

Power of the Human Sacrifice

This section contains rules pertaining to the bijuu-vessel templates, commonly called *jinchuuriki* or power of the human sacrifice. Rather than a creature template, the power granted by the tailed beasts is a series of abilities.

TABLE: JINCHUURIKI TRANSFORMATION

Number of Tails	Control Level	Powers and abilities
0 tail	4	Effective speed and strength ranks +1, frightful presence, temporary chakra
1 tail	9	Effective speed and strength ranks +2, chakra claw, immune to fear
2 tails	11	Effective speed and strength ranks +3, chakra claw 1/day
3 tails	12	Effective speed and strength ranks +3, chakra claw 2/day, death aura 1
4 tails	14	Effective speed and strength ranks +4, tailed beast blast 2/day (d6)
5 tails	15	Effective speed and strength ranks +5, frightful presence (60 ft.)
6 tails	16	Effective speed and strength ranks +6, tailed beast blast 3/day (d8), death aura 2
7 tails	17	Effective speed and strength ranks +6, double chakra claw
8 tails	19	Effective speed and strength ranks +7, tailed beast blast 4/day
9 tails	21	Effective speed and strength ranks +7, death aura 3, frightful presence (100 ft.)
10 tails	24	Effective speed and strength ranks +8, death aura 5, tailed beast blast 5/day (d10)

Transformation: The transformation is very difficult to control, and begins at 0 tails when triggered by damage or strong emotions. Each round the character suffers damage, he must make a Will save (DC 10 + damage taken that round) to resist increasing the strength of the transformation by 1 tail, up to the number of tails of his sealed bijuu.

When the transformation is activated willingly, the character may begin up to the maximum number of tails he can control, as per table above. Each round, the character can further the transformation by 1 tail as a swift action, up to the number of tails of his sealed bijuu.

If the transformation reaches a number of tails beyond the character's control level, he becomes unable to use any Charisma-, Dexterity-, or Intelligence-based skills, the Concentration skill, and abilities that require patience or particular concentration. The character cannot cast spells, manifest powers or perform techniques, activate magic items or enhancement seal powers, and the jinchuuriki transformation is treated as a rage effect. A transformation the character cannot control is almost always marked by an opaque, dark-red shroud that covers his entire body.

If the transformation reaches 2 tails above the number the character can control, he goes berserk and must attack the closest target it perceives as an enemy at the best of his ability, or if none are to be found, engage the nearest creature without regard to friendship or personal health. This state is usually accompanied by a physical manifestation of the bijuu, such as a skeletal manifestation of a limb or limbs, or even an exoskeleton or carapace.

When the jinchuuriki enters a transformation state it cannot control, it may attempt a Will save (DC 15 + 1 per tail of the transformation) to decrease the transformation strength by

1 tail (2 tails if the jinchouriki has a greater seal). This is a free action and can only be attempted once per round.

Each jinchouriki template carries the great risk of the bijuu breaking free from the character's control, which can be either difficult to resist or trivial, depending on the quality of the seal.

While transformed the character becomes more confident and aggressive, and gains a +4 bonus to Will saves against compulsion, enchantment and mind-affecting effects, and Intimidate checks. This bonus applies regardless of the strength of the transformation.

Losing Control: When the character loses control (see appropriate template's Losing Control), he loses all ability scores, base attack bonus, saving throws, equipment, class abilities, techniques and other abilities and assumes the statistics of his bijuu instead, while retaining his current hit points (see Friends and Foes chapter for details). The character enters a frenzy state.

During the frenzy state, the character must attack creatures it perceives as foes to the best of its ability, or if there are none, engage the nearest creature and fight without regard to past friendship or health (determine randomly if several potential targets are equidistant). The frenzied character will strive to do as much damage as it can, as quickly as it can.

During the frenzy state, the character must begin to make Will saves each round (DC 25). Each round after the first, the DC increases by 1. The effect ends after two consecutive successful saves are made. The character can make 1 attempt to regain control every level (minimum 2), and if he does not succeed before all his attempts run out, becomes completely possessed by the bijuu even after the frenzy state ends.

The frenzy state only ends when the character regains control or the bijuu state is reduced to 0 hit points or lower. When the frenzy state ends, the character is also brought to 0 hit points and disabled. This is a frenzy effect.

Complete Possession: A bijuu that possesses its jinchouriki can break the seal and free itself almost instantly. If the jinchouriki has a lesser seal, this process takes 1 minute. If the jinchouriki has a superior seal, it takes 1 hour, and 1 day if the jinchouriki has a greater seal. Once the seal is broken, the bijuu is freed and returned to full hit points and chakra.

The character is effectively considered dead the moment complete possession sets in, even before the seal is broken. The process cannot be stopped short of extracting the bijuu.

Temporary Chakra: When the character transforms, he gains an amount of temporary chakra depending on the strength of his transformation. If the transformation increases strength after being activated or triggered, subtract the number of chakra lost from the new total. Techniques used with this temporary chakra are almost always changed in shape and color, if not in effect.

Each consecutive use of the transformation in a 24 hours period reduces the temporary chakra gained by one-half the maximum amount (-50%). Temporary chakra unused fades when the transformation ends.

Number of Tails	Temporary Chakra
0 tail	5
1 tail	10
2 tails	15
3 tails	20
4 tails	25
5 tails	30
6 tails	35
7 tails	40
8 tails	45
9 tails	50
10 tails	60

Speed and Strength Ranks (Su): When the character uses his *jinchuuriki* abilities, he gains a bonus to effective speed and strength ranks depending on the power of the transformation.

A bonus to speed and strength ranks does not increase the cost of the abilities.

Frightening Presence (Su): The character gains the frightening presence ability during his transformation. The ability has a Will save difficulty of DC 10 + number of tails of the transformation + *jinchuuriki*'s Cha modifier, and creatures who fail the saving throw are shaken for 3d6 rounds. The initial range is 30 feet, but it is subject to increase with the strength of the transformation.

Chakra Claw (Su): The character can extend mass, chakra or energy from his body to either attack at a range or lash at nearby creatures. He makes a claw or slam attack as an outsider one size category larger against a creature within 30 feet.

A number of times per day, the character can use this ability when he misses with a melee attack against an opponent to lash out with the claw, making a second attack as a free action.

Death Aura (Su): The character's presence is poisonous and kills lesser plant life and harms nearby creatures. Any creature starting their turns in a square adjacent to the character takes negative energy damage specified above. A creature with this ability is immune to it from any other source of equal strength or weaker.

Tailed Beast Blast (Su): The character gains this ability during complete possession, during the frenzy state, when losing control of a transformation of sufficient power, or after completing the *Hijutsu: Bijuuudama* Training technique.

The character can fire a tailed beast blast a number of times per day when the transformation reaches 4 tails or stronger, but no more than once every 3 rounds. It deals

1d6 points of damage per level, halved with a Reflex save. At 6 tails, the blast deals 1d8 damage per level, and 1d10 at 10 tails. The saving throw DC is 10 + 1/2 the character's level + the character's Con modifier.

This ability can be used as an attack action in a 60-ft. cone, or it can be charged for 1 round and released at the start of the character's next turn as a 120-ft. line from the direction he is facing. The line's width is equal to the character's fighting space, plus 10 feet. If the ability is charged, the saving throw DC increases by 2. This ability cannot be disrupted by damage while charged.

Double Chakra Claw (Su): When using the chakra claw ability, the character can make two chakra claw attacks at his highest attack bonus instead. Both attacks suffer a -5 penalty to attack rolls.

Sealing Jar [Sealed Item]

This large jar is covered with seal patterns and talismans.

Sealed Item

<i>Minor (Lv 5)</i>	DC 11	<i>Greater (Lv 15)</i>	DC 33
<i>Superior (Lv 9)</i>	DC 21	<i>Epic (Lv 21)</i>	DC 43

Property: This sealing jar can contain a single creature with 100 chakra or less.

Level 9: As above, contains up to 300 chakra.

Level 15: As above, contains up to 500 chakra.

Level 21: As above, contains up to 700 chakra.

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

Special: If the sealing jar is broken, the creature will instantly be freed.

Twilight Key [Sealed Item]

This large sealing scroll is covered in arcane symbols and sealing arrays.

Sealed Item (uncraftable)

<i>Greater (Lv 14)</i>	DC 32	<i>Epic (Lv 21)</i>	DC 43
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Power (At-Will, attack action): Become imbued with the power of the Twilight Key. While imbued, you can touch the seal the key is linked to in order to alter, undo or reapply it.

Altering the seal takes 5 minutes, but undoing or reapplying the seal is a full-round action. The imbued power has 1 charge and must be reapplied after being used, but expires after 24 hours.

Power (1/week, attack action): *Level 21:* Become imbued with the power of the Twilight Key.

Alter the seal as a full-round action and grant the living prison a +8 bonus to saving throws to resist the transformation or to end the frenzy state. Lasts 24 hours.

Power (1 charge, full-round action): The bearer of the seal the Twilight Key was linked to may absorb the key. The Twilight Key is effectively consumed as part of this process. The living prison becomes permanently imbued with the power of the Twilight Key.

Special: This item cannot be crafted. It is created as a result of completing a bijuu

sealing, and permanently linked to the seal it was created for.

Living Prison Subtype:

The character is the living prison of one of the nine chakra monsters known as the tailed beasts.

Traits:

- **Seal (Ex):** The living prison carries a seal that manifests itself either permanently or for 1 minute after the living prison uses chakra. There are three types of seal: lesser, superior and greater. This ability takes the form of the strength of the seal.

A lesser seal increases the living prison's control level by 2 and provides no benefits to the host. A living prison with a lesser seal is most at risk to lose control.

A superior seal does not increase the living prison's control level and can inhibit the maximum strength of the living prison by up to 3 tails.

A greater seal decreases the living prison's control level by 2 and can inhibit the maximum strength of the transformation by up to 6 tails.

Each seal has a key, called a twilight key, which can be used to alter it. This key is created when the creature is sealed within the living prison. An inhibited seal prevents the transformation from reaching its full strength. The 0 tail transformation cannot be inhibited.

- **Soul Dependency:** A living prison who has had this subtype for 1 year or longer risks immediate death upon losing it.

The living prison must begin making Fortitude saves every round and attain three successes before 5 failures. Each failed save bestows the living prison with 3 negative levels, which can be saved against after 24 hours with a Fortitude save (DC 29).

If the living prison fails to gain the required number of successes quickly enough, it dies instantly. The difficulty class of the save is 20 plus 1 per year the living prison had this subtype.

- **Lock and Key:** The living prison's seal has a key which can be used to undo the seal or modify it. A character imbued with the power of the key can modify how the seal inhibits the strength of the transformation or simply undo the seal, which begins the process of complete possession immediately (see the respective sealing technique for details).

Tampering can be resisted with a Will save from the living prison opposed to the tampering creature's Will save.

Tampering the seal requires a melee touch attack or physical contact and is a full-round action that may provoke an attack of opportunity.

If the key is used to undo the seal, the living prison does not enter a frenzy state but must begin making saving throws against complete possession until the seal is reapplied (consecutive successes do not end the possession).

- **Failsafe:** A living prison with a greater seal can have this ability. Once during the life of the character, the seal will intervene during a complete possession and effectively end the frenzy state as though the living prison had succeeded the Will save challenge.

Hijutsu: Bijudama (Secret Technique: Bijuu Blast)

Training (Ninjutsu; requires Living Prison subtype)

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

The user is able to use the *tailed beast blast* ability when reaching a transformation of sufficient strength, without having to lose control, enter a frenzy state or become possessed.

This training can only be completed if the user has a jinchuuriki template capable of achieving a 4 tails transformation or stronger.

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Fuinjutsu: Shinsubu was Shinsubu no Jutsu

Fuinjutsu: Seishin Fuuin Shiki was Katou Shin Fuuin

Fuinjutsu: Seishin Fuuin Shiki (Sealing Technique: Soul Sealing Ritual)

Fuinjutsu [Kinjutsu of All Ninja Villages]

Rank: 12 (Super S-Class); **Learn DC:** 29, 8 success; **Perform requirements:** 19 ranks (DC 37); **Time:** 1 minute; **Components:** C, H, X, F, XP; **Range:** 5 feet; **Target:** One immobilized or helpless creature; **Duration:** Permanent (see text); **Saving Throws:** Will negates; **Chakra Resistance:** Yes; **Chakra Cost:** 30.

This technique allows the user to seal a creature within a sealing jar.

The user's chakra pool and hit points must be at least three-quarters full to use this technique. The subject is sealed within a prepared *Sealing Jar* unless it succeeds a Will save. For the sealing to be effective, the sealing jar must be able to hold the creature.

The sealed creature is effectively considered dead until the sealing jar is broken or it is released. Resurrection by any means, such as *Sozou Saisei* or *Edo Tensei*, is made ineffective while the creature is sealed.

When released, the creature will be returned to the state it was in before the sealing. It will not age while sealed. If the creature had been resurrected by the *Edo Tensei* technique, the summoning ends as soon as the creature is sealed.

XP Cost: 5,000 XP.

Material Focus: A sealing jar.

Expendable Component: A seal array scribed with the user's blood. Scribing the seals requires a Craft (calligraphy) check (DC 23) to be made, not necessarily by the user, and takes 5 rounds. If the check was failed, the sealing process will fail without the user noticing until the end.

Fuinjutsu: Shinsubu (Sealing Technique: Soul Binding Seal)

Fuinjutsu (Requires Fuinjutsu: Seishin Fuuin Shiki (t)) [Kinjutsu of All Ninja Villages]

Rank: 13 (Super S-Class); **Learn DC:** 30, 8 success; **Perform requirements:** 19 ranks (DC 38); **Time:** 1 hour; **Components:** C, H, F, XP; **Range:** Touch; **Target:** One creature; **Duration:** Permanent; **Saving Throws:** Will negates; **Chakra Resistance:** Yes; **Chakra Cost:** 30.

This technique seals a creature previously contained in a *Sealing Jar* into another creature. The subject must make a Will save to resist the sealing and may not opt to automatically fail this saving throw. The sealed creature is temporarily extracted as part of this sealing technique.

If this seal is used to seal a creature other than one of the bijuu, the subject gains a bonus to ability scores equal to the sealed creature's highest ability score modifier, up to +4, as well as any template the sealed creature may have had. The subject gains a +1 level adjustment if the ability score bonus was higher than +2, as well as the level adjustment of any templates gained. Choose randomly if two ability scores have an equal value. The subject has a 75% chance to gain the sealed creature's primary allegiance.

If this seal is used to create a host for the bijuu, the subject gains the living prison subtype. An infant subject (less than 1 year old) gains no negative levels, and a child (1-11 years old) gains 1 negative level every 8 hit dice of the bijuu, while any other subject gains 1 negative level for every 4 hit dice of the sealed bijuu. The negative levels can be saved against as to not become permanent after 24 hours with a Fortitude save (DC 25 + 1 per negative level gained). The subject is marked with a lesser seal to hold away the bijuu, which can be improved to a superior seal by paying the experience cost.

This technique can be used on an unborn child within the last 4 hours of delivery. The unborn child is unable to resist the sealing and does not gain negative levels, but the mother dies after childbirth (no save). The XP cost when using this method of sealing is reduced by 25%.

When used to create a jinchuuriki, the technique also creates a greater Twilight Key from a large sealing scroll. Anyone who possesses the scroll can touch its hand to the seal array to become imbued with the port of the key. This process requires complete concentration for 1 minute and a Ninjutsu check (DC 30). The effects last for 1 day.

If the subject succeeds the save against the sealing, the sealed creature is freed. This technique uses a seal slot subject's body. The seal slot is not freed until the seal is broken.

Mastery

Each step of mastery in this technique grants the recipient a +1 circumstance bonus to its Fortitude save to avoid gaining permanent negative levels.

XP Cost: 0 XP (lesser seal), 5,000 XP (non-bijuu sealing) or 10,000 XP (superior seal).

Material Focus: A sealing jar containing a creature and one large sealing scroll.

Fuinjutsu: Shiki Fuujin (Sealing Technique: Death God Imprisonment Seal)

Fuinjutsu (Requires Epic Technique (Shiki Fuujin) (f)) [Uzumaki Kinjutsu]

Rank: 20 (Epic); **Learn DC:** 45, 10 success; **Perform requirements:** 28 ranks (DC 50);

Time: 1 full-round action; **Components:** C, H, P; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One living creature; **Duration:** Instantaneous; **Saving Throws:** Will partial; **Chakra Resistance:** Yes; **Chakra Cost:** See text.

The user makes a touch attack against the target with a +10 bonus to his attack roll. The sealing process is activated the moment the technique hits, and can be partially resisted with a successful Will save.

A creature with a current chakra pool equal to or lower than four times the user's current combined chakra pool is instantly sealed in the user or in an adjacent creature or sealing jar. If the target has too much chakra, it suffers chakra damage equal to four times the user's current chakra pool.

This seal can create a jinchuuriki with an *eight trigrams seal*, a greater seal. The *eight trigrams seal* can be used by anyone with 20 or more ranks in Fuinjutsu to create an epic Twilight Key from a large scroll (requires 1 hour of uninterrupted work). The seal can only create one key, and the process must be completed within 24 hours of the sealing.

If this seal is used to seal a creature other than one of the bijuu, the subject gains a bonus to ability scores equal to the sealed creature's highest ability score modifier, up to +8, as well as any template the sealed creature may have had. The subject gains a +2 level adjustment if the ability score bonus was higher than +6, as well as the level adjustment of any templates gained. Choose randomly if two ability scores have an equal value.

The user can also seal the subject in his own body, gaining temporary chakra equal to one-half the subject's chakra pool as well as any of the benefits mentioned above. If the subject was one of the bijuu, the user becomes its Jinchuuriki.

If the target succeeded on its saving throw, the user can choose to partially seal it instead. The target suffers chakra damage equal to the user's current chakra pool, and has one of its limbs sealed, at the user's choice (see below). The subject can make a second Will save to avoid the effects of the sealing.

Arms: The subject has an effective Strength score of 3 and cannot use Strength-based skills save for the Jump and Taijutsu skills. The subject cannot wield hand-held weapons or use techniques requiring hand seals, half-seals or the physically able components.

Legs: The subject has an effective Dexterity score of 3 and loses any land, swim and burrowing speed it might have had. It cannot use techniques requiring the mobility or physically able components.

Torso: The subject is paralyzed and has effective Strength and Dexterity scores of 3. It can no longer use techniques requiring the hand seals, half seals, mobility or physically able components. It loses any land, swim, flight or burrowing speed it might have. The subject gains a +4 circumstance bonus to resist this effect.

Head: The subject is blind, deaf and mute. It has an effective Intelligence, Wisdom and

Charisma score or 3 and can no longer use any techniques. The subject gains a +4 circumstance bonus to resist this effect.

These sealing effects can be removed by a 20th level or higher character with 10 or more levels in the Medical Specialist class using the *Iryou Ninjutsu: Ryoji - Mannouyaku*, *Hiken - Nikuteki Taisha* and *Idenshi Taisha* techniques within the same 24 hours period on the subject.

As a result of this technique, the user's current chakra pool and chakra reserves will be reduced by one-half, and he suffers 10 negative levels, plus 1 negative level per round for a number of rounds equal to twice the subject's hit dice. The number of rounds is halved if the subject succeeded the initial saving throw, or negated completely if it saved against both effects. If the user was slain from the negative levels, he cannot be brought back in any way. The negative levels gained in this manner ignore any immunity and are permanent.

Living Prison: Nine Tails *INCOMPLETE*

You are the living prison for the nine-tailed beast, the mightiest of its kind. You hold within you boundless power, shielding the world from a veritable force of nature that may well one day threaten the precarious balance and tip the world into chaos.

This inherited template can be applied to any creature.

Type: The character gains the Living Prison subtype.

Feats: Same as the character. The Improved Chakra Pool always figures in the living prison's bonus feat lists. The character can select Jinchuuriki feats.

Special Attacks: X.

Special Qualities: Accelerated regeneration, transformation.

Level Adjustment: +5 (lesser seal), +6 (superior seal) or +8 (greater seal)

Challenge Rating: +4.

Losing Control: The nine-tailed beast attacks the living prison's psyche viciously in times of weakness, and slowly drives him insane. Each time the nine-tails attacks, the character must make a Will save or suffer 6 points of Wisdom damage. When the character's Wisdom score reaches 0, he loses control.

Lesser Seal: The nine-tailed beast has a 25% chance to attack each time the living prison is reduced below one-half his maximum hit points or when the living prison enters a transformation he cannot control. The attack has a Will save DC 24.

Superior Seal: The nine-tailed beast has a 10% chance to attack each time the living prison is reduced below one-half his maximum hit points or when the living prison enters a transformation he cannot control. The attack has a Will save DC 23.

Greater Seal: The nine-tailed beast has a 10% chance to attack each time the living prison is reduced below one-half his maximum hit points or when the living prison enters a transformation he cannot control. The attack has a Will save DC 22 and only deals 4 points of Wisdom damage.

Transformation (Su): The living prison can enter a bijuu transformation during emotional turmoil or when taking enough damage to start the transformation. Starting 3rd level, the living prison can trigger the transformation as an attack action.

Each time the living prison suffers enough damage to reduce his hit points by one-quarter, and every quarter lost afterwards, he must make a Will save (DC 20). A failed save triggers the transformation at the start of his next turn (free action). The living prison gains a +1 bonus to this save each time he gains control of a bijuu transformation by reaching the control level.

This jinchuuriki transformation can reach a maximum strength of 9 tails.

Accelerated Regeneration (Su): When in a transformation 1 tail or stronger, the living prison can regenerate lost limbs and internal organ at a stunning rate and gains fast healing. Any loss of limb incurred outside a jinchuuriki transformation is unaffected. The living prison cannot regenerate his own head. Refer to the table below.

Transformation | **Fast healing and regeneration**

0 tail

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1 to 3 tails	Fast healing 1, regenerates lost limbs and regrows organs in 1d10 rounds
3 to 5 tails	Fast healing 2, regenerates lost limbs and regrows organs in 1d6 rounds
6 to 8 tails	Fast healing 3, regenerates lost limbs and regrows organs in 1d6 rounds
9 tails	Fast healing 5, regenerates lost limbs and regrows organs at the start of his next turn.

Manifestation: One-tail [Epic, Jinchuuriki]

Prerequisite: Any 3 jinchuuriki feats, any meta-chakra feat, Shroud of the One-tail, greater seal only.

Benefit: Once per day when initiating a *Shroud of the One-tail* transformation, you can spend 2 meta-chakra charges instead to improve the strength of the transformation.

You gain a +2 bonus to your effective strength and speed ranks and a +6 natural armor bonus to defense. The difficulty of your frightening presence ability increases by 8.

Your slam attacks deal 1d10 points of damage, and your tail whip attack deals 4d6 points of damage.

Once per day, you may produce a *tailed beast blast* dealing 1d6 points of wind damage per level.

This transformation counts as a transformation 4 tails higher than normal for the purpose of keeping in control. These bonuses do not stack with the *Shroud of the One-tail* transformation but rather overlaps.

Special: This feat can always be taken as a bonus feat by a character with the Living Prison: One Tail template, even if it does not figure on the list of feats.

Shroud of the One-tail [Jinchuuriki]

You cover your body with sand during a jinchuuriki manifestation and fashion yourself a body greatly resembling the one-tail. You sacrifice control over sand to gain frightening power.

Prerequisite: Any 2 jinchuuriki feats, superior or greater seal only, 6th level or higher, living prison: one tail template.

Benefit: You gain 1 meta-chakra charge. Twice per day, you can spend 1 meta-chakra charge to turn any jinchuuriki transformation 1 tail or stronger into a *Shroud of the One-tail* transformation.

The difficulty of your frightening presense ability increases by 4 and you gain 2 slam attacks and 1 tail whip attack. You gain a +1 bonus to your effective strength and speed ranks and a +4 natural armor bonus to Defense, but lose your sand control and sand shield ability until the transformation ends.

The slam attacks deal 1d6 points of damage for a Medium-size character, and the tail whip attack deals 2d6 points of damage.

This transformation counts as a transformation 1 tail higher than normal for the purpose of keeping in control.

Special: This feat can always be taken as a bonus feat by a character with the Living Prison: One Tail template, even if it does not figure on the list of feats.

Greater Sand Control [Jinchuuriki]

Prerequisite: Improved Sand Control, any 2 jinchouriki feats, base attack bonus +6, sand control ability, superior or greater seal only.

Benefit: Your enhancement bonus to attack and damage rolls with sand control attacks increases by +1.

Special: This feat can always be taken as a bonus feat by a character with the Living Prison: One Tail template, even if it does not figure on the list of feats.

Improved Sand Control [Jinchouriki]

Prerequisite: Any 2 jinchouriki feats, sand control.

Benefit: You can concentrate to maintain the Sand Control ability as a free action and deal damage 1d8 points of damage with the sand control attacks.

Your sand control counts as a Large creature to deliver trip, disarm, bullrush and grapple attempts at 8th level.

If you have a superior or greater seal, your sand attacks deal 2d6 points of damage at 12th level.

Special: This feat can always be taken as a bonus feat by a character with the Living Prison: One Tail template, even if it does not figure on the list of feats.

Improved Sand Shuriken [Jinchouriki]

Prerequisite: Any jinchouriki feat, sand shuriken.

Benefit: In a jinchouriki transformation of 1 tail or stronger, you can fire an additional two sand shuriken but take a -2 penalty to attack rolls made with all sand shuriken.

Special: This feat can always be taken as a bonus feat by a character with the Living Prison: One Tail template, even if it does not figure on the list of feats.

Sand Bulwark [Jinchouriki]

Prerequisite: Sand shield.

Benefit: A number of times per round equal to your Intelligence modifier plus 1 (maximum 4), you can improve your sand shield to grant an extra +4 deflection bonus to defense against a single attack as a free action.

You must declare this before knowing the result of the attack. This bonus is doubled against ray attacks.

Special: This feat can always be taken as a bonus feat by a character with the Living Prison: One Tail template, even if it does not figure on the list of feats.

Sand Supremacy [Jinchouriki]

Prerequisite: Sand control.

Benefit: The range of your sand control ability increases to 100 feet, but you can only attack creatures within 50 feet of yourself.

Special: This feat can always be taken as a bonus feat by a character with the Living Prison: One Tail template, even if it does not figure on the list of feats.

Living Prison: One Tail

You are the living vessel for the one-tailed beast. You have great control over sand and the innate ability to shield yourself from harm with it.

This inherited template can be applied to any creature.

Type: The character gains the Living Prison subtype.

Feats: Same as the character. The Improved Chakra Pool always figures in the living prison's bonus feat lists. The character can select Jinchuuriki feats.

Special Attacks: Sand control, sand shuriken.

Special Qualities: Transformation, sand shield.

Level Adjustment: +1 (lesser seal), +2 (superior seal) or +3 (greater seal)

Challenge Rating: +2.

Losing Control: The one-tailed beast attacks the living prison's psyche viciously in times of weakness, and slowly drives him insane. Each time the one-tail attacks, the character must make a Will save or suffer 6 points of Wisdom damage. When the character's Wisdom score reaches 0, he loses control. The character gains a +2 bonus to this save if he has the Light Sleeper feat.

Lesser Seal: The one-tailed beast has a 25% chance to attack each time the living prison takes an extended rest or when the living prison enters a transformation he cannot control. The attack has a Will save DC 22.

Superior Seal: The one-tailed beast has a 10% chance to attack each time the living prison takes an extended rest or when the living prison enters a transformation he cannot control. The attack has a Will save DC 21.

Greater Seal: The one-tailed beast has a 10% chance to attack each time the living prison takes an extended rest or when the living prison enters a transformation he cannot control. The attack has a Will save DC 20 and only deals 4 points of Wisdom damage.

Sand Control (Su): The living prison is able to use sand within 30 feet to attack as an extension of himself. The sand can take any shape and gains additional attacks from base attack bonus, and can be used to deliver trip, disarm, bullrush and grapple attempts. It counts as a Medium-sized creature for doing so. This ability does not provide increased reach, but can be used to deliver attacks of opportunity provoked against you normally. Each successful attack deals 1d6 points of bludgeoning damage plus the living prison's Strength modifier.

Attacks made in this manner use the living prison's strength score. The living prison gains an enhancement bonus to attack and damage rolls of +1 every 8 levels. This bonus increases to +1 every 6 levels with a superior seal, or +1 every 4 levels with a greater seal. The sand attacks do not benefit from strength and speed ranks.

Furthermore, the living prison is able to shape the sand at will, within reason, provided there is enough sand to create the desired objects. This enables him to create objects from sand for as long as he concentrates as an attack action each round to maintain them. The sand can also be made to carry objects with a carrying capacity equal to the character's strength score plus 1 every 2 levels.

The sand can hover above the ground, but causing it to hover above 5 feet off the ground requires a Concentration check (DC 20) to be made each round and costs 2 chakra. The

living prison can cause a mass of sand equal to five times his own weight to move at his speed, but can only transport a mass of sand equal to his weight or less with his person during movements such as *Shunshin no Jutsu* or *Shunpo*. The sand does not count towards the living prison's weight.

Sand Shield (Su): The living prison gains a +2 deflection bonus to Defense as long as he remains within 30 feet of any sand. This bonus increases to +3 with a superior seal, and +4 with a greater seal.

The bonus increases by +2 when fighting defensively, or +4 when taking a total defense action. This ability remains active outside of a jinchouriki transformation.

Sand Shuriken (Su): In a transformation of sufficient strength, the living prison can opt to fire two suna shuriken at his highest ranged attack bonus instead of making a chakra claw attack.

The suna shuriken have a range increment of 20 feet and deal 1d6 points of piercing damage plus the living prison's Strength score.

Transformation (Su): The living prison can enter a bijuu transformation during emotional turmoil or when taking enough damage to start the transformation. Starting 3rd level, the living prison can trigger the transformation as an attack action.

Each time the living prison suffers enough damage to reduce his hit points by one-quarter, and every quarter lora afterwards, he must make a Will save (DC 20). A failed save triggers the transformation at the start of his next turn (free action). The living prison gains a +2 bonus to this save if he can control the one-tailed transformation.

This jinchouriki transformation can reach a maximum strength of 1 tail.

Bearer of Shukaku

You hold the awesome power of the *one tail*, Shukaku. It was sealed within you before birth and has haunted you since the day you were born, preventing you from ever getting a full night of sleep without having parcels of your mind eaten away by the horrible burden you must bear.

Using the beast's power, you are able to expertly control Sand, making you a force to be reckoned with in the desert.

This inherited template can be applied to any creature.

Type: Same as base creature, but gains the Demonic subtype.

Skills: The character suffers a -2 penalty to Concentration checks and all Charisma-based skills except Genjutsu.

Feats: The base creature gains the Improved Chakra Pool for free upon receiving this template, and said feat will always be available in any Bonus Feat list to the host.

Special Attacks: Sand's Embrace, Suna Shuriken.

Special Qualities: Fear Aura, Sand Manipulation, Shukaku Metamorphosis, Soulless Slumber.

Effective Character Level Adjustment: +3

Challenge Rating: +2.

Fear Aura (Ex): Any creature that finds itself within 50 feet of the bearer of Shukaku during the Shukaku Metamorphosis must make a Will save (DC 15 + the bearer's Wisdom modifier) or be Shaken for 2d6+2 rounds.

Sand's Embrace: Using the sand around him, the bearer of Shukaku is able to form gigantic arms or shapes of sand to slam into his enemies. The bearer can use a mass of sand equal to his body weight to deliver an attack within 30 feet as long as his chakra pool is 1 or higher. Although this attack is considered a natural attack, the bearer can still deliver multiple attacks during a full attack action, depending on his base attack bonus. The character still threatens only the squares adjacent to him despite the range of this attack.

The attack deals damage as a slam attack from a magical beast one size larger than the character with his Strength score, plus one-half his level (round down). The attack increases in size by one category every 5 levels. The sand also gains a +4 bonus to grapple checks, but does not benefit from speed or strength ranks or non-permanent bonus to Strength or size.

At 10th level, the bearer can deal damage as a claw attack instead. The sand's embrace can be shaped at the bearer's will (being mindful of the embrace's size, at the GM's discretion), but doing so does not increase or reduce the damage it can deal. Regardless of its shape, the sand's embrace will always appear to obviously be a sand construct unless it

is somehow disguised.

The bearer can still attack airborne creatures without being hindered by the normal limitations of making sand levitate (see below).

Sand Manipulation (Su): The bearer of Shukaku, regardless of his will, is always protected by the sand. Whenever he finds himself within 30 feet of sand, the bearer gains a +10 deflection bonus to defense against the first 1 attacks per 5 levels (minimum 1, maximum 4) in a round, after which the deflection bonus is reduced to +4, along with an immunity to ray attacks because of the sand shielding him.

He may also use sand to form Large or smaller objects, such as a wall, chair, table or other such items, including weapons, at his will. The sand can be used to carry weight with its equivalent strength score (see Sand's Embrace), so long as it remains within 30 feet of the bearer, separate from the bearer's own carrying capacity, though only as a creature of the same size as the user (typically Medium-sized, with no multiplier for being a larger creature).

Using the sand to float higher than 5 feet above the ground requires a Concentration check (DC 20) and spending 2 points of chakra each round to avoid the mass of sand losing shape and dropping whatever it is holding.

The user can command a mass of sand equal to five times his own weight to move at the same speed he can, but may only command a mass equal to his own weight to follow him during transportations such as Shunshin no Jutsu or Shunpo (counts as a weightless creature).

The range of control the bearer has over the sand is limited to 30 feet. This ability is not available to the user in "Shukaku form."

Shukaku Metamorphosis (Su): The bearer constantly faces the threat of being overtaken by Shukaku. The ability works in a way similar to a frenzy effect and will be referred as such—and as such, will not stack with other frenzy abilities. The frenzy lasts for 10 minutes and is usable once per day. Whenever the bearer takes damage, he risks entering frenzy starting his next action, which can be resisted by making a Will save (DC 15) at the start of his next turn.

The bearer, when frenzied, enters a feral transformation and becomes a parody of his own self. He loses the ability to use the Sand's Embrace, and Sand Manipulation, but will gain the Fear Aura and Suna Shuriken abilities instead. In addition, bearer's unarmed attack in this form deal Claw damage as though he was one size category larger than in reality. In addition, he gains a +4 bonus to Strength and Constitution scores, natural armor bonus to Defense and a 15 feet movement increase.

While frenzied, the bearer cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Intimidate), the Concentration skill, abilities that require patience or concentration, nor can he perform *Chakra Control*, *Genjutsu*, *Ninjutsu* or *Taijutsu*

techniques except *Fuuton* and *Doton* techniques, which he can perform without making a Perform check.

During frenzy, the bearer must attack those he perceives as foes to the best of his ability. Should he run out of enemies before his frenzy expires, his rampage continues. He must then attack the nearest creature (determine randomly if several potential foes are equidistant) and fight that opponent without regard to friendship or health (the target's or his own). In this case, the DC to cancel the frenzy is equal a DC 25 - bearer's level (minimum 10) and can be attempted once every round.

When a frenzy ends, the bearer is fatigued and suffers 1d4 points of Wisdom damage. If the character is still under the effect of a rage ability, the fatigued condition does not apply until the rage ends—at which point the character is exhausted, not merely fatigued.

Suna Shuriken (Ex): When frenzied, the bearer of Shukaku is able to throw shuriken made from his own sand. Each shuriken require an attack roll, and he can throw 4 per round at his highest attack bonus. A Suna Shuriken deals 1d6 plus his modified Strength score points of piercing damage and has a range increment of 50 feet.

Soulless Slumber (Su): The bearer of Shukaku has a 25% chance, minus 1% per level (minimum 10%), whenever he sleeps of suffering 2d4 points of temporary Wisdom damage, halved by a successful Will save (DC 23, +2 from the Light Sleeper feat). If the bearer's Wisdom score is reduced to 0, he is completely overtaken by Shukaku and has no control over his action until his Wisdom score is 1 or higher. At this point, there are two possible outcomes:

-If there is a mass of sand equal to the bearer's own nearby, he fully transforms into the Shukaku (see "*Ichibi*," *Suna no Shukaku* for details), and loses all techniques, special abilities, class levels, hit points, saves and anything defined by his type, classes, hit dice, race and templates. Instead used are Shukaku's own until the control fades.

-If there is not enough or no sand nearby, the Shukaku still gains control, but the bearer retains his own qualities, techniques and abilities. He gains the Shukaku's Intelligence, Wisdom and Charisma score when overtaken, however, instead of using his own. When the bearer is overtaken, he heals 1 point of Wisdom damage every 8 hours, at which point the Shukaku's control fades. The control also fades when the bearer becomes unconscious, and he will not awaken regardless of what is done to him until his Wisdom score is 1 or higher. The bearer gains no experience from Shukaku's rampage.

Ghastly Inheritance

Kyuubi, the nine-tailed fox monster, is a name that inspires fear in the heart of even the strongest Shinobi. Its fearsome and awe inspiring presence and blazing

Chakra reveals its origin at the first glance: that of a terrible demon, which should be avoided at all cost. During ages long past, the fox monster used to roam these lands, leaving nothing but chaos and destruction in its wake; it was then that the great *Kage* decided to have it sealed.

Every generation, a child is born to receive this *Ghastly Inheritance*, which takes the form of a seal placed on the user's body, preventing the demon from ever leaving its host. It is left to the host himself to learn to deal with, and use the demon's power at will.

The *Ghastly Inheritance* can only be bestowed upon the host, henceforth referred to as base creature, at birth, and will leave at the host's death, only to be sealed into another body.

Type: Base creature's type remains unchanged, but gains the Demonic subtype.

Hit Dice: The base creature gains 1 additional hit points per level.

Abilities: +2 Constitution

Saves: +2 Fortitude saves against poison, +2 Reflex.

Skills: The base creature suffers a -2 penalty to Chakra Control and Concentration Checks.

Feats: The base creature gains the Improved Chakra Pool for free upon receiving this template, and said feat will always be available in any *Bonus Feat* list to the host.

Special Qualities: Blazing Rage, Overwhelming Chakra, Greater Health, Kyuubi Manifestation

Level Adjustment: +3

Challenge Rating: +1

Blazing Rage (Su): When the host suffers an emotional trauma, the feral urges of the *Kyuubi* which were sealed away within the host come surging back through his body and take over; while he retain some sort of control over himself, when he enters the *Blazing Rage*, the host is likely to fight to the death and beyond with any creature he knows as a foe.

When entering the *Blazing Rage*, the host grows claws and fangs, which he may use as natural weapon without penalty, gains a +6 Strength and Constitution bonus, a +2 bonus to his Will save, a 15 foot movement increase in addition to a +4 dodge bonus to Defense. In addition, the host gains a *Fast Healing 3* for the duration of the frenzy. For as long as 8 rounds plus his new Constitution modifier, the host will go on fighting until the enemy it is currently fighting is dead, attacking the nearest creature if it runs out of foes (roll randomly for creatures of equal proximity), including friends regardless of health and friendship until put down.

The host may make a Will save (DC 20) each round to stop himself from attacking a friend or killing or striking the dead blow to a foe to move on to the next, but cannot prematurely terminate the rage. This ability counts as a frenzy, but will not leave the host fatigued when it fades.

Once the host reaches 9th level, he may manifest the *Blazing Rage* at will. Regardless of the user's condition, the rage cannot be used more than one time per day per 5 character level or hit dice of the host.

Overwhelming Chakra (Su): Once the host reaches 3rd level, he may tap into *Kyuubi's* Chakra Pool, thus greatly increasing his own. Once per day per four character level, the host may spend an action point to increase his own Chakra Pool, as per standard rules, except that the amount is tripled and may exceed the host's maximum Chakra Pool. Since the host has the demonic subtype, he rolls 6d4 rather than 3d6.

The obtained Chakra is far more volatile and only lasts one round. After using the Overwhelming Chakra, the host opens a number of Tenketsu sealed on his body equal to four times the result of the roll.

Tapping into the *Kyuubi's* Chakra reserve has the side effect of enhancing the user's body, and he will gain a +2 bonus to his Strength score for 1d3 rounds. This bonus cannot be increased by using this ability two or more times in a row. A creature sensing chakra will instantly be able to notice the change in the host's signature and will feel the demonic, evil chakra easily as though it was one aura category higher than in reality.

Greater Health (Su): The host recovers chakra twice as fast during chakra depletion, and he recovers from ability damage twice as fast.

In addition, the host recovers 1 chakra reserve every 5 minutes in addition to normal recovery.

Kyuubi Manifestation (Su): Once the host reaches 8th level, he may spend an action point during the *Blazing Rage* to increase its power and manifest some of *Kyuubi's* own.

While the duration is no greater than it previously was, the host's frenzy bonus increase to +8 Strength and Constitution, +4 dodge bonus to defense, +4 deflection bonus to defense, +4 bonus to Will saves and a 25 foot movement increase. He also gains a *Fire Resistance* 10, *Fast Healing* 5 and *Damage Reduction* of 3/-, and his claws deal damage as though the host was one size category frenzy.

In addition to that, because *Kyuubi's* chakra is clearly the host's to control during the *Rage*, he gains an additional claw attack per round at his highest attack bonus, made by the chakra itself. He may also reach out and lash at the enemy at safe distance using the *Kyuubi's* chakra, and thus gains a 5 foot reach increment. Since the *Kyuubi's* influence is greater on the host, it gains 1 tail attack per round per 2 levels after 9th when making a full-attack action in that mode.

A tail attack deals the equivalent of a slam attack with a 15 foot reach; because that mode of attack is so powerful, the host's attack bonus decreases only by 2 each attack instead of the usual 5 (+11/+9/+7/+5, etc.); in addition, the host cannot have more than 9 tails attack.

While in the *kyuubified* frenzy, the host cannot stop himself from killing a foe nor

attacking friends, regardless of the success of his Will saves. Because puts the host's body through a lot of strain, he must succeed a Fortitude save (DC 25) or fall unconscious for 1d4+1 hours as soon as the frenzy ends.

Earth Subtype

A creature with this subtype has immunity to earth. It has vulnerability to electricity and takes one-half again (+50%) as much damage from effects that deal electricity damage.

Fire Subtype

A creature with this subtype has immunity to fire. It has vulnerability to water and takes one-half again (+50%) as much damage from effects that deal water damage.

Holy Subtype

A creature with this subtype has immunity to holy and sleep effects. It has vulnerability to negative energy and takes one-half again (+50%) as much damage from effects that deal negative energy damage.

Ice Subtype

A creature with this subtype has immunity to cold. It has vulnerability to fire and takes one-half again (+50%) as much damage from effects that deal fire damage.

Lightning Subtype

A creature with this subtype has immunity to electricity. It has vulnerability to wind and takes one-half again (+50%) as much damage from effects that deal wind damage.

Unholy Subtype

A creature with this subtype has immunity to negative energy and energy drain. It has vulnerability to holy and takes one-half again (+50%) as much damage from effects that deal holy damage.

Water Subtype

A creature with this subtype has immunity to water. It has vulnerability to earth and takes one-half again (+50%) as much damage from effects that deal earth damage.

Wind Subtype

A creature with this subtype has immunity to wind. It has vulnerability to fire and takes one-half again (+50%) as much damage from effects that deal fire damage.

Tailed Beasts

The tailed beasts are a group of creatures created by the sage of the six paths. They are immensely powerful and share a number of characteristics alien to most other life forms.

Tailed Beast Traits

All tailed beasts have great power as forces of nature and carry the power of the sage of the six paths. All tailed beasts are at least Huge sized, and their natural attacks deal damage that deviate from the normal progression, as shown below.

Size	Slam	Bite	Claw	Gore	Tail Whip
Tiny	1d2	1d4	1d3	1d3	1
Small	1d3	1d6	1d4	1d4	1d2
Medium	1d4	1d8	1d6	1d6	1d3
Large	1d6	2d6	1d8	1d8	1d4
Huge	1d8	2d8	2d6	2d6	1d6
Gargantuan	2d6	4d6	2d8	2d8	1d8
Colossal	2d8	6d6	4d6	4d6	2d6
Colossal+	4d6	8d6	4d8	6d6	2d8

Immunities (Ex): All tailed beasts are immune to chakra coil damage, tenketsu damage, possession, energy drain, ability drain or ability damage. They are not subject to feat effects and are immune to at least one form of energy damage, and any form-altering effect automatically fails.

Chakra Dependency (Ex): The tailed beasts are highly dependant on their massive chakra to sustain their great power. As such, each time the tailed beast suffers enough chakra loss to reduce its chakra pool by one-quarter, it loses one size category. The tailed beast cannot lose more than two size categories in this manner.

Each time a size category is lost, the tailed beast takes a size penalty to its Strength and Constitution score, and its natural armor bonus to Defense is reduced by 3. The tailed beast's natural attacks also deal damage according to its new size category. The reduction in Constitution does not affect the tailed beast's hit points or chakra pool.

Damage Reduction (Ex): All tailed beasts have damage reduction 10/epic at least.

Immortality (Ex): The tailed beasts all have a form of immortality. Once slain, a tailed beast will be reborn 2d6 years later in a random location 5d% miles away from the site of its death.

Special Qualities (Ex): Tailed beasts can almost always sense chakra or see chakra as passive abilities. All tailed beasts receive maximum hit points for each Hit Die and may choose nonepic and epic feats as part of their feat selection.

In addition, tailed beasts gain 10 chakra every hit die instead of 2, doubled at for the first hit die. It does not have a chakra reserve; instead, any amount that would increase the tailed beast's chakra reserve is added directly to its chakra pool.

Tailed Beast Regeneration (Ex): Tailed beasts regrow lost limbs, except a head, in 1 minute.

Tailed Beast Blast (Su): All tailed beasts have a tailed beast blast ability, but it is unique to each one. The tailed beast blast generally has a chakra cost associated to it, normally 20 plus one-half the tailed beast's hit dice.

Tail Sweep (Ex): The tailed beast sweeps its tail as an attack action, targeting all creatures in a radius around it equal to its reach. Creatures in the swept area take damage equal to the tailed beast's tail whip attack damage plus 2 times its Strength modifier. Affected creatures can make a Reflex save for half damage (equal to the tailed beast's tailed beast blast save DC).

Toxic Chakra (Ex): The tailed beast's chakra is highly toxic and deals damage to creatures who can drain its chakra. A tailed beast's chakra deals 4 points of damage per point of chakra drained with chakra drain, half that to creatures with the demonic subtype.

Natural Armor: All tailed beasts have a natural armor bonus, usually +10 or higher.

Natural Attacks: All tailed beasts have at least 2 slam or 2 claw attacks as primary attacks, 1 tail whip attack as a secondary attack. Most tailed beasts also have a bite or gore attack as a secondary attack.

Slam: The slam attack deals the indicated damage plus the tailed beast's Strength modifier. Some tailed beast can deal both claw and slam damage, but it must choose either each round.

Claw: The claw attack deals the indicated damage plus the tailed beast's Strength modifier. Some tailed beast can deal both claw and slam damage, but it must choose either each round.

Bite: The bite attack deals the indicated damage plus one-half the tailed beast's Strength modifier (round down). Bite attacks are secondary weapons, and impose a -5 penalty to attack rolls (-2 with the Multiattack feat).

Gore: The gore attack deals the indicated damage plus one-half the tailed beast's Strength modifier (round down), and is a secondary attack.

Tail Whip: The tailed beast whip one opponent each round with its tail. The tail whip attack deals the indicated damage plus 1.5 times the tailed beast's Strength modifier (round down).

Fast Healing: Tailed beasts all have a fast healing factor of at least 1, but usually much higher.

Nine-tailed Demon Fox: CR 34; Colossal magical beast (demonic, unholy); HD 52d10+766; hp 1,286; Init +0; Spd 50 ft.; Defense 43, touch 2, flat-footed 43 (-8 size, +41 natural); BAB +52; Grap +91; Atk +64 melee (4d6+23, claw); Full Atk +64 melee (2d8+23, 2 slams) or +64 melee (4d6+23, 2 claws) and +59 melee (6d6+11, bite) and +59 melee (2d8+34, tail whip); FS 60 ft. by 60 ft.; Reach 40 ft.; SQ chakra dependency, damage reduction 30/epic, fast healing 10, frightful presence, holy vulnerability, negative energy and energy drain immunity, scent, sense hostile intent, tailed beast blast, tailed beast regeneration, tail sweep 2d8+46, tailed beast traits, toxic chakra, wind immunity; AL none; SV Fort +41, Ref +28, Will +22; CP 1350; Str 57, Dex 11, Con 36, Int 15, Wis 10, Cha 18.

Skills: 75.

Feats: Cleave, Great Cleave, Great Fortitude, Improved Initiative, Improved Natural Attack (tail whip), Power Attack.

Epic Feats: Epic Chakra Pool (5), Epic Toughness (3), Perfect Health, Superior Initiative.

Chakra Dependency (Ex): The nine-tailed demon fox loses one size category each time it loses 337 chakra or more. Its size category cannot be lowered below Huge.

Frightful Presence (Ex): The nine-tailed demon fox can inspire terror with its mere presence. Affected creatures must succeed on a Will save (DC 40) or be shaken for 5d6 rounds. Creatures with 10 hit dice or less are panicked instead.

Sense Hostile Intent (Su): The nine-tailed demon fox can sense any hostile intent within 1 mile 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 nine-tailed demon fox.

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

Tailed Beast Blast (Ex): The nine-tailed demon fox can produce a tailed beast blast as a

120-ft. long cone attack that deals 40d6 negative energy damage once every 1d6 rounds that costs 46 chakra. Reflex half DC 47.

The nine-tailed demon fox can charge this attack for one round and release it at the start of its next turn to use it as a 60-ft. radius burst within 520 feet.

Tail Sweep (Ex): The tail sweep attack affects creatures within 40 feet of the nine-tailed demon fox. It deals 2d8+46 damage, Reflex half DC 47.

One-tailed Shukaku: CR 24; Colossal magical beast (demonic, wind); HD 36d10+354; hp 714; Init +3; Spd 50 ft.; Defense 32, touch 1, flat-footed 32 (-8 size, -1 Dex, +31 natural); BAB +36; Grap +71; Atk +47 melee (2d8+19, slam); Full Atk +47 melee (2d8+19, 2 slams) and +42 melee (2d6+28, tail whip); FS 50 ft. by 50 ft.; Reach 30 ft.; SQ chakra dependency, damage reduction 10/epic, fast healing 5, fire vulnerability, frightful presence, sand supremacy, sense chakra, tailed beast blast, tailed beast regeneration, tail sweep 4d6+38, tailed beast traits, toxic chakra, wind immunity; AL none; SV Fort +29, Ref +19, Will +17; CP 766; Str 48, Dex 8, Con 28, Int 11, Wis 16, Cha 12.

Skills: Intimidate +30, Listen +13, Spot +13.

Feats: Improved Initiative, Power Attack.

Epic Feats: Dire Charge, Epic Chakra Pool (4), Epic Toughness (3).

Chakra Dependency (Ex): The one-tailed shukaku loses one size category each time it loses 191 chakra or more. Its size category cannot be lowered below Huge.

Frightful Presence (Ex): The one-tailed shukaku can inspire terror with its mere presence. Affected creatures must succeed on a Will save (DC 30) or be shaken for 5d6 rounds. Creatures with 10 hit dice or less are panicked instead.

Sand Supremacy (Su): The one-tailed shukaku has supreme control over sand, as the Earth elemental supremacy. He may create items as he wish from any sand within 250 feet, and prevent it from being affected or used as a reagent for chakra effects.

Any sand within the one-tailed shukaku's range can, and usually will, require anyone who wish to use and affect it by means of a technique or effect that uses chakra to succeed a level check DC 32, as though making a check to defeat chakra resistance.

Sense Chakra (Su): The one-tailed shukaku can sense chakra as a passive ability within 1 mile.

Tailed Beast Blast (Ex): The one-tailed shukaku can produce a tailed beast blast as a 60-ft. radius burst attack that deals 24d6 wind damage once every 1d6 rounds that costs 38 chakra. The attack has a range of 380 feet. Reflex half DC 38.

Tail Sweep (Ex): The tail sweep attack affects creatures within 30 feet of the one-tailed shukaku. It deals 4d6+38 damage, Reflex half DC 38.

Ten-tailed Primordial Beast: CR 38; Colossal+ magical beast (demonic, unholy); HD 74d10+1,110; hp 1,850; Init +0; Spd 50 ft.; Defense 57, touch 1, flat-footed 56 (-16 size, +1 Dex, +62 natural); BAB +74; Grap +126; Atk +90 melee (4d6+23, claw); Full Atk +64 melee (2d8+23, 2 slams) or +64 melee (4d6+23, 2 claws) and +59 melee (2d8+11, 2 tail whips); FS 100 ft. by 100 ft.; Reach 50 ft.; SQ chakra dependency, damage reduction

30/epic, fast healing 30, frightful presence, holy vulnerability, negative energy and energy drain immunity, sense hostile intent, tailed beast blast, tailed beast regeneration, tail sweep 4d8+46, tailed beast traits, toxic chakra, wind immunity; AL none; SV Fort +41, Ref +38, Will +22; CP 2008; Str 74, Dex 12, Con 41, Int 3, Wis 17, Cha 19.

Skills: 75.

Feats: X.

Epic Feats: Epic

INCOMPLETE Two-Tailed Monster Cat: CR 25; Gargantuan magical beast (demonic, fire); HD 38d10+354; hp 734; Init +12; Spd 50 ft.; Defense 38, touch 8, flat-footed 32 (-4 size, +2 Dex, +26 natural); BAB +38; Grap +60; Atk +48 melee (2d8+14, claw); Full Atk +48 melee (2d8+14, 2 claws) and +43 melee (6d6+7, bite) and +43 melee (1d8+21, tail whip); FS 25 ft. by 25 ft.; Reach 20 ft.; SQ chakra dependency, damage reduction 10/epic, fast healing 5, fire immunity, frightful presence, sense chakra, tailed beast blast, tailed beast regeneration, tail sweep 1d8+21, tailed beast traits, toxic chakra, water vulnerability; AL none; SV Fort +29, Ref +23, Will +18; CP 810; Str 39, Dex 14, Con 27, Int 14, Wis 17, Cha 19.

Skills: 70.

Feats: Improved Initiative, Improved Natural Attack (bite).

Epic Feats: Epic Chakra Pool (5), Epic Toughness (5), Superior Initiative.

Chakra Dependency (Ex): The two-tailed demon cat loses one size category each time it loses 202 chakra or more. Its size category cannot be lowered below Large.

Frightful Presence (Ex): The two-tailed demon cat shukaku can inspire terror with its mere presence. Affected creatures must succeed on a Will save (DC 34) or be shaken for 5d6 rounds. Creatures with 10 hit dice or less are panicked instead.

Sense Chakra (Su): The two-tailed demon cat can sense chakra as a passive ability within 1 mile.

Tailed Beast Blast (Ex): The two-tailed demon cat can produce a tailed-beast blast in the form of up to four fireballs that explode in a tremendous conflagration. The tailed beast blast can only be used once every 1d6 rounds and costs 39 chakra.

Each fireball deals 7d6 points of fire damage in a 30-ft. radius burst. A creature can be targeted by more than one fireballs, but it only needs to save once. The attack has a range of 410 feet. Reflex half DC 38.

Tail Sweep (Ex): The tail sweep attack affects creatures within 20 feet of the two-tailed demon cat. It deals 1d8+21 damage, Reflex half DC 38.

Add Improved Grab? Pounce? Rake?

Tailed Demon Beasts (Bijuu)

This section contains the dangerous tailed beasts, including standard bijuu traits and standard abilities (see below).

Bijuu (standards):

Traits: Bijuu possess the following traits in addition to its own unique abilities.

- Magical Beast (Demonic subtype inherited).
- Gargantuan or Colossal.
- Land speed of 50 feet.
- Good Fortitude, Reflex and Will.
- Proficient with all natural weapons.
- Usually of Chaos and Evil allegiance, may differ.
- Darkvision 120 ft.
- 1 energy immunity or 3 energy resistances 10
- A bijuu gains a number of tail attacks each full attack action equal to the number of tail it has.
- Fast healing 10 + number of tails.
- Damage Reduction 11 + number of tails/chakra and epic
- Fear Aura
- Bijuu Regeneration

Fear Aura (Ex): Any creature that finds itself within 50 feet of a Bijuu must make a Will save (DC 10 + 1/2 bijuu's HD + bijuu's Wisdom modifier) or be Shaken for 2d6+2 rounds.

Bijuu Regeneration (Ex): A bijuu regenerates lost limbs (except the head) so long as it has 0 or more hit points. The regeneration takes 10 rounds - the number of tails (9 rounds for Shukaku, 1 round for Kyuubi). This is due to the bijuu being a mass of concentrated chakra.

"Ichibi," Suna no Shukaku ("One-tail," Shukaku of the Sands)

CR 20; Colossal Magical Beast (Demonic); **HD** 37d10+518; **hp** 739; **Mas** 50; **Init** +3; **Spd** 50 ft; **Defense** 28 (-1 dex, -8 size, +15 natural, +10 deflection), Touch 11, Flat-Footed 28; **BAB** +37; **Grap** +67; **Atk** +51 melee (2d6+14 slam); **Full Atk** +51 melee (2d6+14, 4 slams) and +49 melee (3d6+14, tail) or +36 ranged (2d6+14, 4 suna shurikens); **FS** 55 ft by 55 ft; **Reach** 25 ft. (40 ft. with tail); **SQ** darkvision 120ft., fear aura, great size, sand affinity, sand incarnation, sand manipulation, suna shuriken, fast healing 11, damage reduction 12/chakra and epic; **AL** chaos, evil, self; **SV** Fort +38, Ref +23, Will +14; **CP** 602; **Str** 38, **Dex** 8, **Con** 39, **Int** 14, **Wis** 14, **Cha** 14.

Skills: Chakra Control +20, Intimidate +18, Jump +20.

Feats: Cleave, Dire Charge, Epic Chakra Pool (x3), Great Cleave, Improved Chakra Pool (x1), Improved Initiative, Multiattack, Power Attack

Fear Aura (Ex): Any creature that finds itself within 50 feet of Shukaku must make a

Will save (DC 30) or be Shaken for 2d6+2 rounds.

Great Size (Ex): Due to its overwhelming size, all of Shukaku's attack target a 10-foot square instead of a single creature.

Sand Affinity (Sp): Due to its nature, "Ichibi" knows and is able to perform any *Fuuton* as well as *Sabaku Kyuu*, *Sabaku Sousou* and *Sabaku Taisou* without having to make a Ninjutsu check. He may not however perform *Hijutsu*, newly created techniques or techniques that require a special ability to work, but this limitation does not apply to epic techniques. He must still pay the chakra cost normally, .

Sand Incarnation (Su): Due to Shukaku's nature and body, he can very well be cut but not wounded. Shukaku has a Slashing, Piercing, Ballistic, Fire and Electricity Resistance of 10. In addition, damage dealt from any of these source heals at a rate of 11 hit points per round. Shukaku will not regenerate if its hit point are reduced to 0 or below.

Sand Manipulation (Su): Shukaku, can declare to be protected by the sand at will. Shukaku will gain a +10 deflection bonus to defense, along with an immunity to ray attacks because of the sand shielding him. He may also use sand to form Large or smaller objects, such as a wall, chair, table or other such items, including weapons, at his will, from either his body or nearby mass of sand.

Suna Shuriken (Ex): Shukaku is able to throw shuriken made from his own sand. Each shuriken require an attack roll, and he can throw 4 per round at his highest attack bonus. A Suna Shuriken deals 2d6+14 points of piercing damage and has a range of 200 feet.

"Kyuubi" no Youko (Nine-tailed Demon Fox)

CR 27; Colossal Magical Beast (Demonic); **HD** 41d10+738; **hp** 958; **Mas** 50; **Init** -2; **Spd** 50 ft; **Defense** 30 (-2 dex, -8 size, +22 natural, +8 deflection), Touch 8, Flat-Footed 30; **BAB** +41; **Grp** +70; **Atk** +56 melee (6d6+22, bite); **Full Atk** +54 melee (2d8+15, 2 claws) and +56 melee (6d6+15, bite) and +54 melee (1d8+15, 9 tails); **FS** 45 ft by 45 ft; **Reach** 25 ft (125 ft. with tails); **SQ** chakra deflection, darkvision 120ft., demonic chakra, fast healing 19, fear aura, fire element affinity, fire immunity, great size, scent, damage reduction 20/chakra and epic; **AL** power, chaos, evil; **SV** Fort +42, Ref +21, Will +16; **CP** 874; **Str** 41, **Dex** 7, **Con** 46, **Int** 17, **Wis** 19, **Cha** 16.

Skills: Chakra Control +23, Jump +18, Survival +27 (+37 when tracking by scent).

Feats: Cleave, Epic Chakra Pool (x6), Improved Chakra Pool (x3), Multiattack, Power Attack.

Chakra Deflection (Su): As long as Kyuubi's Chakra Pool more than 50% full, it gains a +8 deflection bonus to defense against all attacks.

Fast Healing (Ex): Kyuubi regenerates damage at the rate of 19 points per round, though it will not regenerate if it is reduced below 0 hit points.

Fear Aura (Ex): Any creature that finds itself within 50 feet of Kyuubi must make a Will

save (DC 34) or be Shaken for 2d6+2 rounds.

Fire Element Affinity (Sp): Due to its nature, the Kyuubi knows and is able to perform any *Katon* technique without having to make a Ninjutsu check. He may not perform *Hijutsu*, however, or techniques that require a special ability he does not have, newly created techniques, but this limitation does not apply to epic techniques. He must still pay the chakra cost normally.

Demonic Chakra (Su): The Kyuubi is able to learn and perform any techniques requiring the Overwhelming Chakra ability. In addition, the demonic Chakra is so potent that 1 point of the Kyuubi's Chakra equates to 2 points of chakra when performing techniques, meaning that the Chakra cost is halved. In addition, Chakra damage is also halved, and each point of Chakra absorbed deals 4 points of negative energy damage to the target and threatens to render it Fatigued unless it succeeds a Fortitude save (DC 15 + amount of Chakra absorbed), unless the target has the Demonic subtype.

Great Size (Ex): Due to its overwhelming size, all of Kyuubi's attack target a 10-foot square instead of a single creature.

Scent (Ex): Kyuubi's senses are extremely accurate, and as such he is able to sniff out hidden foes and track by scent.

Jinchouriki

Jinchouriki

Requirements:

To qualify to become a *jinchouriki*, a character must fulfill all the following criteria.

Skills: Concentration 16 ranks.

Feats: Any 3 jinchouriki feats.

Special: The jinchouriki candidate must have the living prison subtype with a greater or superior seal.

Class Information

The following information pertains to the Jinchouriki prestige class.

Hit Die

The Jinchouriki gains 1d12 hit points per level. The Constitution modifier applies.

Action Points

The Jinchouriki gains a number of action points equal to 7 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Jinchouriki's class skills are as follows.

Bluff (Cha), Chakra Control (Wis), Concentration (Con), Diplomacy (Cha), Fuinjutsu (Int), Genjutsu (Cha), Intimidate (Cha), Knowledge (arcane lore, history, ninja lore) (Int), Listen (Wis), Ninjutsu (Int), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis), Taijutsu (Str).

Skill Points at Each Level: 3 + Int modifier.

TABLE: THE JINCHUURIKI

Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+1	+2	+0	+1	Restraint, fame/infamy, bonus chakra	+1	+2
2 nd	+2	+3	+0	+2	Demon art	+1	+2
3 rd	+3	+3	+1	+2	Demon art	+2	+2
4 th	+4	+4	+1	+2	Demon art	+2	+3
5 th	+5	+4	+1	+3	Power of the human sacrifice	+3	+3

Class Features

The following features pertain to the Jinchouriki prestige class.

Restraint

The jinchouriki is in control of his transformation and does not automatically enter a jinchouriki transformation during duress or by taking damage. His transformation does not advance from taking damage in combat, and he gains a +4 bonus to saves against losing control. The jinchouriki is also able to suppress the Death Aura ability at will.

Fame/Infamy

The jinchouriki is either famous or infamous, depending on his status in his village or organization of origin. He gains a +4 bonus to either Diplomacy or Intimidate checks, and gains the Renown feat.

Bonus Chakra

The Jinchouriki gains a certain amount of bonus chakra and bonus reserve from taking levels in this class. The amount of bonus chakra or chakra reserve gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount gained every level from gaining an additional hit dice.

The amount of bonus chakra or reserve doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra and Reserve, such as from various classes, do stack with each other.

Class Levels	Bonus Chakra	Bonus Reserve
1st	1	4
2nd	3	8
3rd	5	12
4th	7	16
5th	9	20

Demon Art

At 2nd, 3rd and 4th level, the jinchouriki gains a special ability from the list below, called demon arts. Unless otherwise specified, a succession technique cannot be selected twice.

Bonus Feat: Instead of a demon art, the jinchouriki can select a bonus feat from the list below or a feat his jinchouriki template makes him eligible. This demon art can be taken more than once.

Bonus Feats, Bonus Feats, Bonus Feats.

Channel Tailed Beast: The jinchouriki is able to push his transformation further and gain the benefits of a transformation one tail stronger despite his transformation not advancing. He must still have the required level to control the transformation's increased strength.

The jinchouriki can use this ability for one round per day every odd-numbered jinchouriki level. Selecting this ability permanently reduces the jinchouriki's chakra pool by 3.

Commune: The jinchouriki can spend 1 minute to commune with his bijuu, either to seek advice or force it to answer. As a result, he gains a bonus to a single Knowledge check equal the bijuu's number of tails plus his jinchouriki level.

Fatal Shroud (requires 3 tails or stronger transformation ability): The jinchouriki's death aura deals an extra 2 damage.

Demon Armor: The jinchouriki gains a damage reduction 5/chakra in a jinchouriki

transformation 1 tail or stronger. This ability can be selected twice, each time permanently reducing the jinchuuriki's chakra pool by 3.

Hellion: The jinchuuriki's frightening presence save difficulty increases by 1 every odd-numbered jinchuuriki level, and counts as though having the demonic subtype to learn techniques or select feats.

Quicken Transformation: The jinchuuriki can enter a jinchuuriki transformation as a swift action. Selecting this ability permanently reduces the jinchuuriki's chakra pool by 3.

Sanity Check: Once per encounter, the jinchuuriki can attempt to purge all genjutsu effects on himself by flooding his body with demonic chakra, either through his own doing or the help of his bijuu.

The jinchuuriki makes a level check against all dispellable Genjutsu effects as though using *Genjutsu Kai*, whether he is aware of them or not. This ability is an instant action.

Power of the Human Sacrifice

The jinchuuriki has complete control over his transformation whether through creating a pact with his bijuu for mutual understanding or through subduing it and completely separating all ill intent from its chakra.

The jinchuuriki can enter a controlled frenzy state and assume the qualities of his bijuu for 1 round per day plus his Wisdom modifier (minimum 1, see Losing Control), but no more than 3 rounds per encounter. This ability must be initiated during a jinchuuriki transformation and is a full round action.

The jinchuuriki does not risk complete possession while under the effects of this ability and he simply reverts to his jinchuuriki transformation afterwards, and remains in complete control for the duration of the transformation, retaining all class levels, abilities and techniques. He retains his own mental ability score, base attack bonus, base saving throws, current chakra pool and hit points, and any damage take or chakra lost in his bijuu form carries over to his normal body. However, the jinchuuriki will not die from damage taken until the duration of this ability expires and he gains a +2 morale bonus to attack rolls and saving throws.

The jinchuuriki's chakra pool and chakra reserves are reduced by one-half after using this ability (minimum 1). This ability cannot be used while exhausted or fatigued, and does not count as a frenzy effect.