



MODERN

ROLEPLAYING GAME ♦ SUPPLEMENT

RELICS REPOSITORY

Frankto Vinneti



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This free Naruto: d20 supplement is designed for use with the Naruto d20 and d20 Modern Roleplaying Game published by Wizards of the Coast™. To be able to better comprehend and use the game to its full extent, you should purchase the d20 Modern Core Rulebook as well as download, entirely free of charge, the Naruto d20: Scrolls of Knowledge, Volume I rulebook, if you have not already. An alternative solution would be to read the System Reference Document (SRD) which contains every OGC portion of the rulebook, minus any artwork and flavor text shown in the original product.

The Naruto d20: Relics Repository contains a slew of new sealed items, enhancement seals, item sets and artifacts.

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OPTIONAL CONTENT—VOLUME V: ARTIFACTS

This supplement contains a variety of new items that cater to almost any play style. In this book, you will find 22 new armor seals, 5 new archetype armor, 16 new weapon seals, 8 archetype weapons, 49 new sealed items, 7 new item sets, as well as the Seven Swords of the Mist and the unique technique to master them all.

SECTION I: ARMOR SEALS

This section details a collection of armor seals to occupy each of the item slots (armor, back, feet, head, neck, waist, wrist, finger or ear).

Acrobatic [Armor]

Minor (Lv 3) +1 DC 13 *Greater (Lv 12)* +3 DC 32

Superior (Lv 7) +2 DC 22

Item Slot: Back or waist

Enhancement: Balance, Climb, Jump, Swim and Tumble checks (competence)

Power (1/day, instant action): Use when making a Balance, Climb, Jump, Swim or Tumble check. You may reroll the result, but you must keep the new result even if it is lower.

Analytical [Armor]

Minor (Lv 5) +1 DC 15 *Greater (Lv 14)* +3 DC 34

Superior (Lv 9) +2 DC 24

Item Slot: Head

Enhancement: Search and and Sense Motive checks

Power (3/day, free action): Use when making a Search or Sense Motive check. The search check only takes an attack action. If the search check would take more than a full-round action, it takes a full-round action instead.

A Sense Motive check to assess someone's trustworthiness only takes 1 round.

Blurring [Armor]

Superior (Lv 10) DC 25

Item Slot: Armor

Power (Special, swift action): Wearer appears to be moving at great speed and acts as though affected by the *Jisoku no Jutsu* techniques (Will DC 17 disbelieves). Can be used up to 5 rounds per day.

Boosting [Armor]

Minor (Lv 6) DC 16 *Greater (Lv 12)* DC 32

Superior (Lv 9) DC 24

Item Slot: Wrist

Power (3/day, swift action): 2 chakra. Increases the wearer's character level when performing a Genjutsu or Ninjutsu technique by 1. Lasts 1 round.

Level 9: As above, but increases level by 2.

Level 12: As above, but increases level by 2 for 2 rounds.

Chakra Amplifying [Armor]

Minor (Lv 4) +1 DC 14 *Greater (Lv 12)* +3 DC 32

Superior (Lv 8) +2 DC 23

Item Slot: Armor

Enhancement: Chakra Control checks to tap reserves (competence)

Power (1/day, free action): Use when performing a technique. The armor amplifies the chakra and generates 2 chakra to be used on that technique only.

Level 8: As above, but the armor generates 5 chakra.

Level 12: As above, but the armor generates 8 chakra.

Concealing [Armor]

Superior (Lv 11) DC 26 *Greater (Lv 16)* DC 36

Item Slot: Back

Power (3/day, swift action): Gain 20% concealment miss chance as the garment flutters and conceals your body. Lasts 1 round.

Level 16: As above, but any critical hit or sneak attack targetting you has a 25% chance to deal damage as a normal hit instead while the power is active.

Cunning [Armor]

Minor (Lv 4) +1 DC 14 *Greater (Lv 12)* +3 DC 32

Superior (Lv 7) +2 DC 22 *Epic (Lv 20)* +4 DC 40

Item Slot: Head or neck

Enhancement: Knowledge checks (competence)

Power (1/day): *Level 12 or 20.* Think on a topic for 1 minute before making a Knowledge check and gain a +10 circumstance bonus to that check.

Earth Sense [Armor]

Minor (Lv 6) DC 16 *Superior (Lv 10)* DC 25

Item Slot: Feet

Power (1/day—Earth, swift action): 2 chakra. Gain tremorsense 20 feet. Lasts 1 minute.

Level 10: 5 chakra. As above, but 2/day and tremorsense 40 feet.

Elemental Immunity [Armor]

Greater (Lv 18) DC 38

Item Slot: Armor

Power (1/day, instant action): The wearer becomes immune to one of the following energy type, chosen at the seal's construction: cold, earth, electricity, fire, water or wind. Lasts 5 rounds.

Gazeblocking [Armor]

Minor (Lv 3) +1 DC 13 *Greater (Lv 14)* +3 DC 34

Superior (Lv 8) +2 DC 23 *Epic (Lv 20)* +4 DC 40

Item Slot: Head

Enhancement: Saves against gaze attacks

Ghostly [Armor]

Superior (Lv 11) +1 DC 26 *Greater (Lv 18)* +2 DC 38

Item Slot: Back

Enhancement: Defense (deflection)

Power (1/day, instant action): Incorporeal creatures must hit your normal defense (counting armor, natural armor, shield and other bonuses that would not normally apply). Lasts 3 rounds.

Intercepting [Armor]

Minor (Lv 5) +1 DC 15 *Greater (Lv 12)* +5 DC 32

Superior (Lv 8) +3 DC 23

Item Slot: Feet

Enhancement: Strength checks during bullrush and overrun (competence)

Irongut [Armor]

Superior (Lv 8) DC 23 *Greater (Lv 12)* DC 32

Item Slot: Finger, ear or neck

Power (1/day, free action): Gain temporary immunity to poison effects. Any current poison effect does not affect the wearer for the duration of this ability, and any newly applied poison only takes effect after this ability ends. Lasts 1 minute or until the seal is removed.

Perception [Armor]

Superior (Lv 8) DC 23

Item Slot: Head

Property: Gain low-light vision.

Property: Gain darkvision 30 ft.

Power (3/day, swift action): The range of darkvision provided by this item is doubled, but the wearer takes a –4 penalty to attack rolls, Defense and skill checks in bright light. Lasts 5 minutes or until dismissed.

Robust [Armor]

Superior (Lv 8) DC 23

Item Slot: Armor

Property: The armor can be slept in without causing the wearer to be fatigued.

Property: The armor's weight does not count towards the wearer's carrying capacity.

Property: The wearer can walk up to 10 hours per day and land hop up to 5 hours per day before having to make Constitution checks to avoid fatigue.

Safe Landing [Armor]

Minor (Lv 3) DC 13 *Superior (Lv 7)* DC 22

Item Slot: Feet

Property: The wearer always lands on his feet and takes 4 less dice of damage from any fall (minimum 0).

Level 7: As above, but 8 less dice of damage.

Soulbound Armor [Armor]

Minor (Lv 5) +1 DC 15 *Epic (Lv 21)* +4 DC 42
Superior (Lv 10) +2 DC 25 *Legendary (Lv 26)* +5 DC 49
Greater (Lv 15) +3 DC 35

Item Slot: Armor

Enhancement: Defense

Property: Gain 1 negative level while wearing the armor if not bonded to it. Any other enhancement seal or special properties of the armor do not function unless bonded to the armor.

Level 10: 2 negative levels.

Level 15 or higher: 3 negative levels and take one-half again as much damage from any attack.

Property: Armor hardness +5.

Level 10: Armor hardness +7.

Level 15 or higher: Armor hardness +9.

Special: Binding this armor to a creature takes 30 minutes and cannot be undone. A soulbound armor does not grant negative levels to a creature it is bonded to.

Springing [Armor]

Minor (Lv 6) DC 16

Item Slot: Waist

Property: Wearer can stand up from prone as a free action that does not provoke an attack of opportunity.

Teamwork [Armor]

Minor (Lv 5) DC 15 *Superior (Lv 9)* DC 24

Item Slot: Head

Property: When flanking with any ally wearing an attuned seal, the wearer gains a +3 bonus to attack rolls rather than the normal +2.

Level 9: As above, but the wearer gains the benefits of the Pincer Attack tactic as well.

Special: When this seal is crafted, it must be attuned to other *teamwork* seals to function. Up to 20 *teamwork* seals can be attuned to work with one another.

Throwing [Armor]

Greater (Lv 12) DC 32

Item Slot: Wrist

Property: The range of all thrown weapons is doubled when thrown wearing this seal.

Power (1/encounter, free action): Use after making a successful thrown weapon attack but before rolling damage. Deal an extra +2d6 damage.

SECTION II: ARCHETYPE ARMORS

Some shinobi enjoy access to a variety of special archetype armor. This section details suits of specific armor crafted to possess unique abilities and that can not be enhanced further by armor seals.

Avoidance Suit [Armor, Sealed Item]

This light suit of armor can quicken the wearer's movements when avoiding attacks.

Sealed Item (any light armor)

Minor (Lv 6) +1 DC 16 *Greater (Lv 14)* +3 DC 37

Superior (Lv 10) +2 DC 27

Enhancement: Defense

Power (3/day): Use when performing an avoidance technique. Gain a bonus equal to the enhancement bonus of the *avoidance suit*.

Power (1/day): As the above power, but the attempt does not count towards your daily limit.

Defensive Aegis [Armor, Sealed Item]

This bulky suit of armor is said to have the power to help the wearer defend his allies.

Sealed Item (any medium or heavy armor)

Minor (Lv 6) +1 DC 16 *Greater (Lv 14)* +3 DC 37

Superior (Lv 10) +2 DC 27

Enhancement: Defense

Power (3/day): Use when performing an *defensive maneuver* technique. Gain a bonus equal to the enhancement bonus of the *defensive aegis*.

Power (1/day): As the above power, but the attempt does not count towards your daily limit.

Officer's Coat [Armor, Sealed Item]

This coat has the strange property of being able to repair itself and being otherwise very difficult to destroy.

Sealed Item (reinforced suit)

Superior (Lv 8) +1 DC 25 *Greater (Lv 13)* +2 DC 35

Enhancement: Defense

Property: The officer's coat is highly resistant to physical harm and will not suffer any negative effect from being submerged in mild or potent acid or catching on fire for up to 5 rounds, though stronger substances can destroy it.

Furthermore, the coat is impermeable and all liquids slide off it without staining it, including blood.

Power (1/week, 5 minutes): The wearer can use this power to mend any physical damage dealt to the coat, unless it was destroyed.

Titan Armor [Sealed Item]

This suit of samurai's armor enables the wearer to fight fiercely to the end.

Sealed Item (samurai armor)

Minor (Lv 5) +1 DC 16 *Greater (Lv 15)* +3 DC 38

Superior (Lv 10) +2 DC 27

Enhancement: Defense

Property: When reduced to one-half your hit points or lower, gain a +2 deflection bonus to Defense and a +1 resistance bonus to all saves.

Water Demon Armor [Sealed Item]

This suit of reinforced clothing comes in a variety of shades of blue and helps the wearer operate underwater.

Sealed Item (reinforced suit)

Superior (Lv 9) +1 DC 26 Greater (Lv 13) +2 DC 36

Enhancement: Defense and Swim checks

Property: The wearer can move normally while underwater and attack with slashing and bludgeoning weapons, provided that the weapon is held and not thrown.

Power (1/day, free action): 3 chakra. You can breathe water freely. Lasts 5 minutes.

Level 13: As above, but 2/day.

Special: This reinforced suit grants a +2 equipment bonus to Hide checks in aquatic environments.

SECTION III: WEAPON SEALS

Each weapon seal in this section enhances a weapon in a very particular way many shinobi would find useful.

Balanced [Weapon]

Superior (Lv 9) DC 24

Item Slot: Weapon (any one-handed)

Property: This weapon can be used as a light weapon when in the off-hand for the purposes of Two-Weapon Fighting. This seal does not enable it to qualify for the Weapon Finesse feat.

Beheading [Weapon]

Superior (Lv 8) DC 23

Item Slot: Weapon (any)

Property: Make a coup de grace with this weapon as an attack action.

Cleaving [Weapon]

Superior (Lv 7) DC 22

Item Slot: Weapon (any melee)

Property: A wielder with the Cleave feat can make an additional cleave attempt in a round. If the wielder does not have the Cleave feat, this seal does not grant it.

Crippling [Weapon]

Superior (Lv 8) +2 DC 23 Greater (Lv 15) +4 DC 33

Item Slot: Weapon (any)

Enhancement: Attack rolls to confirm a critical hit (competence)

Power (At-Will, free action): 2 chakra. Use when scoring a critical hit. Deal +1d8 extra damage, or +2d8 if your weapon's critical multiplier is x3 or higher.

Level 15: 4 chakra. As above, but +2d6 damage and +4d6 if your weapon's critical multiplier is x3 or higher.

Crushing [Weapon]

Minor (Lv 6) DC 16

Item Slot: Weapon (any two-handed)

Property: Gain a +2 bonus to weapon damage rolls when using the Power Attack feat with a -2 penalty or higher.

Elementally Prejudiced [Weapon]

Minor (Lv 3) DC 13 *Greater (Lv 13)* DC 33

Superior (Lv 7) DC 22

Item Slot: Weapon (any)

Power (At-Will—varies, free action): 2 chakra. All attacks against any creature with one of the following subtypes deals 1d4 additional points of damage on a successful hit: earth (electricity descriptor), fire (water descriptor), holy (unholy descriptor), ice (no descriptor), lightning (wind descriptor), unholy (holy descriptor), water (earth descriptor) or wind (fire descriptor). Lasts 1 minute.

The type of prejudiced enemy is chosen at the creation of the seal.

Level 7: As above, but 4 chakra and deals 1d6 damage.

Level 13: As above, but 6 chakra and automatically confirms a critical hit.

Special: Projectile weapons grant this bonus to their ammunitions.

Illuminated [Weapon]

Superior (Lv 10) DC 25

Item Slot: Weapon (any)

Property: The weapon is treated as a sacred fist attack while in sacred fist stance. Use either the weapon's base damage or your sacred fist damage, whichever is highest. The buddhist palm ability is also conferred to the weapon.

If you do not have the Sacred Fist Stance ability, this weapon does not grant it.

Kinetic Burst [Weapon]

Superior (Lv 8) DC 23 *Epic (Lv 22)* DC 43

Greater (Lv 14) DC 34

Item Slot: Weapon (any)

Power (At-Will—Force, free action): Half of the damage dealt by the weapon is force damage. Another free action returns the damage to normal.

Power (At-Will—Force, attack action): *Level 14:* 4 chakra. Deal an extra 1d6 force damage. Lasts 1 minute.

Level 22: 6 chakra. 1d10 force damage.

Special: Projectile weapons grant this bonus to their ammunitions.

Maiming [Weapon]

Superior (Lv 11) DC 26

Item Slot: Weapon (any)

Property: When used to deliver a sneak attack, the weapon deals sneak attack damage in d8 instead of d6.

Mutating [Weapon]

Superior (Lv 8) DC 22

Item Slot: Weapon (any melee)

Property: This weapon counts as chakra-enhanced to overcome damage reduction.

Power (At-Will, attack action): The composition of the weapon changes to overcome one of the following types of damage reduction: dark iron, silver or thorium.

This power grants none of the other benefits for having a weapon made in a certain material.

Raging [Weapon]

Minor (Lv 6) DC 16 *Superior (Lv 11)* DC 22

Item Slot: Weapon (any)

Power (At-Will, swift action): 1 chakra. Use after making a successful melee attack while under a rage or frenzy effect. Deal +1d6 extra damage.

Level 11: 3 chakra. As above, but deals +2d6 damage.

Sacred [Weapon]

Superior (Lv 8) DC 23 *Epic (Lv 22)* DC 43

Greater (Lv 14) DC 34

Item Slot: Weapon (any)

Power (At-Will—Holy, free action): Half of the damage dealt by the weapon is holy damage. Another free action returns the damage to normal.

Power (At-Will—Holy, attack action): *Level 14:* 4 chakra. Deal an extra 1d6 holy damage. Lasts 1 minute.

Level 22: 6 chakra. 1d10 holy damage.

Special: Projectile weapons grant this bonus to their ammunitions.

Sinister [Weapon]

Superior (Lv 8) DC 23 *Epic (Lv 22)* DC 43

Greater (Lv 14) DC 34

Item Slot: Weapon (any)

Power (At-Will—Evil, free action): Half of the damage dealt by the weapon is negative energy damage. Another free action returns the damage to normal.

Power (At-Will—Evil, attack action): *Level 14:* 4 chakra. Deal an extra 1d6 negative energy damage. Lasts 1 minute.

Level 22: 6 chakra. 1d10 negative energy damage.

Special: Projectile weapons grant this bonus to their ammunitions.

Sundering [Weapon]

Minor (Lv 6) DC 16 *Superior (Lv 10)* DC 25

Item Slot: Weapon (any)

Property: The weapon deals double damage to unattended objects and structures.

Power (3/day, free action): *Level 10.* Make a Sunder attempt without provoking an attack of opportunity.

Venom-storing [Weapon]

Superior (Lv 9) DC 24 *Greater (Lv 15)* DC 35

Item Slot: Weapon (any melee)

Power (At-Will, full-round action): Store 1 dose of any injury or contact poison in the weapon. The weapon holds up to 3 doses.

Level 15: As above, but holds 5 doses.

Power (At-Will, attack action): Use to coat the blade with 1 dose of any stored poison.

SECTION IV: ARCHETYPE WEAPONS

The archetype weapons in this sections are all enhanced with very particular abilities and cannot further complemented by enhancement seals.

Beheading Shuriken [Sealed Item, Weapon]

This shuriken is the size of a man's torso.

Sealed Item (large shuriken)

Superior (Lv 8) DC 25

Property (3/day, free action): 2 chakra. Use when throwing the *beheading shuriken*.

The shuriken grows in massive size and deals 4d8 slashing damage instead of its base damage, plus any normal modifier.

This ability does not stack with techniques and effects that increase weapon size, such as *Kubikiri Shuriken*.

Special: Crafting this sealed item creates 2 beheading shuriken. A beheading shuriken is never destroyed when thrown.

Bladestaff [Sealed Item, Weapon]

This short rod an opening on each end. When activated, it emits a blade of bright colored light.

Sealed Item (soul edge)

Superior (Lv 7) DC 24

Power (At-Will, free action): 1 chakra. As *Seireiha*, but the bladestaff forms into a two-bladed sword. The bladestaff requires additional proficiency in the two-bladed sword to be used without a penalty rather than simply counting as a soul edge.

Costs no chakra with the *soul edge* class feature. Lasts until dismissed or the bladestaff is dropped for more than 1 round.

Property: This sealed item can accept weapon seals, unlike other archetype weapons, but each head of this double weapon must be enhanced separately. These seals can only be used by a wielder with the *empower soul edge* class feature.

Cord of Serenity [Sealed Item, Weapon]

This rope can be wrapped around the hands to form gauntlets of a sort, as per an ancient martial arts tradition.

Sealed Item (gauntlets)

Superior (Lv 8) +1 DC 25 *Greater (Lv 14)* +2 DC 37

Enhancement: Attack and damage rolls

Property: The wearer suffers no penalty to attack rolls when making a sacred flurry with these gloves.

Power (1/encounter, free action): Use this ability when making a sacred flurry. You use

your Wisdom bonus to modify sacred fist attack and damage rolls for 1 round.
Level 14: As above, but 2/encounter.

Paragon Blade [Sealed Item, Weapon]

These weapons are highly prized by iaijutsu and kenjutsu adepts as extremely light, easy to use swords that can cleave through almost anything with ease. Very few paragon blades were made.

Sealed Item (katana)

Greater (Lv 18) +3 DC 36

Enhancement: Attack and damage rolls

Property: The paragon blade ignores hardness from objects with hardness 10 or less, and has hardness 15.

Property: The paragon blade is treated as a wakizashi for weight and ease of use, but appears to be a katana and deals damage as a katana.

Any character proficient in either the katana or the wakizashi can use a paragon blade. Abilities that function like Weapon Focus and Weapon Specialization for either the katana or the wakizashi likewise also apply to the paragon blade.

Reaching Whip [Sealed Item]

This leather whip looks unremarkable but for its strange properties.

Sealed Item (whip)

Minor (Lv 6) +1 DC 16 *Superior (Lv 11)* +2 DC 28

Enhancement: Attack and damage rolls

Power (2/day, free action): Use when making an attack, trip attempt or disarm attempt with this weapon. The attack can reach a target up to 30 feet away.

Senbon Umbrella [Sealed Item, Weapon]

This metal umbrella can be used to dispense shade, but holds a deadlier secret: it can be used by a skilled wielder to rain death on his opponents.

Sealed Item (ironium metal baton)

Minor (Lv 6) DC 17

Power (1 charge, attack action): Throw the umbrella in the air and rain throwing needles. The attack has a range of 30 feet and strikes every creature in a 20-ft. radius, 30-ft. high cylinder centered on it. All creatures in the area suffer 3d6 points of piercing damage (Reflex save DC 18 halves).

The wielder can designate a 5- or 10-ft. square as a safe zone within the area's effect. Any creature standing within it will not be affected by the attack. The weapon will fall inert at the center of its attack when it is finished dispensing the throwing needle rain.

Special: This item can be recharged using 150 throwing needles and a Repair check (DC 10). Doing so takes 1 hour.

Staff of the Earthshaker [Sealed Item]

This heavy staff has the peculiar ability to create powerful shockwaves when slammed into the ground.

Sealed Item (dark iron quarterstaff)

Superior (Lv 8) +1 DC 25

Enhancement: Attack and damage rolls

Power (1/encounter, attack action): 2 chakra. Slam the staff into the ground. All creatures in a 30-ft. radius burst suffer 1 earth damage and become unable to use the tremorsense ability for 1 round.

Swordscceptor [Sealed Item, Weapon]

This small cylindrical hilt has an opening on one end. When activated, it emits a blade of bright colored light.

Sealed Item (soul edge)

Superior (Lv 7) DC 24

Power (At-Will, free action): 1 chakra. As *Seireiha*, but always forms one of the following types of weapons: shortsword, longsword or bastard sword (chosen on item creation). Costs no chakra with the *soul edge* class feature. Lasts until dismissed or the swordscceptor is dropped for more than 1 round.

Property: This sealed item can accept weapon seals, unlike other archetype weapons. These seals can only be used by a wielder with the *empower soul edge* class feature.

True Iaito [Sealed Item, Weapon]

This katana is light and perfectly balanced for iaijutsu.

Sealed Item (katana)

Superior (Lv 7) +3 DC 24 Greater (Lv 15) +5 DC 38

Enhancement: Attack rolls with any *iaido* techniques (competence, see below)

Power (2/day, free action): Use this weapon when making an attack with the *Iaido*, *Iainuki*, *Zankenteki*, *Shukuchi Higi: Shuntensatsu* and *Hiten Mitsurugi Ryu: Hi Ryu Sen, Ryu Kan Sen Tsumuji, Sou Ryu Sen, Sou Ryu Sen Ikazushi* and *Tsui no Hiken: Ama Kakeru Ryu no Hirameki*, or in the *Kenjutsu: Dachi - Battoujutsu* stance.

The attack deals double weapon damage. Remember that multipliers are additive, not multiplicative.

Level 15: As above, but 2/encounter.

Property: This weapon counts as chakra-enhanced to overcome damage reduction.

Property: This weapon can be sheathed as a free action once per round that does not provoke an attack of opportunity.

SECTION V: SEALED ITEMS

Sealed items are known for their variety and, though sometimes rare, are a shinobi's most prized possession. This section details a number of new sealed items, as well as a new category of sealed items included below, called Implanted Eyes.

Implanted Eye: An implanted eye is a type of sealed item that can be implanted directly in the character's body with the Treat Injury skill. Implanting such a sealed item carries no XP cost or negative level gain associated with doujutsu eyes, and does not impede sight as they function as a normal eye by design. Extracting an implanted eye requires a Treat Injury check to harvest the eye.

An implanted eye rendered nonfunctional through damage or other circumstances forces

the character to function as though having only one eye. A character can only have two implanted eye items, even if it has additional eye sockets.

Amulet of Cold Fury [Armor, Sealed Item]

This simple leather necklace holds a shattered blood ruby trapped in a sealscribed mesh.

Sealed Item (necklace)

Greater (Lv 12) DC 35

Property: The wearer gains a +2 bonus to Will saves to control frenzy effects.

Power (1/day, special): This ability automatically activates whenever the wearer would risk attacking an ally during a frenzy effect. The frenzy effect automatically ends.

Amulet of Lasting Fury [Armor, Sealed Item]

This simple leather necklace holds a shattered sapphire trapped in a sealscribed mesh.

Sealed Item (necklace)

Superior (Lv 11) DC 28

Property: The duration of any rage effect increases by 2 rounds.

Beacon Tag [Sealed Item]

This small paper tag has a complex seal written upon it.

Sealed Item

Superior (Lv 11) DC 23

Power (1 charge, attack action): Make a touch attack against a creature. The creature will emit a very distinctive, moderate chakra signature. Lasts 1 minute.

Black Ops Bodysuit [Sealed Item]

This black uniform is often skin-tight and also functions as a pair of black fatigues for night-time camouflage.

Sealed Item

Minor (Lv 6) +1 DC 17 Greater (Lv 17) +3 DC 40

Superior (Lv 11) +2 DC 28

Enhancement: Hide, Move Silently and Initiative checks (competence)

Property: You can reroll any result of 1 when dealing extra damage with the Sneak Attack or Sudden Strike ability, but you must keep the new result even if it is another 1.

Power (1/day, free action): *Level 11 or 17.* Use this power in dark settings or in night time. Gain 20% concealment against any creature without darkvision, blindsight or blindsense. Lasts 5 rounds or until you enter a well-lit area.

Blacksilk Rope [Sealed Item]

This black silk rope is simple but of high quality.

Sealed Item

Superior (Lv 10) +5 DC 27

Enhancement: Climb checks with the rope and Dexterity checks to bind a creature

Property: This 50-ft. long silk rope can bear up to 5,000 pounds of weight and is very difficult to see in dark settings or during night time (Spot check DC 30).

The blacksilk rope is very difficult to break (Break check is DC 35).

Property: The blacksilk rope has no chakra signature.

Blacksmith's Hammer [Sealed Item]

This otherwise ordinary blacksmith's hammer feels heavy and is covered with seals.

Sealed Item

Superior (Lv 8) +2 DC 25

Enhancement: Craft (mechanical) checks

Power (1/week): Use this ability when crafting a mechanical object that would normally be possible to make with a forge, anvil and hammer, such as a sword or armor.

The time required to craft an object is lessened. A simple object takes 10 minutes, a moderate object takes 30 minutes, a complex object takes 1 hour, and an advanced object takes 8 hours.

Blindfold of True Sight [Armor, Sealed Item]

This blindfold takes away sight in return for so much more.

Sealed Item (blindfold)

Epic (Lv 21) DC 46 Legendary (Lv 28) DC 57

Property: This blindfold is worn over the eyes and renders the wearer completely blind, thus gaining immunity to gaze attacks and other sight-based effects also rendering the wearer unable to use gaze attacks and other sight-based effects, such as bloodlines.

The wearer gains the blindsight 30 feet special ability while wearing this blindfold.

This property only functions if all eyes are covered.

Property: *Level 28.* As above, but the wearer gains a +2 insight bonus to Listen and Sense Motive checks, attack rolls and Defense.

Carrier Belt [Sealed Item]

This sash is in fact a thick rope and has four tassels hanging from it, resembling a traditional shimenawa.

Sealed Item (belt)

Superior (Lv 10) DC 27

Property: The wearer can bring along up to 4 creatures who grab on the tassels with any teleportation ability and techniques with the Teleportation descriptor, whether or not he would normally be able to bring other creatures along.

Concealing Scabbard [Sealed Item]

This short black scabbard can be made to fit a specific type of bladed weapon, and is much larger inside than it is outside, making the sheathed weapon appear smaller than it really is.

Sealed Item

Minor (Lv 6) DC 7

Property: The sheathed bladed weapon can be concealed as though it was two size categories smaller than in reality.

Corsair's Ring [Sealed Item]

This simple iron ring is set with a sharp, flat spike resembling a very short blade.

Sealed Item (ring)

Minor (Lv 4) +1 DC 15 Greater (Lv 19) +3 DC 42

Superior (Lv 8) +2 DC 25

Enhancement: Disable Device checks to open locks (competence)

Property: This ring functions as a lockpick set and can be used as a brass knuckle that deals piercing damage.

Power (3/day, move action): Make a Disable Device check to open a lock. The check is completed during this action.

Cure Potion [Sealed Item]

This vial of viscous green liquid can cure fatigue and heal the body.

Sealed Item

Superior (Lv 10) DC 22

Power (1 charge, attack action): You heal 1d6 hit points, are no longer fatigued or exhausted, and recover 1 point of ability damage. Any chakra overload from medical ninjutsu is removed.

Ingesting more than one *cure potion* per day deals 5d6 points of damage and has no effect.

Special: This item can only be crafted by a character with 1 or more level in the Medical Specialist class.

Disposal Tag [Sealed Item]

This small paper tag has a complex seal written upon it.

Sealed Item

Superior (Lv 11) DC 23

Power (1 charge, attack action): Place on a Medium-size or smaller corpse or a similarly sized pile of organic material. The corpse or material will be dissolved into wisps of chakra in 1 minute.

If the tag is removed before the process is completed, it has no effect.

Goggles of Projection [Armor, Sealed Item]

This pair of black-tinted goggles or glasses can convey a message with more than words.

Sealed Item (goggles)

Greater (Lv 15) DC 38

Power (2/day—Mind-Affecting, attack action): You can deliver a short message of up to 25 words to a single creature through a gaze attack. This message is strictly one-sided. This simple illusion manipulates the target's senses and relays a message in a clear voice that can be heard over any sound, even if the creature is deaf, but it must be relayed in a language the creature knows. A blind creature is not affected by this ability. The Will save to resist the effect is DC 14 (harmless).

Gravity Suit [Armor, Sealed Item]

This jumpsuit is can adjust its weight and help mitigate the effects of low- and high-gravity environments.

Sealed Item

Superior (Lv 8) DC 25 Greater (Lv 15) DC 38

Property: The negative effects of being in a low- or high-gravity environment are halved while wearing a gravity suit.

Power (At-Will, attack action): 2 chakra. Use to change the weight of the suit. The suit begins to act as a training weight type I to type V, determined when using the power. Lasts until cancelled or until the suit is taken off for more than 1 round.

Level 15: As above, but the suit can act as training weight type I to type VIII.

Special: The gravity suit can be crafted to resemble a set of normal clothes, but the purchase DC increases by 1.

Illumination Seal [Sealed Item]

This small paper tag has a complex seal written upon it.

Sealed Item

Greater (Lv 12) DC 30

Power (1 charge, attack action): Make a touch attack against a creature. The creature's chakra aura will glow brightly. Any creature with the see chakra ability gains a +5 circumstance bonus to Spot checks against the creature, even in total darkness, and be able to recognize the creature's chakra color with ease. Lasts 1 minute.

Implanted Eye: Fleshbinder [Sealed Item]

This implanted eye has a black sclera and red iris with three small pupils arranged in a triangle formation.

Sealed Item (implanted eye)

Greater (Lv 12) DC 35

Power (2/day, attack action): 3 chakra. Any creature within 30 feet becomes paralyzed for 5 rounds as though with *Kanashibari no Jutsu* (Will save DC 17 negates).

Implanted Eye: Flux Perception [Sealed Item]

This implanted eye has a white sclera and a green iris, but looks clearly artificial.

Sealed Item (implanted eye)

Superior (Lv 8) DC 25 Greater (Lv 12) DC 35

Power (3/day, attack action): Use to gain a secondary mode of vision, motion sense. You gain a +3 bonus to Spot checks against fast objects and a high speed sight 2. This ability works in a similar manner to the *koimeigan* Doujutsu bloodline. Lasts 1 minute.
Level 12: As above, but +5 to Spot checks and high speed sight 4.

Implanted Eye: Heat Vision [Sealed Item]

This implanted eye has a white sclera and a purple iris, but looks clearly artificial.

Sealed Item (implanted eye)

Superior (Lv 10) DC 27

Power (3/day, attack action): Use to gain a secondary mode of vision, heat vision. Gain a +4 bonus to spot checks to spot living, warm-blooded creatures or warm objects even in total darkness, concealment or invisibility. This bonus also applies when detecting cold creatures or objects in a warm environment. Lasts 5 rounds.

Implanted Eye: Keen Sight [Sealed Item]

This implanted eye has a white sclera and a blue iris, but looks clearly artificial.

Sealed Item (implanted eye)

Superior (Lv 10) DC 27

Power (3/day, attack action): Use to gain a secondary mode of vision, telescopic sight. You suffer a penalty to Spot checks from distance only every 30 feet instead of every 10 feet, and ranged attacks made in this manner are treated as though using a scope, though the ability does not stack with an actual scope.

You suffer a -4 penalty to attack rolls and defense, and Search and Search checks against creature or objects within 30 feet. Lasts 5 minutes or until deactivated.

Implanted Eye: Night Vision [Sealed Item]

This implanted eye has a white sclera and a brown iris, but looks clearly artificial.

Sealed Item (implanted eye)

Superior (Lv 8) DC 25

Power (3/day, attack action): Use to gain a secondary mode of vision, night vision. You gain the low-light vision ability and the darkvision 60 feet ability. Lasts 10 minutes.

Implanted Eye: Truth Seeking [Sealed Item]

This implanted eye has a white sclera and a black iris, but looks clearly artificial.

Sealed Item (implanted eye)

Superior (Lv 8) DC 25

Power (3/day, swift action): Use to gain a keen insight in reading body language. Gain a +5 bonus to Sense Motive checks and to Spot checks against surprise, and the ability to See Chakra. Lasts 3 rounds.

Magatama Pendant [Armor, Sealed Item]

This pendant bears a small, curved comma-shaped jewel known as a magatama.

Sealed Item (necklace)

Minor (Lv 5) +1 DC 16 *Greater (Lv 13)* +5 DC 36

Superior (Lv 9) +3 DC 26

Enhancement: Saving throws against possession (luck)

Power (1/day, free action): *Level 13:* Use when making a saving throw against possession to reroll the save. Use the second result, even if it is worse.

Master's Wristbands [Armor, Sealed Item]

This pair of bracers can be powered to create thrown weapons.

Sealed Item (bracers)

Superior (Lv 8) DC 25

Power (Special—Summoning, free action): Use this ability as part of making a thrown or melee weapon attack. Draw a shuriken or kunai and use it to attack. Once drawn, the weapon will last 1 round.

Power (At-Will, full-round action): Transfer the power of a summoning scroll to power up the *master's wristbands*. Once this process is completed, the wristbands can create more weapons but the summoning scroll turns blank.

Special: Whether the *master's wristbands* creates shuriken or kunai must be determined at the item's creation. The *master's wristbands* only functions after being powered by a Summoning Scroll.

A lesser scroll will power 50 shuriken, 25 kunai or 10 large shuriken or fuuma shuriken, while a greater scroll will power 100 shuriken, 50 kunai or 20 large shuriken or fuuma shuriken. The weapons created by the *master's wristbands* are perfectly ordinary.

Monster Mask [Sealed Item]

This shinobi gas mask is designed to resemble a monster's gaping maw.

Sealed Item (gas mask)

Minor (Lv 5) +2 DC 16

Enhancement: Intimidate checks (competence)

Property: This object functions as a normal gas mask (see chapter 7: Equipment).

Power (At-Will, attack action): Use the mask to deliver a bite attack. The attack deals 1d6 points of piercing damage plus your Strength modifier times 1.5.

Negation Amulet [Armor, Sealed Item]

This pendant, a simple onyx circle broken in two, hangs from a simple leather cord.

Sealed Item (necklace)

Greater (Lv 14) DC 37 *Greater (Lv 19)* DC 42

Power (1/day, instant action): Any insight bonus stops functioning against the wearer. This applies to any action that includes the wearer regardless of the intent, such as attacking, defending or attempting to help the wearer. Insight penalties are not affected. Lasts 1 round.

Level 19: As above, but usable twice per day.

Ninja's Sandals [Armor, Sealed Item]

These sandals can easily focus chakra to the feet.

Sealed Item (sandals)

Minor (Lv 6) DC 17 *Superior (Lv 8)* DC 25

Power (At-Will, attack action): 1 chakra. The wearer can walk up walls, stand on water or snow as though affected by *Ki Nobori*, *Tadayou* and *Yukigutsu*. Lasts 10 minutes.

Power (3/day, instant action): *Level 8.* 2 chakra. As the At-Will power. Lasts 1 minute.

Obscuring Vestment [Armor, Sealed Item]

This hooded cloak or coat has the strange property of obscuring the face when the hood is pulled down.

Sealed Item (hooded travel cloak)

Superior (Lv 8) DC 25

Property: The wearer's face is completely obscured when the hood is worn, even when light is shined over it.

Power (3/day, attack action): As *Kakureimino no Jutsu*, but functions in all settings.

Pendant of Deep Sleep [Armor, Sealed Item]

This pendant in the shaped of a closed eye hangs from a thin chain.

Sealed Item (necklace)

Superior (Lv 8) DC 25

Property: Whenever the wearer takes an extended rest, the wearer gains the benefits as though under the effects of *Iryou Ninjutsu: Iji - Shousen Jutsu* but suffers a further -4 penalty to Listen checks to wake up from noise.

Special: This necklace must be worn for at least 24 hours before the wearer can gain any benefits.

Portable Theater [Sealed Item]

This wooden box can be carried like a back pack.

Sealed Item

Minor (Lv 5) DC 16 Greater (Lv 13) DC 36
Superior (Lv 9) DC 26

Property: The *portable theater* weighs 20 pounds and is roughly the size of a large backpack, and has the ability to hold puppets and their components without altering the weight of the *portable theater*, though carrying other objects inside will cause it to behave as a normal container.

It can hold a Medium-size puppet or two Small puppets with all of their components. A puppet can be animated inside the *portable theater*, and exiting it is a move action that does not provoke an attack of opportunity.

Level 9: As above, but it can hold a large puppet or two medium puppets or four small puppets.

Level 13: As above, but it can hold two large puppets or four medium puppets or eight small puppets.

Physician's Glasses [Armor, Sealed Item]

These small round glasses have the power to show the wearer the extent of one's injuries.

Sealed Item (glasses)

Superior (Lv 7) DC 24

Power (At-Will, attack action): The wearer can evaluate the physical condition of all creatures within 30 feet as per *Iryou Ninjutsu: Shinryou Jutsu*.

Power (2/day, attack action): The wearer can use the Treat Injury skill to restore hit points against a creature whose condition it has evaluated and gain a +2 insight bonus to his Treat Injury check and to the result of hit points recovered.

Protective Torc [Armor, Sealed Item]

This metal neckwear encloses the wearer's neck to protect it.

Sealed Item (necklace)

Superior (Lv 10) +5 DC 27

Enhancement: Saving throws against coup de graces, death effects and massive damage

Purifying Canteen [Sealed Item]

This small canteen can hold a little more than 1 quart of liquid.

Sealed Item

Minor (Lv 6) DC 16

Power (At-Will—Water, free action): Use this ability to purify liquids in the canteen. This process takes 1d4 hours and removes all toxins, poisons, diseases and other impurity, leaving the liquid pure and safe to drink.

Razorwire Gloves [Sealed Item]

This pair of leather gloves has a metal cap at tip of each finger.

Sealed Item (gloves)

Minor (Lv 6) +1 DC 16 Greater (Lv 14) +3 DC 37

Superior (Lv 10) +2 DC 27

Enhancement: Attack rolls, disarm or trip attempts made with chakra threads

Power (2/day, swift action): 2 chakra. Use when controlling B-Class or better chakra threads. The chakra threads become visible and function as a battle wire as though in *Kousen Ryuu* stance.

The battle wire mode gains an enhancement bonus to attack and damage rolls equal to the *razorwire glove's* enhancement bonus and overcome chakra damage reduction. This ability does not function while in a stance.

The wearer can create two battle wires if he has the Two-Weapon Fighting feat. Lasts 5 minutes or until cancelled.

Ring of Elemental Ward [Armor, Sealed Item]

This ring functions much like an Elemental Resistance armor seal, but with better protection.

Sealed Item (ring)

Superior (Lv 11) DC 28 *Epic (Lv 25)* DC 52

Greater (Lv 16) DC 39

Power (At-Will, attack action): 7 chakra. Gain resistance 10 to cold, earth, electricity, fire, water and wind damage. This effect absorbs up to 75 damage.

Level 16: 10 chakra. As above, but resistance 15 and absorbs 125 damage.

Level 25: 15 chakra. As above, but resistance 20 and absorbs 175 damage.

Ring of Energy Alteration [Armor, Sealed Item]

Sealed Item (ring)

Greater (Lv 12) DC 32

Power (3 charges, free action): Use when spending a meta-chakra charge. Expend a charge from this ring instead of a meta-chakra charge.

Ring of Perfect Recovery [Sealed Item]

This simple iron band is engraved with the universal caduceus symbol.

Sealed Item (ring)

Greater (Lv 12) DC 35

Power (3/day, attack action): 3 chakra. As *Iryou Ninjutsu: Iji - Shousen Jutsu*, but requires 5 or more ranks in Treat Injury to use.

Property: You can reroll any result of 1 when channeling or discharging a Medical ninjutsu technique that restores hit points, up to 4 rerolls per technique. You must keep the new result, even if it is another 1.

Ring of the Socialite [Sealed Item]

This beautifully crafted silver ring is mounted with a clear, flawless sapphire of considerable size.

Sealed Item (ring)

Superior (Lv 7) +1 DC 24 *Greater (Lv 12)* +2 DC 35

Enhancement: Bluff, Diplomacy, Intimidate and Sense Motive checks (competence)

Power (2/day, free action): Use when making a skill check improved by the ring. The competence bonus granted by the *ring of the socialite* is doubled.

Sash of the High General [Sealed Item, Armor]

This rope sash is long enough to wrap around a normal man's waist twice, but otherwise appears completely ordinary.

Sealed Item (waist)

Legendary (Lv 24) DC 55

Property: Reduces the cost of active Speed and Strength ranks as though the ability was effectively 3 ranks lower (minimum 0).

Power (1/day, swift action): Gain a +1 bonus to Speed and Strength ranks. Lasts 3 rounds.

Scroll of Forbidden Knowledge [Sealed Item]

This large scroll contains more than 500 pages ripe with information, most of which can only be revealed with chakra.

Sealed Item

Epic (Lv 21) DC 46

Property: Reading from the scroll, you can learn hijutsu and kinjutsu techniques without additional successes.

Power (1/day): Make a Chakra Control check (DC 25) and study the scroll for 10 minutes. If the check is successful, you gain a +5 insight bonus to Learn checks for 1 learn attempt, no matter the length.

Scroll of Sealed Knowledge [Sealed Item]

This large scroll contains hard-earned knowledge that is to be passed on from master to student.

Sealed Item

Greater (Lv 19) DC 42

Power (1 charge): Study this scroll for 8 hours to gain the knowledge stored within. You qualify as though having selected the feat contained in the *scroll of sealed knowledge* for the purpose of meeting any prerequisite. This benefit does not apply to learning Epic techniques.

The feat must be one the creator of the scroll knows and is selected at the item's creation, and must have been selected by the creator rather than learned through an object such as this one.

The knowledge contained in the scroll is erased as soon as it is absorbed, and after the scroll's contents are read entirely, it becomes blank again. The student must be able to read the language the scroll was written in.

Sentinel's Cloak [Armor, Sealed Item]

This black cloak, often used by black ops groups, affords protection against most hazards.

Sealed Item (travel cloak)

Minor (Lv 3) DC 14 Greater (Lv 13) DC 35

Superior (Lv 8) DC 25

Property: You gain damage reduction 1/chakra.

Level 8: As above, but damage reduction 2/chakra.

Level 13: As above, but damage reduction 3/chakra.

Property: The sentinel's cloak is highly resistant to physical harm and will not suffer any negative effect from being submerged in mild or potent acid or catching on fire for up to 5 rounds, though stronger substances can destroy it.

Furthermore, the coat is impermeable and all liquids slide off it without staining it, including blood.

Property: The sentinel's cloak grants a +5 resistance bonus to checks and saving throws

made to resist extreme weather of any type.

Soaking Solution [Sealed Item]

This vial of liquid can be drunk to breathe water as though air.

Sealed Item

Minor (Lv 6) DC 17

Power (1 charge, attack action): You can breathe water freely. Lasts 1 hour.

Solid Eye-patch [Armor, Sealed Item]

This eyepatch affords the wearer style and sharp eyesight in certain conditions.

Sealed Item (eyepatch)

Greater (Lv 12) DC 35

Property: This eyepatch does not impede vision and appears completely transparent to the wearer.

Power (3/day, swift action): Gain the benefits of the Blind-Fight feat and do not suffer concealment penalties when fighting in thick mist or smoke for creatures within 10 feet. Lasts 1 minute.

The eyepatch must be worn over a functional eye for this ability to have any effect.

Soothing Incense [Sealed Item]

This incense soothes and clears the mind.

Sealed Item

Minor (Lv 6) DC 12

Power (1 charge): Burn this incense and meditate for 10 minutes. Gain a +2 insight bonus to Concentration checks to perform a technique defensively and a +2 insight bonus to Chakra Control checks to tap your reserves for 8 hours.

Soundless Pellets [Sealed Item]

This small glass sphere explodes to create a null-sound space.

Sealed Item

Superior (Lv 7) DC 19

Power (1 charge—Sonic): Throw in at any square within 50 feet with a range increment 10 feet. The sphere shatters and all sound in a 30-ft. radius burst is completely negated for 1 round. Any technique with the sonic descriptor is completely ineffective in the area for the duration, or and simply negated if it originates from within the area.

Specialty Puppet [Sealed Item]

This puppet core is easily distinguishable from others as a master work, and is often made in a style typical to a single puppeteer.

Sealed Item (puppet)

Superior (Lv 8) DC 25 Epic (Lv 22) DC 47

Greater (Lv 15) DC 38

Property: This Utility or Combat puppet gains a +2 enhancement bonus Strength score and effective Dexterity score. In addition, the threshold for puppet overkill increases as though it was animated with 5 more hit dice.

The specialty puppet only registers as a sealed item when animated.

Level 15: As above, but a +4 bonus and the threshold increases by 10 hit dice instead.

Level 22: As above, but a +6 bonus. The puppet gains 5 bonus chakra.

Power (1/day, swift action): Animate the puppet as a swift action with the *Puppetry* ability instead of an attack action.

Special: This item requires the Craft Puppets feat, and must be crafted at the same time, though as a separate component, as a Combat or Utility puppet core. The specifics of the puppet core may vary, at the crafter's discretion.

Stormbearer's Greatcoat [Armor, Sealed Item]

This long, white coat is made of a light fabric but is surprisingly durable.

Sealed Item (coat)

Epic (Lv 22) +2 DC 47

Enhancement: Fortitude, Reflex and Will saves (Resistance)

Power (1/day): Use when making a saving throw against an effect that would have a lesser effect on a successful save. You completely negate the effect on a successful save, and suffer only the lesser effect on a failed save.

Sunstone [Sealed Item]

This small clay sphere can be thrown to shed bright but temporary light over an area.

Sealed Item

Minor (Lv 5) DC 15

Power (1 charge, free action): Throw anywhere within 50 feet. The sunstone bursts and creates bright light in a 30-ft. radius, and dim light for 20 feet beyond that area. The light lasts 5 rounds.

Special: When creating this item, you produce 10 sunstones instead of just one.

Surveyor's Glasses [Sealed Item]

These black-rimmed glasses give the wearer a sharp instinct for appraisal.

Sealed Item (glasses)

Superior (Lv 8) +3 DC 25

Enhancement: Knowledge checks to appraise objects (competence)

Power (3/day, free action): 1 chakra. As *Chakra Shori no Jutsu*, but to identify the properties of an object within 5 feet with the Chakra Reading mode only.

Tome of Knowledge [Sealed Item]

This large, leatherbound book contains a wealth of information on a myriad of topics.

Sealed Item

Superior (Lv 10) DC 27 *Greater (Lv 15)* DC 38

Power (At-Will): Study the tome for 30 minutes. Gain a +3 bonus to Knowledge skills History and Ninja Lore and to Genjutsu, Ninjutsu and Taijutsu checks to identify techniques, and a +2 insight bonus to Learn checks for 8 hours, once per day.

This does not enable you to learn or develop a technique you would not otherwise be able to learn or develop.

Level 15: As above, but a +5 bonus to skill checks and a +3 bonus to Learn checks.

Underhanded Gloves [Armor, Sealed Item]

This pair of gloves holds more than it appears.

Sealed Item (gloves)

Superior (Lv 10) DC 27

Power (At-Will, free action): Draw any object stored in the gloves into your hand.

Power (At-Will, attack action): Store any single object of Large size or smaller in the gloves.

Power (1/day, special): The wearer can consume or use any object stored in the seal as though he were holding it in his hand. The effect functions as normal and the activation requires the same type of action as the stored item.

Unity Collar [Sealed Item]

This studded leather collar further deepens the bond between an animal companion and its master.

Sealed Item (necklace)

Superior (Lv 9) DC 26

Property: The wearer always knows the direction of a partner wearing a bonded *unity collar*. Furthermore, the wearer is automatically aware of the condition of his partner as per *Iryou Ninjutsu: Iji - Shinryou Jutsu*. This ability has a range of 10 miles.

Property: When flanking with a partner wearing a bonded *unity collar*, the wearer gains a +3 bonus to attack rolls rather than the normal +2 and gains the benefits of the Pincer Attack tactic.

Special: When this item is crafted, it creates two bonded necklace that can be worn by any character with the Moujuu Aishou template and his animal companion. A creature without this bond gains no benefit from this item.

SUBSECTION V: MODERN-DAY SEALS AND ITEMS

The enhancement seals and sealed items in this section are for the modern day shinobi. With a variety of new tools to defeat a true shinobi's subtlety, the everyday ninja requires a bit of extra help to get the job done.

Cannonblast Round [Sealed Item, Weapon]

This bullet grows in size to match a human head.

Sealed Item (ammunition)

Superior (Lv 8) DC 25

Property (1 charge, free action): 2 chakra. Use when firing a *cannonblast round*. The bullet grows in massive size and deals ballistic damage increased two die size, plus any normal modifier.

This ability does not stack with techniques and effects that increase weapon size.

Special: Crafting this sealed item creates 5 cannonblast round of the same calibre, and it is sold in packs of 5. Each calibre can only be used by certain weapon.

Discreet Armor [Armor]

Minor (Lv 5) DC 15

Item Slot: Armor (any metal)

Property: The armor does not set off metal detectors. Any creature attempting to make a Search or Spot check to detect the armor gains no equipment bonus from devices that

detect metal.

Discreet Weapon [Weapon]

Minor (Lv 5) DC 15

Item Slot: Weapon (any metal)

Property: The weapon does not set off metal detectors. Any creature attempting to make a Search or Spot check to detect the weapon gains no equipment bonus from devices that detect metal.

Dragonfire Shell [Sealed Item, Weapon]

This shotgun shell creates a huge fireblast when fired.

Sealed Item (shotgun ammunition)

Superior (Lv 8) DC 25

Property (1 charge, free action): 2 chakra. Use when firing a *dragonfire shell*. The shotgun shell instead deals weapon damage as fire damage in a 20-ft. cone-shaped burst from the user (Reflex save DC 18 halves).

Special: Crafting this sealed item creates 5 dragonfire shell of the same calibre, and it is sold in packs of 5. Each calibre can only be used by certain weapon.

High-Capacity Magazine [Sealed Item]

This simple box magazine holds much more ammunition than it appears.

Sealed Item (box magazine)

Minor (Lv 6) DC 17 *Superior (Lv 10)* DC 27

Property: The high-capacity magazine increases the amount of ammunition the magazine it was made for by a factor of 5.

Level 10: As above, but by a factor of 10.

Power (At-Will, full-round action): Load or unload 20 bullets from the magazine.

Special: A high-capacity magazine only fits one type of weapon.

Quickloaded [Weapon]

Superior (Lv 7) DC 22

Item Slot: Weapon (any projectile or ballistic weapon)

Property: The weapon can be reloaded more quickly, as though the wielder had the Quick Reload feat. If the wielder had the Quick Reload feat, this seal has no additional effect.

Summoning Mobile [Sealed Item]

The insides of this cell phone case have been lined with sealed arrays and equipped with special electronics.

Sealed Item

Superior (Lv 10) DC 17 *Greater (Lv 18)* DC 25

Power (1/day, full-round action): 4 chakra. Dial another summoning mobile and summon the creature who answers the mobile in an adjacent square as though with *Kuchiyose: Shunkoku Kasei*. This ability is subject to cell phone jamming and other methods that would prevent a summoning from functioning.

This power uses the charge of both the dialing and answering cell phones, but is not expended if jammed.

A summoning mobile is equipped with caller identification and a call that would trigger this ability is clearly identified.

Level 18: As above, but the summoning mobile can make conference calls and summon 3 other creatures with a summoning mobile. Costs 10 chakra.

Special: The summoning mobile can function like a normal cell phone without issue. Additional fees may apply.

The summoning mobile can be set to a very specific network and only accept summoning calls from linked cell phones. This must be done at the item's creation.

Swift Swim Fins [Sealed Item]

These black swim fins do not appear unusual but are lighter and maneuver far better in water.

Sealed Item

Minor (Lv 6) +3 DC 17 *Superior (Lv 8)* +5 DC 25

Enhancement: Swim checks (competence)

Power (3/day, full-round action): 2 chakra. The wearer jets forwards 150 feet and does not provoke attacks of opportunity while jetting.

Special: Swim fins can be equipped and grant a +2 equipment bonus to Swim checks, but the wearer cannot run or charge on land.

SECTION VI: ITEM SETS

An item set consists of two to six sealed items that grant additional bonuses when worn together. The number of abilities, or the strength of the abilities gained, scale up with the number of item of the same set worn. A sufficiently high Knowledge check reveals the location of another piece of a set, which can be used by the GM to steer the players towards an adventure or specific location he or she wishes them to explore.

This section contains seven new item sets to complement nearly all play styles.

Fallen Champion's Legacy

Although the *fallen champion's legacy* are powerful tools, they are worth far more once assembled than the sum of its parts. It was originally created long ago by a clan of ninja with a particular talent in craftsmanship, but the secrets to its creation was stolen at the eve of the clan's destruction and has since been passed through the shinobi villages in one form or another. Its name has changed many times over the centuries, but the *fallen champion's legacy* is the most prevalent epithet for it.

Because of its versatility, the *fallen champion's legacy* should appeal to all who practice the ninja arts, regardless of their specialization. Unlike most other item sets, one class does not benefit from the *fallen champion's legacy* any more than another.

2 pieces: You gain a +1 bonus to attack rolls against unaware targets.

5 pieces: You enable nearby allies to use tactics. Once per day, you can hide even while observed.

Lore: Characters who have ranks in Knowledge (ninja lore), or who have the street savvy ability, can attempt to learn more about the *fallen champion's legacy*. When a successful check is made, the following information is revealed, including the information of lower DCs, depending on the result of the check.

DC 15: Though not strictly uncommon, the secret of the creation of the *fallen champion's legacy* is closely guarded and was stolen from a clan of shinobi who were particularly gifted in the art of creation, in a time long before the creation of what is now known as the Hidden Villages. Nowadays, however, it is an open secret that every major village knows how to create at least one piece of the *fallen champion's legacy* to varying degrees of success.

DC 20: At the eve of the clan's destruction, the then clan leader separated the original *fallen champion's legacy* and bid his servants to take them to all corners of the world, stopping at nothing until they finally found someone worthy to pass it on to. Although both the name of the clan and the clan leaders have since been lost, historians have been able to trace its origins back several hundred years to a period of strife that lasted for more than a decade to a ninja called Munetou, a rebel leader with a pure heart.

After being gifted with one piece of the *fallen champion's legacy*, he went on to assassinate a despot who had been named governor of a small province, facing him and his men single-handedly in combat and succeeding. Scholars have discovered several accounts that claim he went on to search for the rest of the set; some stories even say that he succeeded.

DC 25: After successfully assassinating the governor, Munetou had amassed a small following and, historians claim he even attempted to open a school to teach ninjutsu openly. Many clans opposed this goal, however, and some much more strongly and openly than others. As a result of this, Munetou and his pupils were forced to constantly fight for their lives as more and more joined in opposition to the idea that ninjutsu could be taught to the public.

As fate would have it, Munetou's dream was short lived and he was killed in battle, his pupils disbanded and his school destroyed. Most historians agree that it is at this particular point in time that the true worth of the *fallen champion's legacy* was revealed, and that although each piece has been created and recreated many times since, that the original set was never reassembled again or since. As for Munetou, some stories claimed he survived the battle to live the rest of his life in peace, and that he went on to secretly engineer the pact that would unite the ninja clans in relative peace and form the Hidden Villages.

DC 30: A check result of 30 or higher reveals the location of another piece of the set.

Fallen Champion's Legacy

Wearing two pieces of the fallen champion's legacy enables the character to strike at unaware opponents with more accuracy. Wearing all five pieces of the set enables the wearer to aid his allies in battle and even hide more easily, but also makes his movements to appear more pronounced and smoother.

Item Set (5 pieces)

Property: *2 pieces set bonus.* You gain a +1 competence bonus to attack rolls against an unaware opponent.

Property: *5 pieces set bonus.* You are always treated as though having the appropriate tactic for the purpose of enabling an ally within 30 feet to use a tactic that depends on others, such as Pincer Attack or Strength in Numbers.

This does not enable you to use a tactic you would not have, such as Canny Defense, however an ally would be able to make a check in your stead.

Power (1/day, attack action): *5 pieces set bonus.* Make a Hide check with a +2 circumstance bonus, even while observed. You must still have sufficient cover.

Special: To craft a piece of the *fallen champion's legacy*, you must possess at least one piece of the set.

Unyielding Headband [Armor, Sealed Item]

This simple forehead protector is unadorned and unassuming.

Sealed Item (forehead protector)

Minor (Lv 5) +1 DC 16 *Greater (Lv 14)* +2 DC 37

Enhancement: Initiative checks (competence)

Property: When making checks to avoid being surprised, apply the *unyielding headband's* enhancement modifier as a circumstance bonus to those checks.

Power (1/day, instant action): *Level 12.* Use when surprised. Gain damage reduction 5/– and resistance 5 to all energy types until the start of the encounter (beginning of the normal initiative count).

Set: This item is part of a set of five: Fallen Champion's Legacy.

Hollow Vest [Armor, Sealed Item]

This simple ninja vest is usually tailored to a specific ninja village's style but has many useful, universal properties.

Sealed Item (ninja vest)

Minor (Lv 6) +1 DC 17 *Greater (Lv 16)* +3 DC 39

Superior (Lv 11) +2 DC 28

Enhancement: Defense

Property: The *hollow vest* has a pocket or interconnected pockets that can be used to store up to 15 pounds of material, or up to 1 cubic foot in volume. This does not affect the *hollow vest's* weight.

Level 16: As above, but up to 30 pounds or 3 cubic feet in volume.

Power (1/day, swift action): Creates 1d4+1 replicas as per *bunshin no jutsu* ninjutsu techniques. The replicas appear in a square adjacent to you or in the nearest free space within 30 feet, and last 1 minute.

If there are no free spaces large enough for a replica to occupy within 30 feet, the ability fails. The replicas are automatically dispelled when moving more than 30 feet away from you.

Level 11: As above, but 2/day.

Level 16: As above, but 3/day.

Set: This item is part of a set of five: Fallen Champion's Legacy.

Blade of Cunning Deception [Sealed Item, Weapon]

This black ironium ninja-to is easy to use, conceal and deceive enemies with.

Sealed Item (ironium ninja-to)

Minor (Lv 6) +1 DC 17 *Greater (Lv 16)* +3 DC 39

Superior (Lv 11) +2 DC 28

Enhancement: Attack and damage rolls, Sleight of Hand check to conceal this weapon

Property: The wielder can make hand seals and half seals while holding the *blade of cunning deception*.

Power (1/day, special): *Level 11.* Use this ability to make a Bluff check to feint and gain a bonus to the check equal to the *blade of cunning deception's* enhancement bonus. You cannot use this ability if you have already feinted this round, and may not feint again after using this ability until the end of your next turn.

Using this ability is a move action or a swift action if the wielder has the Improved Feint feat.

Level 16: As above, but 2/day.

Set: This item is part of a set of five: Fallen Champion's Legacy.

Boots of the Land Strider [Armor, Sealed Item]

These black open-toed boots are standard fare for most ninja

Sealed Item (boots)

Superior (Lv 10) DC 27

Property: You can pass through difficult terrain without taking a penalty to your movement speed.

Power (At-Will, attack action): 1 chakra. The wearer can walk up walls, stand on water or snow as though affected by *Ki Nobori*, *Tadayou* and *Yukigutsu*. Lasts 10 minutes.

Set: This item is part of a set of five: Fallen Champion's Legacy.

Mantle of the Bear [Armor, Sealed Item]

The Mantle of the Bear takes the form of a travel cloak or coat that enables the wearer to blend in and survive well in some environment.

Sealed Item (travel cloak or coat)

Minor (Lv 4) +2 DC 15 *Superior (Lv 9)* +4 DC 26

Enhancement: Checks and saving throws against weather and environmental hazards

Property: The *mantle of the bear* is impermeable and all liquids slide off without staining it, including blood. It is still damaged by acid or other dangerous substances.

Property: The *mantle of the bear* grants a +2 equipment bonus to Hide checks in a specific setting, as though fatigued.

Power (1/day, attack action): You are comfortable in extreme heat or extreme cold conditions and do not need to make saving throws against any adverse effect. This does not protect you from any damage you would otherwise incur. Lasts 1 hour.

Set: This item is part of a set of five: Fallen Champion's Legacy.

Harvester's Array

The Harvester's Array is a set of two weapons used once a long time ago by a rogue ninja. How the weapons came to be is unknown, but the legend says the ninja found a cache of artifacts left behind by the Sage of the Six Paths and stole a pair of blades that can pull the soul from the body, and sever it. A character who can fight with two weapons simultaneously can make the best use of the *harvester's array*.

2 pieces: Striking with both weapons, deal chakra damage and stun a creature.

Lore: Characters who have ranks in Knowledge (history), Knowledge (ninja lore), or who have the street savvy ability, can attempt to learn more about the *harvester's array*. When a successful check is made, the following information is revealed, including the information of lower DCs, depending on the result of the check.

DC 15: The swords have become something of an icon in the Demon country. Their true origin has been forgotten, lost within the complex and bloody history of the blades. Many ninja clans have claimed ownership of the swords, but nobody seems to keep them for long.

DC 20: The original wielder of the swords, a rogue ninja whose name is long lost to history, used the powers of the swords to spread panic and fear by preying on weaker warriors who could not use chakra. Legend has it that a series of assassinations and massacres were attributable to him because of the unique condition the swords leave their victims in. The precise details are unclear but it is said the original wielder died upon his own blades, which were taken from him by a jealous rival.

DC 25: The swords have surfaced every so often along the course of history, always preceded by chaos and violence, and leaving a wake of even greater bloodshed wherever they appear. One such recent example is a war between a clan of shinobi from the Demon country and another clan from the Steam country; although the two have certainly not been friendly over the years, this was the first time that the clans have engaged in open warfare. The feud is beginning to spill over into their respective countries as the conflict has claimed the lives of bystanders, and various prominent figures in both countries have begun to declare their support for one clan or the other. The identity of the swords' current wielder is unknown.

DC 30: A check result of 30 or higher reveals the location of the other piece of the set.

Harvester's Array

Each sword wielded individually appears ordinary enough. When used together, however, the swords cool down dramatically and emit a slight mist as warmer air comes in contact with the freezing blades.

Item Set (2 pieces)

Power (Special, swift action): *2 pieces set bonus.* Use after striking one opponent with both Sow and Reap in the same round. An enemy can only be subject to this ability once per encounter.

The target automatically takes chakra damage equal to the weapon damage of Reap and must make a Fortitude save to avoid being stunned for 1 round (DC equals 5 plus weapon damage of Sow).

Reap [Sealed Item, Weapon]

Reap is part of a set of two, and is made to be used in the off-hand.

Sealed Item (thorium hooksword)

Greater (Lv 15) +3 DC 38

Enhancement: Attack and damage rolls, Intimidate checks

Power (2/day, free action): Use when making a successful trip or disarm attempt with this weapon. Deal weapon damage to the target.

Property: Reap can be used as a light weapon when in the off-hand for the purposes of

Two-Weapon Fighting only.

Set: This item is part of a set of two: Harvester's Array.

Sow [Sealed Item, Weapon]

Sow is part of a set of two, and is made to be used in the main hand.

Sealed Item (dark iron hooksword)

Greater (Lv 15) +3 DC 38

Enhancement: Attack and damage rolls

Power (3/day, free action): Use when scoring a critical hit with Sow. Deal an extra 4d6 damage.

Property: A creature that suffers damage equal to, or greater, one-quarter of its hit points from Sow only gains one-half the effects of Medical ninjutsu techniques, Conjunction (Healing) spells and uses of the Treat Injury skill to restore hit points for 24 hours.

Set: This item is part of a set of two: Harvester's Array.

Raiment of the First Shadow

The *Raiment of the First Shadow* is a set of four items said to have been worn by the first Kage, in an age before the Hidden Villages. Each object is fearsome on its own, but the whole is far greater than the sum of its parts. A character who is a leader or who commands respect will make the best use of the *Raiment of the First Shadow*.

2 pieces: You gain a +5 competence bonus to Diplomacy and Intimidate checks.

3 pieces: You grant all allies who can see you a bonus to attack, damage rolls, skill checks and saves against fear 1/day.

4 pieces: You grant all nearby allies a greater bonus to attack and damage rolls, saving throws and skill checks and immunity to fear 1/day.

Lore: Characters who have ranks in Knowledge (ninja lore), or who have the street savvy ability, can attempt to learn more about the *raiment of the first shadow*. When a successful check is made, the following information is revealed, including the information of lower DCs, depending on the result of the check.

DC 35: Some time before the creation of the hidden villages, the Emperor commanded his head ninja to gather the best and strongest ninja clans and to build him an army the likes of which the world had never seen. Dutifully, the head ninja set to the task and traveled to every corner of the world to gather the best and most powerful shinobi he could find, with the most exotic and dangerous of abilities.

This task tried the head ninja in ways he had not believed possible, and that he could not fully understand. When he finally returned after five long, difficult years, the Emperor was so pleased with this new army that he granted the head ninja a single boon. While lesser men may have been satisfied with land or gold, he simply asked that he be chosen to lead this new army, and that his name be struck from history. The Emperor readily agreed, and from that day forward, the head ninja was known simply as *Kage*, and he wore his new uniform with pride: a white coat over a black robe, and a white conical hat with a shroud that left only the face exposed.

DC 40: The head ninja, now *Kage*, had made this request to the Emperor with the

hope that he would, one day, finally escape from his past. He had been taken at a young age from his home village when the previous head ninja had caught wind of his unusual ability. From that day, he was raised to become a perfect warrior, one of the Emperor's very own shadows, and in time came to perform this duty with great pride and diligence. He was quickly elevated in the ranks and became known as a very capable and reliable ninja until the Emperor himself took notice and came to him. He bid *Kage* to assassinate his superior, his own mentor, and to take his place and duties as the head ninja.

To his eternal shame, the man known as *Kage* did so without hesitation. He elevated himself to this new position and assumed the mantle with the emperor's blessing, and took to the new duties as naturally as a fish to water. He followed the Emperor's word to the letter, and killed all of the Emperor's enemies until none were left. He committed a great many atrocities he would one day come to regret, but on the day *Kage* left to raise the greatest army the world had ever known, he did so with no guilt in his heart. When he left, he did so to fulfill his Emperor's dearest wish: to find an army that could guide his Emperor's hand, to place the entire world in its grasp, and to rule all that is.

DC 45: No one would know for sure what changed *Kage* during his quest, but those who knew him best could see that he was not entirely himself when he returned. The ruthless, cold-hearted flame that once shone in his eyes, the very part of him that the Emperor treasured so dearly, had dimmed, leaving in its place something that could not truly be described. He and the army at his command still followed the Emperor's word unflinchingly, but did so without the unfeeling, detached efficiency that had brought him the Emperor's notice all those years ago.

It was only a scant number of years before another ambitious, talented young ninja rose in the ranks, and history set to repeat itself once more. But *Kage* was unlike any other man who had come before him, so talented was he that he would not be put down by this man or any other ninja who would come after. Although he did not understand why the Emperor would wish to be rid of him, he knew that he would never find answer to his questions, and that he could no more change his ways than he could change the Emperor's heart. *Kage* gathered those of his men who would follow him, his most loyal warriors, and left this life behind, never to be seen in the Emperor's palace again.

It is unknown how long or how far *Kage* and his men traveled before they finally settled in the place they would call home and founded a new village where they would be free to pursue their craft, such that it is, as they had done for their entire lives. For want of a new master to serve, *Kage* decided to bide his time and to live the life of a free agent, a mercenary, until opportunity once again presented itself. He worked tirelessly to realize this dream and secure a better future for the men who had shown him such unflinching loyalty, and personally executed the most dangerous and difficult of missions.

This life continued for a number of years before, on one fateful day, a mission came that bid *Kage* to personally retrieve an ancient, valuable family heirloom that had been lost in a cave now home to a host of dangerous rogue samurai. Sensing that an opportunity such as this would not present itself twice, and knowing that it was not to be missed, *Kage* accepted the mission without hesitation and left immediately. But for all of his wisdom and all of his skill, he would not know the trap for what it truly was until it was too late, for the man who had requested it was an agent of the Emperor, who still sought *Kage's* demise above all else.

The Emperor's army, having long prepared for this moment, used *Kage's* departure to launch a single, devastating attack upon the village, and in that moment, all knew

whom had come for them. Each man and woman, despite knowing that there truly was no hope, fought bravely and to their fullest, but the disorganized and feeble defenses hastily erected was no match for the might of this new army, for it was truly the greatest to have walked the earth. When all seemed lost, in the day's darkest hour, a great presence settled upon the battlefield, so mighty and possessed of an anger so implacable was it that it appeared to cast out all light, leaving naught but dark, ominous shadows.

No man would ever know what *Kage* found in that cave, but he returned to the village a changed man. What he saw that day, all that he had built and fought for on the eve of its destruction, brought out something in him that no man had ever felt before. When he set foot on the battlefield that day, something happened that no one, not even the Emperor's most talented strategists and tacticians, could have predicted. His mere presence commanded such awe, inspired such striking terror in the hearts of the enemy that the course of the battle was forever changed, and the tide had turned.

Where once was a village full of strong, valiant men and women who fought for only for themselves now stood a single, terrible shadow that united for one common goal. Where *Kage* pointed, the enemy ranks gave way to the shadows like grains of sand to the unyielding tide. Those who stood at his side that day fought like lions, like men possessed of a strength that reached beyond mere mortal power, and for each of them that died, a dozen of the enemy fell, and although in the end they were overwhelmed, the Emperor's dreams, and the broken remnants of his army, were forever shattered by the implacable might of men and women who stood bravely against all odds and with one common purpose: victory.

It is unknown whether *Kage* lived or died, but when he last was seen, he fought, mortally wounded but with the ferocity of a dozen men, against those whom he had once called his lieutenants, and performed by all accounts feats that no man should have been capable of. The battle eventually took to the water, where he stood defiant of even the waves, but it is said that even he was slain in the end, by the very man whom had sought to take his place so long ago, and whom he had left for dead, and his body was finally claimed by the shadowy depths of the ocean, never to be seen again in this life, or in the next.

DC 50: A check result of 50 or higher reveals the location of another piece of the set.

Raiment of the First Shadow

The Raiment of the First Shadow is a set of four items of tremendous power. When wearing the full set, the wearer's very presence commands awe and respect, and every movement he makes appears pronounced and precisely calculated, precise and purposeful in its execution.

Item Set (4 pieces, uncraftable)

Property: *2 pieces set bonus.* You gain a +5 competence bonus on Diplomacy and Intimidate checks.

Power (1/day, attack action): *3 pieces set bonus.* Grant all allies who can see or hear you a +2 morale bonus to attack and weapon damage rolls, saving throws against fear and skill checks. An ally is under the effect of a fear effect when receiving this ability, that effect is suppressed for the duration of the ability. Lasts 5 minute or the duration of the encounter, whichever is longer.

Power (1/day, attack action): *4 pieces set bonus.* Grants all allies within 50 feet a +5

morale bonus to attack and weapon damage rolls, saving throws and skill checks. You and any ally affected by this ability become immune to fear, and any fear effect that affects you or any ally when gaining this ability is suppressed for the duration of the ability. Lasts 1 minute or the duration of the encounter, whichever is longer.

Special: The Raiment of the First Shadow is unique and cannot be crafted.

First Shadow's Hat [Armor, Sealed Item]

This ceremonious white conical hat comes with a shroud that leaves only the face exposed. A black, diamond-shaped wedge at the front bears the character for 'shadow' at its center.

Sealed Item (conical hat)

Epic (Lv 22) DC 47

Property: Lowers the wearer's chakra signature to suppressed.

Power (3/day, attack action): The wearer can sense any hostile intent within 30 feet and get a sense of the general direction, though it cannot pinpoint its distance precisely. The hostility does not have to be directed at the wearer. Lasts 1 minute.

This ability detects active aggression but not vigilance. The wearer cannot be caught flat-footed by a creature susceptible to mind-affecting powers.

Set: This item is part of a set of four: Raiment of the First Shadow.

First Shadow's Robes [Armor, Sealed Item]

The First Shadow's Robes consist of a white outer garment over a black robe held closed with a white sash. The symbol for 'shadow' is displayed prominently on the back of the white robes.

Sealed Item (robes)

Epic (Lv 24) +2 DC 50

Enhancement: Fortitude, Reflex and Will saves (Resistance)

Power (At-Will, full-round action): As *Meisaigakure no Jutsu*, but is dispelled automatically when hit or on offensive action (no check). Lasts 5 minutes.

Set: This item is part of a set of four: Raiment of the First Shadow.

First Shadow's Armored Uniform [Armor, Sealed Item]

This black jumpsuit is designed to be worn in battle as well as under clothing, such as a set of robes for example.

Sealed Item (reinforced suit)

Epic (Lv 25) +5 DC 52

Enhancement: Defense

Property: Reduces the cost of active Speed and Strength ranks as though the ability was effectively 4 ranks lower (minimum 1).

Set: This item is part of a set of four: Raiment of the First Shadow.

Forbidden Scroll of Primordial Power [Sealed Item]

This scroll contains complex arrays of seal through which chakra can be channelled when performing techniques.

Sealed Item

Legendary (Lv 30) DC 60

Property: The wearer gains a +2 insight bonus to meet the perform requirements of any

Genjutsu and Ninjutsu technique performed.

Property: The wearer counts as one level higher when performing Genjutsu and Ninjutsu techniques.

Power (2/day, free action): Use when performing a Genjutsu or Ninjutsu technique. The technique requires no hand seals and is either empowered, heightened or maximized as though with the Empower Technique, Heighten Technique or Maximize Technique meta-chakra feats.

The chakra cost is not increased by using this ability, but the perform requirements are increased normally. Using this ability requires both hands free.

Power (3/day, free action): As the 2/day power, but the technique is either enlarged, extended or widened instead, as per Enlarge Technique, Extend Technique or Widen Technique meta-chakra feats.

Set: This item is part of a set of four: Raiment of the First Shadow.

Regalia of the Six Paths

The *Regalia of the Six Paths* is composed of objects that appear completely mundane to the naked eye. They are unadorned, simple garments and weapons clearly emphasizing function over fashion. Anyone can wear the *Regalia of the Six Paths* and gain tremendous benefits, but melee-oriented characters and sword savants will make the best use out of it.

2 pieces: You gain greater aptitude to detect and identify techniques, with chakra-sensitive senses and to manipulate nature energy.

5 pieces: Once per day, you can become completely unaffected by an effect as though you had never been a target.

Lore: Characters who have ranks in Knowledge (history), or who have the street savvy ability, can attempt to learn more about the *regalia of the six paths*. When a successful check is made, the following information is revealed, including the information of lower DCs, depending on the result of the check.

DC 15: It is said that the Sage of the Six Paths used his powers of creation to fashion these items in order to help battle the Great Ten-tailed Beast. The regalia has survived many battles since, coveted by all clans and countries as items of great power and prestige. Some say that once fully assembled, the Regalia of the Six Paths can turn the tide of a war.

DC 20: After assembling the entire regalia, a sect leader in the early days of *Ninshu*, the ninja sect founded by the Sage, began experimenting with the regalia and cataloging its abilities. Few records of those experiments exist today, but the sect leader noted that the abilities were fiercely defensive rather than offensive in nature, rendering the wearer almost impervious to any harm. He failed to prove this theory, however, in single combat against the Nine-tailed Demon Fox, a mistake which proved to be his undoing.

DC 25: Following the death of the *Ninshu* sect leader, his acolytes made the decision to separate the pieces of the regalia and hide them away from one another, fearing that its great power, although mainly defensive, may fall into the wrong hands and bring about a great world war. In the millennium that followed, the regalia has since been assembled many times, although each time the wearer met a bloody demise.

This continued over the centuries, giving credence to the legends that a secretive organization had been created by the descendants of the original acolytes, to protect the regalia's secrets and prevent it from being completed once and for all, until the great regalia was simply stricken from recent history and considered a taboo. No reports of the entire regalia being brought together again have surfaced since its last owner suffered a bloody demise at the hands of unknown assailants.

DC 30: A check result of 30 or higher reveals the location of another piece of the set.

Regalia of the Six Paths

The Regalia of the Six Paths is a set of five items that provide the wearer with acute defensive abilities. When wearing the entire regalia of the six paths, you command tremendous presence on the battlefield, making enemies notice you immediately and the morale of allies bolstered by your very presence.

Item Set (5 pieces, uncraftable)

Property: *2 pieces set bonus.* The wearer gains a +2 bonus to checks made with the sense chakra, see chakra or see through chakra ability, skill checks made to identify techniques and checks made to gather nature energy and to convert nature energy into *senjutsu chakra*.

Power (1/day, instant action): *5 pieces set bonus.* Invoke the power of the God path when threatened by an attack or harmful effect. You become unaffected completely as though never being targeted. This counts as a defensive maneuver.

Special: The Regalia of the Six Paths is unique and cannot be crafted.

Horns of Bishamon [Armor, Sealed Item]

This forehead protector helmet is shaped like a set of horns. It embodies the Hell path.

Sealed Item (helmet)

Superior (Lv 11) +2 DC 28

Enhancement: Constitution checks against fatigue, starvation and thirst and suffocation

Property: The wearer automatically stabilizes when reduced to -1 hit points or lower.

Power (2/day, free action): Use this power when reduced to -1 hit points or lower. You are able to act normally and without incurring hit points loss. Lasts 1 minute.

Set: This item is part of a set of five: Regalia of the Six Paths.

Necklace of Infinite Souls [Armor, Sealed Item]

This magatama necklace shows clear sign of wear but remains in surprisingly good condition for its age. It embodies the Animal path.

Sealed Item (necklace)

Superior (Lv 9) DC 26

Power (At-Will, attack action): Concentrate for 1 round to calm your emotions. Gain a +4 morale bonus to your next saving throw against fear and frenzy effects or Handle Animal check. Last for 1 minute or until used.

Power (1/encounter, instant action): Grant any summoned creature, animal companion or yourself the ability to reroll a failed skill check, attack roll or saving throw. The subject must keep the new result even if it is another failure.

Set: This item is part of a set of five: Regalia of the Six Paths.

Robes of the Transcendent [Armor, Sealed Item]

This simple white robe is best suited for a man of average height and build. It embodies the Asura path.

Sealed Item (robe)

Greater (Lv 17) DC 40

Property: The wearer is immune to any outside form-altering effects, such as petrification or polymorph.

Power (3/day, free action): Use when using a Ninjutsu technique that transforms the body. The skill check difficulty to Spot and identify the effect made by creatures who can see chakra increases by 15.

Power (2/day, instant action): Use when being the target of a disease, energy drain, or poison effect, physical attack or energy attack. Gain a single of the following effects: diseases, energy drain and poisons are negated as though the wearer were immune, the wearer gains damage reduction 10/- against physical attacks or energy resistance 15 against a single energy type. Lasts for duration the initiative count in which it was activated.

Set: This item is part of a set of five: Regalia of the Six Paths.

Staff of the Six Paths [Sealed Item, Weapon]

This six-ringed shakujo has a haft of white oak and a brass head. It embodies the Ghost path.

Sealed Item (quarterstaff)

Greater (Lv 13) +2 DC 36

Enhancement: Defense (deflection)

Power (2/day, swift action): Gain chakra resistance 19 for 1 round.

Property: The *staff of the six paths* can be used to deal bludgeoning, slashing or piercing damage.

Set: This item is part of a set of five: Regalia of the Six Paths.

Sword of the Beast [Sealed Item, Weapon]

This simple shirasaya chokuto is in excellent condition. It embodies the Human path.

Sealed Item (ninja-to)

Greater (Lv 19) +2 DC 42

Enhancement: Attack and damage rolls

Power (3/day, free action): Use this ability when killing a creature with the *sword of the beast*. Gain 1 temporary hit points per level or hit dice of the creature killed (maximum 15).

Property: Each time the sword of the beast scores a critical hit or delivers the killing blow to a creature, it absorbs a portion of its memories. The wearer gains a +1 divine bonus to attack and damage rolls for the duration of the encounter (maximum +3).

Set: This item is part of a set of five: Regalia of the Six Paths.

Shinobi Commander's Garb

The wearer of the *shinobi commander's garb* is in charge. He knows this, his allies know it and those that do not will soon be informed the instant he steps on the battlefield. His

commanding presence will bolster morale, bring about renewed vigor and empower allies with his quick and cunning tactics. Although anyone can wear the *shinobi commander's garb*, a squad captain is best suited by far due to his unique abilities.

2 pieces: You can use command or improved command on nearby allies when ambushing an enemy.

3 pieces: You gain a +2 bonus to attack or Defense from using tactical expertise or tactical mastery.

Lore: Characters who have ranks in Knowledge (history), Knowledge (ninja lore), or who have the street savvy ability, can attempt to learn more about the *shinobi commander's garb*. When a successful check is made, the following information is revealed, including the information of lower DCs, depending on the result of the check.

DC 15: The name of Sarutobi Sasuke is one known to all, civilian and shinobi alike, as a legend, an exemplary shinobi who fought with honor. As with his name, his likeness is one many would recognize, all pictures, depictions or statues showing him with his signature sword and camouflage uniform.

He gained his reputation as a brilliant tactician and leader during the Battle of the Hisen Fields. Early in the skirmish, half of Konoha's troops had been killed thanks to a tactical blunder, including their commanding officer. Sarutobi Sasuke quickly assessed the situation and, using the sharp instincts and keen insight that would later become his trademark, disguised himself as his fallen superior and led his comrades himself to prevent what could have been a crushing blow to Konoha's morale. In doing so, he tipped the balance in his favor and, with the aid of his remaining men, soon seized victory.

DC 20: Sasuke continued to show such promise that many shinobi, some older and more experienced than himself, asked to serve under his command. With the Hokage's blessing, he led his men to many successful mission that would eventually lead to a victorious campaign. He is perhaps best known for having pioneered ingenious maneuvers and tactics, all previously unheard of and most still in use to this day.

Widely recognized as one of the most skilled shinobi in the world, many believed he would become Hokage, a role which he turned down in favor of remaining the commanding officer on the front lines, adding victory after victory to his already impressive list of achievements.

DC 25: After the end of the war, Sasuke and his men continued to execute dangerous, high-profile missions with increasing efficiency until one day, he and his men were tasked to investigate a string of murders and disappearances that would start a chain of event that would take them to the heart of the Fire Country, where they would uncover a plot to take control of Konoha's *nine-tailed demon fox* and overthrow the Hokage.

Sasuke and his men were eventually discovered, and a fierce battle broke out. Knowing he was outnumbered, Sasuke sent a small team of his best men back to warn the Hokage while he and the rest of his platoon bought them as much time as they could. Despite the odds, superior tactics and skill afforded the messenger ample amounts of time to deliver the message and return with the Hokage and a full battalion of his best men in tow.

Though the Hokage did not arrive in time, the traitors paid dearly for the death of Sarutobi Sasuke and his men, and were quickly overwhelmed and defeated, and Sasuke's body was never recovered. Since that day, many shinobi have tried to reclaim and reassemble the legendary commander's battle gear, but no one is known to have

succeeded.

DC 30: A check result of 30 or higher reveals the location of another piece of the set.

Shinobi Commander's Garb

The Shinobi Commander's Garb is a set of three items that augment the wearer's leadership abilities and combat prowess. When wearing the full set, the wearer appears to radiate an aura of steely resolve that inspires his allies, and seems as though he could lead a team through hell and back, and bring them all home in one piece.

Item Set (3 pieces, uncraftable)

Power (3/day, swift action): *2 pieces set bonus.* Use when making a sneak attack against an enemy. You may grant an ally within 30 feet the benefits of your command or improved command class ability.

If you do not have the command or improved command class abilities, this ability does not grant it.

Power (Special): *3 pieces set bonus.* The wearer gains one of the following bonuses when using the tactical expertise or tactical mastery class abilities: +2 dodge bonus to Defense or +2 circumstance bonus to attack rolls. Lasts for the duration of the encounter, but the bonus can be changed each time either ability is used.

If you do not have the tactical expertise or tactical mastery class abilities, this ability does not grant it.

Special: The Shinobi Commander's Garb is unique and cannot be crafted.

Headband of the Last Stand [Armor, Sealed Item]

This simple forehead protector is set on black cloth and meant to be worn as a bandanna.

Sealed Item (forehead protector)

Superior (Lv 8) +2 DC 25

Enhancement: Will saves against fear

Power (1/day, instant action): Use when making a Will save against fear. Grant allies within 30 feet a morale bonus equal to the item's enhancement bonus against the same effect.

Set: This item is part of a set of three: Shinobi Commander's Garb.

Truestrike Shortsword [Sealed Item, Weapon]

This simple, black-bladed short sword is unadorned save for a simple symbol etched on the blade.

Sealed Item (ironium chisa-gatana)

Superior (Lv 11) +2 DC 28

Enhancement: Attack and damage rolls

Property: The weapon deals sneak attack damage in d8 instead of d6.

Set: This item is part of a set of three: Shinobi Commander's Garb.

Vestments of Battlefield Mastery [Armor, Sealed Item]

These black reinforced fatigues provide protection and night camouflage.

Sealed Item (reinforced fatigues)

Greater (Lv 16) +3 DC 39

Enhancement: Defense and Initiative checks

Property: The wearer gains a +2 morale bonus to attack rolls, skill checks and saving throws when he acts during a surprise round.

Power (3/day, instant action): Use when making a Listen or Spot check against surprise. You gain a +10 circumstance bonus to all checks to avoid being surprised.

Set: This item is part of a set of three: Shinobi Commander's Garb.

Vestments of the Eightfold Path

The *Vestments of the Eightfold Path* are made of three items once belonging to a warrior monk turned folk hero. They are simple and unassuming pieces of clothing that carry untold power. Anyone can wear the *Vestments of the Eightfold Path*, but characters who can use the Eight Celestial Gates will make the best use out of it.

2 pieces: You can stave off the negative effects of using the eight celestial gates once per day.

3 pieces: You suffer less damage per round when using the eight celestial gates.

Lore: Characters who have ranks in Knowledge (history), Knowledge (theology and philosophy) or who have the street savvy ability, can attempt to learn more about the *vestments of the eightfold path*. When a successful check is made, the following information is revealed, including the information of lower DCs, depending on the result of the check.

DC 15: The original *Vestments of the Eightfold Path* belonged to a warrior monk named Funaki Konosuke. He was well known for his abilities with the Eight Celestial Gates and widely considered to be a grandmaster of his style, able to seamlessly blend the eight gates and strange chakra techniques into a unique fighting style. Konosuke spent the better part of his life in a monastery, but soon left to join the fight during the Great Shinobi World War to put an end to the violence.

DC 20: After the war, battle weary and disillusioned, Konosuke began to journey across the devastated countries, visiting the many villages and towns in his path and taking in all the pain and misery he had been unable to prevent. He sought to mend the wounds and the hearts of those in need in the only way that he could, and soon became something of a folk hero, a beacon of hope amongst the people. In his travel, the warrior monk took on three students, each superb warriors in their own rights, and taught them the ways of the Eightfold Path. There are no existing records left of their identities.

DC 25: One day, knowing he was not long for his world, Konosuke entrusted the vestments of the eightfold path to his wisest student as a legacy, to be passed on any pupil he found worthy to learn the Eightfold Path. Shortly afterwards, the inheritor of the monk's legacy founded the Temple of the Eightfold Path, and the vestments have been worn by the Grandmaster of the Temple ever since.

DC 30: A check result of 30 or higher reveals the location of another piece of the set.

Vestments of the Eightfold Path

The Vestments of the Eightfold Path is a set of three items designed to appear as ordinary articles of clothing. When wearing the full set, the wearer finds his mind, body

and spirit in near-perfect harmony, and an Initiate of the Eight Celestial Gates can reach his full potential.

Item Set (3 pieces, uncraftable)

Power (1/day, free action): 2 pieces set bonus. Use when dismissing a *Hachimon Tonkou* technique. When you make a saving throw to negate the after effects of a gate-release technique, the save automatically succeeds.

Property: 3 pieces set bonus. When you would suffer damage from keeping a *Hachimon Tonkou* technique active, either hit points or chakra damage, reduce the damage you take by 1 (minimum 1).

Mind [Armor, Sealed Item]

This simple stray conical hat wouldn't look out of place on a wandering monk.

Sealed Item (conical hat)

Greater (Lv 14) +1 DC 37

Enhancement: Concentration checks (competence) and Will saves (resistance)

Power (1/day, swift action): Use when affected by any gate-opening *Hachimon Tonkou* technique. The enhancement bonus to Strength and Dexterity scores increases by +2, and the wearer gains 5 temporary chakra. Lasts 2 rounds.

The wearer incurs 1 additional point of damage per round while this effect is active.

Set: This item is part of a set of three: Vestments of the Eightfold Path.

Body [Armor, Sealed Item]

This black sash seems to be part of a monk's traveling clothes.

Sealed Item (sash)

Superior (Lv 10) +1 DC 27

Enhancement: Balance and Tumble checks (competence), Fortitude saves (resistance)

Power (2/day, instant action): 5 chakra. Use this ability when suffering a penalty to ability scores from using a gate-release *Hachimon Tonkou* technique for 2 rounds or longer. The penalty is reduced by 2 (minimum 0).

Set: This item is part of a set of three: Vestments of the Eightfold Path.

Spirit [Armor, Sealed Item]

These simple sandals are made to be comfortable for traveling long distances in.

Sealed Item (sandals)

Minor (Lv 6) DC 17

Power (2/day, swift action): Gain a +2 bonus to saves against paralysis, Grapple checks to resist a grapple attempts, Grapple and Escape Artist checks to escape a grapple, and you ignore movement penalties from terrain. Lasts 1 round.

Set: This item is part of a set of three: Vestments of the Eightfold Path.

SUBSECTION VI: BLOODLINE ARTIFACTS

Some bloodlines have a history, and with that history comes ancient artifacts. Typically, these bloodline artifacts belong to the head of clan or a very strong inheritor of that particular bloodline.

Bashou Fan [Sealed Item, Weapon]

This fan is made to resemble a banana palm leaf fan and was created by the Sage of the Six Paths.

Sealed Item (tessen, uncraftable)

Legendary (Lv 35) DC 67

Power (At-Will, free action): 15 chakra. Use when performing a technique with material components with one of the following descriptors: cold, earth, electricity, fire, water or wind. You can ignore the material components for the technique.

When using this ability, you can make a Chakra Control check to reduce the cost to 5 (DC 35).

Power (At-Will—varies, attack action): 60 chakra. Use to deliver a devastating elemental attack. The attack is either a 60-ft. long, cone shaped burst from you, or a 20-ft. radius burst attack within Long range (30 ft. + 15 ft./2 levels). The attack deals 12d6 plus 1d6 every two character levels (maximum 24d6) and allows a Reflex save for half damage (DC 12 + one-half character's level + Int modifier + any bonus to Ninjutsu or the element used). The damage type and descriptors are determined when using the attack: cold, earth, electricity, fire, water or wind.

When using this ability, you can make a Chakra Control check to reduce the cost to 20 (DC 35).

Power (2/encounter, instant action): 30 chakra. Use when targeted by an effect requiring a Fortitude or Reflex save with one of the following descriptors: cold, earth, electricity, fire, water or wind. Gain a +5 circumstance bonus to the save. This is a defensive maneuver.

If the effect requires a save for half damage or to have a partial effect, you take no damage or negates the effect on a successful save.

When using this ability, you can make a Chakra Control check to reduce the cost to 10 (DC 35).

Special: This item cannot be crafted and cannot be destroyed.

Blindfold of Keen Sight [Armor, Sealed Item]

This red silken blindfold has a gold embroidered pattern.

Sealed Item (blindfold, uncraftable)

Greater (Lv 13) DC 36

Property: This blindfold does not impede vision and appears completely transparent to the wearer.

Property: The *blindfold of keen sight* negates the light sensitivity penalty of a creature with the *katsugan* bloodline but does not reduce the effectiveness of the keen sight ability.

Power (1/day, full-round action): The keen sight ability of the *katsugan* bloodline is disabled. Lasts until cancelled or when taking an extended rest.

Special: This item cannot be crafted.

Bug Collection Jar [Sealed Item]

This clay jar is stopped with a cork and marked with the kanji for 'insect'.

Sealed Item (sample)

Superior (Lv 8) DC 26 Greater (Lv 12) DC 35

Power (1/day, attack action): Integrate a reserve symbiote swarm contained inside the

jar. The swarm can be controlled normally without the requisite normal one day period, but any rules governing reserve swarms apply normally.

Level 12: As above, but 3/day.

Calcium Cleaver [Armor, Sealed Item]

This iron choker bears the engraving of a broken bone.

Sealed Item (necklace, uncraftable)

Greater (Lv 14) DC 37

Property: The wearer recovers from Strength damage twice as quickly as normal.

Power (At-Will, free action): Use when creating a bone weapon with the *bone weapon* extraordinary ability. The bone weapon deals greater damage; a small bone weapon deals 1d6 damage, a medium bone weapon deals 1d8 damage, and a large bone weapon deals 1d10 damage.

Property: The *calcium cleaver* must be worn for at least 24 hours before the wearer is able gain any benefit from it.

Special: This item cannot be crafted.

Devil's Eye [Armor, Sealed Item]

Each of these black leather gloves bear a closed eye on the palm and the back of the hand. These eyes open when the Medusa Eye is used, completely crimson with a black slit, darting about unnervingly.

Sealed Item (gloves, uncraftable)

Greater (Lv 15) DC 38

Property: Gain a +2 morale bonus to Intimidate check when the Petrifying Glare ability is active.

Power (At-Will, attack action): Make a Medusa Eye attack using your Dexterity modifier or Intelligence modifier, whichever is higher. Deal an extra 2d6 damage on a successful hit.

If you do not have the Medusa Eye ability, these gloves do not grant it.

Power (1/day, swift action): Manifest the Petrifying Glare ability. The chakra cost still applies.

Special: This item cannot be crafted.

Goldsilks Armor [Armor, Sealed Item]

This gold, silken material is produced by using Gumoshin spidersilk, is extremely resilient and can be made into excellent armor. It even has the strange property to be hardened to mimic metal armor while remaining clearly nonmetallic.

Sealed Item (any armor)

Greater (Lv 15) DC 38

Property: This armor can receive enhancement seals as a normal object. The goldsilk armor has hardness 10 and double its normal hit points.

Property: The wearer gains damage reduction when wearing goldsilk armor. A suit of light armor grants damage reduction 1/–, medium armor grants 2/– and heavy armor 3/–.

Special: This item cannot be made from any other special material.

Paper Tiger Sentinel [Sealed Item]

This blank canvas can be used to create a guardian with a skilled user of the Kamitora

bloodline.

Sealed Item (uncraftable)

Greater (Lv 15) DC 38

Power (1/day, special): Use the Monster Summoner ability on the canvas. The time it takes to draw the monster does not change, and the cost is also the same. The monster stays in the canvas until used (see below).

Power (1/day, special): The canvas automatically uses this ability to summon the monster contained inside it whenever a creature without the *Kamitora* bloodline enters the area within 50 feet of the canvas.

The monster summoned will attack any creature it finds in that area on sight and without care for its safety, unless verbally commanded otherwise by any creature with the *Kamitora* bloodline.

The monster must remain within 500 feet of the canvas and lasts for 1 hour or until defeated.

Special: This item cannot be crafted.

Perfect Cell [Sealed Item]

This vial is said to contain the purified cells of a powerful shinobi of the Kyuushou Kousei bloodline.

Sealed Item (uncraftable)

Greater (Lv 18) DC 41

Power (1 charge, full-round action): Inject the contents of the vial in a creature. The creature falls unconscious and recovers as though with *Iryou Ninjutsu: Hiken - Kyoui Saisei* (Fortitude save DC 26 negates, harmless). This process takes 1 hour.

Special: This item cannot be crafted.

Purifying Pot [Sealed Item]

This large sealing jar created by the God of Shinobi and strongest bearer of the Rinnegan, the Sage of the Six Paths, simply bears a stylized character for 'lightning'.

Sealed Item (uncraftable)

Legendary (Lv 35) DC 67

Property: This sealing jar can contain a single creature with 1,000 chakra or less.

Power (1 charge, special): Extract the sealed creature with a *Fuinjutsu* technique either to free it or seal it into another creature.

The purifying pot is recharged when another creature is sealed inside.

Power (1/week, 1 round): 100 chakra. As *Fuinjutsu: Seishin Fuuin Shiki*, but the range is 30 feet and requires no particular physical condition. Will save negates, DC 12 + one-half character's level + Int modifier.

When using this ability, you can make a Chakra Control check to reduce the cost to 50 (DC 35).

Special: This item cannot be crafted and cannot be destroyed.

Slaying Weapon [Sealed Item, Weapon]

This simple weapon doesn't appear out of the ordinary but is perfectly balanced.

Sealed Item (any weapon)

Greater (Lv 15) +3 DC 38

Enhancement: Attack and damage rolls

Property: The weapon's enhancement bonus increases by +2 when making an attack with the *executioner's mark* ability of the keirigan.

Power (2/day, attack action): Use when making an attack with the *executioner's mark* ability. Deal an extra 2d6 points of damage.

Tablets of Untold Secrets [Sealed Item]

These stone tablets are said to contain secrets left to the Uchiha clan by the Sage of the Six Paths.

Sealed Item (uncraftable)

Legendary (Lv 35) DC 67

Property: The writing on these tablets can only be read by someone with the Sharingan advanced bloodline.

Power (At-Will): Study the tablets for 1 day and make a Decipher Script check, adding your Sharingan bonus as a circumstance modifier to the check (DC 30).

On a successful check, you are able to select the Ninja's Mimicry and Mangekyou Sharingan feats as a bonus feat whether or not it figures on your list of bonus feats.

Power (At-Will): Study the tablets with the *mangekyou sharingan* for 1 week and make a Decipher Script check, adding your Sharingan bonus as a circumstance modifier to the check (DC 45).

On a successful check, you are able to select the Darkbane Sharingan and Epic Sharingan feats as a bonus feat whether or not it figures on your list of bonus feats.

Special: This item cannot be crafted.

SECTION VII: THE SEVEN SWORDS OF THE MIST

Chief among *Kirigakure no Sato's* heavy infantry are the Seven Shinobi Swordsmen of the Mist, each some of the most dangerous ninja of their generations and highly capable masters of one, or more, of the Seven Swords of the Mist. The swords, each one a relic that cannot be replicated, are detailed in the section below, along with a custodian scroll and a technique to master each one.

Custodian Scroll [Sealed Item]

This scroll contains seal that will enable anyone who possesses it to summon the Seven Swords of the Mist.

Sealed Item (uncraftable)

Greater (Lv 14) DC 37

Property: The custodian scroll has seven *Fuinjutsu: Shuntori Fuuin* seals placed on it attuned to each of the seven swords of the mist. The seals are permanent but still lose power after being used, and can only be recharged using the scroll's power.

Both components of *Kabutowari* and *Kiba* are summoned simultaneously.

Power (1/week, full-round action): 20 chakra. Recharge all used *shuntori fuuin* seals.

Special: This item cannot be crafted.

Hiramekarei, the Twin Edge [Sealed Item, Weapon]

Hiramekarei is a huge, double-handled greatsword that is incredibly powerful but also

wide and very unwieldy.

Sealed Item (huge dark iron greatsword, uncraftable)

Legendary (Lv 35) +4 DC 67

Enhancement: Attack and damage rolls

Property: Hiramekarei is extremely heavy and difficult to use in combat. The wielder can only use it for a number of rounds equal to 1 plus his Constitution modifier before becoming fatigued for the rest of the encounter (minimum 1).

Each round spent at Strength rank 6 or higher does not count towards the maximum number of rounds Hiramekarei can be used normally before the wielder is fatigued.

Property: Hiramekarei is sized for a Large creature. A Medium-size creature without the Monkey Grip feat takes a –2 circumstance penalty to attack rolls for wielding an improperly sized weapon.

Property: Hiramekarei deals double damage to unattended objects and structures.

Power (At-Will, swift action): Use the power to *Change* the properties of Hiramekarei by forming a shroud of solid chakra over the weapon to take the shape of another weapon. Hiramekarei can change its damage type to slashing, piercing or bludgeoning, and gain one special property (see below). Lasts 1 round.

- Hiramekarei threatens a critical hit on a natural roll of 18, 19 or 20.
- Hiramekarei threatens a critical hit on a natural roll of 20 and deals triple damage on a critical hit.
- Hiramekarei gains a +4 bonus to opposed attack rolls to make a disarm attempt.
- Hiramekarei can be used to make a trip attempt and grants a +4 bonus to the check.
- Hiramekarei gains reach and can be used to strike opponents 10 feet away but not adjacent opponents.
- Hiramekarei counts as all of the following types for the purpose of overcoming damage reduction: slashing, piercing, bludgeoning, ballistic, cold iron, dark iron and chakra.

Power (1/round, free action): Use when making a charge attack with Hiramekarei. The charge attack gains a +4 circumstance bonus to attack rolls and deals double damage. If the wearer can make multiple attacks on a charge, only the first attack is affected.

Special: This item cannot be crafted.

Kabutowari, the Shield Crusher

Kabutowari, the Shield Crusher *is in fact a set of two weapons*. Helmsplitter *is a massive dark iron battleaxe that cuts into the enemy*, and Shieldcrusher *is a great dark iron mallet that can break through any defense*.

Item Set (2 pieces, uncraftable)

Power (At-Will, attack action): *2 pieces set bonus*. Make an attack with Helmsplitter and add a circumstance bonus to the attack roll equal to Shieldcrusher's enhancement bonus to *Crush* the target's defense. Apply your Strength modifier to Helmsplitter's damage 1.5 times as though wielding in two-handed.

The attack ignores all armor, shield, and natural armor bonus to Defense, but other modifiers apply normally. The attack overcomes all damage reduction and hardness, and deals triple damage to unattended objects and structures. The target is shaken for 1 round on a successful hit.

Helmsplitter [Sealed Item, Weapon]

Sealed Item (dark iron battleaxe)

Greater (Lv 15) +3 DC 38

Enhancement: Attack and damage rolls

Power (At-Will, swift action): Use when scoring a critical hit with Helmsplitter. Deal +2d8 extra damage.

Property: The wielder, when fighting with Helmsplitter and Shieldcrusher simultaneously, can take the effects of certain feats and abilities that would apply to Helmsplitter and apply them to Shieldcrusher as well.

These effects are any of the following feats or abilities: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Power Critical, Weapon Focus and Weapon Specialization. These feats and abilities do not stack with one another, but rather overlap.

Property: Helmsplitter is linked to Shieldcrusher with a length of thick dark iron chain (hardness 15, 30 hit points). Unless the chain is broken, a creature of a size other than Medium-sized wielding either weapon has the penalties for wielding an improperly sized weapon doubled (or suffers a –2 penalty to attack rolls if it would suffer no penalty).

Set: This item is part of a set of two: Kabutowari, the Shield Crusher.

Shieldcrusher [Sealed Item, Weapon]**Sealed Item (dark iron warhammer)**

Greater (Lv 15) +3 DC 38

Enhancement: Attack and damage rolls

Power (At-Will, swift action): Use when scoring a critical hit with Shieldcrusher. Deal +2d8 extra damage.

Property: The wielder, when fighting with Shieldcrusher and Helmsplitter simultaneously, can take the effects of certain feats and abilities that would apply to Shieldcrusher and apply them to Helmsplitter as well.

These effects are any of the following feats or abilities: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Power Critical, Weapon Focus and Weapon Specialization. These feats and abilities do not stack with one another, but rather overlap.

Property: Shieldcrusher is linked to Helmsplitter with a length of thick dark iron chain (hardness 15, 30 hit points). Unless the chain is broken, a creature of a size other than Medium-sized wielding either weapon has the penalties for wielding an improperly sized weapon doubled (or suffers a –2 penalty to attack rolls if it would suffer no penalty).

Set: This item is part of a set of two: Kabutowari, the Shield Crusher.

Kiba, the Thunder Blades [Sealed Item, Weapon]

These two chokuto have odd fang-shaped spikes at sharp angles at the tip and base of the blade.

Sealed Item (ninja-to, uncraftable)

Legendary (Lv 35) +5 DC 67

Enhancement: Attack and damage rolls

Property: Kiba threatens a critical hit on a natural roll of 18, 19 or 20.

Property: Kiba is unaffected by any effect that ignores an object's hardness.

Property: Kiba is always affected by an effect similar to the *Vibrating* variant of the *Ninpo: Chakra Nagashi* technique. It ignores all hardness from objects and up to 5 points of damage reduction and gains a +4 circumstance bonus to attack rolls against targets affected by the *Tsuchi no Yoroi* technique.

Property: Kiba can threaten a critical hit on a creature that would not normally be subject to critical hits, such as a construct, elemental or undead creature. The critical hit must still be confirmed normally.

Special: There are two *Kiba* sword, and each have the exact same statistics as those presented here. Neither *Kiba* sword can be crafted.

Kubikiriboucho, the Cleaving Blade [Sealed Item, Weapon]

This massive fullblade gives the impression that it could cleave through almost anything with ease.

Sealed Item (fullblade, uncraftable)

Legendary (Lv 35) +5 DC 67

Enhancement: Attack and damage rolls

Property: Kubikiriboucho gains a +2 circumstance bonus to weapon damage rolls when using the Power Attack feat at a -2 penalty or higher.

Property: Kubikiriboucho can be used to deliver a coup de grace as an attack action.

Property: When sundered, Kubikiriboucho still retains its abilities, and can be used in melee with a -5 penalty to attack rolls and weapon damage rolls, but deals only half damage on a successful attack.

Power (At-Will, swift action): Use after dealing 50 damage or more to living creatures with a sundered Kubikiriboucho. The weapon is repaired and in perfect condition.

Power (1/round, attack action): *Throw* Kubikiriboucho at a target within 30 feet as though with *Hikiro Renken* technique, but it returns to the wielder the same round.

Special: This item cannot be crafted.

Nuibari, the Threading Needle [Sealed Item, Weapon]

This long, thin sword resembles a needle. A long thread of flexible iron wire extends from a ring at the hilt, the eye of the needle.

Sealed Item (ninja-to, uncraftable)

Legendary (Lv 35) +3 DC 67

Enhancement: Attack and damage rolls

Property: Nuibari can deal either piercing or slashing damage and counts as a light weapon when using the Weapon Finesse feat if the wielder can use it with one hand. The iron wire thread can also be used as a garotte.

Property: When the wearer deals sneak attack damage, the sneak attack damage is dealt in d8 instead of d6.

Power (At-Will, swift action): Use when making a successful attack to attempt to *Stitch* the creature. Make a grapple attempt against the target that does not provoke an attack of opportunity, and the stitched target is grappled on a successful attempt.

The wielder can attempt to deal weapon damage with a successful grapple check any round after establishing a grapple, but Nuibari cannot be used to attack when a creature is stitched. Removing the thread is an attack action, and the thread is removed if the target breaks out of the grapple.

Power (1/round, attack action): Throw Nuibari in a 30-ft. long line, and make a separate attack roll against each creatures in the line. Any creature struck takes weapon damage, but any extra damage is only applied to the first creature. Nuibari is recovered at the end of this maneuver, and it cannot be used with the weapon's stitching ability.

Special: This item cannot be crafted.

Samehada, the Monster Blade [Sealed Item, Weapon]

This bandage-wrapped sword hides something monstrous beneath.

Sealed Item (greatsword, uncraftable)

Legendary (Lv 35) +4 DC 67

Enhancement: Attack and damage rolls

Property: Samehada functions as a *greater soulbound* weapon, but is able to change the person it attunes itself to at will.

Property: *Samehada* has a will of its own, and may transform into its *Monster Blade* form and slither away from the user at will. This transformation is a free action and can be done at any time. When killed, *Samehada* is destroyed permanently. Using this ability purges any stored chakra the blade may have had.

Property: Absorbs and stores half the chakra from disrupted techniques or when attacking creatures with temporary chakra. Each tail of bijuu power is worth 5 chakra. The chakra is lost after a 24 hour period.

Power (At-Will, free action): Use when making an attack of opportunity provoked by using a technique in your threatened area or when disrupting someone performing a technique with a time of 1 round or longer to *Drain* the chakra used in the technique. This attack is a touch attack.

The attack deals no weapon damage, but deals 1d6 chakra damage and forces a Concentration check to avoid being interrupted and losing the chakra from the technique (DC 25+technique's rank).

Power (At-Will, free action): Use when attacking someone who has temporary chakra or in a bijuu transformation, or when striking an object imbued with temporary chakra to *Drain* the chakra. The attack deals no damage, but the weapon's base damage in chakra damage that cannot exceed the target's total temporary chakra. This attack is a touch attack.

If the target had a bijuu transformation, the transformation's power is also decreased by 1d3 tails.

If the target object was empowered with chakra, the effect is cancelled if it takes chakra damage equal to or greater than the cost of the effect.

Power (At-Will, full-round action): Draw the chakra contained in *samehada* and gain the same amount as temporary chakra or hit point for 1 hour. The character cannot gain more than 2 points of chakra or hit points per level each day from this ability.

Special: This item cannot be crafted.

Samehada, the Monster Blade: CR 10; Medium aberration; HD 12d8+48; hp 102; Mas 50; Init +2; Spd 20 ft., climb 20 ft.; Defense 26, touch 14, flat-footed 24 (+2 Dex, +14 natural); BAB +9; Grap +12; Atk +16 melee (2d4+7 and 1d6 chakra, bite); Full Atk +16 melee (2d4+7 and chakra leech, bite) and +14 melee (1d6+5 and chakra leech, 2 spines); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aberration traits, chakra resistance 24, chakra leech, damage reduction 10/chakra, evasion, immunities, rend 2d4+7 and 1d6 chakra leech, sense chakra, shapeshift, wrath; AL the host; SV Fort +8, Ref +6, Will +8; AP 0; CP 74; Rep +0; Str 16, Dex 15, Con 18, Int 3, Wis 11, Cha 4.

Feats: Multiattack.

Chakra Leech (Ex): Each time Samehada hits with a melee attack, it leeches chakra equal to half the damage it deals. For each point of chakra it leeches, it heals 2 points of

damage and gains 1 point of temporary chakra for 5 minutes. When a technique fails to pass samehada's chakra resistance, it absorbs part of it and gains heals 4 points of damage and gains 1 temporary chakra every 2 technique ranks (round down).

Immunities: Samehada is immune to negative levels, chakra damage, chakra coil damage, tenketsu damage and ability damage or ability drain.

Rend (Ex): When samehada hits with two spine attacks, it automatically deals damage equal to its bite attack.

Sense Chakra (Ex): Samehada can sense chakra as a passive ability in a range of 1 mile.

Shapeshift (Ex): As a free action, samehada can return to its weapon form at any time. When doing so, it loses any temporary chakra it may have gained. Samehada retains its enhancement bonus to attack and damage rolls even in Monster Blade form.

Wrath (Su): Samehada can spend 10 chakra to gain a +4 profane bonus to attack and damage rolls and saving throws for 1 round.

Shibuki, the Exploding Blade [Sealed Item, Weapon]

This double katana is constructed so that one side holds a cutting edge with two katana blades in parallel while the other is strangely wide and flat, equipped to hold a large scroll covered in exploding tags, which can be set off by the wielder and create a deadly aftershock for his attacks.

Sealed Item (double katana, uncraftable)

Legendary (Lv 35) +3 DC 67

Enhancement: Attack and damage rolls

Property: Shibuki can deal either slashing or bludgeoning damage. When dealing bludgeoning damage, the special properties of the double katana do not apply.

Property: If the wielder of Shibuki has the Cleave feat, he can make an additional cleave attempt in a round. If the wielder does not have the Cleave feat, Shibuki does not grant it.

Power (50 charges, swift action): Use when making an attack to *Blast* the target, regardless of the result of the attack. The target takes 6d6 points of fire damage, and the wielder has a 50% chance of being hit by the attack as well. Reflex save halves (DC 5 + wielder's base attack bonus).

Power (Special, free action): Use when making a cleave or whirlwind attack after using the *Blast* power on the primary target. The secondary target also takes 3d6 points of fire damage, and the wielder has a 50% chance of being hit by the attack as well. Reflex save halves (DC 5 + wielder's base attack bonus).

This ability can be used against some or all cleave targets or adjacent opponents in a Whirlwind Attack, and each time a charge of the *Blast* power is used.

Special: This item cannot be crafted. Shibuki weighs 23 pounds.

The *Blast* power can be recharged by exchanging the large scroll and making a Craft (calligraphy) check as though crafting an exploding tag. The check is DC 25, takes 4 hours and costs 50 chakra. Each attempt requires a Wealth check DC 20 for material costs.

SUBSECTION VII: CONQUERING THE SWORD

Each one of the seven swords of the Mist is a deadly weapon, but moreso in the hands of a true master.

Shuugyou: Shichigatana Engi (Training: Seven Swords Adaptation)

Training (Chakra Control) [Hijutsu]

Rank: 12 (S-Class); **Learn DC:** 28, 5 success; **Component:** F.

This training can be completed multiple times, but each time it applies to a different weapon. The character must be proficient in the weapon he wishes to master to complete this training. When a sword is mastered, the character gains a +5 competence bonus to opposed disarm checks to avoid being disarmed of the weapon.

Nuibari, the Threading Needle: The stitching power of *Nuibari* affects all creatures attacked in a round. When the character makes a grapple check to deal damage, all grappled creatures must defend against the attempt.

Kiba, the Thunder Blades: The character can treat any *Kiba* sword wielded in the off-hand as a light weapon for the purpose of Two-Weapon Fighting when wielding both *Kiba* swords in combat simultaneously. This effect does not enable the *Kiba* sword to qualify for the Weapon Finesse feat or other such abilities.

Hiramekarei, the Twin Edge: The change power of *Hiramekarei* lasts for 3 rounds or until the used again and the character no longer becomes fatigued when wielding *Hiramekarei* in combat.

Kabutowari, the Shield Crusher: The crush power of *Kabutowari* ignores any deflection bonus to Defense as well and deals quadruple damage to unattended objects and structures. Any damage bonus gained from the Power Attack feat applied to the crush power is doubled.

Samehada, the Monster Blade: The amount of temporary hit points and chakra the character can gain from *Samehada* in a single day is doubled.

Kubikiriboucho, the Cleaving Blade: The throw power can target as many creatures with *Kubikiriboucho* as the character could make attacks during a full-attack action with base attack bonus alone. All attacks are made at the character's highest attack bonus, but suffer a cumulative -5 penalty for each creature targeted after the first. No creature can be targeted twice.

Shibuki, the Exploding Blade: The blast power of *Shibuki* no longer has a chance to hit the wielder as well as the target. The Reflex save to take only half damage from the blast power is DC 7 + wielder's base attack bonus.

Material Focus: The Sword of the Mist mastered.

