

Naruto D20 Homebrew Compendium



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Index

Chapter 1: Additional Rules: Pg. 4

Chapter 2: Bloodlines / Templates: Pg. 8

Chapter 3 Naruto D20 Techniques: Pg. 34

Chapter 4: Bleach D20 Techniques: Pg. 75

Chapter 5: Items: Pg. 84



Disclaimer: This book is a collection of our homebrew material. A significant amount of it may not be balanced for use in your own game. Please consider the repercussions of this material in your own game. It is not our fault if your game spirals out of control due to the inclusion of this material, it is your GM's for allowing it...

That being said a good amount of the material in this book has been subjected to heavy balancing on our parts for our own setting but some of it may be left vague or not completely fleshed out. This book is intended to add supplementary rules and content for Frankto's D20 adaptation and is not meant to be taken as 100% law. Bending the rules and RAW in this supplement is not only allowed it is *encouraged*.

You can follow our Naruto D20 game on our Obsidian Portal page to read about our weekly adventures;

https://naruto-d20-420yolojesusswag.obsidianportal.com/posts?order_by=oldest&page=1

CHAPTER 1: ADDITIONAL RULES

Skills

Fuinjutsu:

New Explosive Tag Rules: You may detonate 1 extra explosive tag in a single action for every 2 ranks you possess in the Fuinjutsu skill.

Knowledge (Tactics):

Check (Command): You can command 10 or more soldiers to follow a formation and strategy you design. The result of the check determines the effectiveness of your formation. The benefits a tactics check can give are as follows; Movement Speed (5ft), Atk Rolls, Dmg Rolls, AC, and Hp (2). You may select up to 2 bonuses to grant. The bonus starts at +0 and increases by 1 (5ft for movement speed 2 for Hp) for every 5 points of the skill check.

Check (Route): You may make an opposed Knowledge (Tactics) check against your opponent. If you succeed by 10 or more you may route the enemy's formation, negating any formation bonuses they have.

Check (Re-Group): You may make a Knowledge Tactics check to get your allies into a formation in the midst of a battle; doing so grants a -10 penalty to the check.

Feat: Tactical Analyst - When making a plan the user may select an extra bonus to grant his troops. (This feat may be taken multiple times)

Synergy: Each odd level in the "Master Strategist" class grants a +1 to this skill check.

Training Skill Ranks

Like a ninja training his techniques a blacksmith does the same with his craft. As such this new system allows skills ranks to be trained. This functions similarly to learning a technique and in the same way it does not need to be completed all in one go, players are encouraged to keep track of their training time (all progress is lost if the player gains a rank in that skill by a means other than training). To gain a new skill rank the character must spend an amount of time equal to the desired rank squared in days training ($\text{Desired Rank}^2 \times 1 \text{ Day}$). A day is counted as two 4 hour blocks. Certain skills may require proper materials; such as knowledge skills requiring either a teacher with more ranks in the knowledge skill or access to relevant literature (DM discretion).

Beta System: Clash!

A clash is a form of avoidance maneuver that revolves around blocking an attack with one of your own. All clashes are instant actions that count as using the "avoid an attack" action, thus any effects that expressly relate to those (such as kawarimi defense) also relate to these.

Note: Any and all avoidance/defensive maneuvers that are normally attack actions instead consume the user's future attack action rather than their future swift action as in the case of instantaneous actions.

Energy Clash – Whenever the character is targeted by a ranged touch attack or is in the area of a fired reflex save provoking attack he may attempt to meet the attack with one of his own. The character must use a ranged touch attack or similar fired reflex save provoking attack to clash the opposed attack with. Both parties roll their respective damage, the larger of the two damages is considered the winner of clash (obviously). However, the damage from the loser's attack weakens the winner's attack by an amount equal to the damage he rolled. The loser must then make the appropriate saving throw to avoid the remaining damage or in the case of a touch attack the winner may make his attack roll.

Note: Only techniques with a casting time of "attack action", or less can be used in this way. Also for Naruto D20 use consider using the elemental weaknesses chart; attacks used against an element they are powerful against should have their damage increased to 1.5x.

Deflect - Whenever the character is targeted by a ranged touch attack or is in the area of a fired reflex save provoking attack he may attempt to deflect it with his melee weapon. The character rolls melee damage as normal (which he may empower) and subtracts the result from the damage he would have suffered from the opponent's attack. If the character's melee attack would have dealt more damage than the opponent's attack, the entire attack is instead deflected. Note: choosing to deflect an attack means you automatically fail all reflex save components of said attack if the opponent's attack had any remaining damage left.

Super Flavor: If the user is deflecting with his fists and he deals double the damage of the attack he is clashing with he may "anime catch" the attack with his bare hand. Doing so allows the character to make an intimidate check as a free action with a +5 circumstance bonus.

Melee Clash – Whenever the character is targeted by a melee attack he may attempt to try and meet it with his own attack. The user makes an opposed attack roll with a DC equal to the opponent's attack roll. If successful both character's roll damage and deal said damage to each other's weapons. Note: In the case of zanpakuto the shinigami or arrancar's spirit pressure DR is added to his weapon's hardness.

Bleach D20 Additional Rules

Bleach D20 Chakra: The user's chakra pool is renamed "Spirit Energy" and is instead based on the user's Wis modifier rather than their Con modifier as per the "Will over Flesh" feat. A new feat that does the opposite can however be taken called "Matter over Mind". Additionally the character's reserves and pool are switched. Thus a character only gains 2 spirit energy to his pool and 2+Wis to his reserves. This is because of an additional system noted below.

Spirit Pressure (Aura): When not suppressing it a being's spirit energy influences the souls of those around him. This influence is called spiritual pressure and the more spiritual energy one possesses the more potent this influence becomes. However, all souls have the ability to push out against this influence with their own spiritual pressure. Thus, if the difference is great enough between two spiritual pressures the weaker one will be able to feel the difference, and may even be hindered by its crushing influence.

Someone's spiritual pressure can be felt in a radius around them equal to their current spirit energy pool. This pressure is based on the amount of spirit energy in their current SEP (Spirit Energy Pool). If two characters have SEP that differ by too much they can feel the difference in the form of a soul crushing weight. Penalties apply to; attack rolls, damage rolls, skill checks, and saving throws and can be found on the following chart.

SEP Difference: Penalty**10:** -1**20:** -2**30:** -3**40:** -4**50:** -5, Fortitude Saving throw to avoid becoming fatigued for the rest of the encounter plus 1 hour (DC = $\frac{1}{2}$ the SEP difference)**60:** -6 and provokes a new saving throw to avoid being fatigued (unless they are already fatigued by this ability).**70:** -7 and provokes a new saving throw to avoid being fatigued (unless they are already fatigued by this ability).**80:** -8 Fortitude Saving throw to avoid becoming exhausted for the rest of the encounter plus 1 hour (DC = $\frac{1}{2}$ the SEP difference)**90:** -9 and provokes a new saving throw to avoid being exhausted (unless they are already exhausted by this ability).**100:** -10 and anyone within the area affected must succeed a fortitude saving throw equal to $\frac{1}{4}$ the SEP difference or instantly be reduced to 0 hit points and dyeing.

Spirit Pressure (Defense): While suppressed in the character's reserves Spirit Energy acts as a defensive tool to block attacks. The character gains DR1 for every 5 points of Spirit Energy in his reserves (SER). However, this DR is reduced by the attackers SEP. The defender only gains DR if his SER is higher than the attackers SEP, and the DR is calculated based on the difference between the attackers SEP and the defenders SER. Ex: If a character has 20 points of Spirit Energy in his reserves he has a base of DR4. If someone with a Spirit Energy pool of 10 attacks this character his effective reserves are lowered by 10 (the attackers SEP). Now the defender calculates his DR based on the difference between the attackers SEP and his SER; in this case the difference is 10. Thus the defenders final DR is 2.

Learning Bankai:

Bankai (卍解, *Final Release*) is the second and final upgraded form of a Zanpakutō. This form is widely considered to be the pentacle of a shinigami's power and as such is notoriously difficult to acquire, impossible for most. The rare few who gain the ability to achieve bankai have their names forever etched into the history of soul society. It is said that the power of bankai is so great that standing against it is akin to swimming up a waterfall. The process of learning bankai can be broken into three stages; materialization, bankai, and battle ready bankai. These steps are explained below.

Materialization: To achieve Bankai, one must be able to materialize and subjugate their Zanpakutō spirit. Materialization means the opposite of getting dragged into the Zanpakutō's inner world: the wielder needs to summon the Zanpakutō's spirit into the physical world. It usually takes 10 years or more to achieve this.

Bankai: Despite the Zanpakutō spirit being subjugated for their shinigami to learn Bankai, the Zanpakutō also becomes stronger and learns Bankai at precisely the moment their Shinigami learns it. Even though Bankai is the final stage of a Zanpakutō, it does not mean the Shinigami's growth ends there. A bankai, especially one recently obtained, can evolve even further as its Shinigami gets stronger.

Battle Ready Bankai: The biggest flaw of Bankai lies in the overwhelming power it releases. Its power and form are often far beyond those of a normal weapon, which is why one needs to train at least 10 years with Bankai in order for one to become capable of using it completely and effectively. No Bankai should be used in battle before this period of time has been reached.

Training for bankai is a long and daunting road. This road begins with learning to physically materialize your zanpakuto. To do this the user must gain an innate understanding of his zanpakuto and have an extremely potent force of will. This can be gained through prolonged meditation. To enter this “blade trance” the user must have achieved shikai and succeed a DC XX concentration check.

Each hour spent in the blade trance the user gains one point of “Zanpakuto Synergy” plus half his charisma score rounded down. If the user has the “Genius Shinigami: Zanpakuto” feat he may add 1 to this result. Once the character reaches 14,750 Zanpakuto Synergy ($360 \text{ days} * 10 \text{ years} * 8 \text{ hours} + 300$ (to get a good number) / 2) he gains the ability to materialize his Zanpakuto spirit into the physical world.

After he has gained this ability he may begin training with the spirit to achieve his bankai. Each hour spent training with his materialized zanpakuto grants one point of “Bankai XP” plus half his charisma score rounded down. If the user has the “Genius Shinigami: Zanpakuto” feat he may add 1 to this result. Once the character reaches 14,750 Bankai XP ($360 \text{ days} * 10 \text{ years} * 8 \text{ hours} + 300$ (to get a good number) / 2) he gains the ability to manifest his bankai. However he is not proficient with it and suffers the appropriate penalties to all attacks, abilities, and saving throws associated with the bankai.

The final step in achieving true bankai lies in mastering its powers. Becoming accustomed to how his bankai functions and attaining a battle ready synchronization with it is a long process that takes as long as it took for the character to learn to summon his bankai in the first place. Each hour spent training with his bankai grants one point of “Bankai Synchronization” plus half his charisma score rounded down. If the user has the “Genius Shinigami: Zanpakuto” feat he may add 1 to this result. Once the character reaches 29,500 Bankai Synchronization ($360 \text{ days} * 10 \text{ years} * 8 \text{ hours} + 300$ (to get a good number)) he gains proficiency with his bankai.

Additional training may be required to activate and access certain aspects or powers a bankai possesses.

CHAPTER 2 BLOODLINES AND TEMPLATES

Akimichi

The *Akimichi* bloodline is one that allows its users to consume food and transform the calories into powerful chakra. The Akimichi are also known for their amazing fortitude against the affects of their Akimichi clan food pills, which to any other clan would be poisonous (and even lethal). The Akimichi clan originates in the Land of Crashing Waves and typically they host each villages celebrations and provide food for the townsfolk. Because of this the Akimichi are one of the most loved houses in the Land of Crashing Waves, even if they may not be the most influential.

Requirements:

To qualify to gain *Akimichi* bloodline levels, a character must fulfill all the following criteria.

Skills: Craft (Cooking) 4 Ranks

Feats: Advanced Bloodline (Akimichi)

TABLE: AKIMICHI BLOODLINE TRAITS

Character Level	Intermediate
1st	Akimichi Clan
2nd	Metabolic Rush
3rd	Akimichi Training
4th	Iron Gut: Green
5th	—
6th	Efficient Metabolism +1
7th	—
8th	Iron Gut: Yellow
9th	—
10th	Poison Immunity
11th	—
12th	Efficient Metabolism +2
13th	—
14th	Iron Gut: Red
15th	—
16th	Slow Digestion
17th	—
18th	Efficient Metabolism +3
19th	—
20th	Akimichi Paragon

Akimichi Clan (Ex): The user is a part of the famous Akimichi clan. They gain Akimichi Toughness as a bonus feat at first level and automatically pass all fortitude saves to halve the non-lethal damage dealt by the after affects.

Metabolic Rush (Ex): The user may use this ability one of two ways. The first is to consume large amounts of food and directly build up calories. For every 3,500 calories the user consumes he will gain one pound of fat, fat gained in this fashion is tracked separately from the character's weight and is counted against his carrying capacity. The second use of this ability is to consume fat to gain temporary chakra. The user may, as a fullround action, expend three pounds of fat to gain 1 point of chakra. The user of this ability may not convert his character's base weight into chakra.

Akimichi Training (Ex): The user may learn Akimichi techniques at twice the normal speed.

Iron Gut (Ex): The user gains some resistance to the negative effects of the Akimichi food pills. These resistances are gained as the user progresses through the bloodline.

Green: The user only suffers 1d2 con damage and is no longer stunned for one round.

Yellow: The user only suffers 2d4 chakra coils damage and is no longer stunned for one round.

Red: The user gains a +5 to the Fortitude save to avoid making the negative levels permanent and is not stunned for one round.

Efficient Metabolism (Ex): The bonuses from Akimichi food pills last an additional number of rounds equal to this abilities bonus.

Poison Immunity (Ex): The user's metabolism has become so intense it denatures even the most tenacious toxins. The user is immune to all poisons.

Note: Whether or not this functions will alcohol is at the DMs discretion.

Slow Digestion (Su): Using this ability allows the user to delay the negative effects of an Akimichi food pill for a number of rounds equal to his bloodline level.

Akimichi Paragon (Ex): The user of this ability no longer suffers any penalties for the first three Akimichi food pills the user consumes each day.

Baizosei

The *baizosei* is a dark and ancient bloodline that stems from an old clan of spirit callers. The bloodline itself simply supplies the user with especially rich chakra and the ability to see the spirits that wander the world in their true form. The members of this clan share an extraordinarily close connection to the afterlife. It is traditional for the members of this clan to choose one of the clan's ancestor spirits (the greater the potential of the clan member the greater spirits they are aloud to choose from) and bring it into themselves as a symbiotic creature. The spirit survives by feeding on the host's extremely rich chakra and in return it grants the host its insight and unique powers. These spirits are often old members of the clan who wish to see the clan prosper posthumerously.

Requirements:

To qualify to gain *baizosei* bloodline levels, a character must fulfill all the following criteria.

Skills: Knowledge (Ninja Lore) 4 Ranks

Feats: Advanced Bloodline (Baizosei).

TABLE: BAIZOSEI BLOODLINE TRAITS

Character Level	Major
1st	Ancestral Spirit
2nd	—
3rd	Imbue Spirit
4th	—
5th	Ability Score +1
6th	Imbue Spirit 200ft
7th	Improved Clones
8th	—
9th	Imbue Spirit 300ft
10th	Ability Score +2
11th	—
12th	Imbue Chakra 400ft
13th	Lesser Possession
14th	—

15th	Imbue Chakra 500ft, Ability Score +3
16th	Greater Clones
17th	—
18th	True Possession
19th	—
20th	Ability Score +4

Ancestral Spirit (Su): The user truly gains this bloodline when he becomes “possessed” by a spirit. Both the host and the spirit must be willing and the spirit can sense the nature and potential of the host before possessing them, some spirits can see deeper into the hearts of their host than other. Because of this reason sometimes some spirits will see potential in a host were others might not. Once inside the host the spirit can communicate telepathically with its host and maintains its full personality. This telepathic link is permanent and cannot be severed until death.

The spirit gains the ability to see and sense chakra on its own but must choose to inform its host of anything it sees or feels because they do not share this sense. However, the spirit does share all other sense with the host including pain.

When the host becomes possessed they gain any weapon or armor proficiencies the spirit had when they were alive and a +2 to all learn checks that involve the spirit’s primary discipline (Ninjutsu, Taijutsu, Genjutsu, or Fuinjutsu).

Imbue Spirit (Ex): At the third level of this bloodline the host gains the ability to imbue his ancestral spirit into unattended inanimate objects or his own weapons. By spending a single chakra he may place a piece of the ancestral spirit into an object which lasts as long as the host remains within range of the object. This range is 100ft at 3rd level and increases to 200ft at 6th level, 300ft at 9th level, 400ft at 12th level, 500ft at 15th level, and at 18th level there is no longer a range limit to this ability. As long as he has an object imbued with a piece of his ancestral spirit his maximum chakra pool is reduced by the amount he has active.

The spirit can see and hear and thing going on around the object he is possessing and he may grant this ability to his host. The spirit can also control the object slightly by having it roll around on the ground or controlling it mid flight.

By controlling a projectile mid flight the ancestral spirit is able to turn it once at third level as per the running rules but he gains an additional turn whenever his range increases for this ability.

Ability Score Bonus (Ex): At 5th level and every 5 levels there after the host gains a +1 to his spirit’s primary ability score in life as they begin to merge more effectively.

Improved Clones (Ex): As the ancestral spirit begins to become more powerful he gains the ability to manipulate your clones (as his chakra lives inside of them). From this point on the penalties clones receive are halved (rounded down).

Lesser Possession (Ex): The host gains the ability to spend an action point to perform any jutsu or special ability his ancestral spirit knew in life that he is a high enough level to cast (ignore feat or jutsu prerequisites).

Greater Clones (Ex): The ancestral spirit has become extremely potent by feeding on your chakra and can now further control your clones. Clones are no longer limited in the rank of jutsu they may cast.

True Possession (Ex): Once per day the host may expend an action point to switch places with his spirit. The host loses control of his body and the spirit takes control regaining all class levels and just had in life until the original host cancels this ability.

Project #0485930003 --- Immortal ---

Status: Canceled

This project was originally started to mimic the immortality genetic strain found in certain individuals close to the Kage, as well mimic the jutsu used by one of these immortals to kill people whose blood he consumed. The project seemed to show no promise and was eventually scrapped.

While disposing of the cells a researcher was accidentally exposed to a raw strain of the serum they had been working on. After weeks in ICU it was found that she was displaying unusual powers.

After she was released researchers attempted to reproduce the work, but with the only remaining strain now gone, there was no success and the project was once again scrapped.

TABLE: PROJECT #0485930003 TRAITS

Character Level	Major
1st	Cellular Control 1
2nd	—
3rd	Chakra Leech 1
4th	—
5th	Profane Mark 1
6th	—
7th	Emergency Response Cells 1
8th	—
9th	Bloodline Compatibility
10th	Cellular Control 2, Profane Mark 2
11th	Poison Immunity
12th	—
13th	Emergency Response Cells 2
14th	—
15th	Profane Mark 3
16th	—
17th	Cellular Control 3
18th	—
19th	Chakra Leech 2
20th	Profane Mark 4

Cellular Control (Su): The user has the innate ability to overwrite her own cellular processes, effectively taking control of her own cells. As a full-round action the user may expend 3 points of chakra to gain Fast Healing 3 for a number of rounds equal to half the user's character level (rounded down). However, for every 30 points of health this ability heals the user will suffer 1 point of temporary Con damage as her cells are pushed to their limits.

At 10th level the user may absorb foreign cells into her body to heal her wounds. While touching a willing or helpless target she may deal the target 2 points of negative energy damage and recover 1 hit point. Alternatively she can siphon her own cells into a target to heal them by the same process.

At 17th level the Fast Healing granted by this ability becomes Regeneration of equal value.

Chakra Leech (Ex): The user's ability to overwrite cellular processes has blossomed into something much more sinister. Whenever her skin or chakra touches someone she may use her power to direct the target's cells to dispense chakra into her. As a part of any touch attack in which the user's chakra or skin come in contact with the target the user may siphon off 1 point of chakra from the target.

At 19th level the amount of chakra siphoned from her targets increases to 2.

Profane Mark (Ex): This bloodline was created for the purpose of recreating this ability. Whenever the user deals lethal damage to a target her weapons will have remains of blood on them. As a full round action which provokes an attack of opportunity the user may expend 5 points of chakra and consume the blood to use its cells to create a link between herself and the person whose blood she has consumed. Once the link is established the

user's body will show some visible mark to represent the completion of the ability (hair turning white, a large black mark on the user's body, or something else). This ability remains active until either the user or the target dies or until the user chooses to end it as a free action. The user may have up to one mark active for every five levels she possesses.

Whenever the user suffers lethal damage all of her marked targets suffer 25% that damage (the type of damage remains the same but resistances and damage reduction does not apply).

Emergency Response Cells (Ex): The user has begun to partition backup cells in her body to deal with extreme wounds. The cells harden her body's epidermis to protect her from further harm. She gains one point of damage reduction for every 10 points of missing health.

At 13th level these cells also provide 1 point of Fast Healing for every 20 points of missing health.

Poison Immunity (Ex): The user's body has gained the ability to recognize chemicals in the body that may be harmful to the user and neutralize them. The user is immune to all forms of poison (including alcohol poisoning). This ability can only be used to neutralize a number of poison doses equal to the user's CON modifier.

Bloodline Compatibility (Ex): Because of the user's ability to direct foreign cells she never suffers a chance of rejections with implanted bloodlines or tissues.

Project #0576421119 --- Iceman ---

Status: Postponed

This project began when the specimen was delivered to our facility by the Kage's ANBU black ops. Our original goal was to increase the potency of the subject's ice natured chakra and to isolate its origin so we implant it into future generations.

The other researchers have begun to voice ethical concerns regarding the human experimentation, however our orders come directly from Uuzu Uchiha himself.

The concerns have been silenced, however the subject's calm and kind nature have begun to take their toll on our research team. I'd recommend cycling them off.

The research is bearing fruit, we've managed to enhance the concentration of ice natured chakra being released from his chakra gates system. Its showing...unusual side effects. The user's cells are beginning to produce ice on their own, without damaging the cytoskeleton structure or damaging the bi-lipid layer.

The subject's body has turned to ice! Each of his cells have formed a tight crystallized cellular matrix, without a semipermeable membrane we're not sure how he is maintaining ion balance.

Its becoming frustrating to do any further research, his cells...melt when we try to examine them. The project has been postponed until we can find a solution.

TABLE: PROJECT #0576421119 TRAITS

Character Level	Major
1st	Cold Hearted
2nd	Cold Immunity
3rd	Ice Body 1
4th	—
5th	Advanced Moisture Crystallization 1
6th	Ice Body 2
7th	Rapid Moisture Crystallization 1
8th	—
9th	Chilling Presence 1
10th	Advanced Moisture Crystallization 2
11th	Ice Body 3
12th	Rapid Moisture Crystallization 2
13th	—

14th	Chilling Presence 2
15th	Advanced Moisture Crystallization 3
16th	Ice Body 4
17th	Rapid Moisture Crystallization 3
18th	—
19th	Chilling Presence 3
20th	Advanced Moisture Crystallization 4

Cold Hearted (Su): The experiments have sent the user's chakra pathways into high gear, but the body can only produce ice natured chakra. The user gains an additional 2 points of chakra every level, however the user cannot use any elemental ninjutsu other than hyoton. Additionally the saving throws for all non-ice techniques are reduced by 2.

Cold Immunity (Ex): The user gains immunity from all cold damage or effects caused by extreme cold.

Ice Body (Ex): The user's overactive chakra nature has mutated his own cells to compensate for the overflowing cold natured chakra. His body is now composed entirely of ice. Because of this he suffers double damage from all fire techniques and hazards. Additionally exposure to high temperatures will begin to melt the user. The user will suffer 1 point of fire damage for every 10 degrees above 80 degrees F each minute he is exposed to these temperatures. However, the user is immune to critical hits and gains DR 5.

At 6th level the user gains the ability to suppress this form and take on his normal human form, except he has bright glowing blue irises and glowing blue markings all over his body.

At 11th level while in his ice form the user may release an aura of cold in a 10ft radius around himself. Anyone within the aura suffers 5 points of cold damage. This aura costs 3 points of chakra per round to maintain.

At 16th level anyone inside the user's cold aura acts as if affected by the "Slow" spell.

Advanced Moisture Crystallization (Ex): With this ability the user gains the ability to grow any number of natural weapons as a full round action that does not provoke an attack of opportunity. These attacks count as secondary attacks, but the user cannot make more secondary attacks than he has primary attacks.

At 10th, 15th, and 20th level the damage these weapons deal is increased by one die size.

Rapid Moisture Crystallization (Ex): With this ability the user can rapidly generate ice shards within his arms and release them at deadly speeds. As a standard action the user can fire a cone attack from his arms that deals 1d4 points of slashing damage for every 2 levels the user possess, reflex half. After using this ability the user cannot use it again for 1d4+1 rounds.

At 12th level the slashing damaged die are increased to D6s.

At 17th level the slashing damaged die are increased to D8s.

Chilling Presence (Ex): The user's glowing eyes are unsettling; only slightly less so than his monstrous ice form. The user gains the Frightful Presence feat as a bonus feat.

At 14th level the user also may release his chakra into the air around him to crush his enemies, he gains the Chakra Presence feat as a bonus feat, when the feat is active those who fail their will save will also begin to shiver uncontrollably from the cold.

At 19th level the saving throws for both of the above abilities increase by 4.

Kaibutsu

The *kaibutsu* bloodline was thought to have died out during the great 30 year war when they were hunted down and eradicated by the searing wind nation, however one survived. This one carrier of the bloodline moved to the refuge country the Shattered Sky Nation. The host of the kaibutsu bloodline can eat human hearts to gain their genetic information. This genetic information can then be assimilated into the host but the carrier's chakra pathways are twisted and distorted so he is unable to perform any ninjutsu or genjutsu.

Requirements:

To qualify to gain *kaibutsu* bloodline levels, a character must fulfill all the following criteria.

Feats: Advanced Bloodline (Kaibutsu) and Chakra Coils Disorder

TABLE: KAIBUTSU BLOODLINE TRAITS

Character Level	Major
1st	Kaibutsu, Carnivore
2nd	—
3rd	Consume and Adapt
4th	Koteki 1
5th	
6th	Evolution
7th	
8th	Koteki 2
9th	
10th	Monstrous
11th	
12th	Koteki 3, Evolution
13th	
14th	Frightful Presence
15th	
16th	Koteki 4
17th	—
18th	Evolution
19th	—
20th	Koteki 5

Kaibutsu (Ex): The host of this bloodline does not gain the taijutsu learn bonuses from Determined Genius/Chakra Coils Disorder feat.

Carnivore (Ex): The host of this bloodline cannot gain nutrition from anything other than human flesh. While a single human may last them a month they will begin to gain hunger pains after two weeks of fasting. When hunger pains begin the host must make a DC 10 will save every hour he is around humans to resist going into a rage and eating them. This DC increases by 1 for each day the host goes without eating and increases by 5 if he smells blood.

The host of this bloodline may also use the flesh he consumes to heal himself (this does not count as eating for nutrition) he can heal half his HD in damage for every 15 pounds of flesh he consumes.

Consume and Adapt (Ex): Whenever the host devours someone's heart he may choose a number of "traits" (such as eye color, hair color, or height) equal to half his bloodline level and add them to his trait list.

As a full round action that provokes attacks of opportunity the host may switch out as many of his physical traits with traits from his traits list as he wants. He suffers 1d4 points of nonlethal damage for each trait he switches.

Koteki (Ex): At 4th level and every 4 levels there after the host may add bloodline templates to his traits list. He may have as many bloodlines active at one time as he wishes, but he cannot suppress them (doujutsu for example will continuously drain chakra). *Note: Special chakra inhibiting goggles or covering the eye(s) may be used to "suppress" the chakra cost.*

Evolution(Ex): Starting as 6th level and every 6 levels there after the host may gain one of the following evolutions.

Natural Attack: The host gains a natural attack of his choice this attack deals standard damage for its type.

Bleeding Attack: The host chooses one natural attack, this attack also inflicts a 1d6 bleed (this does not stack with itself).

Barbs: The host gains barbs on his skin that function as armor spikes.

Burrow: The host gains a burrow speed of ½ his speed.

Climber: The host gains a climb speed of 30ft.

Damage Reduction: The host gains DR 1.

Gills: The host can breathe underwater.

Gore: The host gains a gore attack that deals 1d6.

Natural Armor: The host gains +2 natural armor

Dark Vision: The host gains dark vision 60ft.

Long Limbs: The user's limbs gain a 5ft reach.

All Fours: The host can fall to all fours and run at 8 times his move speed.

Scent: The host gains the scent ability

Slimy: The host excretes slime that gives him a +4 to CMD checks and escape artist checks.

Sticky: The host becomes sticky whether from a coating of adhesive slime, partially congealed blood, or tiny barbed spines. The host gains a +4 bonus to CMB checks made to initiate or maintain a grapple.

Swim: The host gains a 30ft swim speed.

Tail: The host gains a tail that grants him a +4 to acrobatics checks and a tail slap that deals 1d6.

Tentacles: The host gains two tentacles that deal 1d4 damage each.

Monstrous (Ex): As the host's mind becomes more monstrous so does his body. From now the host may add monster feats to any list of bonus feats gained from classes.

Frightful Presence (Ex): The host may activate the frightful presence ability whenever he uses a monster feat for the first time in combat, uses a bloodline ability, or uses the consume and adapt ability.

Feats

Change is Good- The user may use the consume and adapt ability as an attack action.

The Fittest- The host gains an additional evolution.

Kasairyu

The *Kasairyu* bloodline belongs to the Hien tribe of the Vesuvian Islands. The Hien clan owns a large amount of land on the seashell island which it uses to keep mostly to itself. Those proficient with their bloodline have the power of flame coursing through their veins, and as such they bring this burning passion onto both the battlefield and the ballroom.

The Hien's bloodline initially manifests itself in the form of hot sparks leaping from the children's fingertips without the use of chakra and eventually evolves into the ability to wreath oneself in flames if they have the talent for it.

In addition to each Hien's mastery of flames eventually their passions can physically ignite and bring fourth the soul of a dragon in the form of dancing flames. Some historian's claim that the Hien have a drop of dragon blood in their heritage that not only explains their fire red hair color, which seems to ignore most commonly held understanding of genetic inheritance, and their propensity for fire techniques. While the claim can neither be confirmed nor denied, the fact of the matter remains; when a Hien grows powerful enough she can create a living soul housed inside an elemental body of seething flame.

These dragons have coal like eyes the burn with a deep intellect, although the never speak or attempt to convey any meaningful thought beyond a growl or roar at an enemy. The souls appear to be mindless in that regard, but possess all the passion and ferocity of a true born dragon.

Additionally; every few generations a paragon of these abilities is born, marked with the tri-dragon brand. This prodigy eventually gains the ability to conjure three souls instead of the single one. Whether this child is chosen by fate, genetics, chance, or some unknown draconic force is unknown; however, it seems that there can never be more than one paragon at a time. This paragon historically has been known to lead the clan in times of great strife and accomplish great tasks, be they diplomatic or martial. Generally seen as a good omen these children are given every chance to excel and are expected, often regardless of their own choice, to eventually head the clan. This can sometimes bring friction between the current ruling house and the paragon's family as the tri-dragon brand doesn't stay purely within the royal line.

Requirements:

To qualify to gain *Kasairyu* bloodline levels, a character must fulfill all the following criteria.

Affinity: Fire Affinity

Feats: Advanced Bloodline (Kasairyu)

TABLE: KASAIRYU BLOODLINE TRAITS

Character Level	Major
1st	Fire Adept, Fire Starter
2nd	Warm Blooded
3rd	Dragon Soul Summoning (Small)
4th	Fire Resistance: 5
5th	Burn Out
6th	Dragon Soul Summoning (Medium)
7th	Fire Resistance: 10
8th	Flame Armaments
9th	Dragon Soul Summoning (Large)
10th	Fire Resistance: 15
11th	Empower Fire
12th	Dragon Soul Summoning (Huge1)
13th	Fire Resistance: 20
14th	Fire Armor
15th	Dragon Soul Summoning (Huge2)
16th	Fire Resistance R: 25
17th	G. Empower Fire
18th	Dragon Soul Summoning (Huge3)
19th	Fire Immunity
20th	Consume Flame

Fire Adept (Su): The Hien have always been masters of fire techniques and as such they gain a +2 to Learn checks made to learn or create techniques with the [Fire] subtype.

Fire Starter (Su): The user gains the ability to ignite any flammable object that she is touching with any part of her body simply by willing it to ignite. Using this ability is a standard action that produces heat equivalent to a flint and tinder for a short period of time.

Warm Blooded (Su): The Hien's bodies naturally run hotter than most. As such they can handle colder temperatures with little problem. The temperatures at which the user begins suffering negative effects are reduced by 11°C (20°F).

Dragon Soul Summoning (Su): Once a Hien has reached a certain point in their development they gain the ability to ignite a dragon soul. The first time this is done is usually an accident caused by a powerful emotion or traumatic experience. This single small fire dragon is certainly something to be feared however. As a full-round action that does not provoke attacks of opportunity the user may summon her fire dragon to her side. Each round after the first that the dragon remains summoned costs her 1 chakra. As she becomes more powerful as does her dragon as noted on the bloodline progression chart (statistics for these fire dragons can be found below).

Feat: Tri-Dragon Brand- (Must be taken at 1st level and cannot be taken with Genius Nin); Born with the tri-dragon brand this Hien is capable of summoning three fire dragons at one time at the costs of 2 chakra per round total. Also when she selects this feat she must choose either Ninjutsu, Taijutsu, or Fuinjutsu. She counts as one level higher for the purpose of learning [Fire] subtype techniques of that type.

Size: Small

Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11

Hp: 10 **AC** 16, touch 13, flat-footed 14 (+1 Dex, +1 dodge, +3 natural, +1 size)

Saving Throws: Fort +3, Ref +4, Will +0

Resistances: Fire Immunity

Weaknesses: vulnerability to water

Speed: 50 ft.

Combat: Base Atk +2; CMB +1; CMD 13

Melee: Claw +4 (**1d4** plus burn; 1d4, DC 11)

Ranged: Shoot Fire +4 (**1d4** plus burn; 1d4, DC 11) (30ft)

Feats: Dodge, Improved Initiative, Weapon Finesse

Skills: Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Perception +4

Special Abilities: *Burn:* In addition to damage dealt on a successful hit. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Size: Medium

Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11

Hp: 20 **AC** 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

Saving Throws: Fort +6, Ref +7, Will +1

Resistances: Fire Immunity

Weaknesses: vulnerability to water

Speed: 50 ft.

Combat: Base Atk +4; CMB +5; CMD 19

Melee: Claw +7 (**1d6+1** plus burn; 1d6, DC 14)

Ranged: Shoot Fire +7 (**1d6** plus burn; 1d6, DC 14) (40ft)

Feats: Dodge, Improved Initiative, Weapon Finesse, Mobility

Skills: Acrobatics +8, Climb +5, Escape Artist +8, Intimidate +5, Perception +7

Special Abilities: *Burn:* In addition to damage dealt on a successful hit. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Size: Large

Str 14, Dex 21, Con 14, Int 6, Wis 11, Cha 11

Hp: 35 **AC** 19, touch 15, flat-footed 13 (+5 Dex, +1 dodge, +4 natural, -1 size)

Saving Throws: Fort +8, Ref +11, Will +4

Resistances: Fire Immunity, DR 5/-

Weaknesses: vulnerability to water

Speed: 50 ft. **Fly:** 25 ft. (Poor)

Combat: Base Atk +8; CMB +11; CMD 27

Melee: 2xClaw +12/+12 (1d8+2 plus burn; 1d8, DC 14)

Ranged: Shoot Fire +12/+12 (1d8 plus burn; 1d8, DC 14) (50ft)

Feats: Dodge, Improved Initiative, Weapon Finesse, Mobility, Iron Will, Spring Attack

Skills: Acrobatics +14, Climb +9, Escape Artist +12, Intimidate +9, Perception +11

Special Abilities: *Burn:* In addition to damage dealt on a successful hit. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Size: Huge1

Str 18, Dex 25, Con 16, Int 6, Wis 11, Cha 11

Hp: 50 **AC** 21, touch 16, flat-footed 13 (+7 Dex, +1 dodge, +5 natural, -2 size)

Saving Throws: Fort +10, Ref +14, Will +5

Resistances: Fire Immunity, DR 5/-

Weaknesses: vulnerability to water

Speed: 60 ft. **Fly:** 30 ft. (Average)

Combat: Base Atk +10; CMB +16; CMD 34

Melee: 2xClaw +15/+15 (2d6+4 plus burn; 2d6, DC 18)

Ranged: Shoot Fire +15/+15 (2d6 plus burn; 2d6, DC 18) (60ft or 15ft cone)

Feats: Dodge, Improved Initiative, Weapon Finesse, Mobility, Iron Will, Spring Attack, Combat Reflexes

Skills: Acrobatics +16, Climb +13, Escape Artist +16, Intimidate +9, Perception +13

Special Abilities: *Burn:* In addition to damage dealt on a successful hit. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Size: Huge2

Str 24, Dex 27, Con 16, Int 6, Wis 11, Cha 11

Hp: 65 **AC** 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, -2 size)

Saving Throws: Fort +12, Ref +16, Will +6

Resistances: Fire Immunity, DR 10/-

Weaknesses: vulnerability to water

Speed: 60 ft. **Fly:** 30 ft. (Average)

Combat: Base Atk +13; CMB +22; CMD 41

Melee: 2xClaw +19/+19 (2d8+7 plus burn; 2d8, DC 20)

Ranged: Shoot Fire +19/+19 (2d8 plus burn; 2d8, DC 20) (70ft or 30ft cone)

Feats: Dodge, Improved Initiative, Weapon Finesse, Mobility, Iron Will, Spring Attack, Combat Reflexes

Skills: Acrobatics +23, Climb +20, Escape Artist +21, Intimidate +15, Perception +16

Special Abilities: *Burn:* In addition to damage dealt on a successful hit. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Size: Huge3

Str 26, Dex 29, Con 18, Int 10, Wis 11, Cha 11

Hp: 80 **AC** 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, -2 size)

Saving Throws: Fort +14, Ref +19, Will +7

Resistances: Fire Immunity, DR 10/-

Weaknesses: vulnerability to water

Speed: 60 ft. **Fly:** 60 ft. (Average)

Combat: Base Atk +16; CMB +26; CMD 46

Melee: 2xClaw +23/+23 (2d8+8 plus burn; 2d10, DC 22)

Ranged: Shoot Fire +23/+23 (4d6 plus burn; 2d10, DC 22) (70ft or 30ft cone)

Feats: Dodge, Improved Initiative, Weapon Finesse, Mobility, Iron Will, Spring Attack, Combat Reflexes

Skills: Acrobatics +28, Climb +27, Escape Artist +28, Intimidate +19, Perception +19

Special Abilities: **Burn:** In addition to damage dealt on a successful hit. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Fire Resistance (Su): The user gains fire resistance of the designated amount. This resistance becomes immunity at 19th level.

Burn Out (Su): The Hien can, in times of need, use their life force as an ignition source. Whenever the user attempts to cast a technique of the [Fire] subtype or whenever she pays for her bloodline abilities she can reduce the cost of the technique or ability by reducing her hit-points instead of her chakra. Ex: If a fire technique costed 10 chakra and she expended 6 hit points to reduce the overall cost of the technique, the final cost of the technique would be 4 chakra.

Flame Armaments (Su): The powerful Hien are never without a weapon. As a swift action the user can wreath her forearms in fire. While on fire she counts as armed and her fists deal an additional 1d6 fire damage on a successful strike. If she is holding a weapon that weapon will ignite in flames and deal an additional 1d6 points of fire damage on a successful strike. Also; as a part of a move action while her arms are on fire she can manifest flame weapons or a flame shield in either or both of her free hands. The weapons deal normal damage for their type except the user does not add her strength to damage and the attacks count as touch attacks. If the user chooses to summon a shield it grants her a +4 shield bonus to defense. This ability costs 2 point of chakra each round that it is active.

Empowered Flames (Su): The Hien's fire techniques have become more potent as her chakra becomes more infused with natural flame. Whenever she deals fire damage with a technique the total damage is increased by +1 for every 2 dice of fire damage rolled. This bonus increases to +1 for every die at 17th level.

Fire Armor (Su): The user may, as a full round action, while her fire armaments ability is active, wreath her entire body in fire armor. This armor covers her entire body and grants the *fire aura 5* ability. Also if she is struck by a melee attack the attacker suffers 5 points of fire damage and must succeed a reflex save to avoid catching on fire (DC 10 + 1/2 her bloodline level + her Cha modifier). She must be unarmored to use this ability and doing so increases the cost of her Flame Armaments ability to 4 chakra per round.

Consume Flame (Su): Whenever the user suffers fire damage from a hazard or technique not created by herself she instead heals for half the negated damage.

Kasutoki

The *Kasutoki* bloodline is likely the rarest and most obscure “bloodline” to ever exist. Perplexingly there never seem to be more than three Kasutoki users alive at any single moment. With only a handful of people in the world who have ever met one, their existence is almost a complete secret. Additionally, whenever a member dies their existence is wiped from the memories and record books of everyone in the world. In some rare cases however people can recall vague memories of their existence if the member was extremely close to that person or they simply have a powerful mind.

Requirements:

To qualify to gain *Kasutoki* bloodline levels, a character must fulfill all the following criteria.

Feats: Advanced Bloodline (Kasutoki)

TABLE: KASUTOKI BLOODLINE TRAITS

Character Level	Major
1st	Kasutoki
2nd	Time Slivers
3rd	—
4th	Save/Load 1
5th	Improved Time Slivers
6th	—
7th	If at First You Don't Succeed
8th	Save/Load 2
9th	—
10th	Greater Time Slivers
11th	—
12th	Save/Load 3
13th	Borrowed Time
14th	—
15th	Advanced Time Slivers
16th	Save/Load 4
17th	—
18th	Temporal Anomaly
19th	—
20th	Master Time Slivers, Save/Load 5

Kasutoki (Su): The user gains access to Time Manipulation techniques and gains the following minor spell like abilities that can be performed with extreme focus and strain as a full-round action;

- Minor Temporal Lock – The user can focus on a tiny inanimate and stationary object and freeze its relative time. If the object has moving parts they will stop moving and the object will be frozen in time. Any external force will break the effect.
- Fast Forward – As above except the relative time will increase by two times.
- Rewind – As above except time till decrease by two times and the ability can only rewind an object's time by up to 1 minute per level (this allows non-magical broken objects to be repaired).

Upon the user's death he will be consumed in prismatic fire until nothing remains. Immediately afterwards every instance of his name in books or other records will burn away, doing no damage to the text itself, and any memory of his existence is wiped from anyone who ever met him. Those that attempt to recall the user must succeed a DC 30 will saving throw anytime they try to remember the user (-10 to the DC if they were extremely close). Even on a successful saving throw these memories are dull and hazy.

Finally; the user gains an invisible time spirit that only he can see. This time spirit assists in his growth with the Kasutoki and feeds on the energy released from manipulating timelines. The spirit will teach him to control the bloodline powers as he unlocks them.

Time Slivers (Su): The user has gained some relative control over his temporal powers. With enough focus he can begin to remove moments of time from his life to use at later dates to augment time. The user may at any time attempt to create a time sliver, which is a solidified prismatic crystal made of compressed space-time. These slivers are incomparably beautiful and can be set into jewelry upon their creation if the user wishes.

The user can attempt to craft a time sliver once per day as a full-round action, doing so knocks him out of sync from the current time stream and he will slowly vanish like a faded photograph. The user will cease to exist for 1d4 hours and return with a single time sliver made of his lost time. While the user will feel as if no time has passed since he faded away, his body will still have aged appropriately, additionally because the time slivers are temporally connected to the user, he can only have a number of active time slivers equal to half his bloodline level plus his wisdom modifier at any time. The slivers will turn to dust if the user wishes them away or they fall outside of 10ft of the user.

At any time the user can will the time slivers to return to himself to augment his own timeline. He may use any of the following abilities as a free action to modify his turn;

- **Positive Time: Speed-** The user may slow time by half relative to the world until his next turn by expending a time sliver. Doing so grants him a +1 bonus on attack rolls, a +1 dodge bonus to AC and Reflex saves, and doubles his movement speed. At 5th level These bonuses can be extended any extra round. At 10th level the user's relative time is quadrupled and the bonuses to attack rolls, AC, and Reflex saves increase by 1, his movement speed increases by x4 instead of x2, and he may make an extra attack as a part of a full attack action. At 15th level these bonuses can be extended by another round. At 20th level his relative time is multiplied by 6 and the bonuses to attack rolls, AC, and Reflex saves increase by another 1, his movement speed increases by x6 instead of x4, and he gains two additional attacks as a part of a full attack action.
- **Positive Time: Burnout-** The user may expend a time sliver to rapidly age his own body to quicken conditions or calm himself. The expending a time sliver he may reduce the duration of all effects on himself by 1 round. At 5th level he may reduce them by 5 rounds. At 10th level he may reduce them by 1 minute. At 15th level he may reduce them by 5 minutes. At 20th level he may reduce them by 1 hour.
- **Positive Time: Shift-** The user gains the ability to expend a time sliver to pull time from his future to accomplish astonishing tasks in the present. He may gain an additional swift action on his turn; however, on his next turn during his swift action he will briefly cease to exist. This does not provoke an attack of opportunity. At 5th level he may trade a future swift action for a move action. At 10th level he may trade a future move action for a standard action. At 15th level he may trade a future standard action for a full round action. At 20th level he may trade a future move action for a full round action.
- **Negative Time: Phase-** By expending a time sliver the user may send an object into the future. He may send a tiny unattended object that he is touching 1 minute into the future, where it will appear next to him. At 5th level this object can be up to a small object. At 10th level he may send it 1 hour into the future. At 15th level this object can be up to a medium object. At 20th level he may send the object 1 day into the future.
- **Negative Time: Avoid-** The user may shoot himself instantly out of sync with this timeline. If he uses this ability to avoid an attack he automatically succeeds, however it still reduces his remaining avoidance maneuvers for the day by 1. By expending the time sliver he will knock himself 2d4 rounds into the future. At 5th level he may reduce this time by 1 round if he wishes. At 10th level he may reduce this time by up to 2 rounds if he wishes. At 15th level he may reduce this time by up to 3 rounds if he wishes. At 20th level he may reduce this time by up to 4 rounds if he wishes.
- **Negative Time: Delay-** The user gains the ability to expend a time sliver to push a personal event into the future. Whenever the user suffers any negative effect such as damage or negative conditions (DM discretion) he may delay the onset by 1 round. At 5th level he may delay it by 2 rounds. At 10th level he may delay it by 4 rounds. At 15th level he may delay it by 8 rounds. At 20th level he may delay it by 16 rounds.

Save/Load (Su): The user has gained the ability to create save points that he can “reload” himself to. Creating a save point is a full round action that leaves a prismatic translucent image of himself at that moment behind. For a number of rounds equal to his Save/Load bonus he may send himself back to that save point at the cost of a time sliver and half of his remaining chakra

(minimum 2). If he returns to his save point he reverts back to exactly the way he was when he made the save point with the exception of his expended chakra and is teleported to the location the save point was created in the same stance he was in when he created it (effectively going back in time). After the time runs out the translucent clone will fade away.

Feat: Save Scumming – The time required to make a save point is reduced to a move action.

If at First You Don't Succeed (Su): The user gains the ability to gain glimpses into the near future to see the results of his immediate actions in the form of probabilities. A number of times per day equal to his Wisdom modifier the user may roll twice and choose one of the results. The use of this ability must be declared before the roll is made.

(The DM may wish to limit what types of rolls this ability can be used on, or use it as written)

Borrowed Time (Su): The user may attempt to steal time from anyone he comes into contact with as a standard action. Whenever the user touches a target with one of his hands he may attempt to steal their future to create a time sliver. The user may make a melee touch attack, if successful the target must succeed a fortitude saving throw (DC 10 + ½ the user's bloodline level + his Wis modifier) or they will be sent out of sync with reality on the following round and they will not return for 1d4 rounds, at which point they will suffer 1d8 points of force damage for each round they were out of sync for. If the target is sent out of sync the user will gain a single time sliver. This ability cannot be used on the same target twice in one day due to the temporal distortion it causes.

Temporal Anomaly (Su): Once the user has reached a certain pentacle of time ninjutsu he may even rewind or fast-forward his own age. As a full-round action the user may expend a time sliver to change his age to whatever he wishes it to be.

Opunsukai [Placeholder Name]

The *Opunsukai* is an extremely rare bloodline that often skips several generations. Its possessors are often assassinated for the purpose of either stealing the wings or for neutralizing the wartime effectiveness it provides to a village.

It is said this bloodline only awakens in the most free-spirited of people who have a love for peace and the freedom of the open sky.

Requirements:

To qualify to gain *Opunsukai* bloodline levels, a character must fulfill all the following criteria.

Primary Elemental Affinity: Either Futon or Raiton

Skills: Fly 3 ranks

Feats: Advanced Bloodline (Opunsukai)

TABLE: OPUNSAUKAI BLOODLINE TRAITS

Character Level	Intermediate
1st	Grow Wings
2nd	—
3rd	Fly Speed (60ft)
4th	—
5th	Evasive Maneuvers +1
6th	Fly Speed (75ft)
7th	Hawkeyes
8th	—
9th	Fly Speed (90ft)
10th	Ninja Flight Mastery
11th	Evasive Maneuvers +2
12th	Fly Speed (105ft)
13th	—
14th	—
15th	Fly Speed (120ft)
16th	—
17th	Evasive Maneuvers +3
18th	Fly Speed (135ft)

19th	—
20th	True Flight

Grow Wings (Su): The user can spontaneously grow wings when using this ability, two large bones shoot from the back of the user and begin to form into the bone structure of the wings before muscles and feathers form (this is a painful process). The user can activate this ability as a full round action for 5 chakra and 1d4 health, this gives the user the *flight* ability. These wings can be dismissed as a full round action, the feathers instantly molt off as the muscles turn into a soupy liquid and the bones retreat into the back of the user, leaving no trace that they were there (This is significantly less painful than growing the wings, but it still burns).

The base flight speed of the user is 45ft; this speed is affected by speed ranks. However, the flight speed of the user increases as per the table. The user can fly to a height of 100ft plus her flight speed.

Trying to perform any kind of jutsu while flying requires a concentration check (DC 15 + the rank of the jutsu) or the jutsu is lost (the chakra is still expended)

All attacks made while airborne suffer a -5 penalty.

Evasive Maneuvers (Ex): The user gains a passive bonus to reflex saves equal to the level of this ability while flying.

Hawkeyes (Ex): When the user transforms her eyes also change and become akin to the eyes of a hawk. The user gains a passive +1/level to perception checks and *low-light vision (60ft)* while the user's wings are active.

Ninja Flight Mastery (Ex): The user gain a misc. +5 to concentration checks made to perform a jutsu while airborne and no longer suffers the -5 penalty to attack rolls.

True Flight (Ex): The user grows a smaller set of wings under the original wings whenever growing wings and becomes the embodiment of aerial mastery. These wings increase the user's flight speed to 150ft and give a misc. +10 to all fly checks; as well as a +2 dodge bonus to AC and a +4 to stealth checks made to avoid sight while flying. Also the user gains the ability to fly up to 1,000ft into the air. The user no longer needs to make concentration checks to perform any kind of jutsu while flying and gains wind resistance 10.

Shinku

The *Shinku* bloodline is said to have existed before the word "shinobi" even existed. The progenitors of the *shinku* were said to have refused the gift of elemental ninjutsu from the Zetsubo clan as it binds the user's soul into their body. Over the last few hundred years the Saishi have moved more and more away from ninja society as it spread. Eventually they ended up on the Vesuvian Islands where they built a town sized monastery in the mountains that worships nature.

The Saishi have a unique ability that stems from their lack of ninjutsu; their Shinku. When activated the Saishi can shift parts of their body into the spirit world to touch the spirits of things both animate and inanimate. Doing so allows them control certain spirits as well as bind parts of their essence into masks made from the sacred reiaki trees.

These trees are notoriously difficult to care for and the secrets of their care are closely guarded by the Saishi family, who view them as holy bridges into the spirit world. The trees only grow to about 10 feet in height and have white wood when properly cared for (red bark when not properly cared for). They have red leaves and each tree produces only a single fruit every five years that contains between 10 and 20 seeds. After producing two fruits the tree will never produce anymore fruit. The fruit is extremely rich in both physical nutrients and spiritual energy. The Saishi family brews these fruits into a sweet juice that is consumed by the children of the clan to improve their connection to the spirit world and foster a healthy growth. Rumors claim

that the juice can cure any ill, either physical or spiritual and will bring your family 100 years of good luck. The sap of the tree is also a crimson red, but is extremely poisonous. A single dish of the sweet sap will cause the person's body to stop producing chakra and cause them to wither away and die.

The Saishi family keeps a large grove of fifty trees which exist in ten plots of five trees each. Each year the oldest plot is cut down and a new plot is planted in its place. The wood is used to craft masks and bows for the clan members. A single tree produces enough wood for 10 masks and 5 bows.

Any arrow fired from these sacred bows is said to also be able to strike evil spirits or purify those possessed by them. The masks are crafted in a ritual that takes five days and are crafted with a portion of the person's essence as well as some of the essence of whatever they are trying to seal into the mask. Once complete the mask can store chakra the Saishi places inside of it. When worn this chakra slowly fades and the Saishi gains amazing powers while wearing the mask based on what it was crafted around.

The Saishi also have a lesser known style of ninjutsu referred to as Yuton (phantom style) that revolves around the manipulation of spirits and ghosts.

Requirements:

To qualify to gain *Shinku* bloodline levels, a character must fulfill all the following criteria.

Skills: Knowledge (E/L Sciences) 4 Ranks, Craft (Mask) or Craft (Arms/Armor) 4 Ranks

Feats: Advanced Bloodline (Shinku)

Special: This bloodline removes any and all elemental affinities

TABLE: SHINKU BLOODLINE TRAITS

Character Level	Major
1st	Craft Mask, Shinku
2nd	Materialize Mask
3rd	Masks (+2)
4th	Persona Mask
5th	Masks (+3)
6th	Extraordinary Masks
7th	Masks (+4)
8th	Persona Mask
9th	Masks (+5)
10th	Blood Masks
11th	Masks (+6)
12th	Persona Mask
13th	Masks (+7)
14th	Class Masks
15th	Masks (+8)
16th	Persona Mask
17th	Masks (+9)
18th	Master of Faces
19th	Masks (+10)
20th	Way of the Hydra

Craft Mask (Su): The Saishi gains the ability to craft magical masks from the wood of the reiaki tree using his Shinku ability. The crafting process requires five days of work (halved with a feat) and a cubic foot of reiaki wood. The first three days of this process is simply used to prepare the base template for the mask from the wood. To begin the next two days the user must decide what kind of mask he would like to craft from the following list;

- Affinity Mask – The user gains the desired elemental affinity while wearing this mask. This mask must be crafted in an area rich with the desired element.
- Skill Mask – The user gains a bonus to the selected skill equal to his mask bonus, this mask must be crafted from the essence of a creature that exemplifies this skill.
- Ability Score Mask – The user gains a bonus to an ability score equal to his mask bonus, this mask must be created from the essence of a creature that exemplifies this score.

The Saishi may only have a number of masks bound to himself equal to his mask bonus. Additionally, the masks only grant bonuses when they are both worn and “charged” with chakra. Putting chakra into a mask is a swift action, each mask may hold an amount of chakra equal to the Saishi’s bloodline level. This chakra only decays while the mask is worn; it loses 1 point of chakra each round that it is in use.

At any time the user may choose to permanently destroy one of his masks and unbind it to himself. Doing so with a Persona Mask frees the bound spirit.

Shinku (Su): The Saishi gains the ability to move his arms into the ethereal plane to touch and manipulate spirits. This is a swift action that only requires concentration. Additionally, anything within the Saishi’s light load that he is holding is also transferred into this plane while he is holding it. While in the ethereal plane the Saishi’s arms can pass through solid objects, however if he ends this ability while phasing through something, the arm will be severed at the point of phasing.

Materialize Mask (Su): The Saishi gains the ability to dematerialize his masks and store them within an extradimensional space within the user. As a standard action the user may hold his hand over his face to materialize one of his masks. When destroyed or out of chakra the mask will automatically dematerialize and return to its safe realm, fully intact.

Persona Mask (Su): At 4th, 8th, 12th, and 16th level the Saishi gains the ability to use one of his mask slots to craft a persona mask. Persona masks do not require chakra to function and require only a mask template to craft. A persona mask is created when the Saishi binds the entire essence of a spirit into a mask. The mask retains the mental scores of the sealed creature and can telepathically communicate with the wearer while the mask is worn. The blank mask automatically forms artistic features that represent the personality of the spirit within.

To seal a creature within the mask the Saishi must have his Shinku active and he must succeed a touch attack against the creature to grab its spirit. While the mask is in his off-hand he may then attempt to bind the creature’s spirit into the mask. The creature must succeed a DC 10 will saving throw or be bound within the mask, if the creature is already a spirit the DC is instead 10 + 1/2 the Saishi’s bloodline level + his Cha modifier.

Once the spirit is bound the mask will become one of the following persona masks based on its personality.

When donned the user may choose to shapeshift into the person or creature who is bound to the mask. This change does not grant any proficiencies or ability score bonuses.

Angel: As an immediate action, you can use *feather fall* as a spell-like ability any number of times per day, but only on yourself. Once per day as a swift action, you can use *fly* as a spell-like ability; the effect lasts for 5 rounds. He may use this ability twice per day at 8th level, three times per day at 12th level, and four times per day at 16th level.

Your alignment appears to be lawful good while you wear an angel mask.

Archmage: You can use each of these spell-like abilities once per day: *charm person*, *dancing lights*, *detect magic*, and *magic missile*. As your bloodline strengthens you can use additional spell-like abilities, each once per day: 8th level, *invisibility* and *scorching ray*; 12th level, *lightning bolt* and *slow*; and 16th level, *dimension door* and *ice storm*.

Your caster level is treated as two higher for the purpose of casting ninjutsu.

Your alignment appears to be chaotic good while you wear an archmage mask.

Assassin: You can deliver a sneak attack that deals an extra 1d6 points of damage when you are flanking an opponent or at any time when the target would be denied its Dexterity bonus (as per the ninja scout ability). This extra damage improves to 2d6 points at 8th level, 3d6 at 12th level, and 4d6 at 16th level. If you get a sneak attack bonus from another source the bonuses on damage stack.

In addition, you gain a +2 competence bonus on Hide and Move Silently checks. This bonus improves to +4 at 8th level, +6 at 12th level, and +8 at 16th level.

Your alignment appears to be lawful evil while you wear an assassin mask.

Demon: Once per day, you can use *summon monster III* as a spell-like ability, only to summon creatures of chaotic evil alignment. At 8th level, you can instead use *summon monster IV*; at 12th level, *summon monster V*; and at 16th level, *summon monster VI*.

Your alignment appears to be chaotic evil while you wear a demon mask.

Dragon: Three times per day you can breathe a cone of fire as a standard action. The cone is 30 feet long and deals 2d8 points of fire damage. A successful Reflex save (DC 10 + 1/2 your bloodline level + your Cha modifier) halves the damage dealt. Once you use this ability, you can’t use it again for 1d4 rounds. This damage increases to 4d8 points at 8th level, 6d8 at 12th level, and 10d8 at 16th level.

Your alignment appears to be neutral evil while you wear a dragon mask.

Faceless: You gain a +5 competence bonus on saves against mind-affecting spells and abilities. Additionally; you leave no footprints, have no reflection or shadow, have no scent, you may choose to produce no sound, and cannot be seen with the “See chakra” ability.

Your alignment appears to be neutral while you wear a faceless mask.

Gladiator: You gain proficiency with all martial and exotic weapons. You also gain a +1 competence bonus on attack rolls and weapon damage rolls. This bonus improves to +2 at 8th level, +3 at 12th level, and +4 at 16th level.

Your alignment appears to be neutral while you wear a gladiator mask.

High Priest: You can use each of the following spell-like abilities once per day: *bless*, *cure light wounds*, *protection from evil*, and *sanctuary*. At 8th level, you can use *aid* and *lesser restoration*; at 12th level, *cure serious wounds* and *remove curse*; and at 16th level, *death ward* and *neutralize poison*.

Anytime you would restore a creature's hit-points you may increase the healing by 2 per die.

Your alignment appears to be neutral good while you wear a high priest mask.

Jester: You gain a +2 competence bonus on Balance, Perform, Sleight of Hand, and Tumble checks. This bonus improves to +4 at 8th level, +6 at 12th level, and +8 at 16th level.

Your alignment appears to be chaotic neutral while you wear a jester mask.

Lich: Once per day you can use *cause fear* and *detect undead* as spell-like abilities. At 8th level, you can use *false life*; at 12th level, *halt undead*; and at 16th level, *fear*.

Additionally, you gain resistance to cold 10.

Your alignment appears to be neutral evil while you wear a lich mask. Furthermore, you register as an undead creature with Hit Dice equal to your character level to any form of magical divination.

Lord: Once per day, you can use *remove fear* as a spell-like ability. At 8th level, you can use *eagle's splendor*; at 12th level, *heroism*; and at 16th level, *dispel chaos*.

In addition, you gain a +2 competence bonus on Diplomacy and Gather Information checks. This bonus improves to +4 at 8th level, +6 at 12th level, and +8 at 16th level.

Your alignment appears to be lawful neutral while you wear a lord mask.

Savage: Your hands transform into claws, granting you two primary natural weapon attacks, each dealing 1d4 points of damage (assuming you are Medium), plus your Strength modifier. You are considered to be proficient with your natural weapons and count as if possessing the multiattack monster feat. Your claws overcome damage reduction as if they were chakra enhanced weapons.

Your claw damage increases to 1d6 points at 8th level, 1d8 at 12th level, and 2d6 at 16th level.

Your alignment appears to be chaotic neutral while you wear a savage mask.

Extraordinary Masks (Su): The Saishi gains the ability to craft masks that replicate the extraordinary abilities of certain creatures. This functions similarly to the crafting of skill and ability score masks. During the crafting process the Saishi chooses one of the creature's extraordinary abilities to mimic (DM discretion); while the mask is worn the Saishi gains the benefit of this ability. For abilities that rely on certain anatomical features; the saishi may grow these appendages or physically shift into a form that permits the ability to function.

Blood Masks (Su): This is a forbidden ability among the Saishi. It allows the user to craft a mask from the corpse of an enemy. This mask is crafted from bone instead of wood and grants the wearer any bloodline the subject naturally possessed in life. The user counts as if he possessed half of the subject's bloodline levels.

Class Masks (Su): Similar to blood masks these masks are also crafted from bone. They allow the user to gain one class ability to subject possessed in life.

Master of Faces (Ex): The Saishi gains the ability to cast [polymorph](#) on himself at will with no duration and [Greater Polymorph](#) once per day.

Way of the Hydra (Su): A mythical talent that only the most legendary of all Saishi ever possessed. This power allows the user to materialize all of his masks as floating companions around himself. While active he gains the benefits of all of his masks; however only the one he is wearing loses chakra.

Feats:

Swift Masks: Meta Chakra Feat: The user may expend a meta chakra charge to materialize his mask as a swift action.

Crafting Prodigy: The user may craft masks in half the normal time.

Invisible Masks: The masks the user wears are invisible.

Persona Mask Master: (Epic): Allows the user to gain all of the memories and abilities of the sealed spirit, effectively becoming that person at will.

Uttoshi

The *Uttoshi* bloodline is a rare bloodline held by the Kanashi family of the Mist nation. This reclusive family view themselves as the only true shinobi of the world, true shadow warriors who bathe themselves in darkness, both physically and mentally. The Kanashi family only speak when absolutely necessary to one another and light sources of any kind are banned on their lands. A child of the Kanashi clan is raised nocturnally and it is not uncommon for them to not see light until they are at least four years old. They are born with unnaturally canny darkvision without sacrificing their light vision. They also have abnormally high mental fortitude to resist the dark forces to which they expose themselves to at young ages.

When they turn five the members of the Kanashi family are sent into the family dojo and left inside for five days and nights. While inside the children are told to commune with the spirits in the land of the dead. The children allow these spirits to enter their bodies and sustain them as well as empower them with dark powers and command over the shadows. The more Yomi the child brings into his body the more powerful they will eventually become (Maximum of six), however if the child brings in more Yomi than he can handle he will be consumed by the dark spirits and perish. After the five days the spirits will have become interwoven into the spirit of the child and he will emerge as a true member of the Kanashi family. It is at this moment they are shown the sun for the first time. It is usually at this time they are also taken to the Owls to form a blood pact and learn the arts of complete silence.

The Kanashi family members are often hired as assassins because of their efficiency at silent murder and discretion. They hold no allegiances but will not harm the Mist Nation in which they reside; they kill whoever they are paid to kill. Occasionally however they will feel they have been slighted and may take on a job without being asked out of spite or to prove themselves. The punishment for a failed assassination is death, thus a Kanashi will peruse his target until it is either neutralized or he dies himself.

Requirements:

To qualify to gain *Uttoshi* bloodline levels, a character must fulfill all the following criteria.

Skills: Sneak 4 Ranks, Sense Motive 4 Ranks

Feats: Advanced Bloodline (*Uttoshi*) and Shadow Arts.

TABLE: UTTOSHI BLOODLINE TRAITS

Character Level	Major
1st	Uttoshi
2nd	Blood Pact (Owl), Shadow Aura +1
3rd	Shadow Armory
4th	Shadow Aura +2
5th	—
6th	Dance of Infinite Shadows
7th	—
8th	Shadow Aura +3
9th	—
10th	Fiendish Manifestations
11th	—
12th	Shadow Aura +4
13th	—
14th	Devil Overdrive
15th	—
16th	Shadow Aura +5
17th	—
18th	Perfect Devil Trigger
19th	—
20th	Shadow Aura +6

Uttoshi (Su): The user gains limitless darkvision (this darkvision functions even in supernatural darkness) and they gain +2 to all will saving throws while the user is located in an area with less than full illumination. Additionally the user may sustain himself on the negative energies of the underworld and may instead meditate in complete darkness for 8 hours in place of rest, water, and food for the day.

Blood Pact (Owl) (Ft): Kanashi family members are required to form a bloodpact with the Owls surrounding their lands. The user gains the *Blood Pact (Owl)* feat as a bonus feat. Additionally they instantly learn the Fukuroton: Seishuku Ido no Jutsu (Owl Style: Silent Movements Jutsu).

Shadow Aura (Su): The user may, as an attack action, activate his shadow aura. This ability channels the power of the dark spirits that dwell within the user through his body.

When activated the user's body begins to release a thick black smoke made entirely of shadow. While active the user gains a bonus to attack rolls equal to half his shadow aura bonus as he draws power from the yomi and gains [partial concealment](#).

This ability costs 1 chakra every round it remains active but the user may ignore the cost for a number of rounds equal to his shadow aura bonus per day.

Note: This Shadow Aura bonus may not exceed the number of Yomi the child absorbed during his trial of shadows.

Shadow Armory (Su): Once a Kanashi's power has properly matured he may begin to form a shadow armory. To use this ability the user must go through an extensive family ritual to create a bracelet or necklace of yomi beads. The beads are crafted from materials gathered from hell and are near indestructible, as they are directly tied to the user's soul. Any damage the beads suffer is instead suffered by the user, regardless of the distance between the two. Because of this a Kanashi's yomi beads are closely guarded and usually worn by the user. As a full-round action that provokes an attack of opportunity the user may seal any item he is holding into his yomi beads, so long as he is wearing them. The items can only be removed by the user and upon his death are claimed by the yomi inside of his body and brought to hell.

Once an item is sealed within the user's shadow armory he may call that item's 3-dimensional shadow to his hand(s) as if he was drawing ammunition (in the case of armor it simply appears fully donned). The item's shadow possess all the abilities and qualities of the original, except if this item is destroyed it simply turns into fog, causing no harm to the actual item.

Dance of Infinite Shadows (u): The user gains the ability to travel between shadows as if by means of teleportation as a move action. The limitation is that the transport must begin and end in an area with at least some shadow. The user can travel up to his shadow aura bonus times 20 feet per day. This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment. This may be used as a Ninjutsu avoidance by expending 10 feet even if his shadow aura is not active. Using it in this manner causes him to only partially dissolve a part of his body and then reform it once it is no longer in harm's way.

Fiendish Manifestations (Su): At 10th level the user gains the ability to cause manifestations of his inner yomi to destroy his enemies silently. As a full round action the user may choose to create a number of incorporeal Yomi equal to half his shadow aura bonus, he may never have more than this maximum summoned at a single time. Yomi heal at a rate of 1 hp / day. If a yomi dies or its chakra pool reaches 0 it dissolves and cannot be resummoned for at least 1 month while it recovers.

The Yomi appear as hooded humanoids with varying supernatural markings such as horns, additional eyes or mouths, or some other disfiguring quality. Some or all of the Yomi may wear masks to hide these disfigurements. These yomi may be summoned with any items equipped to them from the user's shadow armory.

Each round this ability is active the user gains one corruption point for each active Yomi as the spirits channel their corrupted power through the user. This corruption can only be healed through meditation (as per the Uttoshi ability) at a rate of 1 point for every two hours of meditation. Any time the user would gain a feat or bonus feat, he may instead grant that feat to his yomi.

Note: Certain yomi may have slightly different stats than the template below.

Dex Yomi

Hp: 58 **Defense:** 17, touch 17, flat-footed 10 (+2 dodge, +5 Dex)

Fort +5, **Ref** +8, **Will** +7

Speed fly 40 ft. (perfect)

Melee Touch Drain Chakra +21 (1d8+2 Chakra Damage)

Str 10, **Dex** 20, **Con** —, **Int** 16, **Wis** 12, **Cha** 15

Base Atk User's Level; **CMB** User's Level; **CMD** 15+User's Level **CP:** 10/1 (Plus Chakra from drain)

Skills: Hide in Plain Sight, Sneak (+30)

Feats: Weapon Finesse, Dodge

Special: These shadows may expend 10 chakra to attempt a death attack as per the Shade class ability so long as they are within the user's Hidden Moon Jutsu (DC = 10 + 3 (Int) + Shadow Aura Bonus). If they succeed in this death attack they instantly heal a number of hit points equal to the target's hit die.

Str Yomi

Hp: 58 **Defense:** 12, touch 12, flat-footed 10 (+2 dodge)

Fort +5, **Ref** +3, **Will** +7

Speed fly 40 ft. (perfect)

Melee Touch Drain Chakra +21 (1d8+2 Chakra Damage)

Str 20, **Dex** 10, **Con** —, **Int** 16, **Wis** 12, **Cha** 15

Base Atk User's Level; **CMB** User's Level; **CMD** 15+User's Level **CP:** 10/1 (Plus Chakra from drain)

Skills: Intimidate (+30)

Feats: Power Attack, Dodge

Special: These shadows may expend a number of chakra up to their base attack bonus to enhance their melee damage by 1d6 for each point of chakra spent. If they succeed in this killing an opponent with this attack they instantly heal a number of hit points equal to the target's hit die.

"Con" Yomi

Hp: 100 **Defense:** 19, touch 15, flat-footed 10 (+2 dodge, +3 dex, +4 Natural Armor)

Fort +10, **Ref** +6, **Will** +7

Speed fly 40 ft. (perfect)

Melee Touch Drain Chakra +21 (1d8+2 Chakra Damage)

Str 20, **Dex** 16, **Con** —, **Int** 10, **Wis** 12, **Cha** 15

Base Atk User's Level; **CMB** User's Level; **CMD** 15+User's Level **CP:** 10/1 (Plus Chakra from drain)

Skills: Swim (+30), Climb (+30)

Feats: Dodge, Mettle

Special: These shadows may expend a number of chakra to create a link between himself and his target that will transfer an equal amount of damage to this yomi instead. Additionally this yomi heals 5 hit points per day instead of the normal 1.

Int Yomi

Hp: 58 **Defense:** 15, touch 15, flat-footed 10 (+2 dodge, +3 Dex)

Fort +5, **Ref** +6, **Will** +7

Speed fly 40 ft. (perfect)

Melee Touch Drain Chakra +21 (1d8+2 Chakra Damage)

Str 10, **Dex** 16, **Con** —, **Int** 20, **Wis** 12, **Cha** 15

Base Atk User's Level; **CMB** User's Level; **CMD** 15+User's Level **CP:** 10/1 (Plus Chakra from drain)

Skills: Knowledge (Hell) (+30)

Feats: Ninjutsu Adept, Dodge

Special: These shadows may expend their chakra to cast any shadow technique their master knows (the saving throw is calculated with this Yomi's Int and Ninjutsu adept bonus). If they succeed in this killing an opponent with this attack they instantly heal a number of hit points equal to the target's hit die.

Wis Yomi

Hp: 58 **Defense:** 12, touch 12, flat-footed 10 (+2 dodge)

Fort +5, **Ref** +3, **Will** +9

Speed fly 40 ft. (perfect)

Melee Touch Drain Chakra +22 (2d6+4 Chakra Damage)

Str 10, **Dex** 10, **Con** —, **Int** 16, **Wis** 20, **Cha** 15

Base Atk User's Level; **CMB** User's Level; **CMD** 15+User's Level **CP:** 10/1 (Plus Chakra from drain)

Skills: Perception (+30), Survival (+30)

Feats: Track, Dodge

Special: These shadows can expend any number of chakra to grant someone they are touching an amount of temporary chakra equal to half of what they spent.

Cha Yomi

Hp: 45 **Defense:** 10, touch 10, flat-footed 10

Fort +5, **Ref** +3, **Will** +9

Speed fly 40 ft. (perfect)

Melee Touch Drain Chakra +22 (2d6+4 Chakra Damage)

Str 10, **Dex** 10, **Con** —, **Int** 16, **Wis** 16, **Cha** 20

Base Atk User's Level; **CMB** User's Level; **CMD** 15+User's Level **CP:** 10/1 (Plus Chakra from drain)

Skills: Bluff (+30), Diplomacy (+30)

Special: These shadows can expend 5 chakra to use the [change shape](#) ability.

Corruption	Penalty
20	User's eyes turn completely jet black.
25	User becomes <i>Fatigued</i>
30	User gains 1 <i>Negative Level</i> and <i>Light Sensitivity</i>
35	Users gains an additional <i>Negative Level</i> and a <i>Monstrous Appearance</i> (DM Choice)
40	User gains an additional <i>Negative Level</i> and becomes <i>Exhausted</i>
45	User gains an additional <i>Negative Level</i> and his maximum chakra pool becomes 1
50	The corruption will consume the user's body and all penalties become permanent

Note: It is recommended that the DM give each Yomi its own character and personality but not necessary.

Devil Overdrive (Su): The user has become attuned with his inner yomi and may now learn the “Kanashi Ultimate Secret Technique: Devil Overdrive” jutsu.

Perfect Devil Trigger (Su): At 18th level the user has gain complete dominion over his yomi. The chakra cost, duration, and corruption cost of his devil trigger and devil overdrive abilities can be ignored for the first 10 rounds they are active each day.

Justsu

Kanashi Secret Technique: Hidden Moon Jutsu – Rank 4 – B Class – Duration: concentration (see text) - Costs 5+1/additional 20ft

This jutsu greatly increases the size of one's shadow aura. The user's shadow aura spreads from the user's body like a rolling fog that passes though solid objects filling a radius equal to the user's shadow aura bonus times 20ft. The fog spreads at a rate of 20 feet per round and travels with the user. While it may appear to be fog, it is actually simply normal darkness manipulated by chakra. This fog can lower luminosity up to a number of stages equal to the user's shadow aura bonus. This fog cannot pass through any object containing chakra. Each round not spent concentrating on this technique causes the fog to recede by 10feet, if the user returns to concentrating on the technique the fog will begin to spread again.

Empower: The user may expend an additional point of chakra to increase the radius by 20 feet up to a maximum of 500ft.

Mastery: Each step of mastery causes the fog to spread 10 feet per round faster. With the fifth step of mastery in this technique the user becomes completely aware of all creatures and objects inside of the fog.

Feats

Black Soul – The user now must only meditate for 4 hours each day to sustain himself.

Meta-Chakra Feat: Battle Ready Uttoshi - The user may activate his Shadow Aura as a swift action at the start of combat.

Pure Hearted – All the penalties have their minimum corruption level raised by 20.

Yomi of Many Faces – If your Yomi succeeds in slaying a target with its death attack it may choose to take on the target's appearance and voice as well as gain the ability to mimic their personality. Each of your Yomi may do this and the change lasts until that Yomi takes on a new appearance with this ability.

Templates

Fettered Chakra

The only way to acquire this template is through sheer force of will when inflicted with Kami no Te. By re-forcing the user's chakra pathways open and breaking the seal with immense strain the user has regained a semblance of his/her old abilities back, however the actual chakra of the user has become more condensed.

Skills: -5 on all Chakra Control Checks when trying to manipulate the user's own chakra, a -4 on all learn checks to learn any non-taijutsu techniques, and a -2 on the effective skill threshold when attempting to use any non-taijutsu technique.

Special Qualities: Unnatural Chakra, Dense Chakra, Chakra Void, Slow Metabolism (slow healing)

Unnatural Chakra: The User's Chakra has become so condensed it has taken on a new color, chosen by the template's user. Whenever the user draws out more than 10 chakra from his/her chakra pool his/her chakra becomes visible, like an aura. Anyone with the ability to see/sense chakra must make a Fortitude save with a DC equal to the amount of chakra pulled out (minimum 10 for this effect) to avoid being dazzled, due to the high concentration of the chakra, for one round. If they fail the save by more than 5 they are staggered or blinded for one round instead, depending on their method of chakra detection. Anyone who passes their save or suffers this penalty becomes immune to the effect for 24 hours. The chakra seems unnatural to animals and they must make an equivalent will save or be shaken (Unless they are aware the user is not a threat). The user also no longer suffers any time penalties when using the Kuro no Sogi (Black Funeral) because his chakra exists in a constantly compressed state.

Dense Chakra: The user's chakra pool has been crushed inside of his/her own body and now lies in a more dormant state until coaxed out, because of this the user now only suffers half the penalties when taking tenketsu damage (due to the smaller "size" of the chakra). Additionally the user's con modifier now applies to his/her chakra reserves instead of his/her pool.

Chakra Void: The user gains the "Suppress Chakra" ninja ability for free when acquiring this template and the DC for sensing someone with this template when not suppressing their chakra is increased by one stage. When the user's chakra is suppressed it is completely hidden and the user appears as if he/she were a void of chakra or a lifeless construct. Any animals with an intelligence score of less than 4 will ignore the user when suppressing chakra as if he/she were an inanimate object, however animals with an intelligence of over 4 will avoid the user, if aware of them, when suppressing chakra because of his/her "nonexistence".

Gm Discretion: Because of this he/she receives a plus 5 on stealth checks against people who are used to relying on sensing chakra out of reflex and a plus 10 to those who it is their primary sense. Also, any creatures whose only methods of perception are sensing chakra act as if the user of this ability is invisible while he/she is suppressing their chakra.

Slow Metabolism (Slow Healing): The body normally relies on a steady flow of chakra to maintain its normal cellular functions, however when acquiring this template the body's process slow down to compensate for the reduced flow of chakra. The user must rest twice as long for anything that requires rest to recover from (Excluding normal everyday activity and non-fatiguing travel), and has reduced appetite. The user's organs also

function at reduced speed and his/her heart beats at half the speed of a normal heart. During combat this metabolism can be restored to its normal speed by drawing more chakra from his/her reserves, but while resting or during normal day activates the metabolism is slowed. Because of this the user's life span is increased by a significant amount as cellular division is slowed. The amount it is increased by can be seen on the following chart:

Amount of Combat	Life Span Increase
No Combat	X2.0
Low Combat	X1.8
Average Combat	X1.6
High Combat	X1.4
Near Constant Combat	X1.2
Constant Combat (24/7)	X1.0

Note: This does not affect any ageing that has occurred prior to the acquisition of this template. All ageing from hence on shall be divided by the given values above. Example: If a 20 year old develops this template he acts as if 20 until he ages more. IF 20 years go by and he has had an average amount of combat for a ninja then he calculates his bodies age by taking the time passed, 10 years, and dividing by the appropriate value, 1.6. So even though he is 40 years old his body acts as if only 32 going on 33.

Kami no Te (Hand of God) (fuinjutsu)

This Jutsu completely seals the target's chakra pathways by compressing the target's chakra into a dense state in the center of his/her body and sealing it all at once, paralyzing them for life and making any use of chakra near impossible. This jutsu forces all of the user's chakra except for one into his/her reserves, drawing the chakra out and breaking the jutsu requires a chakra control check DC 60. Doing so partially breaks the jutsu and gives the target the Fettered Chakra Template.

Reverse Sage

Soul Pool: Soul points are slivers of broken souls collected by the reverse sage during combat. These points can only be regenerated by collecting them and they never decay over time. The souls are usually stored within a soul seal somewhere on the reverse sage's body and it glows more brightly depending on how many souls it currently holds. A reverse sage may not have more soul points than her current chakra pool or she risks going insane. If these soul points ever exceed the user's current chakra pool she may choose to release the excess souls as a free action, attempt to mold negative senjutsu chakra as a free action with the standard penalties, or make a will save each round equal to 10 + twice the amount of soul points exceeding her pool. Failing the check to mold negative senjutsu chakra or failing the will save associated with maintaining excess soul points causes the reverse sage to suffer 1d4 points of permanent wisdom damage, failing these saves does not automatically drain her excess soul pool, she must make the conscious decision to do so.

Negative Senjutsu Chakra: Functions similarly to senjutsu chakra except as follows. Negative senjutsu chakra is molded by combining one soul point and one point of chakra. Spending the entire cost of a technique with negative senjutsu chakra causes it to act as if under the effects of the meta chakra feat "Vile Technique" without the normal drawbacks.

The same feats associated with Nature energy and Senjutsu Chakra apply to this process.

Wrench Soul: The reverse sage can attempt to wrench a soul from a recently slain target (died less than five rounds previous). As a full round action that provokes an attack of opportunity she may make a fuinjutsu check equivalent to the Sage's normal Balance check to create a link between her soul mark and the target's soul. The DC to gather soul points is 15 + the amount of soul points gathered. The reverse sage can only gain up to the creature's HD in soul points and may not re-try the check after absorbing soul points as the remaining soul energy is dispersed.



CHAPTER 3: TECHNIQUES

Technique Index

Hint: Using the Ctrl+F function along with the technique index will make finding specific techniques much easier.

Rank 1 Techniques:

Ninjutsu:

Suiton:

Suiton: Hōmatsu Ha no Jutsu (Water Release: Bubble Blast Technique)

Rank 2 Techniques:

Ninjutsu:

Suiton:

Suiton: Hōmatsu Kibarashi no Jutsu (Water Release: Bubble Disorientation Technique)

Rank 3 Techniques:

Chakra Control:

Spirit:

Ryureiken (Dragon Soul Blade)

Seireiha (Soul Edge)

Ninjutsu:

Magnetism:

Jishaku (Magnet)

Suiton:

Suiton: Manpai Hōmatsu (Water Release: Filled Bubbles)

Rank 4 Techniques:

Ninjutsu:

Sanshōton: Shūki Kenchi no Jutsu (Salamander Style: Odor Detection Jutsu)

Blood:

Akuma no Me (Eyes of the Demon)

Ketsueki Sōsa (Blood Manipulation)

Slow Blood Flow

Katon:

Fists of Flame

Suiton:

Suiton: Taibu Hōmatsu Ha no Jutsu (Water Release: Greater Bubble Blast Technique)

Taijutsu:

Strike:

Sharingan Jutsu: Yamuwoenai Bijon (Sharingan Technique: Unavoidable Vision)

Sharingan Taijutsu: Zandaka Shōkai (Sharingan Hand-to-Hand Technique: Balance Inquiry)

Rank 5 Techniques:

Genjutsu:

Schism

Ninjutsu:

Blood:

Ketsueki Keisei no Jutsu (Blood Formation Jutsu)

Shadow:

Kage Shuriken (Shadow Shuriken)

Suiton:

Suiton: Hōmatsu no Jutsu (Water Release: Bubble Explosion Technique)

Stance:

Kuro No Sogi (Black Funeral Stance)

Tetsuton:

Tetsuton: Gosunkugi no Jutsu (Iron Style: Bed of Nails Technique)

Tetsuton: Kinjo no Jutsu (Iron Style: Metal Shaping Technique)

Tetsuton: Kyokajo no Jutsu (Iron Style: Metal Enhancing Technique)

Taijutsu:

Strike:

Saigo Uchiha: Finikkusu Bakushin (Phoenix Rush)

Rank 6 Techniques:

Genjutsu:

Training:

Ninigi Adaptation Utilization

Ninjutsu:

Blood:

Ochiba no Chi (Blood of the Fallen)

Katon:

Saigo Uchiha: Josho Finikkusu Jutsu (Ascending Phoenix Technique)

Medical:

Iryou Ninjutsu: Hiken - Kyusoku (Medical Ninjutsu: Secrets - Haste)

Raiton:

Myaku Nami (Pulse Wave)

Suiton:

Suiton: Hōmatsu Bunshin no Jutsu (Water Release: Bubble Replication Technique)

Training:

Sharingan Training: Copy Wheel Training Session!

Rank 7 Techniques:

Chakra Control:

Hone Kōru (Bone Chilling Jutsu)

Ninjutsu:

Salamander Style Kumiawase Shuhō: Suchīmu Chōri no Jutsu (Combination Technique: Steam Cooking Jutsu)

Blood:

Karitori Shuhō: Sukāretto Karitoriki no Jutsu (Reaping Technique: Scarlet Reaper Jutsu)

Magnetism:

Anzen-Kyu (Safety Sphere)

Suiton:

Suiton: Hōmatsu Engai no Jutsu (Water Release: Bubble Drift Technique)

Spacetime:

Jigenpo (Dimension Step)

Tetsuton:

Tetsuton: Suigenha no Jutsu (Iron Style: Quicksilver Blades Technique)

Taijutsu:

Strike:

Saigo Uchiha: Ryusei Suiryoku (Meteor Thrust)

Rank 8 Techniques:

Fuinjutsu:

Karitori Shuhō: Kase no Tamashi no Jutsu (Reaping Style: Shackles of the Soul Jutsu)

Ninjutsu:

Raiton:

Lightning Fusion

Suiton:

Suiton: Hōmatsu Hyō no Jutsu (Water Release: Bubble Drift Technique)

Tetsuton:

Tetsuton: Tetsuyuho (Iron Style: Iron Fusion)

Rank 9 Techniques:

Ninjutsu:

Suiton:

Suiton: Dekishi Hōmatsu no Jutsu (Water Release: Drowning Bubble Technique)

Taijutsu:

Strike:

Erupting Meteor Fist

Rank 10 Techniques:

Genjutsu:

Dojutsu:

Ninigi (Inheritor of the Earth)

Ninjutsu:

Sanshōton: Doku Haisetsu no Jutsu (Salamander Style: Poison Excretion Jutsu)

Blood:

Jaakuna Saisei no Jutsu (Unholy Regeneration Jutsu)

Raiton:

Rai Bunshin no Jutsu (Lightning Replication Technique)

Suiton:

Suiton: Hōmatsu Kiraigen no Jutsu (Water Release: Bubble Minefield Technique)

Tetsuton:

Tetsuton: Denkumeki (Iron Style: Electrocoat)

Tetsuton: Tetsuhassa (Iron Style: Iron Projectile)

Tetsuton: Tetsutengai (Iron Style: Iron Dome)

Senjutsu:

Sage Art: Raiun Jutsu (Thunder Cloud Technique)

Rank 11 Techniques:

Chakra Control:

Spirit:

Seireiha Taigen: Mugeniji (Soul Edge Embodiment: Infinite Resolve)

Genjutsu:

Dojutsu:

Tenjin (God of Knowledge)

Ninjutsu:

Susano'o (God of Sea and Storms)

Blood:

Chifukushu No Jutsu (Bloody Vengeance Jutsu)

Itomaki Katachi no Jutsu (Pincushion Jutsu)

Magnetism:

Arashi Totaro Super Mega Ultimate Secret Technique: Ashuku-Ha! (Compression Blast)

Shadow:

Fuinroku Kai: Kagefukumu (Sixth Seal Release: Embrace of Shadows)

Taijutsu:

Strike:

Hyaku Kirikomi (One Hundred Cuts)

Rank 12 Techniques:

Ninjutsu:

Doujutsu:

Yukionna (Goddess of Winter)

Magnetism:

Oki Jishaku Kanri (Greater Magnet Control)

Shadow:

Kikaru Secret Technique: Kageori Dan (Shadow Particle Bullet)

Kikaru Secret Technique: Kageori Ryūshi (Shadow Particle Cage)

Suiton:

Suiton: Hōkai Hōmatsu no Jutsu (Water Release: Disintegrating Bubbles Technique)

Tetsuton:

Tetsuton: Karitateru Chi (Iron Style: Galvanize Blood)

Taijutsu:

Strike:

Vermillion Slash

Rank 13 Techniques:

Ninjutsu:

Blood:

Maseshinda no Jutsu (Walking Dead Technique)

Magnetism:

Tengoku Sodai Jutsu: Chiri (Avatar of Heaven Technique: To Dust)

Tetsuton:

Tetsuton: Tetsu Bunshin no Jutsu (Iron Style: Iron Replication Technique)

Taijutsu:

Strike:

Shanikusai no Heika (Carnival of Blades)

Rank 14 Techniques:

Ninjutsu:

Blood:

Yobi Shuhō: Kurenai Shoku no Jutsu (Preliminary Technique: Crimson Eclipse Jutsu)

Magnetism:

Tengoku Dodai Jutsu: Shidare Sukai (Avatar of Heaven Technique: Weeping Sky)

Yosei: Tetsuton (Training: Iron Style)

Spacetime:

Kuchiyose no Jutsu: Kinshitori Akujin (Summoning Jutsu: Forbidden Dark Spirit Gate)

Tetsuton:

Tetsuton: Tetsutome (Iron Style: Iron Maiden)

Rank 15 Techniques:**Ninjutsu:***Suiton:*

Joshua Secret Technique: Ken no Damocles (Sword of Damocles)

Rank: Ritual

Hakai no Kusari (Breaking of Chains)

Anzen-Kyu (Safety Sphere)*Ninjutsu [Magnetism]***Rank:** 7 (B-Class); **Learn DC:** ?, 2 success; **Perform requirements:** 7 rank (DC 11); **Time:** 1 attack action;**Components:** C, H; **Range:** Personal; **Area:** up to 100ft plus 25/level **Duration:** Concentration; **Saving****Throws:** None; **Chakra Resistance:** No; **Chakra Cost:** 5 plus 1/round (1 every other round if using wire)*The user creates a light blue magnetic shield that repels metal using multiple metal rods or wires as connecting points around the radius.*

Grants DR 30 against metal projectiles to anyone within the half sphere.

Akuma no Me (Eyes of the Demon)*Ninjutsu (Suiton) [Soisne Hijutsu]***Rank:** 4 (C-Class); **Learn DC:** 20, 3 success; **Time:** 1 minute/level; **Range:** Long (30ft + 15/level); **Chakra Cost:** 5.

After successfully passing a DC 15 perception check, the user may sense and see the life's blood of a nearby life form.

Arashi Totaro Super Mega Ultimate Secret Technique: Ashuku-Ha! (Compression Blast)*Ninjutsu (Magnet Style: Requires: Ninjutsu 12 Ranks, Chakra Control 12 Ranks, Knowledge (Physical Science) 10 Ranks) [Arashi Totaro Hijutsu]***Rank:** 11 (S-Class); **Learn DC:** 27, 6 success; **Perform Requirements:** 13 ranks (DC 29); **Time:** (See Text);**Duration:** Concentration (See Text); **Saving Throws:** Fortitude/Reflex Half **Chakra Cost:** 10*"This jutsu carries the weight of the hopes and dreams of all the people who have died in this goddamned war, what chance do you have of standing against it?!"*

This technique is a two part magnetic wonder. The first part of the technique has almost no visible effect, it magnetically charges a large area (10 sq. feet) with either positive or negative charge, this takes a full round action. Anyone viewing the area may make a DC 20 plus 10/5ft away to see the area slightly vibrating as it tries to push itself apart from the opposing forces. The next step of this technique creates a powerful sphere of the opposite charge, pulling the entire area into a super compressed ball, this is a standard action. Once the ball is created the user must use his chakra to maintain both charges simultaneously, requiring a strong mastery of chakra control, which is why every round beyond the first the user must make a DC 20 concentration check to maintain the technique and pay 2 chakra to maintain the charges (The chakra is expended even on a failed check). To turn a person into this technique the user must succeed in a grapple check or the enemy must be considered helpless, the enemy then receives a fortitude save to avoid being crushed by the magnetic 'crunch'.

The attack is a melee touch attack, the Ashuku-Ha's magnetic field is released and the ball rapidly re expands, the resulting matter will not resemble its original appearance after being crushed and any bodies inside are indistinguishable from the rest of the rubble. A slight magnetic field is still kept so the result burst only occurs in one direction. The Attack deals 10d6 concussive damage and 5d8 force damage (Plus an additional hazards such as lava or acid), a 15ft cone also extends outwards from the technique dealing 5d6 concussive damage halved on a successful reflex save. The original target is pushed back to the end of the cone in a random square he/she must make a fortitude save to not be knocked prone.

Empower: The user can choose to include more matter in this attack at a rate of 5 cu. feet/ 3 chakra. This increases the initial damage by 4d6 and 2d8 per 5cu. feet and the cone damage by 2d6. This can be empowered 10 times or half the user's HD whichever is lower.

Masteries: The First Mastery of this technique reduces the time required for the second part of this technique from a standard action to a swift action.

With Three Masteries this technique can be maintained without the concentration check.

With Five Masteries in this technique the first part of this technique is shorted from a full round action to a move action.

Chifukushu No Jutsu (Bloody Vengeance Jutsu)

Ninjutsu (Shadow/Suiton Requires: Ketsueki Sosa, Ochiba no Chi, and Kagebaku Shuriken no Jutsu) [Soisne Hijutsu]

Rank: 11 (A-Class); **Learn DC:** 25, 5 success; **Perform Requirements:** 12 ranks (DC 25); **Time:** (See Text);

Duration: (See Text); **Saving Throws:** Will **Chakra Cost:** 15

"Pick a god and pray"

The user of this technique can control a target's spilt blood to gradually pool around their shadow and coagulate to form several solid spikes. The spikes of blood then impale the shadow, rendering the target completely immobile. This portion of the technique functions as per *Kagebaku Shuriken no Jutsu*.

Once the target is paralyzed and considered helpless, the user may make a melee touch attack against them. If the user succeeds in their melee touch attack, he/she may extend their control of the target's blood to the blood in their body as a move action. Upon doing so, the user may manipulate the blood to impale them from within. The technique requires a standard action to begin and the puddle begins to form around the shadow of the target, however the spikes do not form until the following round (This can be delayed any number of rounds and is a free action to perform). The target may make a perception check, opposed to a ninjutsu check made by the user of the technique, to notice the blood pooling around their shadow. If the target moves the blood can be directed towards the enemy at a base speed of 10ft.

When the user succeeds in the melee touch attack the target may make a will save to prevent the user from taking control of their internal blood. If they fail, the user may instantly kill them or incapacitate them.

Masteries

Each mastery in this technique increases the base speed of the blood by 5ft.

The fifth mastery in this technique allows the user to form the spikes in the same round the technique is used.

Erupting Meteor Fist

Taijutsu (Strike; requires Saigo Uchiha: Ryusei Suiryoku (t)) [Kai Uchiha Hijutsu]

Rank: 9 (S-Class); **Learn DC:** 22, 4 success; **Perform requirements:** 12 ranks (DC 24); **Time:** 1 Attack Action; **Components:** M; **Range:** Short (15 ft. + 5 ft./2 levels) (*See Text*); **Target:** One Creature; **Duration:** Instantaneous; **Saving Throws:** N/A, Reflex Half. **Chakra Resistance:** no; **Chakra Cost:** 4.

This technique functions as the Meteor Thrust except as follows and above.

The user adds +1d6 fire damage to the melee damage roll. This does not allow a save to the original target, but will allow saves to anyone caught in the area of effect.

This technique causes a large explosion of fire in a 10 ft- cone behind the user if the attack was made horizontally, if vertical, the attack causes a 10-radius burst, Reflex half.

Empower: The fire damage may be increased by 1d6 for 1 chakra per level.

For every 5 points this is empowered, increase the cone or radius effects by 5 ft.

Fists of Flame

Ninjutsu (Katon) Requires Chakra Control 6 ranks [Kai Uchiha Hijutsu]

Rank: 4 (B-Class); **Learn DC:** 18, 3 success; **Perform requirements:** 6 ranks (DC 19);

Time: 1 Attack action; **Components:** M; **Range:** Personal; **Target:** Self; **Duration:** Until Discharged; **Saving Throws:** None; **Chakra Cost:** 4.

The user empowers their fists with fire element chakra that can be discharged into massive fireballs.

This technique adds +1 fire damage/ 2 levels to unarmed damage rolls. Each round the bonus reduces by +1.

When this technique's damage bonus hits +0, it ends.

At any time during this technique, the user may discharge the chakra to make a ranged touch attack against any enemy within 30 ft. If successful, the technique deals 1d6 fire damage for each +1 the technique retains.

Fuinroku Kai: Kagefukumu (Sixth Seal Release: Embrace of Shadows)

Fuinjutsu (Shadow; requires Fuinjutsu 12 ranks) [Kikaru Hijutsu]

Rank: 11 (Super S-Class); **Learn DC:** 28, 6 success; **Perform requirements:** 14 ranks (DC 30); **Time:** 2 full-round actions; **Components:** H; **Range:** Personal; **Effect:**

Releases sealed yokai; **Duration:** (See Text); **Saving Throws:** None; **Chakra Cost:** 5

"It cannot be seen, cannot be felt, cannot be heard, and cannot be smelt. It lies behind stars and under hills, and empty holes it fills. It comes first and follows after, Ends life, kills laughter."

This technique can only be activated by first releasing the six seals that hold the yokai's influence over the user's body in check. This is accomplished with a lengthy series of hand signs that takes no less than 12 full seconds to perform. Once released the yokai's darkness washes over the user and spills into the world around him like a violent jet black flame. The flames appear to be alive, and have an overwhelming hunger to them. Then the area is met with an uneasy silence as the user emerges from the darkness holding what appears to be a mask made from an owl's skull. When donned the user enters stage 1 (donning the mask is a part of the 2 full round actions to activate this jutsu)

This form can only be sustained for thirty seconds in a single day. If the form is maintained any longer than this the yokai will begin to consume the user's soul. Each round after the maximum that this technique is maintained the user will gain two points of permanent corruption.

Stage 1: Once donned the mask will cause giant feathered wings to shoot from the user's back, splattering blood everywhere. These wings will wrap around the user and form a cloak around the user. Once wrapped around the user he will lift into the air and begin levitating. The user will gain a fly speed equivalent to his movement speed. The user may materialize one dark tendril for every three levels he possesses made from shadows as a part of drawing a weapon. These tendril attacks count as primary natural attacks and each deal 1d8 + the user's dex modifier, any feats or abilities that would apply to battle wires or whips also apply to these tendrils. They have a range increment of 30ft with a maximum range of 5 range increments. Additionally the user's wings provide a +5 bonus to defense and the yokai will provide him with regeneration 5.

Stage 2: At any point the user may choose to, as a free action on his own turn, reveal his true form. The user draws back his wings and spreads them wide to reveal a 10ft wingspan and the user's dark corrupted visage. Once activated the user lets out a terrible inorganic howl that shakes living things to their very core. Everyone who hears the howl must succeed a will saving throw or gain the shaken condition. The user's body now looks like a twisted mass of shadowy tendrils with sharp claws dripping with the user's own blood and a long barbed tail. With his wings open he loses his bonus to armor class and his flight speed doubles.

The user gains a +2 to his active speed and strength ranks, two secondary claw attacks (which are supernaturally

sharp, thus ignoring all hardness), and a tail slam attack dealing 2d6 that provides a free grapple check on a successful hit (The user may maintain tail grapples as a free action). While in this form the user also may make a full attack action even after taking a move action (as per the “pounce” ability). Finally, the user’s regeneration 5 becomes regeneration 10 and lost limbs will regrow almost instantly.

At the end of this technique the user will be exhausted for 1d4 hours. If the user accessed Stage 2 he will instead be exhausted for 1 day for each round he was in Stage 2. This exhaustion can be reduced to the fatigued condition if the user is healed by a medical ninja with at least 5 levels in the Medical Expert class, however this fatigued condition cannot be healed by any means and will only dissipate after the aforementioned amount of time.

Mastery: Each mastery in this technique increases the base duration of the ability by 1 round.

With the third step of mastery in this technique the user can summon the mask as a standard action.

With the fifth step of mastery the fatigued and exhausted conditions now only last for half the normal amount of time and he only suffers 1 point of permanent corruption for each round he goes over his limit.

Feat:

Devil Trigger Master: Must have 5 masteries in the Embrace of Shadows technique before taking this feat. This feat removes the fatigued and exhausted conditions from the ability. Additionally the user can now form the mask as a move action.

Hakai no Kusari (Breaking of Chains)

Ritual [Yasei Hyuga Hijutsu]

Components: 8 chakra-storing gems each containing at least 20 points of the target’s chakra; **Duration:** 1 minute; **Saving Throws:** None; **Chakra Cost:** (see text).

This ritual was created with the express purpose of removing Punishment Seals from Hyuga. In the weeks before the ritual, the target must prepare 8 chakra-storing gems by pouring 20 of his/her chakra into the gem. Before the ritual takes place, the Hyuga’s eyes must be removed so the seal does not destroy them. The ritual itself requires 9 participants, preferably medically-trained, as its success hinges on precise timing.

The leader of the ritual will gradually drain the target of all of his/her chakra while the other 8 participants stand by with the gems. Once the target’s chakra is completely drained, the Eight Gates within the target stop generating chakra, essentially killing the target, and the Punishment Seal vanishes. Within seconds, the 8 participants must then draw out the target’s chakra from the gems and pour it into the target. The chakra must be directed into the locations of the Eight Gates and it must be inserted at all eight points at precisely the same time.

If completed properly, the influx of familiar chakra essentially tricks the target’s body into generating more chakra and “revives” the target. Once the target is revived, his/her eyes are reinserted and he/she is free to go without the burden of the Punishment Seal.

Hone Kōru (Bone Chilling Jutsu)

Chakra Control (Hyouton: Requires Soul Edge, Chakra Control 10 ranks) [Yasei Hyuga Hijutsu]

Rank: 7 (S-Class); **Learn DC:** 23, 5 success; **Perform requirements:** 10 ranks (DC 20); **Time:** 1 free action; **Range:** Long (30ft + 15 / 2 levels); **Duration:** 1 round/level; **Saving Throws:** Fortitude half; **Chakra Resistance:** Yes; **Chakra Cost:** (see text)

With every successful hit made with a soul edge, the user may choose to spend an additional point of chakra to infuse an ice charge into their opponent. A user may only infuse one charge per level. These charges expire in one round per level, but the duration of these charges resets when another is added. At any point during combat, the user may take a standard action in order to detonate these charges.

The opponent must then make a Fortitude save or takes 1d8 per ice charge of cold damage. This damage is halved if the opponent makes a successful save. If the opponent is killed by this technique his corpse will turn to ice.

Hyaku Kirikomi (One Hundred Cuts)

Taijutsu (Strike; Requires Speed rank 4 (a) and Shiden) [Yasei Hyuga Hijutsu]

Rank: 11 (S-Class); **Learn DC:** 27, 5 success; **Perform requirements:** 15 ranks (DC 31); **Time:** 1 full-attack action; **Components:** M; **Area:** 30 foot radius; **Target:** One creature per level (maximum); **Duration:** Instantaneous; **Saving**

Throws: None; **Chakra Cost:** 5 plus 1 per creature attacked (maximum 15).

The user unleashes one hundred sword attacks against any target within the thirty foot radius (10 creatures). Each attack deals 2 points of damage. A single target may only be targeted by a number of attacks equal to the user's level.

The rest of the technique functions as per the *Issen no Shiden* technique. (no attacks of opportunity threatened, no crits, move at speed rank).

Itomaki Katachi no Jutsu (Pincushion Jutsu)

Ninjutsu (Suiton Requires: Ketsueki Sosa and Ochiba no Chi) [Soisne Hijutsu]

Rank: 11 (S-Class); **Learn DC:** 27, 7 success; **Perform requirements:** 15 ranks (DC 31); **Time:** 1 instant action; **Components:** C, H; **Range:** Personal; **Area:** 5 ft. radius; **Duration:** Instantaneous; **Saving Throws:** Reflex halves; **Chakra Cost:** 16.

As an instant action, the user may project multiple spikes of blood out of her body, inflicting all nearby targets with 5d6 slashing and 5d6 poison damage halved on a successful reflex save, The user may then decide to either retract the blood back into her body or manipulate it to form blood tentacles around her body. The user gains 4 tentacle rake attacks modified by her intelligence, each dealing 1d8 points of slashing damage plus the creature's Intelligence modifier. The tentacles have a reach of 10 feet.

Iryou Ninjutsu: Hiken - Kyusoku (Medical Ninjutsu: Secrets - Haste)

Ninjutsu (Medical; Requires Chakra Control 15 ranks) [Arashi Totaro Hijutsu]

Rank: 6 (B-Class); **Learn DC:** 22, 3 success; **Perform requirements:** 16 ranks (DC 18); **Time:** 1 attack action; **Components:** C, H; **Range:** Personal or touch; **Duration:** 1 round/level; **Saving Throws:** Fortitude Negates; **Chakra Resistance:** Yes; **Chakra Cost:** 5 + 1/additional target

This jutsu was created by Arashi Totaro to teach to younger medical ninjas so they could become more self reliant in combat and get to wounded soldiers more quickly. This jutsu increases the user's or a target being touched by the user's metabolic rate so they can move more quickly and have faster reaction times.

When making a full attack action, a hasted creature may make one extra attack with one natural or manufactured weapon. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed.

Empower: By spending a meta chakra charge the user may affect any number of creatures adjacent to himself with this ability as well as himself.

Jaakuna Saisei no Jutsu (Unholy Regeneration Jutsu)

Ninjutsu (Requires Shikotsu Myaku Bloodline, Ketsueki Sosa and Ochiba no Chi) [Soisne Hijutsu]

Rank: 10 (Super-S-Class); **Learn DC:** 26, 7 success; **Perform requirements:** 16 ranks (DC 32); **Time:** 1 full-

round action; **Components:** C, S; **Range:** Personal; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 5.

With this technique, the user may regenerate a lost limb at an astounding rate. When the technique is activated, the user begins to generate blood at a faster rate and extend her bones to replace the missing limb. Once the bone is in place, she forces tendrils of blood over it to gradually knit into flesh.

Jigenpo (Dimension Step)

Training: 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 move; **Components:** M; **Range:** (See text); **Effect:** Teleports the user and held creatures; **Duration:** Instantaneous; **Saving Throws:** Will negates (unwilling); **Chakra Resistance:** Yes; **Chakra Cost:** 1.

The user gains the teleport extraordinary ability with an extremely limited range. The user is able to teleport five times his move speed per day. This movement has both a visual and auditory queue that is decided by the user with this jutsu is learned. (Regardless of appearance the user suffers a -5 to stealth checks when using this jutsu).

He always arrives 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. Chakra resistance does not apply to the user.

This spacetime technique allows the user to go through 3 foot of concrete per level. Once he hits that limit, he will appear outside the obstacle and must use the technique again to go any further.

If the place the user wishes to transport to is already occupied, he will appear directly beside it and suffer 1d6 point of damage. If there is simply no space for the user to appear, he will move 2d6x10 feet in a random location and suffer 6d8 point of damage.

Should the user suffer damage from this technique due to lack of space, any creature it carries also suffer damage.

Mastery: Each step of mastery increases the daily distance multiplier by one.

Jishaku (Magnet)

Ninjutsu

Rank: 3 (C-Class); **Learn DC:** ?, 2 success; **Perform requirements:** 3 rank (DC 11); **Time:** 1 attack action; **Components:** C, H; **Range:** 10ft per level ; **Duration:** 1 round / level; **Saving Throws:** Fortitude Negate; **Chakra Resistance:** No; **Chakra Cost:** 3

Makes two objects magnetically attracted to one another. These objects will move 5ft closer to each other at the top of each round. +5ft for each size category below Huge.

Joshua Secret Technique: Ken no Damocles (Sword of Damocles)

Ninjutsu (Suiton/Fuuton; Requires Ninjutsu 15 ranks, Chakra Control 15 ranks, Epic Technique: Ken no Damocles (f)) [Joshua Hijutsu]

Rank: 15 (Epic); **Learn DC:** 35, 7 success; **Perform requirements:** 15 ranks (DC 31); **Time:** 1 full-round action; **Range:** Sight; **Area:** 500ft radius; **Duration:** (See Text); **Saving Throws:** Fortitude half; **Chakra Resistance:** Yes; **Chakra Cost:** 30.

"I'm afraid you've caught me on a bad day, once I activate this jutsu its out of my control"

This archaic hijutsu historically is known as a hyouton technique, but that is actually a misconception. The technique does not rely on the user's own chakra to freeze the water.

The user begins by creating a large ball of chakra in his own hand which he sends skyward with a powerful thrust like a cannon. The orb glows brightly and appears to be a shooting star flying into the sky. The orb travels up to stratosphere where it begins to rapidly collect super cooled water around itself and bind it into the rough shape of a sword. The sword quickly crystalizes over the course of one full minute after-which the chakra holding it in the air will propel it downwards and it will come crashing down from the sky. The blade will fall over the course of 5 rounds at the end of which it crashes into the ground with the force of a powerful meteor. The sword is 500ft long and has 3,000 hit points once fully formed.

When the sword crashes into the ground anything within a 100ft radius will suffer 20d6 concussive damage halved on successful reflex save, any creature within the first 50ft of the radius are not permitted a saving throw. The round following this everything within a 500ft radius will be buried under 30ft of ice and snow and suffer 20d6 cold damage halved on a successful fortitude save.

This technique also disturbs the atmosphere when it is used. After the sword falls from the sky dark clouds will form in the sky in a 1,000ft radius and it will begin to lightly snow, regardless of the temperature. Empower: If the user has the raiton affinity he may expend an additional 5 chakra to ionize the chakra ball he sends into the sky, halving the amount of time the sword requires to form. Additionally the sword's crash will deal an additional 5d6 electrical damage.

Also the user may expend 1 additional point of chakra to increase both instances of damage by 1d6, this technique may be empowered up to 30d6.

Mastery: The first, third, and fifth steps of mastery reduce the time that the sword requires to form by 1 round. The second and fourth steps of mastery in this technique increase the falling speed of the sword by 1 round (reduce the fall time by 1 round).

Kage Shuriken (Shadow Shuriken)

Ninjutsu (Shadow)

Rank: 5 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 7 ranks (DC 15); **Time:** 1 free action; **Range:** N/a; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1/shuriken

This jutsu creates shuriken in the hands of the user from the same shadow material shadows clones are made from. The shuriken count as being enhanced with chakra and receive a +1 enhancement bonus for every four levels the user possesses. This jutsu can only produce enough shuriken for a full attack action.

Karitori Shuhō: Kase no Tamashi no Jutsu (Reaping Style: Shackles of the Soul Jutsu)

Fuinjutsu (Requires: Reverse Sage) [Soisne Hijutsu]

Rank: 8 (S-Class); **Learn DC:** 21, 6 success; **Perform requirements:** 11 ranks (DC 27); **Time:** 1 attack action; **Components:** ---; **Range:** Touch; **Duration:** Instantaneous; **Saving Throws:** Fortitude halves; **Chakra Cost:** 8

"Dead center."

As a melee touch attack, the user drives her hand into the chest cavity of the target. This attack deals 8d6 negative energy damage, halved on a successful fortitude save. If the target dies from this attack or the target has been dead for less than one minute, the user may choose to take the target's soul.

Karitori Shuhō: Sukāretto Karitoriki no Jutsu (Reaping Technique: Scarlet Reaper Jutsu)*Ninjutsu (Suiton Requires: Ketsueki Sosa, Ochiba no Chi and Reverse Sage) [Soisne Hijutsu]***Rank:** 7 (S-Class); **Learn DC:** 23, 6 success; **Perform requirements:** 10 ranks (DC 25); **Time:** 1 move; **Components:** --- ; **Range:** Personal; **Duration:** Instantaneous; **Saving Throws:** Reflex Negate; **Chakra Cost:** 4.*"I didn't need that arm anyway."*

Upon activating this technique, one of the user's arms explodes off of her body, shattering the limb in the process and showering nearby enemies with the user's blood. Everyone within 15ft of the user is covered in the user's blood unless they succeeds a reflex save. *Note: If the user's blood is poisonous this provokes a saving throw.*

The user may then manipulate her splattered blood and that which is spouting out of her body to affix a liquid appendage to herself. This appendage acts under the Reach condition and may be hardened and liquefied at will. The appendage is mentally-manipulated as an extension of the user and, thus, its attack and damage rolls (2d6) are modified by the user's intelligence modifier. If an enemy is killed by this technique, the user may choose to tear the target's soul out of their body and store it within her soul seal.

Anyone in the area who witnesses the user utilize this technique must make a will save or be shaken for one round.

Ketsueki Keisei no Jutsu (Blood Formation Jutsu)*Ninjutsu [Soisne Hijutsu]***Rank:** 5 (B-Class); **Learn DC:** 21, 4 success; **Perform requirements:** 8 ranks (DC 22); **Time:** 1 full round action; **Components:** C; **Range:** Personal; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 5.

When using this technique, the user vomits 10 liters of her blood to use for any suiton-based techniques. This blood is excess blood developed by the body specifically for the technique.

Empower

The user may expend an additional point of chakra to increase the blood vomited by 2 liters to a maximum of 100 liters.

Ketsueki Sōsa (Blood Manipulation)*Ninjutsu (Suiton) [Soisne Hijutsu]***Rank:** 4 (C-Class); **Learn DC:** 16; **Time:** standard action; **Range:** 30ft aura centered on user; **Saving Throws:** Reflex halves; **Chakra Cost:** 4.

All blood from a corpse is forced into the air above it and floats around a 5ft square for a full round. Upon the beginning of the next round, the blood may be used as a substitute for water. The corpse in question must be only up to one day old in order to use the blood as water substitute.

If another enemy occupies the same area as the corpse upon which this technique takes place, he must pass a reflex save in order to avoid 4d4 of damage.

Kikaru Secret Technique: Kageori Ryūshi (Shadow Particle Cage)*Ninjutsu (Shadow; Requires Uttoshi Bloodline and Shadow Arts Feat) [Kikaru Hijutsu]***Rank:** 12 (Super-S-Class); **Learn DC:** 30, 6 success; **Perform requirements:** 15 ranks (DC 31); **Time:** 1 full-round action; **Components:** C, E, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** 30ft radius; **Duration:** 1 round / 5 levels; **Saving Throws:** Fortitude half, reflex half; **Chakra Resistance:** Yes; **Chakra Cost:** 12.

This jutsu allows the user to alter the structure of the shadows he controls. Specifically it allows the user to exponentially increase the mass of them. When activated this technique will draw from the user's shadow aura to create a giant mass of shadows in front of himself. The user then manipulates their mass to create a large gravity well at the center of the mass. This causes the shadows to collapse on themselves and create a small ball of extremely dense shadow particles that the user can throw at a specific place. Once in place the shadows will continue to grow in mass uncontrollably and start to rip the world around it apart and suck it into the mass,

further fueling the destructive power. The mass will even begin to rip people's shadows from their bodies, causing them both physical harm and spiritual harm.

Once activated anything within the area will begin to suffer 4d8 force damage each round it is within the area as it is pulled apart, halved with a successful fortitude save. Additionally any living creature within the area will suffer 4d6 negative energy damage as their shadow is slowly pulled from their body, halved with a successful fortitude save.

Attempting to move out of the area affect is extremely difficult, each round everything within the area must succeed a DC 18 strength check to move away from the shadow cage, however they can only move at half speed while within the area. Failing the strength check causes them to be pulled 10ft closer to the center.

Each round this ability is active will increase the effected radius by 10ft as it grows more powerful and increases the strength check to escape by 2.

Finally at the end of the technique the mass will destabilize and explode violently. For each round the ability was active anything still within the area of effect will suffer 2d8 bashing damage as the absorbed mass explodes outwards

Empower: At the cost of 6 chakra the user may increase the duration of the technique by 1 round up to 10 rounds.

Mastery: Once reaching 3 masteries in this technique the user can, as a swift action, detonate the cage early. Once reaching 5 masteries in this technique the time required to perform this technique is reduced to 1 attack action.

Kikaru Secret Technique: Kageori Dan (Shadow Particle Bullet)

Ninjutsu (Shadow; Requires Uttoshi Bloodline and Shadow Arts Feat) [Kikaru Hijutsu]

Rank: 12 (S-Class); **Learn DC:** 30, 5 success; **Perform requirements:** 14 ranks (DC 30); **Time:** 1 attack action; **Components:** H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Duration:** Instantaneous; **Saving Throws:** Fortitude/Reflex Half; **Chakra Cost:** 6

A toned down version of the shadow particle cage this jutsu was designed for a more controlled assault. The user holds out his hand in the shape of a gun and generates a small amount of shadows at his fingertip which he rapidly compresses into a mini shadow particle cage. He can then fire this as a line attack which ignores all hardness and drives through almost anything. When it reaches the end of the line it destabilizes and explodes. The user may choose to end the line early.

The bullet deals 2d8 points of force damage and 2d6 points of negative energy damage to anything it passes through both halved on a successful fortitude save. At the end of the line it explodes dealing 1d8 points of bashing damage to anything within a 10ft radius halved on a successful reflex save.

Empower: By spending an additional 3 points of chakra the user can increase the all damage by 1 die.

Kuchiyose no Jutsu: Kinshitori Akujin (Summoning Jutsu: Forbidden Dark Spirit Gate)

Ninjutsu (Requires: Ninjutsu 17 Ranks, Chakra Control 17 Ranks, Demon God Permission) [Arashi Totaro Kinjutsu]

Rank: 14 (Super S-Class); **Learn DC:** 31, 7 success; **Perform requirements:** 19 ranks (DC 39); **Time:** 2 full round actions; **Components:** H; **Range:** Adjacent **Duration:** Instantaneous; **Saving Throws:** Fortitude partial, Will Negate; **Chakra Resistance:** Yes; **Chakra Cost:** 5 (See Text)

This jutsu was created while Arashi Totaro was exploring the spirit world with Ushinata and trying to discover a method of using spirit ninjutsu. While there he found this dark gate and activated it. Inside he found a dark world filled with demons and cursed souls that were sealed into this world forever, unable to leave. While here Arashi met a dark demon god who offered Arashi rights to summon his gate. Arashi left the world and told himself he'd never summon something so dark. When he arrived in the material world again he found he possessed the knowledge to activate and use the gate, even if he planned on never using it.

This jutsu is partly powered by negative emotions and traumatic memories. To perform the summoning ritual the user must bellow 50% hit points or the user must perform a lengthy ritual to force the summoning. This lengthy ritual takes 10 minutes to perform.

With this dark summoning jutsu the user calls forth a giant Torii gate behind him. The gate is made of dark knurled wood and has burning lanterns hanging from it. The lanterns have burning black fire within them. The user imbues some of his chakra into the gate causing it to activate. When activated a black mist erupts from the opening and shrouds a 100ft radius around the gate in low-light and a haunting feeling.

Once the gate is opened the user offers his soul energy to the gate as a part of the ritual. On the second round this acts as a lure to bring out the dark spirits that lie within. The dark spirits reacting to this lure pour from the gate and surround the user draining him of a portion of his soul energy. The user must make a will save or suffer 1d4 negative levels.

Once the spirits have fed on the user they take a form representative of the user and begin to swarm. They share a mental connection with the user and act as if controlled by the user even though the user requires no thought to control them. The swarm has its own chakra pool and the user may choose to feed his own chakra to the swarm once it begins to leave his body. The size of the swarm depends on how much chakra it has in its pool.

If anyone other than the user ends his turn within the swarm they suffer chakra drain damage based on the swarm's size as the dark spirits absorb chakra from their targets, this drain may be halved with a successful fortitude save. The targets must also make a will save or suffer 1d4 negative level as the swarm begins to consume their soul.

Size	Chakra Pool	Chakra Drain
Diminutive	1-2	2
Tiny	3-4	4
Small	5-8	6
Medium	9-16	8
Large	17-32	10
Huge	33-64	12
Gargantuan	65-128	14
Colossal	129+	16

These spirits also show reflections of their target's traumatic past as they feed on negative emotions. The targets suffer a penalty to their saving throw depending on how traumatic their past is.

Life Trauma	Penalty
No Traumatic Events	None
Very Low	-1
Low	-2
Normal Levels of Trauma	-3
High	-4
Very High Levels of Trauma	-5
Constant Life Trauma	No Save

The spirits may split from their original swarm, doing so reduces the main swarm's chakra pool and thus size by the amount of chakra being converted to the leaving swarm.

At any time a swarm may choose to defend their host. Doing so is a free action that shrinks the swarm to the user's size and negates and swarm characteristics. These spirits provide the user with a +1 deflection bonus to defense for each size category the swarm would normally have. The user may also absorb chakra from this swarm into his own pool or convert the swarm's chakra to health for himself at a rate of 2 hit points/1 chakra.

At any time the swarms may choose to detonate any number of themselves. Doing so reduces the chakra pool of the swarm by 1 for each spirit detonating itself. When a spirit "detonates" itself it sucks the life from the area around it. The detonation deals 1d4+1 points of negative energy damage in a 30foot radius from any point in the swarm, halved on a successful fortitude save.

When this technique ends the user falls unconscious for 1 day and is exhausted for 1 day for each round he was in this state. If the user stays in this state for more than 10 minutes his soul will be completely consumed by the spirits and he will die.

Kuro No Sogi (Black Funeral Stance)

Ninjutsu (stance; Requires Ninjutsu 5 ranks)

Rank: 5 (A Class); **Learn DC:** 20, 4 success; **Perform requirements:** 6 rank (DC 20); **Time:** 1 standard action; **Components:** C, H; **Range:** Personal **Duration:** Stance; **Saving Throws:** None; **Chakra Resistance:** No; **Chakra Cost:** 8.

This style was created after the death of Arashi Totaro's two squadmates. In a fit of rage he climbed a mountain and tried to "out-lighting" a thunderstorm. This technique pulls from the user's deepest sadness to condense the user's chakra into a black mass of energy. Any ration technique used in this stance has its casting time increased by 1 stage due to the density of the chakra, but has its damage multiplied by 1.5 times. Additionally the lightning becomes black.

Mastery: Each odd level of mastery decreases the cost by 2

Lightning Fusion

Ninjutsu (Raiton) Arashi Totaro Hijutsu

Rank: 8 (Super-S); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 swift action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Instantaneous (D) (see text); **Saving Throws:** None; **Chakra Resistance:** No; **Chakra Cost:** 3 (Stance).

By fusing their chakra with the lighting element, the user reaches extraordinary speeds at the expense of their muscle tissues.

Increases the user's active speed ranks by 1. It deals 1 temporary dexterity damage each round the stance is maintained.

If this technique is empowered to give the user speed rank 10, when the user misses with a melee touch attack, they are allowed to instantly displace themselves and attempt the attack again. Doing this causes 1d4 temporary dexterity damage, and gives the user the exhausted condition. This costs 3 points of chakra

If the user falls to 0 dexterity, in addition to all other negative effects, the user will take 1d6 points of permanent dexterity damage.

Empower:

To empower this technique, the user must take an extra point of dexterity damage at the end of the round to increase the user's speed ranks by an additional 1 rank.

Maseshinda no Jutsu (Walking Dead Technique)

Ninjutsu (Requires: Shykotsu Myaku Bloodline, Reverse Sage) [Soisne Hijutsu]

Rank: 13 (A-Class); **Learn DC:** 26, 5 success; **Perform Requirements:** 15 ranks (DC 25); **Time:** 2 Full round Actions **Range:** 20ft +10ft. per level; **Duration:** Until discharged; **Saving Throws:** None **Chakra Cost:** 1 point per hit dice **Soul Point Cost:** 1 point per undead

This technique requires a long string of complex hand seals that infuse lifeless bodies with a mixture of chakra and souls. The bodies then seemingly rise from the dead to serve their new master. This jutsu allows the user to raise undead soldiers which possess all the weapon proficiencies they had in life. These undead last until either dispelled by the user or are slain in combat. When reduced to fewer than 0 hit points they are permitted a fortitude saving throw equal to the damage taken, if they pass the damage is negated. When this jutsu is used, the user chooses any number of corpses and infuses chakra and 1 soul point into each of them. For each point of chakra infused into the corpse it gains one hit dice. The user may not control more than twice her hit dice in undead.

Empower: By spending an additional 5 chakra per undead she chooses to affect she may have them take on any appearance she chooses. By spending an addition soul point per undead she chooses to affect she may have them simulate a personality the user knows well, a DC 20 sense motive will reveal that the personality is not genuine.

HD (2d6)	Saving Throws	Base Attack Bonus	DR/Holy	Str/Dex Bonus
1	3/0/0	+1	1	+1
2	4/1/1	+3	1	+1
3	5/2/2	+4	2	+1
4	6/2/2	+6/+1	2	+2
5	7/3/3	+7/+2	3	+2
6	8/3/3	+9/+4	3	+2
7	9/4/4	+10/+5	4	+3
8	10/4/4	+12/+7/+2	4	+3
9	11/5/5	+13/+8/+3	5	+3
10	12/5/5	+15/+10/+5	5	+4

Undead Ability Scores: Str 16, Dex 7, Wis 12, Cha 10.

Myaku Nami (Pulse Wave)

Ninjutsu (Raiton)

Rank: 6 (A-Class); **Learn DC:** 21, 4 success; **Perform requirements:** 8 ranks (DC 15); **Time:** 1 immediate action; **Components:** M, P; **Range:** 10ft cone; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:**

Deals 6d6 electrical damage and knocks enemies back 10ft.

Defensive Maneuver: Increase cost to 10 chakra.

Ninigi (Inheritor of the Earth)

Genjutsu (Doujutsu; Requires Mangekyou Sharingan (a)) [Uchiha Kinjutsu]

Rank: 10 (Super S-Class); **Learn DC:** 27, 8 success; **Perform requirements:** 15 ranks

(DC 35); **Time:** 1 Swift, or 1 attack action; **Components:** C, H, E, Mas; **Range:** Line of Sight; **Target:** One Genjutsu effect that the user can see; **Duration:** See Text or until discharged (D); **Saving Throws:** None (see text); **Chakra Resistance:** Yes (see text); **Chakra Cost:** See Text.

This technique creates living breathing creatures from Illusions, they have a life and will of their own.

This technique can be used in two ways: On a Genjutsu that is being cast by the user as a swift action, or on an already existing Genjutsu that the user can see affecting a target or targets. For the second effect, the user must be seeing chakra (usually through the Mangekyou Sharingan). In either case the targeted Genjutsu becomes alive and starts to affect the real world. It ceases to be a Genjutsu and can no longer be dispelled. It is instead treated as an object in reality. It can affect many types of techniques and will appropriate them into reality with certain parameters. There are three types of Genjutsu that this technique duplicates, Creatures, Objects and Terrain.

Creature: targeting an illusion that was a creature creates an ally under the caster's control in place of that Genjutsu. Activating this technique costs the user a chakra cost equal to the original cost of the technique. A creature created by this technique has D8's for hit dice, and has as many equal to the rank of the Genjutsu affected. It has an average BAB and Average Saves. The combined HD of the creatures may not exceed the user's HD. This technique lasts for the duration of the original technique or until dispelled.

Object: this method targets an illusion that has created an object such as a book or door. It creates an exact copy of that illusion into reality that cannot be disbelieved. This object has any and all information, textures, and details of an object of the real world. These objects function as they normally would in reality. The user can only create objects that he has interacted with in reality. In the case of something like a book, if a text that is created from illusion exists, it has all of the exact words and pages as that book would in reality assuming the caster has seen the contents of the book at least 1 time. Creating a mundane object costs half of the chakra that was used to create the illusion. Creating a sealed or chakra object only functions as an item with an enhancement bonus equal to that of the item, no special properties are copied. This costs double the chakra made to create its illusion. This technique lasts for the duration of the original technique or until dispelled.

Terrain: targeting an illusion that alters the landscape is the hardest use of this technique. It creates the terrain in the exact parameters of the illusion and cannot be disbelieved. If the technique has no prior parameters, it is instead a 100 ft radius centered on the target. The terrain has any effect it caused in the Genjutsu except that all instances of "non-lethal" damage are changed to "lethal" damage. Any saving throw that would need to be made to avoid these effects are reflex saving throws equal to the techniques original save. Using this version of Ninigi costs double the chakra cost of the original technique. This technique lasts for the duration of the original technique or until dispelled.

Ninigi can only copy techniques of rank 10 or lower and certain techniques of rank 11 or higher at GM discretion only. It is said that Kai Uchiha of the Shattered Sky Village once used this technique to create a living reality through his Tsukuyomi Technique.

Empower: Any of these sources can be empowered to last a duration in days. If a technique already has a duration in days, it instead lasts weeks. Doing so requires the user to pay the full cost of creating the living Illusion again. (The cost of the illusion plus the cost of the Ninigi Jutsu)

Ninigi Adaptation Utilization

Training (Genjutsu; Requires Ninigi)

Rank: 6 (A-Class); **Learn DC:** 21, 4 success **Range:** Personal; **Target:** You

Using the Ninigi the user may spend 50% more chakra for a technique in order to produce the necessary material components required to perform that technique.

Ochiba no Chi (Blood of the Fallen)

Ninjutsu (Suiton) [Soisne Hijutsu]

Rank: 6 (B-Class); **Learn DC:** 22, 3 successes; **Range:** touch

Upon having access to a pool of blood from a freshly-killed individual, the user may absorb it into a seal to use in the future as a replacement for water. Each seal has the potential to hold 20 liters of blood (4 or 5 bodies). When unleashing the seal's contents, the user has control over how much they unleash, leaving room for surplus.

Acid Damage

Whenever Suiton techniques are used with said blood, acid damage may be added equal to the amount of dice rolled for the technique's damage.

Oki Jishaku Kanri (Greater Magnet Control)

Training/Ninjutsu (Magnet Style: Requires: Chakra Control 13 Ranks, Knowledge (Physical Science) 13 Ranks and Jishaku (t)) [Arashi Totaro Hijutsu]

Rank: 12 (A-Class); **Learn DC:** 25, 3 success; **Perform Requirements:** 14 ranks (DC 25); **Time:** Swift or Immediate; **Range:** Medium; **Duration:** Instantaneous; **Saving Throws:** None **Chakra Cost:** (see text) or 3+2/attack

This technique allows the user to control metal objects with the *Jishaku* jutsu more effectively at a medium range using his Intelligence score as his effective strength score for how much he can move. He can move an object up to the range of the technique per round as a standard action.

If the user tries to hit an enemy with an object he is moving they must make a reflex (larger objects hinder this save) save or take damage based on the size of the object.

Weight	Size	Reflex Save Penalty	Damage
0-100lbs	Small	-1	1d6
101-500lbs	Medium	-0	2d6
501-1,000 lbs	Large	-1	4d6
1,001-2,000 lbs	Huge	-2	6d6
2,001-4,000 lbs	Gargantuan	-3	8d6
4,001-8,000 lbs	Colossal	-4	10d6

This technique can also be used to control weapons at a medium range using the user's intelligence modifier in place of his strength or dex modifier for attack rolls. The wielder counts as if wielding a ranged weapon with a range equal to this technique, he can still benefit from feats such as two-weapon fighting and deadly aim.

Defensive Maneuver: Finally this jutsu can be used as a defensive maneuver as an immediate action. At any point he may activate this jutsu to hold any attacks directed at him with metal weapons (including projectiles) in mid air until the end of the round or when he chooses to end this technique. When he ends this technique he can choose to have the weapons clatter to the ground or to be redirected back their owners. The user of this technique makes one attack roll at -1 for each attack he is redirecting which applies to all the attacks. The

weapons only deal their base damage and do not benefit from any non-enhancement modifications such as strength or deadly aim.

Empower: The user may increase the chakra cost of this technique by 1 point to increase his effect carrying capacity for picking object as if his intelligence was 2 higher, this jutsu may only be empowered a number of times equal to his HD.

Sage Art: Raiun Jutsu (Thunder Cloud Technique)

Senjutsu (Raiton/Futon) Chakra Control 12 ranks, and Ninjutsu 12 ranks [Arashi Totaro Hijutsu]

Rank: 10 (S-Class); **Learn DC:** 26, 5 success **Time:** 1 full-round action; **Target:** You; **Duration:** 1 hour/level; **Saving Throws:** (see text); **Chakra Resistance:** No; **Senjutsu Chakra Cost:** 20+5/additional rider.

This jutsu creates an animate storm cloud of varying size that provides an updraft to those on top of it so they may ride it. It is capable of flying with poor maneuverability with a fly speed of 200ft (roughly 22mph). The creator must concentrate on the technique as long as it is active or it will immediately begin to dissipate and slowly float to the ground before completely dissipating.

At any time the creator can choose to have the cloud dive bomb a target and destroy itself, dealing 6d6 electricity damage and 6d6 slashing damage (wind) to everything within a 15ft radius, Reflex half.

Rai Bunshin no Jutsu (Lightning Replication Technique)

Ninjutsu (Raiton) [Arashi Hijutsu]

Rank: 10 (B-Class); **Learn DC:** 21, 5 success; **Perform requirements:** 12 ranks (DC 25); **Time:** 1 full-round action; **Components:** S, F,; **Range:** Personal (see text); **Effect:** Duplicates of the user; **Duration:** 5 round/level; **Saving Throws:** (see text); **Chakra Cost:** 10 + 5 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 lightning chakra.

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 fullround 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.

If the *rai bunshin* was destroyed by a melee attack the attacker suffers 5d4 points of electricity damage and must make fortitude save or be stunned for one round.

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 *rai 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.

Ryureiken (Dragon Soul Blade)

Chakra Control (Spirit; requires Wis 16 and Chakra Control 6 ranks) [Yasei Hijutsu]

Rank: 3 (S-Class); **Learn DC:** 20, 5 success; **Perform requirements:** 5 ranks (DC 20); **Time:** 1 move action;

Components: C; **Range:** 0 feet; **Effect:** Empowers soul edge; **Duration:** Instantaneous (D); **Saving Throws:** None; **Chakra Resistance:** No; **Chakra Cost:** 1-6 per round (see text).

Developed by Yasei Hyuga while fighting a dragon, this technique forces chakra out of the user's soul edges in order to drastically improve damage output. If properly utilized, this technique can allow a user to harness enough power to behead a dragon. This technique may be activated as part of a charge attack.

Mastery: Each mastery of this technique allows the user to activate a higher stage of this jutsu. Each mastery counts as its own technique (each mastery is still acquired through the normal method of mastering techniques). The rank of this technique increases by 1 for each mastery for all purposes (including the learn DC and the elapsed training time for each roll). Only one stage of this technique may be active at any time.

Stage One: Shakudo Hikusaku (Scale-render); Cost: 1 chakra per round; **Violet**

The pale blue hue of the soul edge turns to a vivid *Violet* color. Base damage of soul edge raised to 1d10 per hit, dealing 1 additional tenketsu damage even without Byakugan activated.

Stage Two: Tsume Kowasu (Talon-breaker); Cost: 2 chakra per round; **Green**

Base damage of the soul edge increases to 1d12, dealing an additional 2 tenketsu damage per strike.

Stage Three: Mōmoku (Blinder); Cost: 3 chakra per round; **Yellow**

Base damage of the soul edge increases to 2d6, dealing an additional 3 tenketsu damage per strike.

Stage Four: Jimen (Grounder); Cost: 4 chakra per round; **Orange**

Base damage of the soul edge increases to 2d8, dealing an additional 4 tenketsu damage per strike.

Stage Five: Ketsueki Mashou (Blood-letter); Cost: 5 chakra per round; **Red**

Base damage of the soul edge increases to 2d10, dealing an additional 5 tenketsu damage per strike.

Final Stage: Tōbu Ryōshi (Head-hunter); Cost: 6 chakra per round; **Black**

Black energy swirls around the soul edge. Base damage of the soul edge increases to 4d6, dealing an additional 7 tenketsu damage per strike. This technique deals the user 7 point of tenketsu damage per round.

Saigo Uchiha: Finikkusu Bakushin (Phoenix Rush)

Taijutsu (Strike) [Saigo Uchiha Hijutsu]

Rank: 5 (A-Class); **Learn DC:** 19, 4 success; **Perform requirements:** 8 ranks (DC 22); **Time:** 1 Attack Action; **Components:** M; **Range:** **Target:** One Creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude Negate, **Chakra Resistance:** no; **Chakra Cost:** 3.

This is the first part of Saigo Uchiha's deadly phoenix combo. With this jutsu the user forces his target either upward or horizontally with a burst of strength and his open palm to increase the distance thrown.

The user makes a melee touch attack at his highest base attack bonus and if he hits the user must make a fortitude save or be forced upwards (or horizontal) 5ft/level of the user.

While airborne the target is denied his dexterity bonus to defense and is in free fall.

This jutsu refreshes the duration of the Ascending Phoenix Jutsu's fire aura.

Saigo Uchiha: Josho Finikkusu Jutsu (Ascending Phoenix Technique)

Ninjutsu (Katon) [Saigo Uchiha Hijutsu]

Rank: 6 (S-Class); **Learn DC:** 21, 5 success; **Perform requirements:** 9 ranks (DC 25); **Time:** 1 Move Action; **Components:** M; **Range:** **Target:** Personal **Duration:** See Text; **Saving Throws:** N/A, **Chakra Resistance:** Yes; **Chakra Cost:** 10.

This is the follow up jutsu to the Phoenix Rush created by Saigo Uchiha. This jutsu grants the user an awe striking visage equaled only by the burning fury of the rising sun.

The user is able to propel himself upwards or forwards 5ft/level at an extremely high speed with a gout of flame trailing behind him. While using this jutsu the user counts as if moving two speed ranks higher than he currently is for the purpose of high speed sight. After this jutsu the user appears to float in mid air like the mid day sun for one round. During this time he is not denied his dexterity bonus to defense.

After using this jutsu the user is surrounded by a wreath of flame that scorches the earth and anyone foolish enough to face him toe to toe. The user gains a fire aura that deals 5 points of damage to anyone or anything adjacent to him for 1 round per 4 levels of the user.

Saigo Uchiha: Ryusei Suiryoku (Meteor Thrust)

Taijutsu (Strike) [Saigo Uchiha Hijutsu]

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform requirements:** 10 ranks (DC 24); **Time:** 1 Full Attack Action; **Components:** M; **Range:** Short (15 ft. + 5 ft./2 levels) (*See Text*); **Target:** One Creature; **Duration:** Instantaneous; **Saving Throws:** N/A, **Chakra Resistance:** no; **Chakra Cost:** 3.

This jutsu was developed by Saigo Uchiha as the final part of his three hit combo. This jutsu allows the user to thrust himself downward with a gust of flame and force his primary four fingers into the chest of his target. This negates any fall damage he would normally take from falling and instead deals the fall damage to his target so long as he hits the target. If he misses he suffers half of the normal fall damage (this can be negated with techniques such as the harmless fall jutsu).

This jutsu can also be used as a standard charge attack. Doing so deals half of the distance traveled as fall damage to the target (provided the attack hits).

This jutsu refreshes the duration of the Ascending Phoenix Jutsu's fire aura.

Note: The range of this jutsu indicates how far from his airborne square the user is aloud to move horizontally while falling.

Learning this jutsu increases the saving throw of the Phoenix Rush jutsu by 1.

Sanshōton: Doku Haisetsu no Jutsu (Salamander Style: Poison Excretion Jutsu)

Ninjutsu (Requires: Salamander Blood Pact, Poisoned Blood and Soisne of the Hidden Moonlight)

Rank: 10 (C-Class); **Learn DC:** 27, 3 success; **Perform requirements:** 13 ranks (DC 25); **Time:** 1 move action; **Components:** S; **Range:** Personal; **Duration:** 5 minutes or until discharged; **Saving Throws:** None; **Chakra Cost:** 5.

After studying with salamanders and poisoning one's own blood, the user may gain the ability to excrete poison from her very skin. The user's skin gains a small slick sheen as if covered in oil, noticeable with a DC 15 perception check. The poison has no smell and cannot be detected with the scent ability. All those who come into contact with her body are exposed to her blood poison and must make the appropriate fortitude save.

Sanshōton Kumiawase Shuhō: Suchīmu Chōri no Jutsu (Salamander Style Combination Technique: Steam Cooking Jutsu)

Ninjutsu (Requires: Salamander Blood Pact and Soisne of the Hidden Moonlight, Ninjutsu 17 ranks)

Rank: 7 (B-Class); **Learn DC:** 20, 4 success; **Perform requirements:** 10 ranks (DC

24); **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Area:**

60 ft. cone; **Duration:** 1 round/level; **Saving Throws:** Reflex halves; **Chakra Cost:** 7 each.

In this technique, a summoned Salamander and Soisne team up to unleash a devastating wave of steam upon their opponents. Soisne contributes 7 chakra of water energy while the Salamander contributes 7 chakra of fire energy. When combined, they unleash a 60 ft. cone of steam which deals 14d6 to any enemy in their path. Anyone suffering damage from this technique must make a fortitude save to avoid receiving horrible burns on any skin exposed to the dense steam. The steam remains in this area for 1 round/level but has cooled enough after the initial damage to not harm anyone. This remaining steam provides concealment and functions as Hidden Mist Jutsu.

Sanshōton: Shūki Kenchi no Jutsu (Salamander Style: Odor Detection Jutsu)

Ninjutsu (Requires: Salamander Blood Pact and Soisne of the Hidden Moonlight)

Rank: 4 (C-Class); **Learn DC:** 17, 3 success; **Perform requirements:** 7 ranks (DC

13); **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Duration:** Concentration +1d6 rounds;

Saving Throws: None; **Chakra Cost:** 1 per 2 rounds

After studying with the salamanders, the user becomes able to detect odors through her skin. She effectively gains the scent ability.

Schism

Genjutsu (requires Training (f)) [Kai Uchiha Hijutsu]

Rank: 5 (A-Class); **Learn DC:** 20, 4 success; **Perform requirements:** 6 ranks (DC 19);

Time: 1 Attack action; **Components:** C; **Range:** Personal; **Target:** Self; **Duration:** Concentration + 1 round per level; **Saving Throws:** None; **Chakra Cost:** 3.

Through intense mental training, the user learns to split their mind into two pieces, gaining the thought power to do two things at once.

This technique lets the practitioner take an extra standard action every round that may only be used to take purely mental actions. For instance, concentrating on this technique to maintain its duration would be a purely mental action.

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.

Mastery : *At the first, third and fifth level of mastery, user gains a +1 to attack rolls with the soul edge. At the second and fourth level of mastery, user gains a +1 to damage rolls with the soul edge.*

Seireiha Taigen: Mugeniji (Soul Edge Embodiment: Infinite Resolve)

Chakra Control (Spirit; requires Chakra Control 14 ranks) [Yasei Hijutsu]

Rank: 11 (Super S-Class); **Learn DC:** 28, 6 success; **Perform requirements:** 14 ranks (DC 30); **Time:** 1 full-round action; **Components:** C; **Range:** Personal; **Effect:** Taps user's hidden potential; **Duration:** Instantaneous (D); **Saving Throws:** (See Text); **Chakra Cost:** 12

"People often say that being brave is the same as not being afraid...This is false. Being brave means being scared of loosing what you love, being paralyzed with doubt, being crushed by despair, being weighed down by

regrets, being held back by worries, and standing up anyways. No one is stronger than when they have everything to lose.” –Arashi Totaro

This jutsu’s power is directly tied to the user’s emotional state, anything short of complete resolve will result in the technique becoming unstable and causing a violent backlash that has the possibility of killing the user. It solidifies the user’s resolve and turns her entire body into her soul edge.

To activate this jutsu the user must succeed a concentration check (DC 25) to focus on something she cares deeply for and to solidify her resolve. This DC is reduced by 3 for every 10% of health the user is missing. Once per encounter whenever she falls below 50% health she may attempt to activate this ability as an instantaneous action. During extremely emotional moments the user may ignore the concentration check requirement (Dm Discretion).

This jutsu turns the user’s emotional resolve into a full body soul edge that envelops the user in a white fiery aura that grants her a bonus to defense and saving throws equal to her wisdom modifier. She also gains damage reduction equal to half her wisdom modifier, rounded down. Upon activation anything adjacent to the user must succeed a fortitude saving throw to avoid being knocked back 1d6 x 5ft from the violent explosion of power erupting from the user, creature more than two size categories larger than the user are unaffected.

Each round she must succeed a will saving throw to maintain her resolve (DC 15, +5 if her opponent’s ECL is more than 5 above hers) or she will be ejected from this form and her aura will violently explode. If the technique ends in this way she suffers 3d6 points of force damage and 2d6 chakra coils damage. Additionally anyone adjacent to her suffers 3d6 points of damage, halved on a successful reflex save. If she fails this will saving throw she may expend an action point to ignore the failure and count it as a success.

She can also shape her aura into powerful weapons as a free action on her own turn, these weapons count as soul edges and thus any bonuses that apply to soul edges apply to these weapons. All weapons created in this way deal damage as if they were 2 size categories larger than they actually are and they deal an additional 1d6 tenketsu damage as well as 1 point of chakra coils damage. These weapons are made out of what appears to be moving white fire, any projectiles created by this ability rapidly burn away and vanish on the round following their creation.

These weapons can manifest in one of two ways;

Melee: If she creates melee weapons they appear in her hands ready to use and count as light weapons, regardless of their weapon type. However, the hands required to wield a weapon do not change. Her melee weapons also have the ability to substitute normal attacks with touch attacks against enemies up to 30ft away by sending out violent waves of white fire created from her slashes. These ranged attacks count as if only 1 size category larger.

Ranged: If she creates ranged weapons they will either be fired directly from her aura (without the need for her to move) or appear in her hand(s) ready to use, she also suffers half the normal ranged penalties when firing them at long range. If the user fires ammunition from her aura she may choose what type of ranged weapon it counts as being fired from. Ranged attacks fired from her aura do not provoke attacks of opportunity and use her wisdom modifier for attack/damage instead of her dexterity and strength modifier.

When this technique ends the user must succeed a fortitude saving throw or become exhausted, she is only fatigued on a successful saving throw. The user also suffers 1 point of chakra coils damage for each round this ability was active because of the extreme strain it puts on the body’s chakra system.

Note: The user may expend a Nindo point to drastically increase these bonuses.

Mastery

The first, third, and fifth steps of mastery in this technique let the user expend an additional one point of chakra as a free action on her own turn to gain a +2 to attack and damage rolls for one round or a +1 to her damage reduction for one round. Doing so increases the size of her aura.

The second and fourth steps of mastery in this technique reduce the chakra coils damage the user suffers at the end of this technique by 2.

With the fifth step of mastery in this technique for the purposes of feats and abilities such as chakra presence or sense/suppress chakra she counts as if her chakra pool was doubled (This does not actually change her chakra pool). Additionally, she gains the flight supernatural ability with a speed equal to twice her land speed with perfect maneuverability.

Shanikusai no Heika (Carnival of Blades)

Taijutsu (Strike; Requires Byakugan (a), Jyuuken: Shodan Dachi (t), Hakke Tenkuushou (t) and Jigenpo [5] (t)) [Yasei Hyuga Hijutsu]

Rank: 13 (S-Class); **Learn DC:** 31, 5 success; **Perform requirements:** 15 ranks (DC 33); **Time:** 1 full-attack action; **Components:** M; **Area:** 15 foot radius; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 2 per sword (see text).

“Don’t blink, you won’t wana miss this”

The user of this technique employs the full extent of her arsenal in order to slay an opponent in one lightning-fast attack. To begin, the user attacks the target with an unarmed jyuuken attack, launching the target into the air as per the Heavenly Void Palm technique. If the target passes the Fortitude save to avoid being pushed upwards, the technique is ended preemptively and the user only pays the chakra cost of the Void Palm technique.

Once the target is in the air, the user throws all of her weapons into the air around the target and teleports upwards to the first sword. In a series of teleportation charges, the user grabs the swords in the air and attacks the target in quick succession. The user may make one attacks per three levels against the target, each of which being made at her highest attack bonus and pushing the target further into the air a number of feet equal to the damage dealt by the sword. For each attack after the first, the attack bonus is reduced by one.

If the user misses an attack with a sword or exceeds the amount of attacks she may make, she may choose to finish the technique with a final two-handed attack downwards. The target is flung to the ground and takes weapon damage plus two-times standard fall damage. If the target lands in ground that is of a medium hardness or softer, it will leave behind a 15ft. impact radius crater.

Material Focus: One sword per attack.

Sharingan Jutsu: Yamuwoenai Bijon (Sharingan Technique: Unavoidable Vision)

Taijutsu (Stance; Requires: (Sharingan Eye (a), High Speed Sight 1(a))) [Kai Uchiha Hijutsu]

Rank: 4 (B-Class); **Learn DC:** 18, 3 success; **Perform requirements:** 6 ranks (DC 19); **Time:** 1 Move action; **Components:** M; **Range:** Personal; **Target:** Self; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

This Stance allows the user to more accurately view the battlefield through their Sharingan Eye. The user must focus more intently upon their opponents for this stance to be effective, and therefore are seemingly less active during the combat.

While using this stance the user doubles their high speed sight value granted from the Sharingan. The user also doubles the defense bonus gained from the Sharingan Eye ability. While in this stance, the user can make free and swift actions normally, but can only take a move action, or a standard action, not both.

Sharingan Taijutsu: Zandaka Shōkai (Sharingan Hand-to-Hand Technique: Balance Inquiry)

Taijutsu (Strike; Requires: (Sharingan Eye (a), Offensive Foresight +1(a))) [Kai Uchiha Hijutsu]

Rank: 4 (B-Class); **Learn DC:** 18, 3 success; **Perform requirements:** 6 ranks (DC 19);

Time: 1 instant action; **Components:** M; **Range:** Melee Attack; **Target:** One creature;

Duration: Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

Using the Sharingan, the practitioner of this technique is able to take advantage of the openings in an enemy's offensive attacks. The offensive foresight granted by the Sharingan pinpoints the exact moment when the opponent is most vulnerable, and allows for a perfect strike to foil an enemy assault.

This technique can only be performed when a melee attack against the user misses. The user makes a melee touch attack against the target, and if it succeeds, the target must make a DC 15 balance check. On a failed check, the target falls prone.

Each Step of Mastery in this technique raises the DC of the balance check by 5. This technique cannot be mastered past the 3rd step of mastery without the offensive foresight +3 special ability.

Sharingan Training: Copy Wheel Training Session!

Training Ninjutsu (Requires Sharingan Eye (a), Technique Mimicry (F)).

Rank: 6 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 6 ranks (DC 19);

When learning a technique the character utilizes their Sharingan copy ability to its fullest.

When learning a technique from a teacher, and the character uses the Learn function of the Sharingan technique mimicry feat, the character may add double the teacher's learn bonus while learning the technique. For instance, if a teacher gave a character +2 on the Kage Buyou, they would instead give a +4. This bonus stacks with the usual +4 from the learn function of the Technique mimicry feat.

Slow Blood Flow

Ninjutsu (Suiton) [Dave Hijutsu]

Rank: 4 (A-Class); **Range:** Melee touch; **Saving Throws:** Fortitude negates; **Chakra Cost:** 5.

The user makes a melee touch attack against a target which must make a fortitude save. If the target fails, they take a -4 penalty to all checks for the rest of the round. After a full round occurs, the target must make a will save or fall unconscious.

Suiton: Hōmatsu Ha no Jutsu (Water Release: Bubble Blast Technique)

Training [Ninjutsu] (Suiton; Requires Suiho) [Hijutsu]

Rank: 1 (D-Class); **Learn DC:** 14, 3 success; **Perform requirements:** 4 ranks (DC 10); **Time:** 1 attack;

Components: M; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature; **Duration:** Instantaneous;

Saving Throws: None; **Chakra Cost:** 0

The user gains the ability to produce deadly bubbles. When they come into contact with a living creature or some other chakra source they will violently explode and release their stored chakra. These bubbles must be created with a bubble blower of some kind.

The user may substitute a normal attack (full-attack action or not) for a bubble attack with his bubble blower. This attack creates a sizeable spray of bubbles that deal 2d4 points of damage.

Attacking someone with bubbles is a ranged touch attack with a -3 penalty because of the speed of the bubbles, however if the bubbles miss the user may attempt a new attack roll with the same bubbles on the next round as a free action (at the start of your turn), due to their persistence, the second attack roll is made with the user's INT mod instead of his DEX mod and it is made from the same square the target was in on his previous turn. If the bubbles miss their second attack they pop harmlessly and are wasted. These bubbles have 30ft range increments (max 3 range increments) and cannot score a critical hit.

Note: These attacks can benefit from ranged attack feats such as Double-Tap, Rapid Shot, and Multi-Shot.

Empower

These attacks may be empowered at the cost of 1 point of chakra to increase the lethality of the bubbles and deal an additional 1d4 points of damage. The damage die cannot exceed the user's hit dice.

Suiton: Hōmatsu Kibarashi no Jutsu (Water Release: Bubble Disorientation Technique)

Ninjutsu (Suiton; Requires Suiho) [Hijutsu]

Rank: 2 (C-Class); **Learn DC:** 16, 4 success; **Perform requirements:** 7 ranks (DC 12); **Time:** 1 attack action; **Components:** C, E, H; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature (see text); **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Resistance:** Yes; **Chakra Cost:** 3.

The user blows a chakra-enhanced bubble and pops it in an opponent's face, causing a small explosion that disorients the foe.

The user blows a watery bubble and makes a ranged touch attack against a single creature within range. If successful the bubble violently pops in the target's face and deals 2d4 points of water damage. The target must succeed a fortitude save to avoid becoming *dazed* for 1 round afterwards.

Empower

The user may spend an additional 1 point of chakra to create an additional bubble. Each new bubble must target a new target within range, up to 1 additional bubble per level. The user must roll separate touch attacks for each target.

Suiton: Manpai Hōmatsu (Water Release: Filled Bubbles)

Training [Ninjutsu] (Suiton; Requires Suiho) [Hijutsu]

Rank: 3 (C-Class); **Learn DC:** 17, 4 success; **Perform requirements:** 6 ranks (DC 14); **Time:** Free action; **Components:** M; **Range:** Personal **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4

The user has gained the ability to mimic ninja tools by filling his own bubbles with dangerous substances he has on his person.

Bubbles created using the *Suiton: Hōmatsu Ha* technique can be filled with any liquid or gas substance the user has on his person as a free action (ie: poison, tar, oil, grease, smoke, acid etc.). The bubbles visibly hold something inside of them and it will be released when the bubble explodes (from dealing damage or missing their second attack) and automatically trigger any effects the substance normally had. *ie: A smoke bomb would explode and fill the area with smoke.*

Suiton: Taibu Hōmatsu Ha no Jutsu (Water Release: Greater Bubble Blast Technique)

Training [Ninjutsu] (Suiton; Requires Suiho) [Hijutsu]

Rank: 4 (B-Class); **Learn DC:** 18, 5 success; **Perform requirements:** 8 ranks (DC 18); **Time:** Free action; **Components:** M; **Range:** Personal **Duration:** (See Text) **Saving Throws:** Fortitude Negates; **Chakra Cost:** 4

The focus of bubble style has led the user to develop new types of bubbles.

When the user makes a bubble attack he may empower it to also inflict one of the following conditions as a free action. If the target is hit he must roll a fortitude saving throw to resist the effect (DC: 10 + The Number of Damage Dice in the Attack + The User's Intelligence Modifier).

- Slowed- The target's movement speed is halved for 2d4 rounds.
- Blinded- The target becomes blinded for 1d2+1 rounds.
- Dazed- The target becomes dazed for one round.
- Sickened- The target becomes sickened for 2d4 rounds.
- Deafened- The target becomes deafened for 2d4 rounds.
- Entangled- The target becomes entangled in a thick slime for 1d4 rounds.

Suiton: Hōmatsu no Jutsu (Water Release: Bubble Explosion Technique)*Ninjutsu (Suiton; Requires Suiho) [Hijutsu]*

Rank: 5 (B-Class); **Learn DC:** 19, 4 success; **Perform requirements:** 7 ranks (DC 20); **Time:** 1 attack action; **Components:** C, E, H; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** Reflex half, Fortitude partial; **Chakra Resistance:** Yes; **Chakra Cost:** 10. *After blowing dozens of bubbles towards his targets, the user snap his fingers and cause the bubbles to violently explode.*

Using this technique, the user is able to create exploding bubbles and blow them at his foes in the form of a deadly cone attack. Every creature caught in the cone-shaped burst suffers 7d6 points of water damage, which can be halved with a successful reflex save. In addition, any creature that fails the aforementioned reflex save must make a fortitude save or else be knocked prone from the explosive power.

Empower

The user may spend an additional 1 point of chakra to increase the damage by 1 die, up to 1d6 per level or 15d6, whichever is lower.

Suiton: Hōmatsu Bunshin no Jutsu (Water Release: Bubble Replication Technique)*Ninjutsu (Suiton; Requires Suiho) [Hijutsu]*

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 jutsu creates a bubble clone that will pop when destroyed and deal damage to everything standing around it.

This technique is, in essence, very similar to *Mizu Bunshin no Jutsu* in that it creates a replica of the user out of water 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 *homatsu 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 may still make bubble attacks provided it was given enough chakra infused water to do so. 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.

If the clone is destroyed it will pop and deal 3d6 water damage to everyone adjacent to it, reflex half.

The clone is genuine and carries the very same equipment as the user except chakra dependent items such as exploding tags or sunburst tags. Upon creation the user may specify whether or not he is giving the clones any of his chakra infused water, if he does this water's chakra pool is divided evenly amongst the clones so they may make bubble attacks of their own, however this chakra is wasted if the clone is destroyed.

Any items carried by the *homatsu bunshin* have 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 pops.

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 water 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.

Suiton: Hōmatsu Engai no Jutsu (Water Release: Bubble Drift Technique)

Ninjutsu (Suiton; Requires Suiho) [Hijutsu]

Rank: 7 (B-Class); **Learn DC:** 21, 4 success; **Perform requirements:** 9 ranks (DC 21); **Time:** 1 attack action or instantaneous action; **Components:** C, H, Mas; **Range:** Personal; **Effect:** Creates a huge bubble dome; **Area:** 10ft radius; **Duration:** 1 round/ 2 levels; **Saving Throws:** None; **Chakra Resistance:** Yes; **Chakra Cost:** 8 or 4

This technique creates an extremely powerful bubble dome enriched with chakra to protect those inside.

This technique summons a bubble dome around the user that has 35 hit points and a hardness of 5; piercing weapons bypass this hardness. Nothing can enter or leave the dome until it is dismissed by the user or it is destroyed. When destroyed or dismissed the bubble will pop and deal 3d6 points of water damage to anyone within 10ft of the outer wall of the bubble.

Defensive Maneuver: This technique can be used as a *defensive maneuver* as per the *defensive maneuver* rules. Doing so only costs 4 chakra and the dome will pop at the start of the user's next turn.

Suiton: Hōmatsu Hyō no Jutsu (Water Release: Bubble Drift Technique)

Ninjutsu (Suiton; Requires Suiho and Concentration 12 ranks) [Hijutsu]

Rank: 8 (B-Class); **Learn DC:** 22, 4 success; **Perform requirements:** 10 ranks (DC 23); **Time:** 1 full-round action; **Components:** C, H, Mas; **Range:** Personal; **Effect:** Creates a huge bubble; **Duration:** 1 hour/level; **Saving Throws:** None; **Chakra Resistance:** Yes; **Chakra Cost:** 20

This technique creates a large bubble that can house and move multiple people great distances.

The user spends a full-round action to create a dense bubble. The bubble is considered a huge chakra construct and has a carrying capacity of 100 pounds of weight per level of the user. It can comfortably fit up to four medium-sized creatures provided their combined weight does not exceed the total mentioned above. While housed in the bubble, the user can manipulate it to fly over great distances with good maneuverability. It travels at a speed of 100 feet per round, or 1000 feet per minute. The bubble has a defense of 10 plus the user's INT modifier, a hardness of 5, and hit points equal to three times the character's level. If the bubble is destroyed, anyone who was previously in it begins falling.

Mastery

Each level of mastery in this technique increases the hardness of the bubble by 1 and the 5th step of mastery increases the flight maneuverability to perfect and gives it a +2 dodge bonus to AC.

Suiton: Dekishi Hōmatsu no Jutsu (Water Release: Drowning Bubble Technique)

Ninjutsu (Suiton; Require Suiho and Concentration 12 ranks) [Hijutsu]

Rank: 9 (A-Class); **Learn DC:** 24, 5 success; **Perform requirements:** 12 ranks (DC 26); **Time:** 1 attack action; **Components:** C, H, Mas; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** Concentration; **Saving Throws:** None (See Text); **Chakra Resistance:** Yes; **Chakra Cost:** 8

This powerful technique forms a dense bubble formation that clings to the opponent's head causing them to drown

The user makes a ranged touch attack on a single creature within range. If successful, the user creates a dense bubble around the target's head. The bubble has hit points equal to three times the HD of the user and hardness 5. Piercing damage negates this hardness. While the bubble is active, the subject begins drowning on his next turn. A drowning creature must make a Constitution check (DC 10, +1 Each Round) each round to avoid falling unconscious and to 0 hit points. Each time the subject is struck for damage with this bubble on his head he must make a fortitude save or the constitution check DC will increase by 1. Each round afterwards, the target loses 1 hit point every round he is unconscious with the bubble still on his head.

The subject may act normally if he succeeds his constitution check. However he takes a -4 penalty to attack rolls and skill checks, and he may not perform techniques that require concentration. On subsequent turns, the penalty increases by 2 until either the subject dies or the technique ends.

Nothing can pass through the bubble, in or out. The creature can see outside of the bubble, but takes a penalty to spot and listen checks (above). If the user of this technique stops concentrating for whatever reason, the bubble instantly pops and the subject is freed.

If the user takes damage while concentrating on this technique, he must make a Concentration check equal to 10 + the damage dealt or else instantly lose control of the technique.

Mastery

At 1st, 3rd and 5th level of mastery in this technique, the user can create an additional bubble by spending an additional 8 chakra per bubble. Each bubble must target a different creature. While concentrating on this technique with more than one active bubble, the user must make a Concentration check equal to 15 + damage dealt whenever he takes damage.

At 2nd and 4th level of mastery in this technique the hardness of the bubble increases by 2.

Suiton: Hōmatsu Kiraigen no Jutsu (Water Release: Bubble Minefield Technique)

Ninjutsu (Suiton; Require Suiho and Chakra Control 13 ranks) [Hijutsu]

Rank: 10 (A-Class); **Learn DC:** 25, 5 success; **Perform requirements:** 13 ranks (DC 28); **Time:** 1 full round action; **Components:** C, H, Mas; **Range:** Long (30 ft. + 15 ft./2 levels); **Area:** 50ft radius burst; **Duration:** 1 minute / level; **Saving Throws:** Reflex Half (See Text); **Chakra Resistance:** Yes; **Chakra Cost:** 15

This extremely powerful technique creates a giant immobile minefield of floating bubbles that will pop on contact with any living thing with chakra.

This technique sends out a giant wave of bubbles that travel in a 15ft wide line and deal 10d4 points of damage to anyone within the line, reflex half. Once the technique reaches the desired destination the user manipulates his chakra in the bubbles to stop them and slowly spread them out over the area of the technique. Anyone caught in this area suffers 5d4 points of damage, halved on a successful reflex save.

For the durations of this technique bubbles will slowly float around until popped. Moving through a square with bubbles in it deals 1d4 points of damage, halved on a successful fortitude save.

These bubbles can be slowly moved or dispersed as if they were fog with wind techniques.

Empower

The user may expend an additional 2 chakra to increase the radius by 5 ft to a maximum of 100ft.

Suiton: Hōkai Hōmatsu no Jutsu (Water Release: Disintegrating Bubbles Technique)

Ninjutsu (Suiton; Require Suiho and Chakra Control 13 ranks) [Hijutsu]

Rank: 12 (Super S-Class); **Learn DC:** 27, 7 success; **Perform requirements:** 15 ranks (DC 34); **Time:** 1 attack action; **Components:** C, H, Mas; **Range:** Long (30 ft. + 15 ft./2 levels); **Target:** 1 creature / 4 levels; **Duration:** Instantaneous; **Saving Throws:** Fortitude Partial; **Chakra Resistance:** Yes; **Chakra Cost:** 30
This is the most feared suiho technique on the battlefield. This technique sends out multiple bubbles that fully engulf their targets and lift them into the air before slowly filling with a deadly black smoke that completely dissolves their body and leaves nothing left of them.

The user makes a ranged touch attack against one creature per four levels. Any creature struck by the attack is completely engulfed in medium sized bubbles that slowly lift them fifty feet into the air. These bubbles have hit points equal to three times the user's HD and hardness 5, this hardness is bypassed by piercing damage.

On the following turn the bubbles begin to fill with a noxious black smoke that quickly dissolves the target's body. The targets take 24d4 points of acid damage and any creature that is reduced to 0 hit points by this technique has their body completely dissolved leaving no trace of themselves or any of their non metal equipment.

A successful fortitude save reduces the damage to 8d4 points of damage but if this damage reduces them to 0 hit points they will still be completely dissolved along with their non-metal equipment.

At the end of this technique the bubbles will pop, releasing an inert black ink that will cover anything below the bubbles. If there were survivors inside the bubbles they will fall and suffer normal falling damage.

Susano'o (God of Sea and Storms)

Ninjutsu (Requires Chakra Control 13 ranks, Ninjutsu 13 ranks, Mangekyo Sharingan (a), 2 Mangekyo Sharingan techniques, and Epic Technique: Susano'o (f) [Uchiha Kinjutsu]

Rank: 11 (Epic Class); **Learn DC:** 35, 10 successes; **Perform Requirements:** 16 ranks (DC 36); **Time:** 1 Full-Round Action or 1 Immediate Action; **Components:** C, Mas; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throw:** None; **Chakra Resistance:** Yes; **Chakra Cost:** (See text)

The pentacle of Uchiha achievement this technique is only accessible to those who possess the mangekyo sharingan, and even then only after they've gained both of their mangekyo abilities. This technique grants its user incredible offensive and defensive capabilities, at a taxing price on the user's body and eyes.

When the user activates this technique his mangekyo sharingan is activated instantly and chakra pours from his eyes to form a solid ribcage made from the user's sharingan's chakra and a slightly less protective aura of chakra. This chakra has a unique color to it representing the user's emotional state when he first learned this ability.

This ribcage envelops the user, but does not cover his entire body. The ribcage provides him with three quarters cover (+7 to AC and +3 to Reflex Saves). Any attacks that miss the user by 7 or less deal damage to the ribcage and any techniques that the user avoids by 3 or less deal damage to the ribcage. Additionally the aura of chakra provides the user with DR 10 and energy resistance 10.

The ribcage has 70hp, DR 15, and energy resistance 15. Activating this technique costs 6 chakra and maintaining it costs 2 chakra per round, also this technique deals 1 point of nonlethal damage to the user each

round it remains active. The user will suffer 1 point of mangekyo blindness when entering this technique and an additional point every 5 rounds. When the user ends this technique he must make a fortitude save equal to 5 +1 per round the Susano'o was active since his last long rest or he will become fatigued.

If the Susano'o is broken the user can choose to pay the activation chakra cost again as a free action to "heal" the susano'o but doing so deals an additional 1 point of mangkeyo blindness to the user.

Defensive Maneuver: By spending 4 points of chakra, the user can defend himself with the Ribs of Susano'o, as per *Defensive Maneuver*. Using it in this manner does not gain a point of mangekyo blindness nor does it require the user to make a Fortitude save to avoid fatigue, and the rib's only last long enough to defend against the attack, before immediately dispelling.

By making a Chakra Control check (DC 25) and 2 points of chakra, the ribs stabilize and will remain after he has defended against the attack, as though he had summoned them on his own turn. In this instance, all effects and additional costs apply on his next turn (including 1 point of Mangekyo blindness).

Mastery Rank 1: This mastery rank counts as a Rank 13 technique for the purposes of learn checks and level requirements. This mastery also counts as its own technique that can be used as a free action on the user's own turn provided he has the Susano'o Ribcage active, doing so completely heals the Susano'o. A fully formed skeleton forms around the user and grants him complete cover. The user may choose what to allow into the Susano'o and what to allow out of the Susano'o and his cover can be negated by attacks made from bellow him. Any attack that fails to hit him due to his cover deals damage to the Susano'o. The skeleton replaces the ribcage's stat block; it has 100hp, DR 20, and Elemental Resistance 20. The user may materialize a single skeletal arm as a standard action that costs an additional 5 points of chakra and lasts as long as the Susano'o. It has a strength score of 20 and shares the user's BAB and actions (thus maintaining a grapple would cost his attack action). The Susano'o Slam attack deals 2d6 points of bludgeoning damage and its constrict does the same amount of damage, landing a hit with a slam attack allows the user to make a grapple check with the Sussano'o as a free action. This technique costs an additional 6 points of chakra to activate and the cost to maintain this technique increases to 3 points per round. Additionally the user will suffer 1 point of mangekyo blindness every 4 rounds instead of 5. Finally the base saving throw to avoid being fatigued increases to 8.

Mastery Rank 2: This mastery rank counts as a Rank 15 technique for the purposes of learn checks and level requirements. This mastery also counts as its own technique that can be used as a free action on the user's own turn provided he has the Susano'o Skeleton active, doing so completely heals the Susano'o. Muscles begin to form around the Susano'o and it gains two arms which it can use to manipulate objects, make grapple checks, deal constrict damage, or deliver slam attacks. The Susano'o now counts as a large creature and has a reach of 10ft. The muscled skeleton replaces the skeleton's stat block; it has 150hp, DR 25, and Elemental Resistance 25. It has a strength score of 24 and shares the user's BAB and actions (thus maintaining a grapple would cost his attack action). The Susano'o Slam attack deals 2d6 points of bludgeoning damage and its constrict does the same amount of damage, landing a hit with a slam attack allows the user to make a grapple check with the Sussano'o as a free action. This technique costs an additional 6 points of chakra to activate and the cost to maintain this technique increases to 4 points per round. Additionally the user will suffer 2 points of hit point damage each round and 1 point of mangekyo blindness every 3 rounds instead of 4. Finally the base saving throw to avoid being fatigued increases to 11.

Mastery Rank 3: This mastery rank counts as a Rank 17 technique for the purposes of learn checks and level requirements. This mastery also counts as its own technique that can be used as a free action on the user's own turn provided he has the Susano'o Muscled Skeleton active. The Susano'o is quickly covered in robes and gains a Tengu mask which it wears on its forehead.

The Susano'o's strength score increases to 32 and it now counts as a huge creature with a reach of 15ft.

Additionally the Susano'o gains a weapon (or two) of the user's choice (this choice cannot be changed later).

These weapons count as epic dark iron for the purposes of bypassing DR and deal damage as if they were one size category larger than they truly are. If the user has a powerful artifact weapon he may choose to allow the Susano'o to animate this weapon instead with all of the above bonuses added on-top of its normal bonuses, the weapon still however appears spectral and cannot be broken. The shrouded Susano'o replaces the muscled skeleton's stat block; it has 200hp, DR 25, and Elemental Resistance 30. This technique costs an additional 6 points of chakra to activate and the cost to maintain this technique increases to 5 points per round. Additionally the user will suffer 3 points of hit point damage each round and 1 point of mangekyo blindness every 2 rounds instead of 3. Finally the base saving throw to avoid being fatigued increases to 14.

Mastery Rank 4: This mastery rank counts as a Rank 19 technique for the purposes of learn checks and level requirements. This mastery also counts as its own technique that can be used as a free action on the user's own turn provided he has the Shrouded Susano'o active. The Susano'o is quickly covered in powerful armor and increases in size once again. The Susano'o's strength score increases to 36 and it now counts as a gargantuan creature with a reach of 20ft. Additionally the Susano'o's weapon (or two) increase in size as well. The armored Susano'o replaces the shrouded Susano'o's stat block; it has 300hp, DR 30, and Elemental Resistance 30. This technique costs an additional 6 points of chakra to activate and the cost to maintain this technique increases to 6 points per round. Additionally the user will suffer 4 points of hit point damage each round and 1 point of mangekyo blindness every round instead of every 2 rounds. Finally the base saving throw to avoid being fatigued increases to 17.

Mastery Rank 5: This mastery rank counts as a Rank 22 technique for the purposes of learn checks and level requirements. This mastery also counts as its own technique that can be used as a free action on the user's own turn provided he has the Armored Susano'o active. The Susano'o reaches its perfect form and gains a completely mobile body, increases in size once again to Colossal, and gains a pair of functional wings that can make one free wing buffet attack each for 2d8. The Susano'o's strength score increases to 40 and it now counts as a colossal creature with a reach of 25ft. Additionally the Susano'o's weapon (or two) increase in size as well. The Susano'o gains a base movement speed of 90ft and a fly speed of 180ft with poor maneuverability. The perfect Susano'o replaces the armored Susano'o's stat block; it has 500hp, DR 30, and Elemental Resistance 30. This technique costs an additional 6 points of chakra to activate and the cost to maintain this technique increases to 7 points per round. Additionally the user will suffer 5 points of hit point damage each round and 2 points of mangekyo blindness every round instead of 1 point. Finally the base saving throw to avoid being fatigued increases to 20.

Tengoku Sodai Jutsu: Chiri (Avatar of Heaven Technique: To Dust)

Ninjutsu (Magnet Style: Requires: Ninjutsu 15 Ranks, Chakra Control 14 Ranks, Knowledge (Physical Science) 14 Ranks, Ashuku Ha Mastery 5(t)) [Arashi Totaro Hijutsu]

Rank: 13 (Super S-Class); **Learn DC:** 30, 7 success; **Perform requirements:** 18 ranks (DC 38); **Time:** 1 Attack Action or Immediate Action; **Components:** ? **Range:** Short; **Area:** Target (see Text); **Duration:** Instantaneous; **Saving Throws:** Fortitude **Chakra Resistance:** Yes; **Chakra Cost:** 10 or 4.

This jutsu was inspired by Arashi's magnetism teacher's first words to him regarding magnetism. This technique effectively turns off magnetism in an area and disintegrates almost anything its used on. The target takes 2d6 points of damage per caster level (to a maximum of 40d6). Any creature reduced to 0 or fewer hit

points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. On a successful fortitude save the target takes 5d6 points of damage, the target is still disintegrated if reduced to 0 or fewer hit points.

This jutsu instantly disintegrates any nonliving matter within a 15ft radius of the target.

Defensive Maneuver: This jutsu can be used as a defensive maneuver against attacks that would require a reflex save. This jutsu creates a wall that will completely disintegrate the incoming attack and disperse the molecules.

The user must make a skill check equal to the save DC plus the rank of the technique (maximum +10).

Tengoku Dodai Jutsu: Shidare Sukai (Avatar of Heaven Technique: Weeping Sky)

Ninjutsu (Magnet Style: Requires: Ninjutsu 16 Ranks, Chakra Control 16 Ranks, Knowledge (Physical Science) 16 Ranks, Ashuku Ha Mastery 5 (t), Kaminoikari Mastery 5 (t)) [Arashi Totaro Hijutsu]

Rank: 14 (Super S-Class); **Learn DC:** 31, 7 success; **Perform requirements:** 19 ranks (DC 39); **Time:** 5 minutes; **Components:** H.; **Range:** Sight **Area:** 500ft radius burst; **Duration:** (see text); **Saving Throws:** Fortitude partial; **Chakra Resistance:** Yes; **Chakra Cost:** 100.

This jutsu, although terrifying in power, was actually a failed experiment on the part of Arashi Totaro. While trying to complete his Weeping Heavens theorem, he created this weaker version while attempting to use the larger version.

This jutsu primarily relies on the same principles as the Ashuku Ha on a larger and faster scale. When the hand seals and calculations for this jutsu are complete a massive amount of force pulls everything in the area into the center of the radius into a giant ball. The ball raises itself 100ft into the sky and appears to try and explode but fails and crumbles to the ground instead. Everything within the area suffers 20d6 bashing damage and 20d8 force damage, halved on a successful fortitude save. Any creature within the innermost 50ft of the radius receives no save. Any creature within the innermost 10ft of the radius take double damage. This jutsu deals double damage against unattended objects, structures, and vehicles.

After using this jutsu the user falls unconscious for 2d6 hours.

Tenjin (God of Knowledge)

Genjutsu (Doujutsu; Requires Mangekyou Sharingan (a), Tsukuyomi (t), Ninigi (t)) [Uchiha Kinjutsu]

Rank: 11 (Super S-Class); **Learn DC:** 28, 8 success; **Perform requirements:** 15 ranks (DC 35); **Time:** 1 Swift, or 1 attack action; **Components:** C, H, E, Mas; **Range:** Line of Sight; **Target:** User+1, + 1 Person / 3 levels; **Duration:** See Text (D); **Saving Throws:** None (see text); **Chakra Resistance:** Yes (see text); **Chakra Cost:** 8 + 6 per day.

The user casts Tenjin: a realm of mental energy that can be wrought into any type of form and purpose. Often, the Tenjin is manifested as a series of rooms impossibly connected through unorthodox methods. In this “mind realm” the rooms appear similar to their purpose: a library might be the representation of the memory center of the Tenjin. The Tenjin has the power to manifest anything to the user’s understanding. Anything that is interacted with in the Tenjin is the caster’s best interpretation.

While in Tenjin the user is the assumed “god” of his world; anything the user desires can appear and shape to their whims. The Tenjin realm is separated into a multitude of different spaces and locations that may reflect and function as anything the user desires.

When using the Tenjin, the caster has many choices in the effects the technique has on his/her self, along with any other willing recipient of the technique. These abilities function in some way like the ones listed below (and are not limited to solely these).

Organize: With a dc 15 research check, the user may organize their thoughts and memories into a coherent state giving them the ability to recall with uncanny accuracy the events that they have experienced. This organizes the memories of up to one week per 8 hours of Tenjin spent. This ability essentially gives the character an eidetic memory.

Quarantine: This area of Tenjin will lock away mental entities that the user does not wish to openly experience during his everyday activities, these can include, but are not limited to: memories, personal experience, creatures, personalities, and abilities. These entities are locked away, until user willingly interacts with them, in the instance of sentient beings, they cannot leave unless user wills their release.

Destroy: ability to destroy all of listed things

Control: as a mental action, the user may control any of the parameters of the mindscape. This is the primary method of interaction with the mindscape.

The Tenjin may be manifested in the blink of an eye, however the time that passes in while using the technique seems much longer; the user may spend a number of days in the tenjin equal to 1 day/ 2 levels for every real world 24 hour period. These days are measured in 1 hour increments for trips to the Tenjin that will not require full days.

If a character has been in tenjin for a full day or longer, it will need to succeed a Will save equal to the technique, -1 /day in the Tenjin, or suffer mental exhaustion. Mental exhaustion states: “creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.” Mental Exhaustion can only cured by 8 hours of rest.

Yosei: Tetsuton (Training: Iron Style)

Ninjutsu (Magnetism; Requires; Ninjusu 15 ranks, Knowledge (Physical Sciences) 15 ranks, At least 5 magnetism techniques, Training (f), Ninjutsu Adept (f)) [Arashi Totaro Hiutsu]

Rank: 14 (Super S-Class); **Learn DC:** 39, 6 success; **Perform requirements:** 15 ranks (DC 31); **Time:** ---; **Components:** ---; **Range:** ---; **Duration:** ---; **Saving Throws:** ---; **Chakra Resistance:** ---; **Chakra Cost:** ---.

This complex training method allows the user to understand the structure and form of metal ions through intense study and understanding of magnetism. Once the user has completed this training he may gain the “Metal” chakra nature.

Tetsuton: Denkumeki (Iron Style: Electrocoat)

Ninjutsu (Metal; Requires; Ninjusu 15 ranks) [Arashi Totaro Hijutsu]

Rank: 10 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 13 ranks (DC 23); **Time:** 1 full-round action; **Components:** M, H; **Range:** 30ft burst; **Duration:** Instantaneous; **Saving Throws:** Fortitude Half; **Chakra Resistance:** No; **Chakra Cost:** 5.

The user releases a burst of metal nature chakra into the ground and then releases a quickly moving wave of magnetic chakra after it. Doing so will turn the ground below the user into iron. This earth is longer able to be manipulated by Doton techniques. Any creature that was underground during this in the area of this

technique suffers 12d10 damage as they are crushed, halved on a successful fortitude save, and is trapped in iron and is unable to move or breathe.

Empower: The user may expend an additional 5 chakra to increase the radius of this technique by 30ft. This technique can be empowered up to a range of 210 ft.

Tetsuton: Karitateru Chi (Iron Style: Galvanize Blood)

Ninjutsu (Metal; Requires; Ninjusu 15 ranks) [Arashi Totaro Hijutsu]

Rank: 12 (A-Class); **Learn DC:** 27, 4 success; **Perform requirements:** 15 ranks (DC 27); **Time:** 1 attack action; **Components:** ---; **Range:** Touch; **Duration:** Instantaneous; **Saving Throws:** Fortitude Half; **Chakra Resistance:** No; **Chakra Cost:** 12.

This technique galvanizes the iron in someone's blood. Doing so attracts ambient metal ions into the target's bloodstream. The user must make a melee touch attack; if successful the target suffers 2d6 permanent con damage, halved on a successful fortitude save. If this technique reduces the user to 0 or fewer hit points their blood becomes completely metal. Burning away the user's flesh will reveal a perfectly preserved circulatory system cast in iron.

Mastery: Each step of mastery allows the user to choose a different tissue type (ie: bone, muscle, brain, soft tissue, etc) to cast in iron, doing so may adjust the type of ability damage.

Tetsuton: Tetsu Bunshin no Jutsu (Iron Style: Iron Replication Technique)

Ninjutsu (Tetsuton) [Arashi Totaro Hijutsu]

Rank: 13 (A-Class); **Learn DC:** 32, 5 success; **Perform requirements:** 16 ranks (DC 21); **Time:** 1 full-round action; **Components:** C, H, F, Mas (see text); **Range:** Personal; **Effect:** Duplicate of the user; **Duration:** Until Dismissed or Destroyed; **Saving Throws:** None; **Chakra Cost:** 10/clone

This highly advanced technique allows the user to create a powerful construct from metal in his very image. The clone weights 10 times as much as the user (including equipment), and cannot swim (though neither can it drown).

This clone is noticeably stronger than a *kage bunshin* or *mizu bunshin*. The *tetsu 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 10 miles from the user, or the technique ends.

The clone has 5 hit points per level of the user with DR equal to the hardness of the metal it was created from, Fire resistance 15, and shares the user's saving throws, defense and attack bonus without penalty. It can make up to three attacks per round. The *Tetsu 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 Tetsuton technique the user possesses. The clone has a chakra pool of 10 but may draw chara for techniques from the user so long as they are within 100ft of one another. 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.

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 *tetsu 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 or strays too far from the user it simply ceases to be animated. The deactivated clone will still leave a de-animated metal statue of the user behind.

A creature that can *see through chakra* will be able to notice that the body is in fact made of and will be able to tell the clone from the original.

Material Component: At least 10 times the user's weight in metal per clone.

Tetsuton: Suigenha no Jutsu (Iron Style: Quicksilver Blades Technique)

Ninjutsu (Tetsuton) (Requires; Chakra Scalpels class ability) [Arashi Totaro Hijutsu]

Rank: 7 (B-Class); **Learn DC:** 26, 4 success; **Perform requirements:** 10 ranks (DC 21); **Time:** 1 move action; **Components:** S; **Range:** Personal; **Effect:** Enhance Chakra Scalpels; **Duration:** Until Dismissed; **Saving Throws:** Fortitude (see text); **Chakra Cost:** 1 / 2 rounds

This jutsu infuses liquid mercury into the chakra scalpels. The scalpels change to a liquid metallic appearance and become more stable in their shape. While this jutsu is active whenever the user deals damage with his chakra scalpels he may inject some of the mercury into the target. The target suffers an additional 1d6 points of poison damage and must make a fortitude save or suffer 1 point of permanent wisdom damage. If the target fails at least one save provoked by this technique they must make an additional save the following day or suffer an additional 1 point of permanent wisdom damage, if they also fail this save they must make the same save the following day or suffer the wisdom damage again; this continues until the target passes their saving throw. Each save the target fails that was provoked by this technique increases the saving throw by one.

Material Component: At least on vial of mercury.

Mastery: With five masteries in this technique the user may make a ranged touch attack as a standard action (If the user has two weapon fighting he may choose to make two ranged touch attacks as a part of the same action) with the same benefits and damage as the enhanced chakra scalpel.

Tetsuton: Gosunkugi no Jutsu (Iron Style: Bed of Nails Technique)

Ninjutsu (Tetsuton) [Arashi Totaro Hijutsu]

Rank: 5 (B-Class); **Learn DC:** 24, 4 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 attack action; **Components:** S, H; **Range:** Medium; **Area:** 30ft radius **Effect:** Creates difficult terrain; **Duration:** Instantaneous; **Saving Throws:** Reflex Negates; **Chakra Cost:** 4

This technique causes iron spikes to thrust from the targeted ground. Anyone within this area suffers 4d6 piecing damage and has their movement speed reduced by half until the damage is healed (this penalty stacks with difficult terrain), unless they succeed a reflex save.

Making any movement in, out, or through the area will deal 1d6 points of piercing damage for every 5 ft of movement and this area counts as difficult terrain. These penalties and damage can be ignored if the user has the method of tree climbing mastered and passes a DC 25 chakra control check. Failing this check deals 4d6 points of piercing damage and halves the target's movement speed as above.

Empower: The user may increase the area of this jutsu by spending 1 point of chakra to increase the radius by 5ft (to a maximum of 100ft). Also; the user may spend an additional 4 chakra to create blades instead of spikes. This increases the die size to d8s and increases the difficulty of the chakra control heck to 30.

Tetsuton: Kinjo no Jutsu (Iron Style: Metal Shaping Technique)

Ninjutsu (Tetsuton) [Arashi Totaro Hijutsu]

Rank: 5 (S-Class); **Learn DC:** 24, 6 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 Full-Round Action; **Components:** ---; **Range:** Touch; **Area:** 5 cu. Ft. / 2 levels **Effect:** Shapes Metal; **Duration:** Concentration; **Saving Throws:** (see Text); **Chakra Cost:** 1/ 5cu.ft.

This jutsu allows the user to shape any metal he is touching to a more desirable shape. This jutsu allows the user to create almost anything from metal so long as it is not too complicated. The user can create anything that would require a DC 10 or less craft check (a craft check is still required). The user may choose to continue to concentrate on this jutsu to shape larger quantities of metal, provided he has enough chakra to do so, however each round he is only able to shape his maximum. If using this jutsu would cause direct harm to someone they may make the appropriate save to avoid such harm.

Masteries: Each mastery increases the skill level at which the user may create things and increases the maximum craft check DC by 5 points to a maximum of DC 35 and lower.

Tetsuton: Kyokajo no Jutsu (Iron Style: Metal Enhancing Technique)

Ninjutsu (Tetsuton) [Arashi Totaro Hijutsu]

Rank: 5 (S-Class); **Learn DC:** 24, 6 success; **Perform requirements:** 8 ranks (DC 21); **Time:** 1 Full-Round Action; **Components:** ---; **Range:** Touch; **Area:** 5 cu. Ft. / 2 levels **Effect:** Shapes Metal; **Duration:** Concentration; **Saving Throws:** (see Text); **Chakra Cost:** (See Text)

This jutsu changes the structure of the metal it is used on. More valuable metals require more chakra to properly align.

Metal	Hardness	Hit Points	Chakra Cost
Iron	10	30/inch	5/cu.ft.
Steel	15	20/inch	10/cu.ft.
Cold Iron	10	30/inch	15/cu.ft.
Ironium	10	30/inch	20/cu.ft.
Thorium	8	20/inch	25/cu.ft.
Dark Iron	15	30/inch	30/cu.ft.
Dark Iron (Heavy)	20	40/inch	35/cu.ft.

Tetsuton: Tetsuhassa (Iron Style: Iron Projectile)

Ninjutsu (Tetsuton) [Arashi Totaro Hijutsu]

Rank: 10 (A-Class); **Learn DC:** 29, 5 success; **Perform requirements:** 13 ranks (DC 26); **Time:** 1 Full-Round Action; **Components:** ---; **Range:** Long; **Effect:** Fires a metal projectile; **Duration:** Instantaneous; **Saving Throws:** (see Test); **Chakra Cost:** (See Text)

This jutsu creates and fires a number of metal projectiles modified by the user's Int modifier. These projectiles may target separate creatures but all use the same attack roll. The projectiles may also be premade projectiles such as kuni, darts, or javelins. If a weapon has iron wire or explosive tags connected to it they are launched by this attack as well. The user may only fire up to ten projectiles, no more than two of which can target the same person. A projectile one size category larger than the target has a chance to impale that target on an adjacent wall. If the source of the projectile flanks a target with a wall and it deals damage that subject cannot leave that square until they remove the projectile. This is a full-round action that provokes an attack of opportunity.

Size	Damage	Cost
Tiny	1	1 / 6 projectiles
Diminutive	1d2	1 / 5 projectiles
Tiny	1d4	1 / 4 projectiles
Small	1d6	1 / 3 projectiles
Medium	1d8	1 / 2 projectiles
Large	2d6	1 / projectile
Huge	3d6	2 / projectile
Gargantuan	4d6	3 / projectile
Colossal	5d6	4 / projectile

Item: *Chakra Wire Bracers*. These bracers each contain 100ft of thin copper wire with a barbed end and a small chakra motor. When activated the motor will release an electrical current along the wires dealing 5d6 points of damage to anyone wrapped in, touching, or impaled by the wires, halved with a successful fortitude save. These motors can maintain up to 10 rounds of this high output before they need to be recharged with 1 point of magnetic chakra. Turning on the motors is a move action that does not provoke an attack of opportunity. Arashi keeps on of these bracers on his left arm.

Tetsuton: Tetsuyoho (Iron Style: Iron Fusion)

Ninjutsu (Tetsuton) [Arashi Totaro Hijutsu]

Rank: 8 (A-Class); **Learn DC:** 27, 5 success; **Perform requirements:** 11 ranks (DC 24); **Time:** 1 Attack Action; **Components:** S; **Range:** Personal; **Effect:** Fuses the target with metal; **Duration:** 1 round/level; **Saving Throws:** (see Test); **Chakra Cost:** 6

The user may fuse himself into any metal surface he is touching and freely move through it with a burrow speed of 200ft. The user is indistinguishable from the metal and gains tremorsense against anyone touching the metal. This technique never leaves tunnels. If the user is in metal when this technique ends he is shunted out of the metal surface and suffers fall damage equivalent to the distance shunted.

Tetsuton: Tetsutengai (Iron Style: Iron Dome)*Ninjutsu (Tetsuton) [Arashi Totaro Hijutsu]*

Rank: 10 (A-Class); **Learn DC:** 29, 5 success; **Perform requirements:** 13 ranks (DC 26); **Time:** 1 Attack Action or 1 Instant Action; **Components:** H; **Range:** Short; **Area:** 30ft radius; **Effect:** Creates a Metal Dome; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 5 or 2

This jutsu creates a giant metal dome from the metal around the user. This dome has a radius of 30ft and is 2 feet thick.

Defensive Maneuver: This jutsu may be used as a defensive maneuver as an instant action for 2 chakra.

Empower: The user may expend an additional 5 points of chakra to increase the size of the dome by 15ft, up to a maximum of 120ft.

Tetsuton: Tetsutome (Iron Style: Iron Maiden)*Ninjutsu (Tetsuton / Spacetime) [Arashi Totaro Kinjutsu]*

Rank: 14 (Super S-Class); **Learn DC:** 33, 7 success; **Perform requirements:** 17 ranks (DC 35); **Time:** 1 Attack Action; **Components:** ---; **Range:** Touch; **Effect:** Traps target in an iron maiden; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 20

When the user activates this jutsu their hand begins to glow with a faint gray haze. The next target touched by this jutsu will be marked for death. Once touched the aura will spread over the target and giant dark iron chains will explode from the ground and entangle the user. There are four chains, each 4 inches thick. The target can be freed if all four chains are destroyed.

The following round the target is pulled down to the ground and knocked prone. If the target was flying they suffer double falling damage. When they hit the ground a dark iron coffin will begin to rise from the ground around them.

On the third round the coffin slams closed and raises itself to an upright position. The coffin appears to be a woman in chains with holes where her eyes, mouth, palms, and feet should be. The target suffers 10d6 points of piercing damage on the first turn, halved on a successful fortitude save. The target's blood then begins to seep from the holes in the iron maiden. This coffin has 500 hit points with a hardness of 30 and fire immunity, destroying the iron maiden frees the target.

On the fourth round the coffin begins to glow and the target suffers 10d6 negative energy damage, halved on a successful fortitude save as their souls is pierced with an ethereal iron maiden as well. If the target dies the coffin will open and release the body while the target's soul remains trapped in the iron maiden forever as the jutsu continues.

On the fifth round the coffin slowly begins to sink into a black portal underneath the coffin.

On the sixth and final round the coffin will sink into the hole completely and the target will be lost forever in a dark world of torture.

Vermillion Slash*Taijutsu (Strike) Requires: ((Erupting Meteor Fist (t) (5)) [Kai Uchiha Hijutsu])*

Rank: 12 (A-Class); **Learn DC:** 25, 4 success; **Perform requirements:** 15 ranks (DC 27); **Time:** 1 Attack Action; **Components:** M, X; **Range:** Short (15 ft. + 5 ft./2 levels) (*See Text*); **Target:** One Creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude, Reflex; **Chakra Resistance:** no; **Chakra Cost:** 8.

This technique functions as the Erupting Meteor Fist except as follows and above.

The user of this technique channels the fury of the Erupting Meteor Fist into his blade to create a stunningly brilliant blade of pure bright energy.

The user makes a melee attack with their held weapon that deals standard damage and adds +1d6 fire damage to the melee damage roll. Additionally this technique will deal half again damage to any demon or creature with the demonic subtype as radiant damage. This technique will not harm anyone who is pure of heart; the attack will simply pass through them harmlessly.

This technique also affects a 10ft. line behind the original target. Anyone in the line's range must make a reflex save to avoid being damaged by the Vermillion Slash.

The weapon reacts with the technique in a peculiar way; the black flames that usually cover the sword are instantly turned a brilliant yellow, and the fiery blade extends a foot larger per point of chakra spent in the technique. (no penalty/bonus). The blade illuminates the area akin to the luminance of the sun in all directions; it is clearly visible to anyone looking in its direction.

Anyone looking at the brilliance of the blade must succeed fortitude save DC 15, or be dazzled for 1 round/level. In addition any creatures that view themselves as allies to the caster of this technique gain a +2 bonus to attack rolls, saving throws, and 1 temporary hit point per level of the caster. This effect last for 1 round / level of the caster.

Empower:

The fire damage may be increased by 1d6 for 1 chakra per level.

For every 5 points this is empowered, increase the line by 5 ft.

Material Focus: Daikiri Yasuragi, (or another Heavenly Blade)

Yobi Shuhō: Kurenai Shoku no Jutsu (Preliminary Technique: Crimson Eclipse Jutsu)

Ninjutsu (Requires: Ketsueki Sosa and Ochiba no Chi) [Soisne Hijutsu]

Rank: 14 (S-Class); **Learn DC:** 27, 6 success; **Perform requirements:** 15 ranks (DC

31); **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Area:**

50 ft. radius centered around user; **Duration:** Instantaneous; **Saving Throws:** Fortitude halves; **Chakra Cost:** 17.

This technique is merely the stepping stone upon which the ultimate army-killing jutsu of the Avatar of Hell is based. All units which are within a 50ft radius of the user will take 15d6 points of internal damage, unless halved by a successful fortitude save. Normal units are instantly slain within the proximity of this technique.

Any enemies who are killed with this technique are completely drained of their blood as it is drawn to the user.

Empower

The user may increase the size of this technique by 10ft per 3 additional chakra spent to a maximum of 200ft.

Yukionna (Goddess of Winter)

Ninjutsu (Doujutsu; Requires Mangekyou Sharingan (a)) [Saigo Uchiha Kinjutsu]

Rank: 12 (Super S-Class); **Learn DC:** 29, 8 success; **Perform requirements:** 17 ranks

(DC 37); **Time:** 1 attack action (instant action); **Components:** C, H, E, Mas; **Range:** Personal; **Target:** You;

Duration: 1 round/level; **Saving Throws:** Reflex negates (see text); **Chakra Resistance:** Yes (see text);

Chakra Cost: 6 + (see text).

This technique establishes dominance over a certain area, causing all that enter to stop as if they had frozen in time. All objects entering or currently in the area also act as if time had stopped. Yukionna requires the Mangekyou Sharingan to be active.

This technique may target any area (see table) of the user's choosing, causing the essential freezing of time. All objects in the area stop moving, and all creatures must make a will save or be frozen in place. This area can be maintained as a standard action on the users turn. This area is frozen in place until either this technique expires,

or the user ceases concentration on the area. Creatures that successfully save can place themselves adjacent to the area at the cost of their future move action.

This technique can also target specific objects, using the rules from above, but only on one thing.

Size Category	Blindness	Height or Length	Weight	Space	Chakra Cost
Fine	0	6 in. or less	1/8 lb. or less	½ ft.	0
Diminutive	0	6 in. - 1 ft.	1/8 lb. - 1 lb.	1 ft.	1
Tiny	0	1 ft. - 2 ft.	1 lb. - 8 lb.	2½ ft.	2
Small	1	2 ft. - 4 ft.	8 lb. - 60 lb.	5 ft.	4
Medium	1	4 ft. - 8 ft.	60 lb. - 500 lb.	5 ft.	6
Large	2	8 ft. - 16 ft.	500 lb. - 2 tons	10 ft.	12
Huge	4	16 ft. - 32 ft.	2 tons - 16 tons	15 ft.	18
Gargantuan	6	32 ft. - 64 ft.	16 tons - 125 tons	20 ft.	26
Colossal	8	64 ft. or more	125 tons or more	30ft.-144 ft.	42

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 Kawarimi no Jutsu mastery counts) opposed to the opponent's attack roll or technique's Save DC

minimum 37. 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.

Success stops the attack 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.

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

CHAPTER 4 BLEACH D20 TECHNIQUES

Bakudo #1: Sai (*Restrain*)

Ninjutsu (Kido)

Rank: 1 (C-Rank); **Learn DC:** 13, 2 Successes; **Perform Requirements:** 2 ranks (DC 14); **Time:** 1 Attack action (Move action); **Components:** C, H, V; **Range:** Melee touch; **Target:** One creature; **Duration:** 1 round/3 levels (D); **Saving Throw:** (see text); **Chakra Cost:** 2

This simple Bakudo spell causes a small amount of chakra to form around the target's arms binding them behind its back, restricting it from doing anything that requires the use of its arms or hands. The user may still move but he takes a -12 penalty on all Climb checks and a -6 penalty on Swim checks and any other Skill that might apply the use of its arms or hands. With a Strength check (as per a saving throw for *Sai*, mastery counts) the invisible chains binding the target may be broken.

Bakudo #4: Hainawa (這繩, Crawling Rope)

Ninjutsu (Kido)

Rank: 2 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 3 ranks (DC 16); **Time:** 1 Full Attack action (Attack action); **Components:** C, H, V; **Range:** Long (30 ft. + 15 ft./2 level) ; **Target:** One creature; **Duration:** 1 round/3 level (D); **Saving Throws:** Fortitude negates; **Chakra Resistance:** Yes; **Chakra Cost:** 4

This technique binds enemies with a Reishi rope to stop their movement. The practitioner generates crackling yellow energy rope within his/her hand(s) and releases toward the opponent. The energy entangles itself around the opponent's arms and body immobilizing them. On a failed save, the target cannot move or act for the duration of the technique.

Bakudo #8: Seki (斥, Repulsion)

Ninjutsu (Kido)

Rank: 4 (A-Class); **Learn DC:** 19, 4 success; **Perform requirements:** 5 ranks (DC 19); **Time:** 1 Move Action (Swift, or Immediate action); **Components:** C, H, V; **Range** Personal ; **Target:** Caster; **Duration:** One round, or Instantaneous (D); **Saving Throws:** Fortitude partial; **Chakra Resistance:** Yes; **Chakra Cost:** 4, (6 instant)

This Technique creates a round shield that seems to temporarily paralyze and repel whatever strikes it. As a swift action the caster may activate this Kido to block to next physical attack to confirm a hit on their defense. Upon a confirmed hit, Seki discharges, deflecting the attack, causing it to deal no damage. Furthermore, if the attacker was engaged in melee combat with the caster, they must make fortitude save or be pushed 15 feet away from the caster.

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 defend against the attack, the user must make a Perform check opposed to the opponent's attack roll. 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.

Mastery

Each step of mastery in this technique allows it to be used additional times per day, up to 5/day.

Bakudo #9: Geki (撃, Strike)

Ninjutsu (Kido)

Rank: 1 (D-Class); **Learn DC:** 11, 1 success; **Perform requirements:** 1 ranks (DC 12); **Time:** 1 Full round action (Full Attack action); **Components:** C, H, V; **Range:** Close 10ft. +5ft. per 2/levels; **Target:** One Creature; **Duration:** 1 round/3 level (D); **Saving Throws:** Fortitude negates; **Chakra Resistance:** Yes; **Chakra Cost:** 2.

Geki is primarily used for disabling low level Hollow. The practitioner draws the symbols of the spell in the air which causes his/her entire body to permeate a red energy. The same red energy engulfs the body of the target and causes complete paralysis. The target is treated as helpless for the duration of the technique, and cannot move or act. This technique automatically succeeds on hollow with 3 HD or less.

Bakudo #21: Sekienton (赤煙遁, Red Smoke Escape)

Ninjutsu (Kido)

Rank: 5 (C-Class); **Learn DC:** 17, 2 success; **Perform requirements:** 6 ranks (DC 17); **Time:** 1 Attack action (Move action); **Components:** C, H, V; **Range:** Personal; **Area** 30 ft. Radius **Target:** All Within Area; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Resistance:** Yes; **Chakra Cost:** 5 (8).

Sekienton is primarily used for escape. The practitioner places the palms of their hands down on the ground and a red smoke bursts forth from the point of contact, swiftly engulfing the surrounding area and briefly obscuring the movements of whomever is within the smoke, allowing a quick getaway. Those engulfed in the red smoke gain total concealment (50% miss chance) and a +20 on stealth checks while in the smoke. The smoke may be dissipated prematurely with a moderate wind.

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 defend against the attack, the user must make a Perform check opposed to the opponent's attack roll. Success creates the Smoke normally. Failure by less than 10 allows the technique to be performed anyway, but at one-half again its normal cost.

Mastery

Each step of mastery in this technique allows it to be used additional times per day as a Defensive maneuver, up to 5/day.

Bakudo #26: Kyokkō (曲光, Bent Light)

Ninjutsu (Kido)

Rank: 7 (A-Class); **Learn DC:** 22, 4 success; **Perform requirements:** 8 ranks (DC 22); **Time:** 1 Full Attack action (Attack action); **Components:** C, H, V; **Range:** Personal; **Target:** Self; **Duration:** 1 round/level (D); **Saving Throws:** Will Negates (harmless); **Chakra Resistance:** Yes; **Chakra Cost:** 8.

This Kido Hides the physical form of the caster by bending light. The caster gains a +40 bonus on stealth checks, and gain total concealment (50% miss chance). The technique ends when the duration expires, or when the caster takes a hostile action, such as using an offensive Kido, or attacking an enemy.

Bakudo #30: Shitotsu Sansen (嘴突三閃, Beak-Thrust Tri-Flash)

Ninjutsu (Kido)

Rank: 6 (B-Class); **Learn DC:** 19, 3 success; **Perform requirements:** 7 ranks (DC 19); **Time:** 1 Full attack action (Attack action); **Components:** C, H, V; **Range:** Personal; **Target:** Self; **Duration:** 1 round/2 level (D); **Saving Throws:** Reflex Partial; **Chakra Resistance:** Yes; **Chakra Cost:** 6.

Shitotsu Sansen is primarily used to disable. The practitioner generates a burst of crackling yellow energy in his/her palm and uses that energy to draw an inverted yellow triangle. The triangle then generates solidified energy in the shape of triangles from the three points of the inverted triangle. The fired triangles hit the intended target and pin him/her against a nearby surface, slamming into his or her body in three places in the shape of a perfect triangle and immobilize the target. This technique requires a ranged touch attack. If it hits, the target is stunned for 1 round. The next round the target must make a fortitude save or be stunned for another round. This continues until the target passes a save, or the technique ends, whichever comes first.

Bakudo #37: Tsuriboshi (吊星, Hanging Star)

Ninjutsu (Kido)

Rank: 4 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 5 ranks (DC 16); **Time:** 1 Attack action, (Move, Instant Action); **Components:** C, H, V; **Range:** Close, (10 +5ft. /2 levels); **Area** 30 ft. Radius

Target: All Within Area; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Resistance:** Yes; **Chakra Cost:** 4 (6).

This creates a star-shaped cushion of Spiritual Energy, which anchors it to nearby objects with "ropes" of spirit particles. It can stop falling objects, acting like a safety net. This technique is used to minimize damage from a large fall. Any falling object that lands in the net is immediately slowed to take no falling damage.

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 defend against the attack, the user must make a Perform check opposed to the opponent's attack roll. Success creates the net normally. Failure by less than 10 allows the technique to be performed anyway, but at one-half again its normal cost.

Mastery

Each step of mastery in this technique allows it to be used additional times per day as a Defensive maneuver, up to 5/day.

Bakudo #39: Enkōsen (円闌扇, Round Lock Fan)

Ninjutsu (Kido)

Rank: 9 (A-Class); **Learn DC:** 23, 4 success; **Perform requirements:** 10 ranks (DC 23); **Time:** 1 Attack action, (Move, Instant Action); **Components:** C, H, V; **Range:** Personal **Throws:** None; **Chakra Resistance:** Yes; **Chakra Cost:** 8 (12).

Enkōsen is primarily used for defense. The practitioner can use either both hands or his/her Zanpakutō in a blocking motion. The spell then generates a dull yellow energy in front of the practitioner that takes the form of a large spinning disk of condensed reiatsu to block an opponent's attack. This blocks any type of physical attack, Cero fired by 12HD hollow or less, and Kido under #50.

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 defend against the attack, the user must make a Perform check opposed to the opponent's attack roll. Success creates the Shield normally. Failure by less than 10 allows the technique to be performed anyway, but at one-half again its normal cost.

Mastery

Each step of mastery in this technique allows it to be used additional times per day as a Defensive maneuver, up to 5/day.

Bakudo #58 Kakushitsujaku (摑趾追雀, Summoning of the Tracking Sparrows)

Ninjutsu (Kido)

Rank: 7 (B-Class); **Learn DC:** 20, 3 success; **Perform requirements:** 8 ranks (DC 20); **Time:** 1 Full Round action, (full attack action); **Components:** C, H, V; **Range:** N/A); **Target:** One Creature or Object; **Duration:** 1 round/level (D); **Saving Throws:** Will (See Text); **Chakra Resistance:** No; **Chakra Cost:** 6.

Kakushitsujaku heightens the user's senses and awareness to seize a target. Kakushitsuikaku is primarily used for tracking and locating any spiritual force the user focuses on. The practitioner draws a circle with the appropriate symbols set apart in four quadrants upon the ground using a black powder. They then place their hands palms down just under the circle to activate the spell. The circle glows with a blue light as the symbols are animated within the circle, causing various numbers to appear within until the specific set is found. The number set seems to be a variation on longitude and latitude. This allows the caster to know the exact location of the target for the duration of the technique. The target may make a will save to detect this scrying. Removing all Reiatsu from their pool into their reserve.

Bakudo #61: Rikujokoro (*Six-Staff Light Prison*)

Ninjutsu (Kido)

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform requirements:** 9 ranks (DC 22); **Time:** 1 Full-Round action (Full-Attack action); **Components:** C, H, V; **Range:** Long (30 ft. + 15 ft./2 levels); **Target:** One creature; **Duration:** 1 round/2 levels (maximum 10 rounds) (D); **Saving Throws:** Will negate (see text); **Chakra Resistance:** Yes; **Chakra Cost:** 8.

This technique is used in order to paralyze one's opponent and create an opening. By sending his chakra forth onto a creature, he is able to paralyze it for a short amount of time. The subject will freeze in place, standing helpless and open to all for the duration of the technique as six flat yellow beams of light circle it's waist. It is still aware and, though it is paralyzed, 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.

Bakudo #62: Hyapporankan (百步欄干 Hundred Steps Fence)

Ninjutsu (Kido)

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform requirements:** 9 ranks (DC 22); **Time:** 1 Full attack action (Attack action); **Components:** C, H, V; **Range:** 30 ft. Cone; **Area** 30 ft. Cone **Target:** All Within Area; **Duration:** 1 round/2 level (D); **Saving Throws:** Reflex negates; **Chakra Resistance:** Yes; **Chakra Cost:** 7.

A rod formed of energy is thrown towards the target before it disintegrates into numerous short rods which are used to pin the target to the surroundings and render them immobile. Creatures pinned this way cannot move their limbs, but may still speak normally.

This technique is primarily used to pin opponents to surfaces. If it is used in a confined area, the targets receive a -2 to reflex saves. A strength check (DC equal to the save of the technique) will unpin a target.

Bakudo #63: Sajō Sabaku (鎖条鎖縛, Locking Bondage Stripes)

Ninjutsu (Kido)

Rank: 9 (A-Class); **Learn DC:** 23, 4 success; **Perform requirements:** 10 ranks (DC 23); **Time:** 1 Full round action, (Full attack Action); **Components:** C, H, V; **Range:** Medium (20ft. + 10ft. per/2 levels); **Target:** One creature; **Duration:** 1 round/2 level (D); **Saving Throws:** Reflex negates; **Chakra Resistance:** Yes; **Chakra Cost:** 9.

Binds an enemy with a Reishi chain. A mid-level restraint spell. The practitioner raises his/her palm up to the target and closes his/her hand into a fist. The spell calls forth a yellow energy in the form of very thick rope to ensnare an opponent, its similar to Bakudō No. 4, but much stronger, this spell binds the upper body of a target. This technique can be broken by a DC 30 strength check.

Bakudo #73: Tozanshō (倒山晶, Inverse Mountain Crystal)

Ninjutsu (Kido)

Rank: 10 (B-Class); **Learn DC:** 23, 3 success; **Perform requirements:** 11 ranks (DC 23); **Time:** 1 Full Round Action (full attack action); **Components:** C, H, V; **Range:** Close (10 +5 ft. /2 levels) **Throws:** None; **Chakra Resistance:** Yes; **Chakra Cost:** 10.

Tozanshō is primarily used for defense. The spell ignites at a single point as blue energy and extends upward from four points and creates an inverted pyramid that solidifies into a barrier around the caster. The spell is usable around other already active spells. It can also be used to trap others inside of it. The barrier has 30 hit points/level and a hardness of 15.

Bakudo #75: Gochūtekkān (五柱鉄貫, Quintet of 1 kan Iron Pillars)

Ninjutsu (Kido)

Rank: 11 (A-Class); **Learn DC:** 25, 4 success; **Perform requirements:** 12 ranks (DC 23); **Time:** 1 Full round action (full attack Action); **Components:** C, H, V; **Range:** Medium (20ft. + 10ft. per/2 levels); **Target:** One creature; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Resistance:** Yes; **Chakra Cost:** 12.

Seals a target within five giant steel pillars. The practitioner clasps his or her hands together as five small yellow orbs with skinny tails emerge from between his clasped hands. They move up above his or her head and form into a circle of five. The practitioner raises their clasped hands up above their head, then lowers them downwards, sending the orbs into the ground. A bright light is generated in the sky above the intended target, which summons five incredibly tall and thick pillars, which are connected to each other by chains, to pin a target to the ground.

The target of this technique must be helpless or otherwise immobile. The target is pinned to the ground and helpless until the duration of the technique expires. To break out, the target must make a DC 40 strength check.

Bakudo #77: Tenteikūra (天挺空羅, Heavenly Rickshaws in Silken Air)

Ninjutsu (Kido)

Rank: 11 (B-Class); **Learn DC:** 24, 3 success; **Perform requirements:** 12 ranks (DC 24); **Time:** 1 Full Round Action (full attack Action); **Components:** C, H, V; **Range:** 1 Mile/2 levels **Throws:** None; **Chakra Resistance:** Yes; **Chakra Cost:** 12.

A technique used to simultaneously transmit one's voice to a large number of people. Utilized during large-scale battles, Tenteikūra is primarily used for communication. The practitioner draws symbols upon his/her arms, hands and the ground using a black powder. The practitioner then places his/her palms away in front and generates a glowing rectangular box. He/She then enacts various movements of the hands to create various root-like extensions in the air which connect to the glowing rectangle. Upon once again placing his/her hands up to the rectangle and activating the spell the root-like extensions glow creating a network extending out from the rectangle. The spell transmits messages mentally to anyone within an area of the caster's choosing. In addition to reciting the spell, the user must draw specific markings on their arms, which are animated by the spell to convey the messages. The messages can be spoken either by the caster or by another within the vicinity of the caster.

Bakudo #79: Kuyō Shibari (九曜縛, Nine Sunlight Traps)

Ninjutsu (Kido)

Rank: 12 (S -Class); **Learn DC:** 28, 6 success; **Perform requirements:** 13 ranks (DC 28); **Time:** 1 Full Round Action (full attack Action); **Components:** C, H, V; **Range:** Medium 20 ft. + 10ft. /level **Duration:** 1 minute/level; **Saving Throws:** Will (see text); **Chakra Resistance:** Yes; **Chakra Cost:** 12.

The practitioner creates eight black holes with purple outlines that emit spiritual energy in the personal space surrounding the target, with the ninth black hole manifesting itself in the center of the target's chest. This kidou requires a will save to avoid being paralyzed, any hostile action against the victim will break the kidou. Every minute the target may attempt a new will save at a +1 bonus for each minute held in the technique.

Bakudo #81: Dankū (斷空, Splitting Void) Ninjutsu (Kido)

Rank: 12 (A -Class); **Learn DC:** 26, 4 success; **Perform requirements:** 13 ranks (DC 28); **Time:** 1 Attack action (move action, Instant); **Components:** C, H, V; **Range:** Medium 20 ft. + 10ft. /level **Duration:** 1 round; **Saving Throws:** None; **Chakra Resistance:** Yes; **Chakra Cost:** 14.

Dankū is a spell which creates a defensive wall, adjacent to the caster, that shields the caster from an enemy's ranged or energy attack. The practitioner creates a translucent barrier in the form of a large rectangular wall. This blocks any type of ranged or energy attack, Cero fired by 18 HD hollow or less, and any Kido under #89.

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 defend against the attack, the user must make a Perform check opposed to the opponent's attack roll. 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.

Mastery

Each step of mastery in this technique allows it to be used additional times per day as a Defensive maneuver, up to 5/day.

Hado #1: Sho (*Clash*)

Ninjutsu (Kido)

Rank: 1 (D-Class); **Learn DC:** 11, 1 success; **Perform requirements:** 2 rank (DC 11); **Time:** 1 Attack action (Move action); **Components:** C, H, V; **Range:** Short (10 ft. + 5 ft./2 levels); **Target:** One creature or object; **Duration:** Instantaneous; **Saving Throws:** Reflex partial (see text); **Chakra Resistance:** Yes; **Chakra Cost:** 3.

The user creates a small but powerful push in the form of a beach ball-sized sphere of energy.

The user directs the attack at a creature or object. If used against a creature, the user must succeed with a ranged touch attack. If it hits, the creature is knocked back 10 feet and must make a Reflex save or become prone. This technique may not be used on a creature larger than the user, but if used on a creature smaller, the amount the creature is knocked back is doubled for each size difference. (For example, a small creature would be knocked back 20 feet and a tiny creature 40 feet for a medium user)

Hado #4: Byakurai (*White Lightning*)

Ninjutsu (Kido) [Electricity]

Rank: 2 (C-Class); **Learn DC:** 15, 2 success; **Perform requirements:** 3 ranks (DC 15); **Time:** 1 Full- Attack action (Attack action); **Components:** S, E, V; **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.

Empower

The user can spend 1 point of chakra to increase the damage by 1 die, up to 1 die per level (max 20d6). Doing so also increases the perform requirements by 1 every die.

Hado #11: Tsuzuri Raiden (綴雷電, Bound Lightning)

Ninjutsu (Kido) [Electricity] Requires (Byakurai)

Rank: 3 (C-Class); **Learn DC:** 16, 2 success; **Perform requirements:** 4 ranks (DC 16); **Time:** 1 Full Attack Action (Attack action); **Components:** S, E, V; **Range:** Medium (20 ft. + 10 ft./2 levels); **Effect:** Ray; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Resistance:** Yes; **Chakra Cost:** 4.

The practitioner generates an electric current through any object he/she touches and that electricity damages anything or anyone that is in contact with the object the current runs through. This current does 3d6 points of damage. Anyone damaged by this technique must pass a fortitude save or be stunned for one round.

Hado #12: Fushibi (伏火, Ambush Flare)

Ninjutsu (Kido) [Fire]

Rank: 3 (D-Class); **Learn DC:** 14, 1 success; **Perform requirements:** 4 ranks (DC 14); **Time:** 1 Full Attack Action (Attack action); **Components:** S, E, V; **Range:** Long (30 ft. + 15 ft./2 levels); **Effect:** Burst: 100ft radius; **Duration:** Instantaneous; **Saving Throws:** Fortitude; **Chakra Resistance:** Yes; **Chakra Cost:** 3.

This Hado is a blinding light that is fired high into the sky, any character looking in the direction of the flare must make a fortitude save or be blinded for 1d4 rounds. Upon passed save, the target is dazed for 1 round.

Hado #31: Shakkaho (*Red Fire Cannon*)

Ninjutsu (Kido) [Fire]

Rank: 4 (C-Class); **Learn DC:** 16, 4 success; **Perform requirements:** 5 ranks (DC 17); **Time:** 1 Full- Attack action (Attack action); **Components:** C, H, Mas, V; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One

creature or object ; **Effect:** Ray; **Duration:** Instantaneous; **Saving Throws:** Reflex partial; **Chakra Resistance:** Yes; **Chakra Cost:** 3.

Concentrating on the palm of their hand, the user fires a red hot ball of energy at the target. The ray, if it hits, deals 3d6 points of fire damage and forces the target to make a Reflex save or catch on fire.

Hado #32: Ōkasen (黄火閃, Yellow Fire Flash)

Ninjutsu (Kido)

Rank: 5 (B-Class) **Learn DC:** 21, 3 Successes; **Perform Requirements:** 6 ranks (DC 21); **Time:** 1 Full-Round action (Attack action); **Components:** C, S, V; **Range:** 30ft. Cone; **Target:** all within cone; **Duration:** Instantaneous (see text); **Saving Throws:** Reflex Half, (see text); **Chakra Resistance:** No; **Chakra Cost:** 8.

The practitioner raises their hands or Zanpakutō horizontally in front of them and generates a yellow orb that widens itself along their arms or the length of their sword. Once it is fully charged it fires outward as a horizontal blast, in a wide arc of yellow energy at the target.

This technique deals 1d6/level fire damage to all within the cone of effect.

Hado #33: Sōkatsui (蒼火墜, Blue Fire, Crash Down)

Ninjutsu (Kido) [Fire] Requires (Shakkaho)

Rank: 6 (C-Class); **Learn DC:** 20, 3 Successes; **Perform Requirements:** 7 ranks (DC 20); **Time:** 1 Full Attack Action (Attack action); **Components:** C, S, V; **Range:** Long (30 ft. + 15 ft./2 levels);

Area: 20 ft. Radius (see text); **Duration:** Instantaneous; **Saving Throws:** Reflex Half; **Chakra Resistance:** No; **Chakra Cost:** 6.

Sōkatsui is a Blue flame that discharges from the palm. The practitioner aims the palm of his/her hand at the target then generates a torrent of blue spiritual energy and fires it at said target. The blast deals 4d8 fire damage.

Empower

The user can spend 2 point of chakra to increase the damage by 1 die, up to 1 die per level (max 15d8). Doing so also increases the perform requirements by 1 every die.

If Sōkatsui is empowered, its area may change from a 20 ft. radius to a 25 ft. by 100 ft. line if the user desires.

Hado #54: Haien (Abolishing Flames)

Ninjutsu (Kido) [Fire] Requires: (*Shakkaho 3*)

Rank: 7 (A-Class); **Learn DC:** 21, 4 Successes; **Perform Requirements:** 7 ranks (DC 28); **Time:** 1 Full Attack action (Attack action); **Components:** C, S, V; **Range:** Long (30 ft. + 15 ft./2 levels); **Target:** One creature or object; **Duration:** Instantaneous; **Saving Throws:** Reflex Half; **Chakra Resistance:** No; **Chakra Cost:** 8.

This powerful Kido discharges a fast moving sphere of dark purple fire towards the target. The blast deals 6d6 Fire and 4d6 Negative Energy damage. The flame from this attack is so strong that it bypasses normal Fire resistance.

Hado #58: Tenran (閻嵐, Orchid Sky)

Ninjutsu (Kido) [Electricity, Fire]

Rank: 8 (B-Class); **Learn DC:** 22, 3 success; **Perform requirements:** 9 ranks (DC 22) ; **Time:** 1 Full-Round action (Full attack action); **Components:** C, S, E, V; **Range:** Short (10 ft. + 5 ft./2 levels); **Area:** 15-ft. wide by 80-ft. long line ; **Target:** 1 creature; **Duration:** Instantaneous; **Saving Throws:** Reflex Half, Fortitude Partial; **Chakra Resistance:** Yes; **Chakra Cost:** 9.

The practitioner of this technique creates a circular spinning motion with their hand or a held item, infusing it with reiatsu. The built up force of the spinning motion is released when the movement is stopped, and blasted forward in a line. This does 8d6 damage and requires a fortitude save to not be blown back to the end of the attacks range.

Hado #63: Raikouhou (Lightning's Burning Howl)

Ninjutsu (Kido) [Electricity, Fire] Requires: (*Byakurai 3*)

Rank: 8 (A-Class); **Learn DC:** 23, 4 success; **Perform requirements:** 9 ranks (DC 23) ; **Time:** 1 Full-Round action (Full attack action); **Components:** C, S, E, V; **Range:** Short (10 ft. + 5 ft./2 levels); **Area:** 25-ft. wide by 100-ft. long line ; **Target:** 1 creature; **Duration:** Instantaneous; **Saving Throws:** Reflex Half, Fortitude Partial; **Chakra Resistance:** Yes; **Chakra Cost:** 10.

This mid-level Kido spell creates a concentrated ball of energy in the open palm of the user's hand, which then can be fired outwards as lightning with an explosive surprise. This line's lightning deals 7d6 Electricity damage and 3d6 Fire damage to all creatures caught within the blast. In addition, any creature effected must make a Fortitude save or be deafened for one minute and dazed for 1 round.

Empower

The user can spend 1 point of chakra to increase the Electricity damage by 1 die, up to 1 die per level (max 30d6). Doing so also increases the perform requirements by 1 every die.

Hado #73: Sōren Sōkatsui (双蓮蒼火墜, Twin Lotus Blue Fire, Crash Down)

Ninjutsu (Kido) [Fire] Requires: (*Sōkatsui 5*)

Rank: 10 (A-Class); **Learn DC:** 25, 4 success; **Perform requirements:** 11 ranks (DC 25) ; **Time:** 1 Full-Round action (Full attack action); **Components:** C, S, E, V; **Range:** Long (30 ft. + 15 ft./2 levels); **Area:** 2 20 ft. Radius blasts (see text); **Duration:** Instantaneous; **Saving Throws:** Reflex Half; **Chakra Resistance:** Yes; **Chakra Cost:** 16.

An advanced form of Sōkatsui. It has twice the effectiveness. The practitioner generates blue spiritual energy with his/her index and middle fingers and fires it as a concentrated blast at the intended target. The two blasts each deal 4d8 points of fire damage. Each of these blasts may be empowered separately.

Empower

The user can spend 2 point of chakra to increase the damage by 1 die, up to 1 die per level (max 10d8). Doing so also increases the perform requirements by 1 every die.

If Sōkatsui is empowered, its area may change from a 20 ft. radius to a 25 ft. by 100 ft. line if the user desires.

Hado #88 Hiryū Gekizoku Shinten Raihō (飛竜撃賊震天雷炮, Flying Dragon-Striking Heaven-Shaking Thunder Cannon)

Ninjutsu (Kido) [Electricity, Fire] Requires: (*Byakurai 5, Raikouhou 3*)

Rank: 14 (S-Class); **Learn DC:** 31, 6 success; **Perform requirements:** 15 ranks (DC 31) ; **Time:** 1 Full-Round action (Attack action); **Components:** C, S, E, V; **Range:** (see text); **Area:** (see text); **Duration:** Instantaneous; **Saving Throws:** Reflex Half; **Chakra Resistance:** Yes; **Chakra Cost:** 23.

A high-level Hadō that only master-class Kidō users can use. The practitioner raises his/her arm forward and outstretched, occasionally using their free hand to grip the firing arm for extra support, with the palm facing flat toward the target and fires a gigantic beam of electrical and spiritual energy powerful enough to produce an enormous explosion.

This technique's range is limited only by the number of obstacles in its destructive wake. Upon contacting a Large or larger object, the technique discharges creating an immense explosion. Any creature caught in the 15ft. wide, 15ft. tall line must make a reflex save or take 1d10/level electricity damage. In the location of the discharge, in a 100 ft. radius centered on the large or larger object, deals 1d6/level fire damage (No save).

A large or larger creature that is in the ray of effect that passes the reflex save is not subject to the discharge, and only takes damage based on the passed save.

The "Hiryū Gekizoku Shinten Raihō" has such a long incantation, that when it can be cast without speaking, the action is reduced by 2 steps, as opposed the the usual 1 step.

Hado #90: Kurohitsugi (Black Coffin)

Ninjutsu (Kido)

Rank: 15 (Epic); **Learn DC:** 36, 10 Successes; **Perform Requirements:** 16 ranks (DC 36); **Time:** 1 Full-Round action (Full-Attack action); **Components:** C, S, V; **Range:** Short (10 ft. + 5 ft./2 levels); **Target:** 1 creature;

Duration: 3 rounds (see text); **Saving Throws:** Reflex Half, Fortitude Partial (see text); **Chakra Resistance:** No; **Chakra Cost:** 25.

This Kidou is well known for its appearance and function, reminiscent of a common magician's trick, but also its insanely high destructive power. On the first round the user must make a ranged touch attack against the target, who, if successful is surrounded by a box of black energy, which is then pierced by dozens of cross-shaped spears, lacerating the one inside from head to toe. The target suffers 10d6 Piercing damage as well as 5d6 Negative energy damage, Reflex save for half. On the second round of the technique, the user must succeed another Perform check in order to release the next effect. If the second Performance check fails then the attack immediately ends. The Black Coffin surrounding the target is pierced by additional spears, quadrupling in size; the target suffers an additional 5d6 Piercing, 5d6 Bludgeoning, and 5d6 negative energy damage, Reflex save for half. On the third round of the technique, the user must succeed a final Perform check in order to release the last effect. If the third Performance check fails then the attack immediately ends. The Black Coffin surrounding the target collapses inwards, crushing down and further stabbing the spears into the victim.

The target must make a Fortitude save or die. If the character succeeds the Fortitude save, the target will take a final 5d6 Piercing, 5d6 Negative energy, and 5d6 Bludgeoning damage that cannot be saved against.

Cero:

Reiatsu Control (*Hollow Hijutsu*)

Rank: 8 (A-Class); **Learn DC:** , 4 success; **Perform requirements:** 9 ranks (DC 22); **Time:** 1 Attack action; **Components:** C ; **Range:** Long(30 ft. + 15 ft./2 levels); **Target:** Area 5 ft. wide; **Duration:** Instantaneous; **Saving Throws:** Reflex Half; **Chakra Resistance:** Yes; **Chakra Cost:** 3.

Save = $\frac{1}{2}$ HD of hollow + con modifier + 10

The hollow's cero is a condensed amount of spirit energy fired like a cannon. It does 3d6 Negative energy damage.

The Cero can be empowered 1d6 per HD of a hollow. Each time it is empowered it costs 1 extra point of chakra. A cero the would deal 10d6 or more damage must charge for a round. Firing at the beginning of the caster's next turn. This does not impede the next actions of the user.

CHAPTER 5 ITEMS

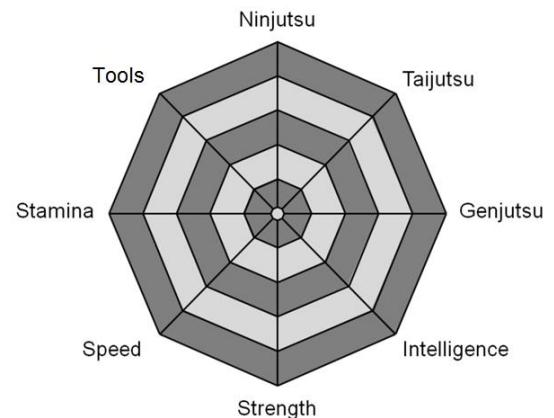
Breaker of Chains

The Breaker of Chains is a ceremonial katana for Yasei Hyuga's clan. The dragon scale sword was painstakingly crafted by a grandmaster alchemist and blacksmith over the course of a month.

This +5 dark iron katana is soul-bound to the head of Yasei's Hyuga clan. Upon their deaths, their souls will be sealed into the sword as a means for teaching the future clan members instrumental techniques. Any of the sword's inhabitants can telepathically communicate with the sword's wielder at will.

Chakra Paper

These small sheets of paper contain a complex series of seals on the back that absorb a negligible amount of chakra from the first person that holds the paper once it has been torn from its booklet. It contains a series of parameters that are instantly filled once they are touched. However, with a DC 25 chakra control check the parameters can be made to display whatever you like them too.



Daikirai Yasuragi, (Peace's Adversary) (大嫌い安らぎ)

A Nine Ringed Broadsword with a blade forged by the goddess Amaterasu. Bestowed to a powerful warrior with one tenant to adhere: War. The blade itself, was forged in the flames of the sun, out of a divine alloy. It has a hardness of 20 and has 40 hp. It also ignores all harness of lower than 20. It has a X3 critical range and deals 1d8 points of damage.

When the Daikirai Yasuragi is wielded by a user of the Sharingan bloodline it gives the user instant proficiency. If the wielder has the Mangekyou Sharingan, they are treated as having weapon focus with this weapon. If the character has the Darkbane Sharingan feat, the blade ignites in black fire, and deals an additional 2d6 fire damage.

The Daikirai Yasuragi is also equipped with the Nine Circles of Hate. These legendary rings were each blessed by Amaterasu to create the ultimate aspect of battle. When attached to the Daikirai Yasuragi the rings act as if they were part of the sword, therefore not counting toward the total ring count of the wielder. These rings may be removed from the sword, and worn separately.

The Nine Circles of Hate:

- **Death:** When a creature is killed by the wearer of this ring, if the creature was adjacent to them, the user gains 2d6 temporary hit points. A person killed this way destroys their soul making them unable to be resurrected by techniques like the Edo Tensei.
- **Defiance:** While worn, this ring grants the wearer an immunity to Fear effects
- **Malice:** while worn, the wearer gains the Aura of Seething Hatred. In this aura, All creatures in a 100ft radius become an attitude level lower to others, Helpful to friendly, friendly to indifferent, etc. This effect cannot be suppressed unless the ring is removed, or the sword is sheathed.
- **Rage:** The wearer of this ring gains the ability to Frenzy for a number of rounds equal to character level. This ability functions as the Beastmaster class ability.
- **Scorn:** While this ring is worn, when the wearer scores a critical hit, the foe goes into a blood rage. For 1d6+1 rounds, the opponent will attack the closest living combatant, be it friend or foe.

- **Strife:** after an unsuccessful melee attack, the user gains a +1 bonus to attack and damage rolls until a successful attack is landed. Multiple misses increase this bonus up a +5 bonus or the encounter ends.
- **Terror:** While worn, this ring grants the wearer Frightful Presence as bonus feat.
- **Vigil:** While worn, this ring grants the wearer an Immunity to hunger and thirst, only need to sleep for 2 hours
- **Vigor:** While worn, this ring grants the wearer an Immunity to Exhaustion while threatened.

Genkan

Genkan is a katana of mysterious origins which is perpetually sheathed in ice. The blade is an invaluable asset for any ninja specializing in ice and a dangerous obstacle for any in its way.

Any user with the ability to cast ice techniques may ignore material component components when wielding Genkan, Genkan will double the speed of a user's Hyouma freeing (if applicable), It lowers the temperature within a 20ft radius of the sword by 20 degrees, and all creatures killed with Genkan become encased in Ever-Ice which weighs ten times more than normal ice and never melts. The weapon is a +5 medium katana that deals an additional 1d6 points of cold damage.

Jorogumo's Silken Gloves

These gloves were gifted to the Kanashi family by the spider goddess Jorogumo countless years ago as a reward for an assassination contract they filled for her. The gloves are seemingly normal black leather gloves with a metal spool on the back of the hands. This spool leads to five thin metal tubes on the fingers that release thorium silk woven by Jorogumo herself so thin it cannot be seen by the human eye when a small amount of chakra is channeled into them. A DC 45 perception check will reveal the wires. Because of the thorium in the silk the user can independently control the wires for further effectiveness, he can even weave the threads together into solid objects to change the damage type of the weapon. Additionally there are small places on the back of the gloves to insert vials of poison, the vials are small and hold only two doses of poison per hand, but they can be activated as a free action to poison the wires with whatever poison was in the vials (alternatively other liquids could be added into the applicators as well, such as alchemists fire to add 1d6 fire damage to the weapon). The gloves can be reloaded as a standard action (reduced by the quickdraw feat).

These gloves are treated as +5 long range battle wire with a base range of **50 feet**. They deal **1d6** base damage as **slashing** but by weaving the threads together as a standard action the damage type can be changed to bashing or piercing. The user never risks harming himself with the wires because of his direct control over them. Because of this direct control the user can even attack around corners or under doors as long as the area is not completely sealed off.

Rod of the Damned

This rod was created as the result of a wish gone wrong. Legend says a farmer with a sick wife saved a trickster god from being sealed away and he offered the farmer a single wish. He asked the god to give him the power to save his wife, the trickster god gave him this rod and told him to stab his wife through the heart with it. When he held the rod a sharp pointed spear blade made of shadow appeared at the tip of the rod when he held it and black fog rolled off the blade. He did what the god told him to do, but to his surprise it turned her into a still heart vampire spawn. In his anguish he killed himself.

The rod is a **two-handed weapon** and has three modes of use but each mode deals **2d6** base damage and has a +3 enhancement bonus with a critical range of **19-20** and critical damage of **x4**. The rod can manifest as a scythe, a spear, or a war hammer by creating a solid black blade, spearhead, or hammerhead. Depending on how the weapon is used to kill a foe it can create undead completely loyal to the wielder. These undead have no duration but each active undead minion lowers his wisdom score by 1. To create an undead this weapon must kill the target with a critical hit or a coup de grace. If beheaded by the scythe they will rise from the dead 1d4 rounds later as a [dullahan](#) without the ability to cast death's calling. If pierced through the heart by the spear they will rise 1d4 rounds later as a [vampire](#) without the ability to cast dominate or any invisibility spells

(additionally it loses 25% of its maximum hit points each round it is exposed to sunlight). If its body is crushed by the hammer its shadow will detach from its body and become a [greater shadow](#) in 1d4 rounds without the ability to create spawn.

Regalia of The Seven Sinners

Dwelling deep within the circles of Hell exists Mephistopheles, the soul trader. He himself may not leave Hell as he is bound to it, so he created seven agents to do his bidding in and out of hell for him. These seven Paragon Knights were forged from the most corrupted of his souls and each given a symbol of their authority in Hell. The symbols of power are known as the Regalia of the Seven Sins and are artifacts of the purest evil. Overwhelmingly corrupted and magical these artifacts are near indestructible and provide the wielder with extraordinary power and respect.

While these artifacts are occasionally stolen from their wielders and used to take over provinces in the Material plane or are used to gain power in Hell, they rarely remain out of Mephistopheles' hands for long. Being in possession of one of these artifacts permanently marks the wielder with Mephistopheles' personal devil seal. This seal reveals the bearers' whereabouts at all times to Mephistopheles and his servants. These artifacts are inevitably returned to Mephistopheles, when he will usually recreate the Paragon Knight that was previously slain and return the item to his new servant.

Occasionally Mephistopheles may permit others to wield the artifacts temporarily if they are interesting enough to him or a part of some great plan he has a stake in. He may even occasionally allow someone to wield it as a part of a deal for a temporary period of time.

- **Klar of Envy:** This standard Klar is wielded by the Paragon Knight of Envy from Hell. This is a standard +3 Klar with the ability to steal characteristics from those it strikes. When this weapon deals damage to an enemy the user may choose to gain one of the targets extraordinary abilities or ability scores for 1d4+1 rounds. The wielder may only have one stolen ability at a time but may even take abilities such as DR, natural armor, or fast healing. If an ability taken relies on a certain body part, such as flying relying on wings, the wielder gains these physical characteristics, their equipment is adjusted to suit the new body. Note: Extraordinary abilities are marked with (Ex) following their names.
- **Klar of Gluttony:** This standard Klar is wielded by the Paragon Knight of Gluttony from Hell. This is a standard +3 Klar which seems to devour all it cuts, leaving nothing behind. This weapon returns 1d6 hit points to the wielder each time it deals damage and each enemy slain will sustain the wielder for one day (food, water, and air). This weapon also ignores all DR/Hardness and resolves attacks against touch AC as it eats through the resistances and armor of its enemies.
- **Gauntlets of Greed:** These gauntlets are barbed and forged from the tough scales of pit fiends. They cover both the hand and wrist slot and provide a +4 to armor class. These gauntlets also have the ability to store any unattended object or willing creature into an extra-dimensional space within the gauntlets. Each object exists in its own extra dimensional space (unless the wielder wishes certain objects to be stored together) and these gauntlets have no limit to the number of items they can hold. As a move action (Quick Draw and similar feats adjust this speed) the wielder may make any object stored in the gauntlets appear in his hands. If the wearer wishes to make one object appear in each hand he may do this as a single action, provided he can freely hold both objects without strain.
- **Cloak of Sloth:** This cloak was crafted from the billowing black smoke of hell. The cape appears to be a roiling black cloud of black smoke that leaves a trail of black ash. As a full round action the wearer may fling this cloak to spread a thin amount of fine black ash into the air around the wearer. This ash does not

obscure sight and has a radius of 30ft. Anyone breathing in this ashes must make a fortitude save (DC: 15) or become paralyzed for 1d4 rounds, after these 1d4 rounds they are still unable to properly move and suffer 2d6 permanent dexterity damage, lose half their movement speed, and are staggered (these conditions all go away once the dexterity damage is healed), an individual can only be affected by this ability once per day. If they pass this save they instead act as if under the affects of the Slow spell. The cloud persists until either another cloud is formed or the wearer dismisses it.

- **Armor of Pride:** This mixture of plate, chain, and leather armor never appears the same way to different people. The armor appears as a simple golden ring when not worn and only activates itself with worn by someone with no other armor currently equipped. When both of the preceding conditions are met the armor seems to explode from the center of the necklace as smoke slowly forms around the wearer's body. The armor is unique to the wearer and exonerates the wearer's best body features. This armor never appears "slutty" in the traditional sense even though it may reveal midriffs and muscles, it always seems to only show features that would intimidate or inspire those who view them. Usually muscles, horns, or even a fine tail. Sometimes the armor does not reveal physical features and instead exudes an aura of the creature's natural power or emphasizes a particularly trait (such as an assassin being covered in shadows while standing in light). This armor provides an armor bonus of +10 (+4 enhancement) with no armor check penalty. Those who perceive the wearer as an ally receive a +2 moral bonus on all saves, skill checks, and AC. While others must make a DC 20 + the wearer's highest ability modifier or be shaken as long as they are aware the wearer is somewhere near them, this is a fear affect.
- **Amulet of Lust:** This is arguably the most dangerous of the regalia. This amulet constantly affects the minds of anyone around the wearer. Anyone within 100ft of the wearer has their attitude towards the wearer increase by one step. As a free action at any time the wearer may force anyone he chooses to make a will save equal to 20 plus his Cha modifier, if they fail this save they perceive the wearer as whatever person they desire most. This could mean the wearer appears as the target's pure and perfect sexual fantasy or they appear as a long lost lover or family member. Regardless, if the target fails their save they are unable to bring themselves to target the wearer with any hostile action and will defend them from any harm, if another person they perceive as a friend attacks the wearer they may make another save to break the affect, if they fail this save they will attack the person attacking the wearer and try to kill them to protect the wearer from harm. If at any time they pass this saving throw they become immune to the affect for 24 hours.
- **Mask of Wrath:** This white mask appears to be made of porcelain and has only one eyehole. Stories of this mask have been told throughout history, some of the wielders of this mask have fought entire armies for days by themselves, sustained by the death of their enemies and the thrill of battle. The wearer of this mask is invigorated and gains the effects of the Haste and Freedom of Movement spells. Also, whenever the user fails to connect with an attack in which they had the intent to kill the target they gain a cumulative +2 on their next attack roll for 5 rounds. For instance, if the wearer made a full attack action with 4 attacks and missed all 4 attacks, on the following round the next attack would have a +8 to hit. This attack the bonus resets to +0 when they land a strike. Whenever the wearer slays an enemy they gain 3d6+1/level of the wearer temporary hit points and will become sustained (food and drink). While in combat the wearer is also immune to the fatigued/exhausted condition and does not need food, water, or air to continue fighting (after the battle they will be just as hungry and tired as they were before the fighting, unless they killed an enemy). If this mask is worn for more than 24 hours removing it forces the wearer to make a DC 20 fortitude save or die, there is no opening in the mask for eating or drinking.

Soulreaver

Soulreaver is a huge, double-handed cleaver which contains the souls of all it has slain during its existence. This weapon is a huge +5 dark iron cleaver that deals 3d6 points of slashing damage (use longsword statistics), it weighs close to 150lbs but is weightless to the proper owner. The only way to gain proper ownership of the weapon is to either kill the previous owner or to receive it as a willing gift. Anyone slain by this weapon has their soul permanently sealed within it. Souls sealed inside the blade are eternally hung upon hooks in a seemingly endless void alone. At any time, the user may enter this endless void through meditation to meet with the souls. The souls inhabiting Soulreaver may be forced into a friendly attitude towards the user, thus the user can utilize these souls in order to learn forbidden Hijutsu which could not be taught elsewhere. If Soulreaver's owner is killed and the sword is rejected it will melt into a formless pile of dark iron and the souls within will be freed with a wail. The insane souls will then haunt the area around where the sword was destroyed.

Yomi Sake Dish

This sake dish is never empty and is filled with the distilled dreams of those living in the underworld. This exquisite beverage is widely regarded as the greatest sake ever brewed. Drinking from this cup makes the drinker immune to fear effects and he gains a +4 bonus on saving throws against death effects for 24 hours. It is said more blood has been spilled for the acquisition of this dish than sake has been consumed from it. Additionally; if a deal is struck with a demon or spirit and it is sealed with consumption from this dish the demon or spirit will instantly perish if the deal is broken on its part.

