for 1 round.

Level 12: 3 chakra. +2 bonus.

Powerlift [Armor]

Minor (Lv 6) +1 DC 16 *Superior (Lv 11)* +2 DC 26

Item Slot: Waist or wrist

Enhancement: Strength checks

Property: Wearer's carrying capacity increases by x1.25 (+25%).

Level 11: As above, but by x1.5 (+50%).

Precision [Armor]

Minor (Lv 4) +1 DC 14 *Greater (Lv 12)* +3 DC 32
Superior (Lv 8) +2 DC 23

Item Slot: Wrist

Enhancement: Dexterity checks, Balance, Sleight of Hands, Tumble skill (competence)

Power (1/day, free action): 1 chakra. You gain a +1 bonus to ranged weapon damage rolls for 1 round.

Level 12: 3 chakra. +2 bonus.

Resilient [Armor]

Superior (Lv 8) +1 DC 23 *Greater (Lv 14)* +2 DC 34

Item Slot: Back or Waist

Enhancement: Fortitude saves (resistance)

Restoration [Armor]

Superior (Lv 9) DC 24 *Greater (Lv 15)* DC 35

Item Slot: Ear

Power (3/day—Medical, attack action): 5 chakra. Gain fast healing 3 for 3 rounds.

Level 15: 9 chakra. Fast healing 4 for 4 rounds.

Restraining [Armor]

Minor (Lv 4) DC 14 *Greater (Lv 12)* DC 32
Superior (Lv 8) DC 23 *Epic (Lv 21)* DC 41

Item Slot: Wrist

Property: Wearer takes a -1 penalty to Speed and Strength ranks.

Level 8: As above, but penalty is -2.

Level 12: As above, but penalty is -3.

Level 21: As above, but penalty is -5.

Surefooted [Armor]

<i>Minor (Lv 3)</i>	+1 DC 13	<i>Greater (Lv 14)</i>	+3 DC 34
<i>Superior (Lv 8)</i>	+2 DC 23	<i>Epic (Lv 20)</i>	+4 DC 40

Item Slot: Feet

Enhancement: Strength checks to defend against bull-rush and overrun

Power (2/day, attack action): *Level 8:* Walk on liquids, vertical surfaces and snow as though under the effect of *Kinobori*, *Tadayou* and *Yukigutsu*. Lasts 10 minutes.

Level 14: As above, but lasts 30 minutes.

Level 21: As above, but lasts 1 hour.

Speed [Armor]

<i>Superior (Lv 10)</i>	DC 25	<i>Greater (Lv 16)</i>	DC 36
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Item Slot: Feet or Wrist

Property: Reduces the effective cost of speed rank by 1 step (minimum 1).

Power (1/day, swift action): *Level 16:* Gain a +1 bonus to speed rank for 2 rounds.

Strength [Armor]

<i>Superior (Lv 10)</i>	DC 25	<i>Greater (Lv 16)</i>	DC 36
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Item Slot: Back or Wrist

Property: Reduces the effective cost of strength rank by 1 step (minimum 1).

Power (1/day, swift action): *Level 16:* Gain a +1 bonus to strength rank for 2 rounds.

Swift [Armor]

<i>Minor (Lv 4)</i>	DC 14	<i>Greater (Lv 12)</i>	DC 32
<i>Superior (Lv 8)</i>	DC 23		

Item Slot: Feet

Property: Land movement speed increases by 10 feet.

Level 8: Land movement speed increases by 20 feet.

Level 12: Land movement speed increases by 30 feet.

Power (1/day—Teleportation, move action): *Level 12:* Move to any square within 200 feet as per teleport extraordinary ability. Must have line of sight and line of effect to the square.

Void [Armor]

<i>Superior (Lv 7)</i>	+1 DC 22	<i>Epic (Lv 21)</i>	+3 DC 41
<i>Greater (Lv 13)</i>	+2 DC 33		

Item Slot: Armor or Back

Enhancement: Hide checks (competence)

Property: Lowers your chakra signature by 1 step.

Level 13: Lowers your chakra signature by 2 steps.

Level 21: Lowers your chakra signature to suppressed.

Weapon Storing [Armor]

<i>Minor (Lv 3)</i>	DC 13	<i>Greater (Lv 12)</i>	DC 32
<i>Superior (Lv 7)</i>	DC 22	<i>Epic (Lv 21)</i>	DC 41

Item Slot: Back or wrist

Power (At-Will, free action): Draw any weapon stored in the seal into your hand.

Power (At-Will, move action): Store an unattended weapon into the seal by touching it.

The seal can contain 1 large, 2 medium, or 4 small or 8 tiny weapons.

Level 7: As above, but the seal holds 1 huge, 2 large, 4 medium, 8 small or 16 tiny weapons.

Level 12: As above, but the seal holds 2 huge, 4 large, 8 medium, 16 small or 32 tiny weapons.

Level 21: As above, but the seal holds 3 huge, 6 large, 12 medium, 24 small or 48 tiny weapons.

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, superior, greater, epic or legendary seal slot, and one minor or superior seal slot). The same seal cannot be applied to a weapon twice. Each head of a double weapon counts as an individual weapon.

Enhancement bonuses from different weapon seals, such as bonuses to attack and damage, never stack.

Additional Damage Dice: Unlike normal damage modifiers, additional damage dice are almost never modified on a critical hit.

Repairing a Weapon: When a weapon is sundered, it can be repaired. If that weapon carried one or more enhancement seals, each enhancement seal has a 50% chance to be destroyed when repaired.

Ashen [Weapon]

Minor (Lv 3) DC 13 *Greater (Lv 12)* DC 32

Superior (Lv 7) DC 22

Item Slot: Weapon (any)

Power (At-Will—Fire, attack action): 2 chakra. Fills an adjacent 5-ft. square with ash, as per *Haisekishou* technique (Save DC 15).

Level 6: 4 chakra. Fills a 10-ft. square (Save DC 17).

Level 12: 6 chakra. Fills a 20-ft. square (Save DC 19).

Acid Burst [Weapon]

Superior (Lv 8) DC 23 *Epic (Lv 22)* DC 43

Greater (Lv 14) DC 34

Item Slot: Weapon (any)

Power (At-Will—Acid, free action): Half of the damage dealt by the weapon is acid damage. Another free action returns the damage to normal.

Power (At-Will—Acid, attack action): *Level 14:* 4 chakra. Deal an extra 1d6 acid damage. Lasts 1 minute.

Level 22: 6 chakra. 1d10 acid damage.

Special: Projectile weapons grant this bonus to their ammunitions.

Armor Piercing [Weapon]

Superior (Lv 7) +1 DC 23 *Epic (Lv 21)* +3 DC 41

Greater (Lv 14) +2 DC 34

Item Slot: Weapon (any)

Enhancement: Attack and damage rolls

Property: Gain a +2 circumstance bonus to attack rolls against armored targets or targets with a natural armor bonus to Defense, and attacks ignore 5 hardness.

Level 14: As above, but attacks ignore 10 hardness.

Banishing [Weapon]

Greater (Lv 14) DC 34 *Epic (Lv 24)* DC 46

Item Slot: Weapon (any)

Power (At-Will, attack action): 4 chakra. Attacks with this weapon deal double damage to summoned creatures. Lasts 1 minute.

Power (1/encounter, free action): *Level 21:* Attacks against a summoned creature force it to make a Fortitude save (DC 26) or be banished. Lasts 1 round.

TABLE: COMMON WEAPONS

D%	Weapon	Cost
1	Fullblade	14
2-10	Ninja-to	11
11-15	Chakra gauntlet	9
16-20	Daikunai	11
21-25	Kama	5
26-30	Kusari-gama	9
31-35	Sword-cane	9
36-45	Shuriken	2
56-60	Kunai	2
61-70	Kodachi	8
71-75	Wakizashi	6
76-85	Katana	12
86-100	Chisa-gatana	8

TABLE: UNCOMMON WEAPONS

D%	Weapon	Cost
1	Scythe	8
2-5	Daigama	11
6-9	Hansori	13
10-13	Double katana	14
14-17	Curved kunai	2
18-21	Shuko and ashiko	7
22-25	Spiked greatmace	15
26-29	Battleaxe	11
30-33	Sabre	8
34-37	Kanabo	10
38-41	Shortsword	5
42-45	Naginata	14
49-49	Greatsword	11
50-53	Greatbow	15
54-57	War Fan	7
58-61	Tessen	4
62-65	Throwing knife	2
66-69	Dagger	3
70-73	Hand crossbow	8
74-77	Fuma shuriken	5
78-81	Blowgun	3
82-85	Quarterstaff	3
86-89	Nunchaku	3
90-93	Throwing needle	2
94-97	Long battle wire	7
98-99	Knuckle blade	3
100	Long katana	13

TABLE: SPECIAL MATERIALS

D%	Special Material	Cost Modifier
1-60	Normal materials	—
61-65	Nonlethal	-3
66-70	Silver	+2
71-85	Ironium	+3
86-90	Oversized	+4
91-95	Dark iron	+5
96-99	Thorium	+8
100	Heavy dark iron	+18

Bloodthirster [Weapon]

Greater (Lv 12) DC 32 *Epic (Lv 20)* DC 41

Item Slot: Weapon (any)

Power (At-Will 2/round, free action): 1 chakra. Use when you hit with his weapon.

Deals 1 point of damage each round for 10 rounds. Each use refreshes the duration and increases the damage by 1, up to 5.

Level 21: 2 chakra. Like above, but deals 1d6 extra damage.

Chakra Current [Weapon]

Superior (Lv 9) +1 DC 24 *Epic (Lv 22)* +3 DC 43

Greater (Lv 16) +2 DC 36 *Legendary (Lv 28)* +4 DC 52

Item Slot: Melee weapon (any ironium or thorium)

Enhancement: Attack and damage rolls

Property: This weapon can be imbued with *Ninpou: Chakra Nagashi* with elemental properties without the required mastery.

The duration of the technique is increased by 5 minutes or 2 successful attacks.

Level 16: As above, but imbuing only costs 4 chakra and the duration is increased by 10 minutes or 4 successful attacks.

Level 22 or 28: As above, but costs 2 chakra and the technique lasts until cancelled or an additional 8 successful attacks.

Power (1/day—Varies, swift action): *Level 16:* As *Ninpou: Chakra Nagashi* on the chakra current weapon, lasts 1 minute or until discharged. Uses the wielder's elemental affinity.

Chakra Devouring [Weapon]

Greater (Lv 16) DC 36 *Epic (Lv 30)* DC 55

Item Slot: Weapon (any)

Power (At-Will, free action): Use when taking an attack of opportunity or readied attack against someone using a technique or when attacking to disrupt someone using a technique taking 1 round or longer. Attack deals no damage, but forces a Concentration check (DC 20+technique rank) to avoid the technique being disrupted and losing the chakra spent.

Level 30: Check DC is (DC 25+technique rank) and deals 1d6 chakra damage.

Chilling [Weapon]

Superior (Lv 7) DC 22 *Epic (Lv 21)* DC 41

Greater (Lv 13) DC 33

Item Slot: Weapon (any)

Power (At-Will—Cold, free action): Half of the damage dealt by the weapon is cold damage. Another free action returns the damage to normal.

Power (3/day—Cold, free action): Use a Ninjutsu with the *cold* descriptor without hand seals or half seals. One affected target suffers an extra 1d8 cold damage and 1 cold damage every round for 3 rounds (does not stack). The perform time is not modified.

Level 13: 2d8 extra damage and 2 every round.

Level 21: 3d8 extra damage and 3 every round.

Special: Projectile weapons bestow the At-Will power to their ammunition.

Cold Burst [Weapon]

<i>Minor (Lv 3)</i>	DC 13	<i>Greater (Lv 13)</i>	DC 33
<i>Superior (Lv 7)</i>	DC 22	<i>Epic (Lv 20)</i>	DC 40

Item Slot: Weapon (any)

Power (At-Will—Cold, free action): Half of the damage dealt by the weapon is cold damage. Another free action returns the damage to normal.

Power (1/encounter—Cold, free action): *Level 13:* Gain 10 cold resistance for 3 rounds.

Level 20: Gain 15 cold resistance for 3 rounds.

Power (At-Will—Cold, attack action): *Level 7:* 4 chakra. Deal an extra 1d6 cold damage. Lasts 1 minute.

Level 13: 6 chakra. 1d10 cold damage.

Level 20: 10 chakra. 2d6 cold damage.

Special: Projectile weapons grant this bonus to their ammunitions.

Concealing [Weapon]

<i>Minor (Lv 4)</i>	DC 14	<i>Superior (Lv 8)</i>	DC 23
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Item Slot: Weapon (any)

Property: The weapon emanates no chakra from seals.

Power (1/day, swift action): *Level 8:* Your chakra signature is fully suppressed for 5 rounds.

Containment [Weapon]

<i>Minor (Lv 5)</i>	DC 15	<i>Greater (Lv 15)</i>	DC 35
<i>Superior (Lv 10)</i>	DC 25	<i>Epic (Lv 20)</i>	DC 40

Item Slot: Weapon (any)

Power (At-Will, attack action): Use when making a successful attack with this weapon. Discharges the stored technique as though it had been performed normally. A technique requiring a touch attack automatically hits. Can be used as part of a full-attack action.

Power (3/day, free action): 1 chakra. You can store a single chakra control, genjutsu or ninjutsu technique in the weapon as long as it is performed in 3 rounds of activating this seal. The technique must have a perform time of "1 attack action."

The technique is held for 3 days or until discharged. The technique must be used normally to be stored, and can be empowered or affected by meta-chakra feats as normal. The seal can contain up to 10 chakra.

Level 10: 2 chakra. Contain up to 15 chakra.

Level 15: 3 chakra. Contain up to 20 chakra.

Level 25: 4 chakra. Contain up to 30 chakra.

Expand [Weapon]

<i>Minor (Lv 4)</i>	DC 14
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Item Slot: Weapon (any)

Power (At-Will, attack action): 4 chakra. The weapon becomes an oversized weapon. Lasts until cancelled (free action).

Earth Shock [Weapon]

<i>Minor (Lv 3)</i>	DC 13	<i>Greater (Lv 13)</i>	DC 33
<i>Superior (Lv 7)</i>	DC 22	<i>Epic (Lv 20)</i>	DC 40

Item Slot: Weapon (any)

Power (At-Will—Earth, free action): Half of the damage dealt by the weapon is earth damage. Another free action returns the damage to normal.

Power (1/encounter—Earth, free action): *Level 13 or 20:* Perform *Doton* Ninjutsu with the half seals component without making seals. Lasts 3 rounds.

Power (At-Will—Earth, attack action): *Level 7:* 4 chakra. Deal an extra 1d6 earth damage. Lasts 1 minute.

Level 13: 6 chakra. 1d10 earth damage.

Level 20: 10 chakra. 2d6 earth damage.

Special: Projectile weapons grant this bonus to their ammunitions.

Flame Burst [Weapon]

<i>Minor (Lv 3)</i>	DC 13	<i>Greater (Lv 13)</i>	DC 33
<i>Superior (Lv 7)</i>	DC 22	<i>Epic (Lv 20)</i>	DC 40

Item Slot: Weapon (any)

Power (At-Will—Fire, free action): Half of the damage dealt by the weapon is fire damage. Another free action returns the damage to normal.

Power (1/encounter—Fire, free action): *Level 13:* All attacks with this weapons are touch attacks for 1 round.

Level 20: As above, gains 5-ft. reach.

Power (At-Will—Fire, attack action): *Level 7:* 4 chakra. Deal an extra 1d6 fire damage. Lasts 1 minute.

Level 13: 6 chakra. 1d10 fire damage.

Level 20: 10 chakra. 2d6 fire damage.

Special: Projectile weapons grant this bonus to their ammunitions.

Flickering [Weapon]

<i>Superior (Lv 8)</i>	DC 23	<i>Greater (Lv 14)</i>	DC 34
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Item Slot: Weapon (melee only)

Power (3/day, free action): 1 chakra. Attacks with this weapon have a 10% chance to deny the target its Dex bonus to Defense. Blind creatures and creatures that do not rely on sight are immune. Lasts 1 round.

Level 14: 2 chakra. As above, but 5/day and 20% chance.

Healing [Weapon]

<i>Greater (Lv 12)</i>	DC 32	<i>Epic (Lv 24)</i>	DC 46
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Item Slot: Weapon (melee only)

Power (5/day—Medical, free action): 2 chakra. Use before making an attack. Attack deals no damage but heals for half the damage it would normally deal.

Level 24: 4 chakra. As above, but heals for weapon damage.

Hurricane Force [Weapon]

<i>Minor (Lv 3)</i>	DC 13	<i>Greater (Lv 13)</i>	DC 33
<i>Superior (Lv 7)</i>	DC 22	<i>Epic (Lv 20)</i>	DC 40

Item Slot: Weapon (any)

Power (At-Will—Wind, free action): Half of the damage dealt by the weapon is wind damage. Another free action returns the damage to normal.

Power (3/encounter—Wind, free action): *Level 13:* Use after a critical hit. Target suffers -1 to attack and weapon damage rolls, skill checks and saving throws for 1 round.
Level 20: As above, but the penalty is -2.

Power (At-Will—Wind, attack action): *Level 7:* 4 chakra. Deal an extra 1d6 wind damage. Lasts 1 minute.

Level 13: 6 chakra. 1d10 wind damage.

Level 20: 10 chakra. 2d6 wind damage.

Special: Projectile weapons grant this bonus to their ammunitions.

Manifesting [Weapon]

Minor (Lv 5) DC 15 *Greater (Lv 13)* DC 33

Superior (Lv 9) DC 24

Item Slot: Weapon (any)

Power (3/day—Teleportation, move action): 1 chakra. Summon the weapon into your hand no matter where it is. Range 100 feet.

Level 9: 2 chakra. 500 feet range.

Level 13: 3 chakra. 1 mile range.

Special: This seal must be bound to a single creature, which takes 30 minutes and cannot be undone.

Murdering [Weapon]

Greater (Lv 12) DC 32

Item Slot: Weapon (any)

Power (3/day, attack action): 6 chakra. Each melee attack applies a mark on the target. On a natural roll of 20 against any marked target, the target must make a Fortitude save (DC 22) or die. Successful save deals 2d6+10 negative energy damage instead. Lasts 1 minute or 1 murder attempt.

Mystical Weapon [Weapon]

Minor (Lv 5) +1 DC 15 *Epic (Lv 21)* +4 DC 41

Superior (Lv 10) +2 DC 25 *Legendary (Lv 26)* +5 DC 49

Greater (Lv 15) +3 DC 35

Item Slot: Weapon (any)

Enhancement: Attack rolls and damage rolls

Special: Projectile weapons bestow the enhancement bonus to their ammunition.

Mystifying [Weapon]

Greater (Lv 14) DC 34 *Epic (Lv 24)* DC 46

Item Slot: Weapon (any)

Power (At-Will—Mind-Affecting, attack action): 4 chakra. Creates a body double in an adjacent square or your square. The double looks lifelike and generates a genjutsu field to make it appear as though it alters substance. The double cannot interact with physical objects in any real way, but can create sounds.

The body double can be attacked but not slain and does not dissipate when hit. It appears to be damaged as normal. The double shares your Defense score and you can control it

with a mental effort while holding the weapon. It can be touched and interacted with by creatures who have not disbelieved it, but can't use special abilities. Each time the double is attacked gives a chance to identify and disbelieve it.

Identifying the double as an illusion is a Genjutsu check (DC 28) and disbelieving it is a Will save (DC 23). Maintaining the double costs 4 chakra per round but no actions.

Level 24: 8 chakra. The DC to identify the double is 33 and the Will save DC to disbelieve it is 27. The double is able to attack sharing your mode of physical attacks, and deals half your damage as nonlethal damage. The double's attacks are ineffective if it is disbelieved. Creatures immune to mind-affecting attacks or unaware of the double's presence are also not affected.

Pulsing [Weapon]

Superior (Lv 7) DC 22 *Epic (Lv 21)* DC 41

Greater (Lv 13) DC 33

Item Slot: Weapon (any)

Power (At-Will—Electricity, free action): Half of the damage dealt by the weapon is electricity damage. Another free action returns the damage to normal.

Power (3/day—Electricity, free action): Use a Ninjutsu with the *electricity* descriptor without hand seals or half seals. One affected target suffers an extra 1d8 electricity damage and 1 electricity damage every round for 3 rounds (does not stack). The perform time is not modified.

Level 13: 2d8 extra damage and 2 every round.

Level 21: 3d8 extra damage and 3 every round.

Special: Projectile weapons bestow the At-Will power to their ammunition.

Quaking [Weapon]

Superior (Lv 7) DC 22 *Epic (Lv 21)* DC 41

Greater (Lv 13) DC 33

Item Slot: Weapon (any)

Power (At-Will—Earth, free action): Half of the damage dealt by the weapon is earth damage. Another free action returns the damage to normal.

Power (3/day—Earth, free action): Use a Ninjutsu with the *earth* descriptor without hand seals or half seals. One affected target suffers an extra 1d8 earth damage and 1 earth damage every round for 3 rounds (does not stack). The perform time is not modified.

Level 13: 2d8 extra damage and 2 every round.

Level 21: 3d8 extra damage and 3 every round.

Special: Projectile weapons bestow the At-Will power to their ammunition.

Quickblade [Weapon]

Greater (Lv 12) DC 32

Item Slot: Weapon (melee only)

Power (At-Will, free action): Draw this weapon as a free action.

Power (At-Will, free action): 3 chakra. Make an extra attack with this weapon when making a full-attack action.

This ability does not stack with other techniques or abilities that grant an extra attack, such as the *flurry of blows* ability, the *Renzuki* technique or itself.

Returning [Weapon]

Minor (Lv 3) DC 13 *Superior (Lv 7)* DC 22

Item Slot: Weapon (thrown)

Power (At-Will, free action): Use before making an attack. The thrown weapon will return to your hand at the beginning of your next turn. Range 50 feet.

Level 7: 1 chakra. Weapons that hit deal 1 extra damage at the start of your next turn as they rip themselves out.

Scattering [Weapon]

Superior (Lv 8) DC 23 *Greater (Lv 12)* DC 32

Item Slot: Weapon (melee only)

Power (At-Will, attack action): 2 chakra. Make an attack against any enemy within 30 feet. Target must make a Spot check (DC 13) to retain its Dexterity bonus to Defense against it.

Power (At-Will, attack action): *Level 12:* 8 chakra. Make a full-attack action against any enemy within 30 feet. Spot check is DC 16.

Scorching [Weapon]

Superior (Lv 7) DC 17 *Epic (Lv 21)* DC 41

Greater (Lv 13) DC 33

Item Slot: Weapon (any)

Power (At-Will—Fire, free action): Half of the damage dealt by the weapon is fire damage. Another free action returns the damage to normal.

Power (3/day—Fire, free action): Use a Ninjutsu with the *fire* descriptor without hand seals or half seals. One affected target suffers an extra 1d8 fire damage and 1 fire damage every round for 3 rounds (does not stack). The perform time is not modified.

Level 13: 2d8 extra damage and 2 every round.

Level 21: 3d8 extra damage and 3 every round.

Special: Projectile weapons bestow the At-Will power to their ammunition.

Screaming Burst [Weapon]

Superior (Lv 8) DC 23 *Epic (Lv 22)* DC 43

Greater (Lv 14) DC 34

Item Slot: Weapon (any)

Power (At-Will—Sonic, free action): Half of the damage dealt by the weapon is sonic damage. Another free action returns the damage to normal.

Power (At-Will—Sonic, attack action): *Level 14:* 4 chakra. Deal an extra 1d4 sonic damage. Lasts 1 minute.

Level 22: 6 chakra. 2d4 sonic damage.

Special: Projectile weapons grant this bonus to their ammunitions.

Shapeshifting [Weapon]

Superior (Lv 7) DC 22 *Greater (Lv 12)* DC 32

Item Slot: Weapon

Power (At-Will, full-round action): The weapon shifts and becomes a different weapon or object of the same size and similar shape. Both forms benefit from enhancement seals.

Level 12: Up to 2 size category smaller or larger, and does not need to be similarly

shaped.

Special: The secondary form of a weapon is selected when creating the seal.

If this seal is applied to a double weapon, both heads of the weapon must gain this seal to benefit from it.

Shielding [Weapon]

<i>Minor (Lv 4)</i>	+1 DC 13	<i>Epic (Lv 20)</i>	+4 DC 40
<i>Superior (Lv 8)</i>	+2 DC 23	<i>Legendary (Lv 26)</i>	+5 DC 49
<i>Greater (Lv 12)</i>	+3 DC 32		

Item Slot: Weapon (melee)

Enhancement: Defense (deflection)

Shocking Burst [Weapon]

<i>Minor (Lv 3)</i>	DC 12	<i>Greater (Lv 13)</i>	DC 33
<i>Superior (Lv 7)</i>	DC 22	<i>Epic (Lv 20)</i>	DC 40

Item Slot: Weapon (any)

Power (At-Will—Electricity, free action): Half of the damage dealt by the weapon is electricity damage. Another free action returns the damage to normal.

Power (3/encounter—Electricity, attack action): *Level 13:* Fire a bolt of electricity. Ranged ray attack, 200-ft. range. 3d6 points of electricity damage, provokes a Fortitude save (DC 15) to avoid stun 1 round.

Level 20: 6d6 damage and saving throw DC 21.

Power (At-Will—Electricity, attack action): *Level 7:* 4 chakra. Deal an extra 1d6 electricity damage. Lasts 1 minute.

Level 13: 6 chakra. 1d10 electricity damage.

Level 20: 10 chakra. 2d6 electricity damage.

Special: Projectile weapons grant this bonus to their ammunitions.

Soulbound Weapon [Weapon]

<i>Minor (Lv 6)</i>	+1 DC 15	<i>Epic (Lv 23)</i>	+4 DC 41
<i>Superior (Lv 11)</i>	+2 DC 25	<i>Legendary (Lv 28)</i>	+5 DC 49
<i>Greater (Lv 18)</i>	+3 DC 35		

Item Slot: Weapon (any)

Enhancement: Attack rolls and damage rolls

Property: Gain 1 negative level while holding the weapon if not bonded to it. Any other enhancement seal or special properties of the weapon do not function unless bonded to the armor.

Level 11: 2 negative levels.

Level 18 or higher: 3 negative levels and base weapon damage reflected to the wielder each attack.

Property: Weapon hardness +5.

Level 11: Weapon hardness +7.

Level 18 or higher: Weapon hardness +9.

Special: Binding this weapon to a creature takes 30 minutes and cannot be undone. A soulbound weapon does not grant negative levels to a creature it is bonded to.

If this seal is applied to a double weapon, both heads must gain the seal to have any effect.

Projectile weapons bestow the enhancement bonus to their ammunition.

Soulflaying [Weapon]

Superior (Lv 8) DC 23 *Greater (Lv 12)* DC 32

Item Slot: Weapon (any)

Property: Attacks with this weapon hit incorporeal creatures normally.

Power (At-Will, free action): Use when attacking an outsider or creature with the evil or chaos allegiance. Attacks with this weapon deal +2 damage.

Level 12: As above, attack gains +2 bonus to attack rolls.

Squalling [Weapon]

Superior (Lv 7) DC 22 *Epic (Lv 21)* DC 41
Greater (Lv 13) DC 33

Item Slot: Weapon (any)

Power (At-Will—Wind, free action): Half of the damage dealt by the weapon is wind damage. Another free action returns the damage to normal.

Power (3/day—Wind, free action): Use a Ninjutsu with the *wind* descriptor without hand seals or half seals. One affected target suffers an extra 1d8 wind damage and 1 wind damage every round for 3 rounds (does not stack). The perform time is not modified.

Level 13: 2d8 extra damage and 2 every round.

Level 21: 3d8 extra damage and 3 every round.

Special: Projectile weapons bestow the At-Will power to their ammunition.

Stainless [Weapon]

Minor (Lv 3) DC 13 *Superior (Lv 10)* DC 25

Item Slot: Weapon (any)

Property: The weapon cannot rust or get stained by liquids, including blood. It is still damaged by acid and other dangerous liquids.

Property: *Level 10.* The weapon never requires maintenance and never loses its edge unless destroyed or damaged.

Subduing [Weapon]

Minor (Lv 6) DC 16 *Superior (Lv 10)* DC 25

Item Slot: Weapon (any)

Power (At-Will, free action): Attacks with this weapon deal nonlethal damage. Lasts until cancelled.

Power (At-Will, free action): *Level 10.* 1 chakra. Use when dealing nonlethal damage with this weapon. Deal an extra 1d6 nonlethal damage.

Surging [Weapon]

Superior (Lv 7) DC 22 *Epic (Lv 21)* DC 41
Greater (Lv 13) DC 33

Item Slot: Weapon (any)

Power (At-Will—Water, free action): Half of the damage dealt by the weapon is water damage. Another free action returns the damage to normal.

Power (3/day—Water, free action): Use a Ninjutsu with the *water* descriptor without hand seals or half seals. One affected target suffers an extra 1d8 water damage and 1

water damage every round for 3 rounds (does not stack). The perform time is not modified.

Level 13: 2d8 extra damage and 2 every round.

Level 21: 3d8 extra damage and 3 every round.

Special: Projectile weapons bestow the At-Will power to their ammunition.

Tidal Force [Weapon]

Minor (Lv 3) DC 13 *Greater (Lv 13)* DC 33

Superior (Lv 7) DC 22 *Epic (Lv 20)* DC 40

Item Slot: Weapon (any)

Power (At-Will—Water, free action): Half of the damage dealt by the weapon is water damage. Another free action returns the damage to normal.

Power (1/encounter—Water, free action): *Level 13 or 20:* Perform *Suiton Ninjutsu* ignoring the material focus component. Lasts 3 rounds.

Power (At-Will—Water, attack action): *Level 7:* 4 chakra. Deal an extra 1d6 water damage. Lasts 1 minute.

Level 13: 6 chakra. 1d10 water damage.

Level 20: 10 chakra. 2d6 water damage.

Special: Projectile weapons grant this bonus to their ammunitions.

Venomous [Weapon]

Greater (Lv 14) DC 34

Item Slot: Weapon (melee only)

Power (3/encounter—Poison, free action): Chakra cost varies. Use before attacking.

The weapon is coated with one dose of poison the wielder crafted once previously.

Chakra cost is half the poison's saving throw DC. Poison lasts 1 minute or 1 successful attack.

Unyielding [Weapon]

Superior (Lv 8) +1 DC 23 *Greater (Lv 12)* +2 DC 32

Item Slot: Weapon (any melee)

Enhancement: Damage rolls

Power (At-Will, attack action): 2 chakra. Weapon gains 10 hardness and 15 hit points. Lasts 10 minutes.

Level 12: 20 hardness, 30 hit points.

Weight Spell [Weapon]

Greater (Lv 13) DC 33

Item Slot: Weapon (any)

Power (At-Will, attack action): 4 chakra. Each time this weapon strikes an object, its weight increases by its base weight. If the object was a held weapon, each application of this ability confers a -1 penalty to attack rolls and +1 bonus to melee damage, up to 5 times. Lasts 3 rounds.

Widening [Weapon]

Superior (Lv 7) DC 22 *Epic (Lv 21)* DC 41

Greater (Lv 12) DC 32

Item Slot: Weapon (any)

Power (1/day, free action): Use when using an area effect. Increases the radius of a burst, spread or emanation by 5 feet, the length of a cone by 10 feet, and the length of a line by 20 feet.

Level 12: As above, but 3/day.

Level 21: As above, but 5/day.

Windfury [Weapon]

Greater (Lv 19) DC 39

Item Slot: Weapon (melee only)

Power (1/round—Wind, free action): Use after rolling a natural 20 on an attack roll to gain an extra melee attack with this weapon at a +5 enhancement bonus to attack and weapon damage rolls instead of scoring a critical. This attack cannot score a critical hit.

Special: The once per round limit applies to each individual weapons if more than one windfury seal is used.

Sealed Items

Sealed items are specific items rather than seals and generally do not occupy an armor slot. Sealed items do not fall in any other item classification. If a sealed item has multiple descriptor, it may occupy an armor slot or be used as a weapon, and requires multiple feats to craft (a [Sealed Item, Weapon] item would require the Craft Sealed Item and Craft Weapon Seals feats). Those items are rare and are called archetype items.

Sealed items and archetype armors or weapons cannot gain additional seal slots.

Furthermore, if the sealed item is worn on the body (such as a sentinel's mask or expert's holster), it generates a chakra aura like an armor seal. If the sealed item is an archetype weapon, it generates a chakra aura like a weapon seal.

Some archetype items give additional bonus if they are worn in a set. These item sets are rare but can grant a powerful advantage.

Arcane Crystal [Sealed Item, Special]

This yellow crystal cannot be crafted, but is found in blessed thorium veins.

Sealed Item (uncraftable)

<i>Minor (Lv 6)</i>	DC 16	<i>Greater (Lv 19)</i>	DC 42
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<i>Superior (Lv 11)</i>	DC 28	<i>Epic (Lv 31)</i>	DC 56
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Power (At-Will, free action): Use this item when creating an item, using a technique or performing any action causing XP loss. The crystal can pay up to 500 XP from the amount lost (minimum 0). If the crystal is not fully expended after use, the remaining XP can be used at a later time. Only one crystal per source can be used.

Superior: Up to 1,000 XP.

Greater: Up to 2,000 XP.

Epic: Up to 3,000 XP.

Special: When expended, the crystal turns to useless mineral dust.

Arcane crystals cannot be crafted.

Assassin's Deck [Sealed Item]

This deck of 54 cards seems completely mundane but can be used as a deadly weapon in skilled hands.

Sealed Item

Minor (Lv 4) +1 DC 15 Superior (Lv 8) +2 DC 25

Enhancement: Attack rolls

Property: Each card can be thrown as a dagger or kunai. A thrown card has 50% chance to be destroyed.

Assassin's Little Helper [Sealed Item, Weapon]

This ironium kunai appears perfectly ordinary.

Sealed Item (ironium kunai)

Minor (Lv 6) DC 12

Property: Attacks from this weapon overcome chakra damage reduction.

Power (1 charge, free action): The ironium kunai permanently transforms into an ironium daikunai.

The weapon retains the ability to bypass chakra damage reduction.

Special: Crafting an *assassin's little helper* yields two such weapons.

Bloodstone Ring [Sealed Item]

This fine silver ring is mounted with a flawless jasper.

Sealed Item (ring)

Greater (Lv 15) DC 38

Power (3/day, free action): Use when performing a Chakra Control, Genjutsu or Ninjutsu technique. The chakra cost is reduced as though affected by the *Efficient Technique* meta-chakra feat.

This power does not go towards the maximum number of meta-chakra feats one can apply to a technique.

Cape of the Soaring Heaven [Armor, Sealed Item]

This cloak is a snow-white cloak with a crimson trim and an impressively large collar.

Sealed Item (cloak)

Superior (Lv 11) +3 DC 28

Enhancement: Defense (armor)

Property: The Cape of the Soaring Heaven counts as a type V training weight, and does not count towards encumbrance when worn. It can be donned off as a free action.

Celerity Seal [Sealed Item]

This small paper tag has a complex seal written upon it.

Sealed Item

Superior (Lv 8) DC 20 Greater (Lv 14) DC 32

Power (1 charge, swift action): You gain a +1 speed rank bonus for 2 rounds.

Level 15: Gain +2 speed rank bonus.

Special: Uses one seal slot while active. You can only use one celerity seal every day.

Chakra Weapon [Sealed Item, Weapon]

This weapon appears ordinary but has been made to adapt to chakra very easily. In a statistics entry, this weapon would be known by its weapon type. A fullblade made into the superior chakra weapon archetype weapon would be known as a +1 chakra fullblade.

Sealed Item (any ironium or thorium melee weapon)

Minor (Lv 3) DC 14 Superior (Lv 7) +2 DC 24

Enhancement: Attack and damage rolls

Property: Imbue with the non-elemental *Ninpou: Chakra Nagashi* technique as a swift action for only 1 chakra.

Power (1/round—Force, free action): *Level 11:* 2 chakra. Use when making a successful melee attack with this weapon. The attack deals an extra 2d6 points of force damage.

Chakra-sealing Eyepatch [Armor, Sealed Item]

This simple leather eyepatch appears mundane but has the ability to seal away the wearer's chakra.

Sealed Item (eyepatch)

Greater (Lv 14) DC 37

Property: When worn, your chakra pool is reduced by 100. If your chakra pool is reduced below 0 through this mean, you may suffer from chakra depletion.

Any penalty or condition suffered from this effect ends when the *chakra-sealing eyepatch* is removed.

Property: You take a –5 penalty to Spot checks and a –1 penalty to Speed and Strength ranks while wearing the *chakra-sealing eyepatch*.

Power (At-Will, free action): Remove the *chakra-sealing eyepatch* and send a sudden burst of chakra to stun chakra-sensitive creatures nearby.

Any creature that can sense your chakra pool must make a Fortitude save (DC 15+1 every 10 points of your current chakra pool over 100) or be dazed for 2 rounds.

Death-row Cuffs [Sealed Item]

These mundane cuffs are made specifically to restrain high-level ninja.

Sealed Item

Superior (Lv 8) DC 25 Greater (Lv 14) DC 37

Property: These manacles act as a sealing tag when worn. The Disable Device check to remove them is DC 30.

Level 14: The Disable Device check is DC 35 and the cuffs gain 1 hardness and 1 hit points per level of the wearer (max +10 hardness, +10 hit points).

Demonblood Necklace [Sealed Item]

This ornate necklace always feels cold to the touch and slightly uncomfortable to wear.

Sealed Item (necklace)

Greater (Lv 19) DC 42

Property: When spending an action point to gain chakra, the result is tripled.

When the chakra is used or after 1 minute, whichever is longer, make a Fortitude save (DC 12+chakra gained) or suffer 2d4 points of tenketsu damage.

Expert's Holster [Sealed Item]

This simple leather shuriken holster is designed specifically for shuriken expert who use chakra blades.

Sealed Item

Minor (Lv 5) +1 DC 16 Greater (Lv 15) +3 DC 38

Superior (Lv 10) +2 DC 27

Enhancement: Sleight of Hand checks to conceal a weapon

Property: Acts as a shuriken holster.

Apply enhancement bonus as attack and weapon damage bonus to any charged thorium or ironium weapon drawn from the holster.

Power (At-Will, attack action): Recharge up to 15 weapons in the holster. Charged weapons retain their charge for up to 1 round after they are drawn.

Special: This item can be a shuriken holster or a large shuriken holster, but no more than 15 weapons can be charged at once.

Exploding Kunai [Sealed Item, Weapon]

This kunai appears mundane but can be turned into a deadly explosive.

Sealed Item (kunai)

Minor (Lv 3) DC 14

Power (At-Will, attack action): 2 chakra. Charge the kunai with explosive power. The kunai explodes in a 10-ft. radius burst when it strikes an enemy or hard object, dealing 4d6 points of fire damage (Reflex save DC 15 halves).

The enemy target suffers a –4 penalty to the saving throw if the exploding kunai hits with a successful thrown attack. The exploding kunai is destroyed after exploding.

Faux Body [Sealed Item]

This featureless body is humanoid and otherwise human-shaped but obviously nonhuman.

Sealed Item

Superior (Lv 8) DC 25 Greater (Lv 12) DC 30

Property: This Medium humanoid body can be possessed by creatures with the *possession* ability. It will immediately take upon the features of the possessing creature if it is humanoid, or simply grow the necessary organs for the creature to function if it is not.

The faux body has Strength, Dexterity and Constitution scores of 10.

Level 12: The greater faux body has ability scores of 15, 13 and 12 to be distributed upon creation.

Field Pack [Sealed Item]

This belt pouch appears ordinary, but is empowered with hybrid container seals that allow it to contain much more than it normally would.

Sealed Item

Superior (Lv 10) DC 27

Property: This reinforced belt pouch can hold up to 50 pounds of material, or up to 5 cubic feet in volume, but always weighs 5 pounds.

Hitman's Fireworks [Sealed Item]

This small pouch contains a special powder, an explosive which is inert when used separate from the pouch. To use, throw the full pouch in any open flame.

Sealed Item

Minor (Lv 3) DC 9

Power (1 charge—Fire): Throw in an open flame with a range increment 10 feet. As *Kasumi Enbu no Jutsu*, up to medium explosion.

Hokage Crystal Necklace [Armor, Sealed Item]

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.

Sealed Item (necklace, uncraftable)

Epic (Lv 22) DC 47

Property: The wearer suffers a –4 penalty to saving throws against the *Hokage Shiki Jijun Jutsu: Kakuan Nitten Suishu* ninjutsu technique, and the user can concentrate on the technique against the wearer for twice as many round as normal.

Power (At-Will, free action): Use when performing the *Hokage Shiki Jijun Jutsu: Kakuan Nitten Suishu* ninjutsu technique. The saving throw difficulty increases by 4 and you can concentrate on the technique for twice as many rounds as normal.

Horn of Battle [Sealed Item]

This unassuming horn can be used to fire shockingly loud battle calls.

Sealed Item

Superior (Lv 8) DC 25

Power (3/day—Sonic, attack action): You sound the horn and fire a 30-ft. burst cone attack. Anyone caught in it must make a Fortitude save (DC 18) or be knocked back 15 feet and prone, and deafened for 1d4 rounds.

The horn can be heard by anyone within 1 mile when used in this manner. Any sleeping characters hearing the horn within 500 feet are instantly woken up. Characters further away make a Listen check (DC 0) to wake up instantly.

It ignores any sound barriers erected by characters 15th level or lower.

Imperial Blade [Sealed Item, Weapon]

This pristine ornate katana has a flawless edge that appears capable of cutting through anything.

Sealed Item (katana, uncraftable)

Legendary (Lv 35) +4 DC 67

Enhancement: Attack and damage rolls

Property: Attacks with the *imperial blade* ignore all hardness and up to 5 points of damage reduction.

The imperial blade is not subject to effects that ignore hardness.

Power (At-Will, attack action): 5 chakra. The *imperial blade* begins to fight on its own using your base attack bonus. It cannot make attacks of opportunity and you are not considered armed with the weapon, but the weapon behaves as though wielded by you. While fighting on its own, the weapon takes up the same space as you and can attack adjacent foes, accompanying you everywhere regardless of the means used to relocate. You can grasp the weapon while it is fighting on its own as a free action, thus terminating this power. Lasts 3 rounds or until the sword is retaken.

Power (At-Will, move action): 2 chakra. Use when separated with the weapon while it is within line of sight. The weapon flies into your hand unless it is somehow prevented from doing so.

This power does not function if the weapon was unattended for more than 1 minute or wielded by another character.

Special: This item cannot be crafted.

Magnetized Dagger [Sealed Item, Weapon]

This ancient dark iron dagger always points north.

Sealed Item (dark iron dagger)

Minor (Lv 4) +1 DC 15 Superior (Lv 7) +2 DC 24

Enhancement: Attack rolls against targets wearing metal armor (circumstance)

Property: When laid against a flat surface, the magnetized dagger's tip always points north.

Ninja's Lock [Sealed Item]

This simple lock contains a special chakra-based locking mechanism preventing it from being opened.

Sealed Item

Superior (Lv 7) DC 24

Property: This lock functions as a high-quality lock (Disable Device check DC 30) and is also locked as though by the *Fuin Jutsu - Jou no In* seal. Before opening the lock with the key or disabling it, the chakra lock must first be disabled. Once the lock is re-engaged, the chakra lock seal is also activated.

Special: If the chakra lock seal has a specific combination, it must be keyed in during the lock's creation. It cannot be changed once it has been created.

Ring of Camouflage [Armor, Sealed Item]

This simple ring allows the wearer to turn partially invisible.

Sealed Item (ring)

Superior (Lv 11) DC 28

Power (2/day, full-round action): As *Meisaigakure no Jutsu*, but is dispelled automatically when hit or on offensive action (no check). Lasts 5 minutes.

Ring of Misdirection [Armor, Sealed Item]

This ring has the strange ability to let the wearer blend in crowds.

Sealed Item (ring)

Superior (Lv 8) DC 25 Greater (Lv 15) DC 38

Power (3/day, attack action): As *Kagekomu*, but costs no chakra to maintain (Will DC 16 negates). Lasts 2 minutes.

Level 15: As above, but lasts 5 minutes. The Will save is DC 20.

Starburst Glove [Armor, Sealed Item]

This simple leather gauntlet is outfitted with a crystal embedded on a complicated seal array.

Sealed Item (glove, uncrafterable)

Superior (Lv 9) +1 DC 26 Greater (Lv 15) +2 DC 38

Enhancement: Attack rolls and skill checks made with the starburst glove

Power (At-Will, special): 1 chakra. Use to fire a crystal burst as a ranged action during an attack or full-attack action. The crystal burst is a ranged touch attack that deals 2d4 points of force damage. Using this ability in a threatened area can provoke an attack of opportunity, and it has a range increment of 40 feet (maximum 10 increments).

You may make a Chakra Control check each round against any opponent you attack before making a crystal burst attack. If the check exceeds opponent's touch defense, the crystal burst attacks deal 2d8 points of damage instead. Apply penalties for range increments normally as though the check were an attack roll.

Power (5/day, special): 2 chakra. As above, but the crystal burst attack deals an extra die of damage.

Special: The *starburst glove* cannot be crafted.

Stonemantle Cloak [Armor, Sealed Item]

The fabric this cloak was crafted from is said to have been woven from stone with special techniques.

Sealed Item (cloak, uncraftable)

Greater (Lv 17) DC 40

Property: The *stonemantle cloak* gives a +8 armor bonus to Defense when worn and a —4 armor check penalty, but does not reduce the wearer's speed. A character not proficient in heavy armor only gains a +3 armor bonus to Defense.

Property: The wearer gains earth resistance 15.

Power (1/day, free action): The earth resistance provided increases to 30. Lasts 3 rounds.

Special: The *stonemantle cloak* cannot be crafted. Wearing this cloak provides a +2 equipment bonus in rocky environments, and it weighs 70 pounds.

Potence Seal [Sealed Item]

This small paper tag has a complex seal written upon it.

Sealed Item

Superior (Lv 8) DC 20 *Greater (Lv 14)* DC 32

Power (1 charge, swift action): You gain a +1 strength rank bonus for 2 rounds.

Level 15: Gain +2 strength rank bonus.

Special: Uses one seal slot while active. You can only use one potence seal every day.

Quickdraw Scabbard [Sealed Item]

This wooden sheath is designed to fit any mass produced curved blade of a specific type. It can be crafted to fit a specific blade as well.

Sealed Item

Minor (Lv 5) DC 16

Property: Draw the weapon stored within as part of any attack or technique that uses it.

Power (3/day, free action): Use *Kenjutsu: Iaido* or *Kenjutsu: Iaijutsu* as an attack action.

Samehada, the Monster Blade [Sealed Item, Weapon]

This bandage-wrapped sword hides something monstrous beneath.

Sealed Item (greatsword, uncraftable)

Legendary (Lv 35) +4 DC 67

Enhancement: Attack and damage rolls

Property: Samehada functions as a *greater soulbound* weapon, but is able to change the person it attunes itself to at will.

Property: *Samehada* has a will of its own, and may transform into its *Monster Blade* form and slither away from the user at will. This transformation is a free action and can be done at any time. When killed, *Samehada* is destroyed permanently. Using this ability purges any stored chakra the blade may have had.

Property: Absorbs and stores half the chakra from disrupted techniques or when attacking creatures with temporary chakra. Each tail of bijuu power is worth 5 chakra. The chakra is lost after a 24 hour period.

Power (At-Will, free action): Use when making an attack of opportunity provoked by using a technique in your threatened area or when disrupting someone performing a technique with a time of 1 round or longer. This attack is a touch attack.

The attack deals no weapon damage, but deals 1d6 chakra damage and forces a Concentration check (DC 25+technique's rank) to avoid being interrupted and losing the chakra from the technique.

Power (At-Will, free action): Use when attacking someone who has temporary chakra or in a bijuu transformation, or when striking an object imbued with temporary chakra. The attack deals no damage, but the weapon's base damage in chakra damage. This attack is a touch attack.

If the target had a bijuu transformation, the transformation's power is also decreased by 1d3 tails.

If the target object was empowered with chakra, the effect is cancelled if it takes chakra damage equal to or greater than the cost of the effect.

Power (At-Will, full-round action): Draw the chakra contained in *samehada* and gain the same amount as temporary chakra or hit point for 1 hour. The character cannot gain more than 2 points of chakra or hit points per level each day from this ability.

Special: This item cannot be crafted.

Sentinel's Mask [Sealed Item]

This mask is held in place by chakra seals on the wearer's face. The mask is generally featureless save for faint lines of colored paint. This mask is commonly used by ANBU and hunter ninja.

Sealed Item

Minor (Lv 5) +1 DC 16 *Greater (Lv 13)* +3 DC 36

Superior (Lv 10) +2 DC 27

Enhancement: Spot checks (competence)

Property: Functions as a gas mask.

Power (At-Will, free action): 1 chakra. Gain low-light vision for 10 minutes.

Power (At-Will, attack action): *Level 10 or 13:* Use *Koemane no Jutsu* as a spell-like ability for as long as you concentrate (attack action).

Power (3/day, attack action): *Level 13:* Gain Sense Chakra for 3 rounds.

Summoner's Quiver [Sealed Item]

This quiver has a slot on its side to insert a small scroll.

Sealed Item

Superior (Lv 8) DC 25

Power (At-Will—Summoning, free action): Draw an arrow or bolt from the quiver. Once drawn, the ammunition will last 1 round.

Power (At-Will, full-round action): Replace the powering scroll and attune it to the quiver. This cannot be undone. Once the scroll can be used, the quiver can create more ammunition.

Special: Whether this item creates arrows or bolts must be determined when creating the quiver.

This quiver only functions when there is a Summoning Scroll powering it. A lesser scroll will power 100 arrows, and a greater scroll 200. The ammunition created by the quiver is perfectly ordinary.

Supply Pack [Sealed Item]

This reinforced belt pouch is much larger on the inside than on the outside, and contains seal to remain light no matter what is placed inside.

Sealed Item

Greater (Lv 13) DC 36

Property: This reinforced large belt pouch can hold up to 100 pounds of material, or up to 10 cubic feet in volume, but always weighs 10 pounds.

Thunder God's Battlegear

This set of two relics appear mundane and worn at first glance, but hold within them great power. The *thunder god's battlegear* is a set of two: armor of Raijin and sword of Raijin. Wearing multiple pieces of the set can grant additional bonuses, as shown below:

2 pieces: Can unleash a powerful shockwave of electricity in a closed area.

Lore: Characters who have ranks in Knowledge (ninja lore) can attempt to learn more about the *thunder god's battlegear*. When a successful check is made, the following information is revealed, including the information of lower DCs, depending on the result of the check.

DC 20: The sword of Raijin was used by the Second Hokage to great effect during the Great Shinobi World War and is a favored weapon of water-based ninjutsu users.

DC 25: The armor and sword of Raijin are part of an item set, and can be used to negate even high-level electricity based attacks and unleash a powerful one of their own.

Thunder God's Battlegear

Wearing both pieces of the thunder god's battlegear, the lightning crackles around the character and surges in times of heightened emotion.

Item Set (2 pieces)

Power (1/day—Electricity, attack action): *2 pieces set bonus.* Release a shockwave of electricity in a 10-ft. radius burst. Deals sword of Raijin weapon damage as electricity damage.

Armor of Raijin [Armor, Sealed Item]

This worn and battered samurai armor conceals an untold power.

Sealed Item (battle armor)

Greater (Lv 19) DC 42

Property: Grants electricity resistance 20.

Set: This item is part of a set of two: Thunder God's Battlegear.

Sword of Raijin [Sealed Item, Weapon]

This wooden sword hilt doesn't appear to be fit to host a weapon, and at first glance seems completely mundane. A simple press of a concealed button releases a shining blade of crackling electricity as radiant as it is deadly.

Sealed Item (kunai)

Greater (Lv 19) +3 DC 42

Enhancement: Attack and damage rolls

Power (At-Will, free action): Activate the sword of Raijin after drawing it. Once activated, the hilt will generate a powerfully bright, yellow-colored blade that can be used to as a light source within 60 feet. This glow can be dulled at will with a move action, until it is barely stronger than a candle's.

Once activated, this weapon is wielded as a kunai, but deals damage as a katana. Abilities that improve the proficiency of either the kunai or the katana also apply to the sword of Raijin, but not both.

On a successful hit, the sword of Raijin always deals electricity damage instead of slashing damage. If the weapon is sundered (hardness 10, 25 hit points), it can be reformed again on the wielder's next turn.

Set: This item is part of a set of two: Thunder God's Battlegear.

True Nature Seal [Sealed Item]

This small paper tag has a series of seals scribed on it.

Sealed Item

Greater (Lv 14) DC 32

Power (1 charge—Mind-Affecting, attack action): Make a touch attack against a creature with the demonic subtype using a rage or frenzy ability. If it hits, the target's rage or frenzy ends and it falls unconscious 5 minutes (Will DC 18 negates). This is a mind-affecting effect.

Truthfinding Seal [Sealed Item]

This small paper tag has a complex seal written upon it.

Sealed Item

Superior (Lv 11) DC 23

Power (1 charge—Mind-Affecting, full-round action): You can deliver a touch attack against a helpless creature before the end of your next turn. The target will be affected by *Magen - Kyuuten Jikaichou* for 10 rounds (Will DC 20 negates).

Voidheart Cloak [Sealed Item]

This unique vestment functions both as a training tool and armored vestment.

Sealed Item (cloak, uncrafterable)

Greater (Lv 18) +2 DC 41

Enhancement: Defense (armor)

Property: The Voidheart Cloak weighs one pound per point of the wearer's current chakra pool. Each 20 pounds of weight increases the armor bonus of the cloak by +1, maximum +8.

Property: The Voidheart Cloak counts as a type V training weight, but counts towards encumbrance when worn. It can be donned off as a free action.

Special: This item cannot be crafted and cannot be destroyed short being left in lava for extended periods of time.

Wetsuit [Sealed Item]

The wetsuit is not a true wetsuit but an ensemble made from a stretchy, rubbery material that absorbs shock, aids stealth and does not stain. The wetsuit is generally a pair of open-toed boots, pants, a tank top and gloves that come to mid-bicep.

Sealed Item

Minor (Lv 6) +1 DC 17 Greater (Lv 17) +3 DC 40

Superior (Lv 11) +2 DC 28

Enhancement: Hide and Move Silently checks (competence)

Property: The wetsuit is impermeable and all liquids slide off without staining it, including blood. It is still damaged by acid or other dangerous substances.

Power (1/day, full-round action): *Level 11 or 17:* Eliminates all strong scents from your body (but does not completely remove your scent.)

Wrath of the Demiurge [Sealed Item, Weapon]

This large katana is simple in design with a strangely long handle. It is said to have the power to slay a god.

Sealed Item (large katana, uncrafterable)

Legendary (Lv 35) +3 DC 67

Enhancement: Attack and damage rolls

Property: The *wrath of the demiurge* can threaten a critical hit on a creature that would not normally be subject to critical hits. The critical hit must still be confirmed normally.

Power (At-Will, attack action): The *wrath of the demiurge* changes its properties to overcome one of the following types of damage reduction: dark iron, silver or thorium.

Power (At-Will, attack action): 20 chakra. Make an attack with the *wrath of the demiurge*. The attack ignores all armor, natural armor, shield and deflection bonus to defense, and deals double weapon damage as divine damage not subject to energy resistances or damage reductions.

The target loses any damage reduction, energy reduction and any immunity it possesses and is unaffected by any effect that would restore hit points or regenerate a limb for 1 round, regardless of the source. A creature can only be affected by this power once in its lifetime.

Special: This item cannot be crafted.

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 use the same currency. The same can also be said for the Naruto universe, which uses a currency called Ryo. 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 a value between the item's Purchase DC and the DC 1 point above (for example, a DC 5 item would be worth 300 to 399 ryo).

To calculate the monetary value of a wealth reward, use the following formula: $5 + \text{wealth reward} + \frac{1}{2} \text{character's previous wealth bonus}$ 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).

There is approximately 100 coins or 450 bills to one pound.

Wealth Awards and Treasures

To calculate the amount of wealth a character gains from treasure, first determine the Wealth bonus of the treasure; typically, a treasure has a Wealth bonus equal to its challenge rating. Then compare the character's Wealth bonus to the treasure's Wealth bonus and treat this process as a successful purchase of an object with a Purchase DC equal to the treasure's Wealth bonus plus 10, only the character gains the amount of wealth he would normally have lost. Each additional share the treasure is divided into reduces the treasure's Wealth bonus by 2. If a treasure is multiplied, increase the wealth bonus by 2 per multiplier (for example, a triple normal CR 8 treasure would have a wealth bonus of 12).

For example, a character with a +6 wealth bonus finding a treasure with a +8 wealth bonus would compare his +6 wealth bonus to 18, the treasure's wealth bonus plus 10, and his Wealth bonus would increase by 1d6+1 (because the treasure's result is 15 or higher, and 12 points higher than the character's wealth bonus (a CR 12 treasure would have a +12 wealth bonus, but only a +6 wealth bonus when divided among 4 people; too many shares can reduce the wealth bonus of the treasure below 0, at which point it awards no wealth but does not incur a wealth penalty).

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 tap reserves with the Chakra Control skill to partially pay the cost of Suiryuudan no Jutsu. The DC to tap 5 reserves (+5) with hand seals (-5) as a move action (10) is 10. 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 from the explosion. The Jounin dissolves into a mass of water when hit—you recognize Kawaremi 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 to 560
26-35	Small (Major)	350 to 800
36-50	Medium (Minor)	600 to 2,300
51-65	Medium (Major)	900 to 4,050
66-90	Large (Minor)	2,550 to 6,000
91-100	Large (Major)	3,750 to 9,999

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. The rank of a shinobi is generally determined by the strength of the shinobi (as standard Ninja Ranks in Chapter VII). There are, however, exceptions to every rules.

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: 175 to 500.

Shinobi Population: 25 to 60

Academy Student: 10-15

Genin: 5-20

Chuunin: 5-11

Special Jounin: 1-6

Jounin: 2-5

Elite Jounin: 1 (village leader)

ANBU: 1-2

Captain: –

Kage: –

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: 300 to 700

Shinobi Population: 50 to 100

Academy Student: 10-30

Genin: 15-25

Chuunin: 15-20

Special Jounin: 2-7

Jounin: 3-7

Elite Jounin: 1-2

ANBU: 3-8

Captain: –

Kage: 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: 450 to 2,000.

Shinobi Population: 150 to 300

Academy Student: 45-70

Genin: 40-80

Chuunin: 40-80

Special Jounin: 8-25

Jounin: 7-21

Elite Jounin: 1-5

ANBU: 8-18

Captain: 1 (village leader)

Kage: –

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: 700 to 3,500.

Shinobi Population: 200 to 550

Academy Student: 45-70

Genin: 50-150

Chuunin: 40-140

Special Jounin: 20-80

Jounin: 22-60

Elite Jounin: 5-15

ANBU: 16-32

Captain: 1

Kage: 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: 2,000 to 5,000.

Shinobi Population: 550 to 1,000*Academy Student:* 80-120*Genin:* 150-300*Chuunin:* 125-270*Special Jounin:* 75-100*Jounin:* 48-65*Elite Jounin:* 10-20*ANBU:* 60-120*Captain :* 1-2*Kage:* 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: 3,000 to 8,000.

Shinobi Population: 750 to 1,999.

Academy Student: 80-120*Genin:* 225-760*Chuunin:* 200-660*Special Jounin:* 75-205*Jounin:* 50-175*Elite Jounin:* 25-50*ANBU:* 90-140*Captain :* 1-2*Kage:* 1 (village leader)**Tiny Village (Optional)**

A tiny ninja village has a very small ninja population and very few or no civilians. The hierarchy is usually poorly defined in such villages.

Average Wealth: Struggling (+1 to +4).

Civilian Population: 0 to 50.

Shinobi Population: 15 to 25

Academy Student: –*Genin:* 5-10*Chuunin:* 5-7*Special Jounin:* 3-5*Jounin:* 1-3*Elite Jounin:* 1 (village leader)*ANBU:* –*Captain:* –*Kage:* –**Huge Village (Optional)**

This massive village is hidden only in name and principle. It boasts the largest shinobi force of all types by an enormous margin, and is led by a powerful Kage and his advisors. To meet such a village in war usually spells certain doom.

Average Wealth: Upper Middle Class (+6 to +15).

Civilian Population: 3,000 to 8,000.

Shinobi Population: 2,000 to 4,750.

Academy Student: At least 100

Genin: 800-2000

Chuunin: 700-1500

Special Jounin: 200-500

Jounin: 100-300

Elite Jounin: 75-150

ANBU: 150-300

Captain: 1-4

Kage: 1 (village leader)

Gargantuan Village (Optional)

This massive village is hidden only in name and principle. It boasts the largest shinobi force of all types by an enormous margin, and is led by a powerful Kage and his advisors. To meet such a village in war usually spells certain doom.

Average Wealth: Upper Middle Class (+6 to +15).

Civilian Population: 3,000 to 8,000.

Shinobi Population: 4,750 to 8,250.

Academy Student: At least 100

Genin: 2000-3500

Chuunin: 1650-2750

Special Jounin: 500-750

Jounin: 300-650

Elite Jounin: 150-300

ANBU: 150-300

Captain: 1-4

Kage: 1 (village leader)

Colossal Village (Optional)

This massive village is hidden only in name and principle. It boasts the largest shinobi force of all types by an enormous margin, and is led by a powerful Kage and his advisors. To meet such a village in war usually spells certain doom.

Average Wealth: Upper Middle Class (+6 to +15).

Civilian Population: 3,000 to 8,000.

Shinobi Population: 8,250 or higher.

Academy Student: At least 100

Genin: At least 3500 (usually 4000-6000)

Chuunin: At least 2750 (usually 3000-5000)

Special Jounin: At least 750 (usually 800-1250)

Jounin: At least 650 (usually 700-1000)

Elite Jounin: At least 300 (usually 350-500)

ANBU: At least 300 (usually 350-500)

Captain: 1-4

Kage: 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.

TABLE 16-2: MOVEMENT AND DISTANCE

	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.	1,000 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.

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 attack 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 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 non-lethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any non-lethal 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 non-lethal 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. Land hopping for a fifth hour between sleep cycles deals 1 point of damage, and each additional hour deals twice the damage taken during the previous hour of land hopping. A character who takes any 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.

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 nonlethal damage. A character who takes any nonlethal damage from a forced march becomes

TABLE 16-3: TERRAIN AND OVERLAND MOVEMENT

Terrain	Highway	Road or Trail	Trackless
Crowd, light	x1	x3/4	x1/2
Crowd, heavy	x3/4	x1/2	x1/4
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

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 nonlethal 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
Steamboat (engine powered)	8 miles	192 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.

Variant Rule: Level-independent Experience

The following variant rule is used to replace the normal experience award rules offered in table 7-8: *Experience Points Award* of the d20 Modern Core Rulebook.

To determine the experience required to advance one level after 30th level, double the amount of experience needed to advance a level 2 levels prior, and add that number to the current amount of experience required to level.

Level or CR	Experience Required	Experience Award	Level or CR	Experience Required	Experience Award
1	0	300	16	640,000	77,000
2	1,000	600	17	890,000	120,000
3	3,000	900	18	1,300,000	150,000
4	6,000	1,200	19	1,800,000	230,000
5	10,000	1,800	20	2,600,000	310,000
6	16,000	2,400	21	3,600,000	460,000
7	24,000	3,600	22	5,200,000	620,000
8	36,000	4,800	23	7,200,000	920,000
9	52,000	7,200	24	10,400,000	1,240,000
10	76,000	9,600	25	14,400,000	1,840,000
11	110,000	14,000	26	20,800,000	2,480,000
12	160,000	19,000	27	28,800,000	3,680,000
13	220,000	29,000	28	41,600,000	4,960,000
14	320,000	38,000	29	57,600,000	7,360,000
15	440,000	58,000	30	83,200,000	9,920,000

The amount of experience awarded by a creature with a CR greater than 30 is equal to a creature its CR minus 2, doubled.

XP Costs: The experience costs when performing techniques or crafting items is also affected, as per the table below.

Technique Rank	Experience Multiplier
1-3	x1
4-6	x2
7-9	x4
10-14	x10
15 or higher	x20

When crafting items, such as chakra gems and enhancement seals, the experience cost is multiplied as well.

Item Level	Experience Multiplier
1-5	x1
5-10	x2
11-15	x4
16 or higher	x10

Alternative Progression: The alternative progression requires an average number of encounters to advance a level equal to the current level (minimum 13). The amount of XP awarded by a monster in the alternate progression is the amount of XP a character needs to level, divided by the monster's CR, multiplied by 4, rounded down to the lowest unit of 1000. This is balanced for a party of 4 shinobi.

The 'minion experience' column notes the experience award for a minion creature, which differs from the rules offered in the Minion entry of the Friends and Foes chapter. The 'normal experience' is the experience awarded for a normal creature, and the amount to multiply for an elite, boss or solo creature. Minion experience is 1/8th up to 12th level. At 13th level, it decreases to 1/12th, 1/16th at 17th level and finally 1/20th at 21st level.

CR	Minion Experience	Normal Experience	CR	Minion Experience	Normal Experience
1	38	300	16	5,167	62,000
2	75	600	17	6,000	96,000
3	113	900	18	6,938	111,000
4	150	1,200	19	10,500	168,000
5	225	1,800	20	12,500	200,000
6	300	2,400	21	15,200	304,000
7	450	3,600	22	18,150	363,000
8	600	4,800	23	27,800	556,000
9	900	7,200	24	33,300	666,000
10	1,200	9,600	25	51,200	1,024,000
11	1,750	14,000	26	61,500	1,230,000
12	2,375	19,000	27	94,800	1,896,000
13	2,416	29,000	28	114,250	2,285,000
14	2,833	34,000	29	176,550	3,531,000
15	4,417	53,000	30	213,300	4,266,000

CHARACTER NAME

PLAYER

CLASS AND CHARACTER LEVEL

STARTING OCCUPATION



CHARACTER RECORD SHEET

AGE GENDER HEIGHT WEIGHT EYES HAIR SKIN

ABILITIES	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP
hit points

TOTAL CURRENT HP

DEFENSE

TOTAL = 10 + + + + + +

INITIATIVE
modifier

TOTAL = +

BASE ATTACK
attack bonus

SPEED

CHAKRA
pool and reserves

TOTAL CURRENT CHAKRA

= + + + + + +

CLASS BONUS EQUIPMENT BONUS DEX BONUS SIZE BONUS MISC BONUS MISC BONUS TOUCH FLAT FOOTED

CROSS-CLASS SKILLS MAX RANKS

SKILL NAME KEY ABILITY SKILL MOD ABILITY MOD RANKS MISC MOD

☐ Balance Dex _____ = _____ + _____ + _____

☐ Bluff Cha _____ = _____ + _____ + _____

☐ Chakra Control Ⓜ Wis _____ = _____ + _____ + _____

☐ Climb Str _____ = _____ + _____ + _____

☐ Computer Use Int _____ = _____ + _____ + _____

☐ Concentration Con _____ = _____ + _____ + _____

☐ Craft () Int _____ = _____ + _____ + _____

☐ Craft () Int _____ = _____ + _____ + _____

☐ Decipher Script Ⓜ Int _____ = _____ + _____ + _____

☐ Demolitions Ⓜ Int _____ = _____ + _____ + _____

☐ Diplomacy Cha _____ = _____ + _____ + _____

☐ Disable Device Ⓜ Int _____ = _____ + _____ + _____

☐ Disguise Cha _____ = _____ + _____ + _____

☐ Drive Dex _____ = _____ + _____ + _____

☐ Escape Artist * Dex _____ = _____ + _____ + _____

☐ Forgery Int _____ = _____ + _____ + _____

☐ Fuinjutsu Ⓜ Int _____ = _____ + _____ + _____

☐ Gamble Wis _____ = _____ + _____ + _____

☐ Gather Information Cha _____ = _____ + _____ + _____

☐ Genjutsu Ⓜ Cha _____ = _____ + _____ + _____

☐ Handle Animal Ⓜ Cha _____ = _____ + _____ + _____

☐ Hide * Dex _____ = _____ + _____ + _____

☐ Intimidate Cha _____ = _____ + _____ + _____

☐ Investigate Ⓜ Int _____ = _____ + _____ + _____

☐ Jump * Str _____ = _____ + _____ + _____

☐ Knowledge () Int _____ = _____ + _____ + _____

☐ Knowledge () Int _____ = _____ + _____ + _____

☐ Listen Wis _____ = _____ + _____ + _____

☐ Move Silently * Dex _____ = _____ + _____ + _____

☐ Navigate Int _____ = _____ + _____ + _____

☐ Ninjutsu Ⓜ Int _____ = _____ + _____ + _____

☐ Perform () Cha _____ = _____ + _____ + _____

☐ Pilot Ⓜ Dex _____ = _____ + _____ + _____

☐ Profession () Wis _____ = _____ + _____ + _____

☐ R/W Lang. () - _____ = _____ + _____ + _____

☐ R/W Lang. () - _____ = _____ + _____ + _____

☐ Repair Ⓜ Int _____ = _____ + _____ + _____

☐ Research Int _____ = _____ + _____ + _____

☐ Ride Dex _____ = _____ + _____ + _____

☐ Search Int _____ = _____ + _____ + _____

☐ Sense Motive Wis _____ = _____ + _____ + _____

☐ Sleight of Hand Ⓜ Dex _____ = _____ + _____ + _____

☐ Spk Lang. () - _____ = _____ + _____ + _____

☐ Spk Lang. () - _____ = _____ + _____ + _____

☐ Spot Wis _____ = _____ + _____ + _____

☐ Survival Wis _____ = _____ + _____ + _____

☐ Swim * Str _____ = _____ + _____ + _____

☐ Taijutsu Ⓜ Str _____ = _____ + _____ + _____

☐ Treat Injury Wis _____ = _____ + _____ + _____

☐ Tumble Ⓜ Dex _____ = _____ + _____ + _____

☐ _____ = _____ + _____ + _____

☐ _____ = _____ + _____ + _____

SAVING THROWS TOTAL

FORTITUDE
(CONSTITUTION) = + +

REFLEX
(DEXTERITY) = + +

WILL
(WISDOM) = + +

REPUTATION

ACTION POINTS

WEALTH BONUS

ATTACKS TOTAL

MELEE
attack bonus

RANGED
attack bonus

BASE ATTACK BONUS STR MODIFIER SIZE MODIFIER MISC MODIFIER

= + + +

BASE ATTACK BONUS DEX MODIFIER SIZE MODIFIER MISC MODIFIER

= + + +

WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL

RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES

WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL

RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES

WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL

RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES

ARMOR TYPE EQUIPMENT BONUS PROFICIENT?

YES ☐ NO ☐

ARMOR PENALTY WEIGHT SPEED SIZE MAX DEX SPECIAL PROPERTIES

Skills marked with Ⓜ cannot be used untrained. * ARMOR PENALTY, if any, applies.

CAMPAIGN

EXPERIENCE POINTS

GEAR

[illegible]

ALLEGIANCES

TECHNIQUES

[illegible]

FEATS SPECIAL ABILITIES

[illegible]

TALENTS AND CLASS ABILITIES

[illegible]

LANGUAGES

[illegible]

NOTES

SAVE DC MODIFIERS

CONTROL	GENJUTSU	FUINJUTSU
<input type="text"/>	<input type="text"/>	<input type="text"/>
NINJUTSU	AFFINITY	TAIJUTSU
<input type="text"/>	<input type="text"/>	<input type="text"/>
OTHER:	<input type="text"/>	

TECHNIQUE FAILURE

MOBILITY %

CONCENTRATION %

HAND/HALF SEALS %

New:

Occupations:

- Samurai

Skills:

- Skill synergies were added

Feats:

- Dense Chakra
- Unbalance Opponent

Techniques:

- Enbuarashi no Jutsu (Fire Storm Technique)
- Hijutsu: Chakra Hankai no Jutsu (Secret Technique: Chakra Disruption Technique)
- Hijutsu: Retsu Hassai (Secret Technique: Violent Outbreak)
- Iaijutsu: Tsukuzuki (Quick Draw Technique: Moon Cleaver)
- Jikuukan Igami (Spacetime Distortion)
- Kinjutsu: Shinbuki no Jutsu (Forbidden Technique: Mental Override Technique)
- Niten Ichi Ryuu: Suihazan (Two Heavens Style: Flowing Water Strike)
- Niten Ichi Ryuu: Shinmai Dachi (Two Heavens Style: Beginner Stance)
- Taijutsu: Dachi - Shisui Dachi (Hand-to-Hand: Stance - Still Water Stance)

Friends and Foes:

- Added alternate form

Modifications:

Basic Game Mechanics:

- The Fortitude save DC to remain conscious while dying is now 15. (!)

Feats:

- Improved Power Attack was improved.

Equipment:

- Blood increasing pills now called blood clotting pills

Advanced and Prestige Classes:

- Ninja Operations Counter was replaced by Ninja Hunter (!!!)
- Shinobi Bodyguard has undergone serious reworking (!!!)

Techniques:

- Yuukaifuu was reworked slightly and the wording was improved
- Magen: Shinkei Nigai was reworked

Ninja Tools:

- Added the Enhanced Machinery mark I, II and III puppet components
- Attack roll penalty for puppets was changed to -2 every 30 feet instead of -1 every 10 feet

- The Windfury weapon seal was reworked slightly
- Human and Animal Puppets utility and weapon points section clarified (!)

Priority Chart:

- (!) - Important
- (!!) - Very Important
- (!!!) - Must Read