

WORLD OF FIVE NATIONS

v4BETA

A Revised Naruto Setting and RPG

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(Come see the Forums! <http://worldoffivenations.proboards.com/>)

Part 1: Disclaimer-

I enjoyed watching the series of Naruto and reading the manga for a length of time, however actions in the manga have taken a complete path away from what little sense the story made to begin with since Shippuden and has gone entirely to serving fan-desires and not being a plausible story with a coherent setting. Call my efforts what you may, I know this is silly and I am aware this is no great work, but it's something that I have wanted to try my hand at; recreating the world with a forced attempt to make an interesting and coherent setting. Along the way I found some amazing friends who shared my thoughts, and together we made something fun and great. The world created by the author was fascinating to me and seeing that being completely ignored and changed seemed like a waste of everything that could have been in the setting.

Road to Ninja

A shinobi is not born a normal child. They were born to a world of violence and hate, but unlike the faceless masses that support and fear them, they were born in a shinobi village with the potential to rise above the commoners and become a shinobi, a human weapon.

Heritage: Your heritage represents the immediate circumstances of your birth or of your youngest years of life.

Instrument of Murder: You were put to brutal desensitization programs from a young age. You may not choose other options during your "Road to Ninja" once you have chosen this one. However, you gain the following bonuses. You are immune to the penalties associated with becoming "Injured" and "Wounded". You gain 1.25x Starting MP. However, the damage to your social skills and ability to work together is massive. It takes triple the normal number of Bond actions to Bond with you. You cannot work in a Squad or a Platoon except with shinobi who you have a "Close Bond" or higher with. When you are placed into "Wounded" condition you gain an instance of "Rage" that can only be removed by expending double the usual amount of Grit to remove an effect. (Rage: Your mind is lost in a sea of red. You cannot use Jutsu or enter a Mode or Synch unless you are specifically permitted to do so by an intervening UA. You deal 1.5x damage on all uses of Taijutsu and gain +10 Movement. However, you cannot select your target and must attack the nearest target with all ferocity. If a target attacks you, however, you must reselect them as your new target unless your current target has taken aggressive action within the last 2 Rounds.)

Fighter's Soul: You were born capable in the arts of hand to hand combat. You gain +1 ASB to all uses of a "Taijutsu" skill. You deal +3 damage with all "Taijutsu"-based sources of damage.

Liar's Tongue: You gain +2 ASB when using "Deception", "Intimidation", or "Diplomacy". If you also possess the "Glib" Trait this bonus increases to +3 for each.

Holistic Body: You may reduce the Chakra Cost of all actions you do by 1, to a minimum of 1, so long as you have taken no damage during this encounter other than self-inflicted damage.

Sneaky: You gain +2 ASB when using Stealth and move like a snake in the grass, allowing you to move at full speed when in Stealth, as opposed to 1/2 Speed.

Heritage: X Clan: You are born from a specific Clan within your village. This allows you to learn any Hiden that your Clan has at any point in your career as there is no shortage of people willing to teach it. Additionally, because of your Clan's name, you gain +3 Reputation at the start of play.

Origin: Orphan: You are born of parents that died shortly after your birth, leaving you without a family. Your lack of parental figures may have affected you in many ways, but it does make you a bit more willing to stand up and fight for yourself. You start a battle with 1 Grit.

Heritage: Famous Parent: Your parent may not have been from a specific clan but they were a hero of the village. Everyone knows them very well and you carry their name everywhere you go. You start play with +10 Reputation, but should you fail to live up to your parent's name the reputation will dwindle until the +10 bonus is gone.

Innocence: Your Innocence represents the time before you joined the Shinobi Academy, the times of worry free childhood. However, the world is vicious and not everyone enjoyed the peaceful childhood they deserved.

Happy Childhood: You were raised by caring parents and had friends. If you take the "Cheerful" Trait you gain 10 MP and you gain +2 Grit on uses of "Raise Spirit" as it is easy for you to pump yourself up.

Bullied to Toughness: You were pushed around as a kid and it sticks with you to this day. You won't quit and bullies don't make you flinch. By suffering -1 Grit/Turn you are Immune to the "Terrified" condition.

Head-start Student: One of your parents was pushing you to be ready to become a shinobi. You gain 5 MP, but also suffer -1 Grit/turn because of your empty childhood. You also may select a single basic skill. You do not have to pay the extra MP when raising it to Rank 5 and Rank 10.

Rambunctious Youth: You were energetic and lively as a child. You gain +2 Chakra to your Chakra Pool.

Scrapes and Scars: You loved picking fights and you won and lost your fair share. You gain +16/8/4 Injury.

Best Friend (X): Name a shinobi. You start the game with a Bond with that shinobi or increase an existing Bond by a level. The subject of this choice gains the benefits of this as well.

Crucible: The Crucible represents your years in the Academy, a time of massive change and struggle. You are treated with chemicals and drugs, made to do extreme exercise, all at a young age to make you a killer.

Academy Training: You attended the Shinobi Academy rather uneventfully. Gain 1 Skill Rank in Shuriken Training, Kunai Training, Martial Arts, and Dodge.

Know-it-All: You attended Academy and were extremely well studied, usually so much so people were calling you the brains of the class. You start with 1 in every Knowledge Skill and 2 Lore Skills.

Popular: You were well known throughout your class and everyone found you likable, usually because of a combination of your looks and personality. Start with +3 Reputation and a Bond with all students who graduated in your class.

Class Clown: You were the loser in your class. People remember your failures and still giggle at them, well into your adult life. You suffer -3 Renown. However, you are driven to succeed. You start with your Determination at 3 instead of 1.

Loner: If you take the "Lone Wolf" Trait you gain +5 MP. This attitude has been present since you were a child, and people have learned to accept that is your nature. Your close friends know how to work around your surly nature. You may enter a "Platoon" with a shinobi who you have at least a "Close Bond" with and who has at least a "Close Bond" with you.

Conflict: A shinobi is in the Academy for roughly 4-6 years, depending on their rate of advancement, some even graduate sooner. However, this road is fraught with potential struggle and hardship, as is nearly every moment of your past.

Kid Problems: You had the usual trials and tribulations of a child; people who didn't like you, crushes that didn't pan out, but on the whole you had an average childhood. Your well-adjusted nature allows you to handle people excellently. Gain +1 ASB on uses Deception, Diplomacy, and Intimidation. Additionally, you are immune to the "Aura of Malice" of shinobi in your own Formation.

Fated Foes (X): Name a shinobi in your class. You gain a Rivalry with them for free. This Rivalry can be one sided. When fighting in Formation with this shinobi you push yourself hard to out-do your Rival. You gain +1 Grit/turn and regenerate X Injury per Round where X is your Determination.

Clan Tragedy (Requires Heritage- Clan): A terrible event happened in your Clan. You gain +2 Renown if a famous member died. You gain +4 Renown if a large number were wiped out. You gain +10

Renown if you are the last of the Clan. You may also gain the "Arrogant" Trait at the cost of 10 MP, but only during character creation.

Crippling Injury: You were wounded very badly, maybe even to the point of death. You suffer -1 Taijutsu, starting you at 0. However, you never let this keep you down, and gain +1 Grit at the end of the turn each time that you use a Taijutsu-based action during combat.

Kidnapped: Someone tried to steal you away from the village for one reason or another. However, you either escaped, which gave you confidence and allows you to use the "Raise Spirit" action as a free action, rather than a partial action. Alternatively, someone rescued you, which connected the two of you immediately. If you had no "Bond" with them gain one. If you had one increase it by 1 level.

Hated: The people around you detested you. For whatever reason you were a social pariah and it showed. You have 1/2 the normal number of Social Points and gain the Hatred (Own Village) Perk. If you wish to remove the Perk you must Bond with at least two shinobi from your village. At this point you no longer suffer from the Hatred Perk. To regain the other 1/2 of your Social Points you must have at least 40 Renown before people begin to recognize you as a worthwhile shinobi, despite your failures. This loneliness was dangerous. You gain the benefits of the "Lone Wolf" Trait so long as you have "Hatred (Own Village)".

Maturation: The Maturation represents your final moments before becoming a recognized Genin, a crowning moment that may serve to inspire you for the rest of your life.

Stop, Evildoer!: You helped, or perhaps even singlehandedly, stopped a crime happening in the village of some significance. You earned the respect of the village higher ups and gain +5 Renown. Also, your strong sense of right and wrong allow you to start each encounter with 1 Grit.

Thrust into Conflict: You were churned out of the Academy into a world that actively sought to kill you; perhaps because of your heritage, your village, or even your individual self. Regardless, you have held a weapon and used it to defend and kill since you left the Academy. You deal +5 damage with any weapon.

Carrying on the Torch: Your closest teacher, perhaps even a family member or your mentor, was killed shortly after deeming you ready to enter the shinobi world. Because of your weakness you were unable to avenge them, and gain the Hatred Perk against their killer.

Pacifist Soul: The world of the shinobi is drenched in blood. You are well aware of this and have sworn yourself to do anything possible to contributing to it as little as possible, and, you dream, eventually stopping it. Whenever you "Defeat" a foe using "Genjutsu" or "Taijutsu" you may choose to leave them with 1 Injury, but still "Defeated". Each time you do this you gain 1 Nindo. Each time you kill, however, your Nindo drops to 0, and if it already is 0 you suffer massive depression, inflicting a cumulative -1 ASP for a week for each time your Nindo would be reduced to 0 beyond the first. "Ninjutsu" cannot be used conservatively.

Chip on your Shoulder: The world has done a disservice to you somewhere along the road and you feel that you should actively fight back against it. If you ever become a "Rogue Ninja" you may retain the benefits of your Village Trait as well as the benefit of the "Rogue Ninja" Trait. Any references to members of the trait are applied now to "shinobi who have the 'Rogue Ninja' Trait and have at least a 'Close Bond' with you".

Three-Man Squad: You are assigned to the traditional team of 3 Genin. Because of this you gain a "Bond" with your team as well as your Teacher. However, if you have a tumultuous team relationship you instead gain +1 Grit/Turn when fighting outside of the time as you try to show off.

Fish Out of Water (Requires Prodigy): You were advanced well beyond the normal rate of progression for shinobi. You may be a Jonin at the age of as young as 12! This disconnect causes people to be jealous of your success and petty adults to be extremely jealous. You gain +10 Renown due to your amazing skills, but gaining a "Bond" with someone beyond your "Backstory" requires double the amount of actions.

Realization: The Realization is the sum of all of your experiences, the final breath before diving into the pool of the shinobi world. Your Realization can put a final signature on your time before the story.

Combat Savant: All shinobi are trained in the arts of fighting, at least to a basic level. You, however, became expert at fighting amongst your peers, allowing you to put your twist on it. You may designate a Taijutsu-based "Core Skill" usable in melee, or "Kusari-Gama Training". When you use this skill you gain +1 ASB and deal +X bonus damage where X is your Rank. Additionally, you may select a single "Maneuver" and may change it's name, marking it as your "Hijutsu". When you use your "Hijutsu", usable once per combat, you may add your Rank in ASB to the technique.

Operator: All shinobi are trained in the arts of secrecy and stealthy combat, at least to a basic level. You, however, take to the shadows like they were your home. When you attack while under the effects of "Stealth" you deal +5*X damage, where X is your Rank. If you activate a follow-up this bonus damage is doubled. Additionally, you may move a distance equal to your Ninjutsu or Taijutsu, your choice, before making an "Attack" from Stealth as a free action.

Eclectic Student: All shinobi are trained in the arts of studying their foes and understanding shinobi warfare, at least to a basic level. You, however, don't just learn things, you absorb knowledge. You gain +2 ASB to all "Knowledge" uses. Additionally, you may increase all Lore skills when you increase a single Lore. Finally, whenever you make a successful "Knowledge Check" you gain 1 Grit.

Fleet of Foot: All shinobi are trained in the arts of manipulating their chakra to increase their body speed to superhuman speed, at least to a basic level. You, however, don't just use your chakra, you ride its power like a horse on the plains. You may add double your "Dodge" skill to your Movement. Additionally, your Shunshin distance increases to 3x your base distance, but the Chakra Cost goes up to 3.

Mission Executor: All shinobi are trained in the arts of working together, at least to a basic level. You, however, don't just let people organize themselves, you guide like a veteran. When you are in the Squad Leader position and spend a full-turn speaking to your team they gain a +2 ASB to all actions for the next Round, which decreases to +1 ASB after the next Round and then on the 3rd Round vanishes. Additionally, so long as you are in your Role people cannot be removed from the Formation.

By the Books: All shinobi are trained in many different arts that are supposed to combine into a coherent piece of human military hardware for the village. You, however, are the living example of this. You gain 1 Rank in Dodge, Kunai Training, Shuriken Training, Martial Arts, Stealth, Counter Genjutsu Training, and all Knowledge Skills.

Character Generation

A character is built using the following value based on Rank.

Genin: 2 Traits (2 CG Max), 1 Village Trait, 1 UA, 75 MP, 5 Resources

Chunin: 3 Traits (2 CG Max), 1 Village Trait, 2 UA, 155 MP, 15 Resources,

Special Jonin: 4 Traits (2 CG Max), 1 Village Trait, 3 UA, 240 MP, 30 Resources,

Jonin: 5 Traits (2 CG Max), 1 Village Trait, 4 UA, 345 MP, 45 Resources

High Jonin: 6 Traits (2 CG Max), 1 Village Trait, 5 UA, 495 MP, 70 Resources

Kage: 7 Traits (2 CG Max), 1 Village Trait, 6 UA, 675 MP, 125 Resources

At Character Creation all Characters must select 1 Element. You are considered to possess the potential to become this element. You must still gain the Trait to use its benefits for Jutsu as well as enjoy the Statistic Bonuses of the Trait. If you have a Kekkei Genkai or other CG Trait that gives you an Elemental Nature you do not get this initial one. You may gain an additional Elemental Trait during the course of play, through the purchase of a second Elemental Affinity Trait. A Character may have a maximum of three Elemental Natures.

A Character's Stats and Skills are capped based on their Rank. The caps are as follows:

Genin: Stats- 5, Skills- 4

Chunin: Stats- 6, Skills- 6

Special Jonin: Stats- 7, Skills- 8

Jonin: Stats- 10+, Skills- 10+

High Jonin: Stats-10+, Skills- 10+

Kage: Stats- 10+, Skills- 10+

STATS

All characters in *World of Five Nations* have the following fixed stats.

Chakra Control: The strength and size of a shinobi's Chakra system. A low **CC** Stat means that Jutsu quickly tire you and you can't control your own chakra well. The Derived Stat "Chakra Pool" comes from this Stat. When a shinobi has 3 or more in Chakra Control they gain the "Water Walking Jutsu", "Generic Sealing Jutsu", and "Escape Artist Jutsu" for free. Every 2 points of Chakra Control you have beyond 4 grants an additional success to a use of "Mold Energy".

Taijutsu: A shinobi's bodily power. A shinobi with a high **Tai** stat is strong, tough, and very healthful. The Derived Stat "Injury" comes from this Stat. When a shinobi increases their Taijutsu stat to higher than 5 they gain the "Shunshin" Jutsu for free. Every 2 points of Taijutsu you have beyond 4 grants a Speed Rank.

Ninjutsu: A shinobi's intelligence, capacity of comprehension, and strength of Jutsu. A shinobi with a high **Nin** stat knows many Jutsu and can use them all to great effect. The Derived Stat "Starting Skills and Techniques" comes from this Stat. When a shinobi increases their Ninjutsu stat to higher than 5 they gain the "Replacement Jutsu" for free. Every 2 points of Ninjutsu you have beyond 4 reduce the Chakra Cost of a single Jutsu or effect you currently possess by 1, to a minimum of 1.

Genjutsu: A shinobi's force of personality, awareness, and talent regarding Genjutsu. A shinobi with a high **Gen** stat will be very aware, charismatic, and able to get their desires across clearly. The Derived Stat "Intuition" comes from this Stat. When a shinobi increases their Genjutsu stat to higher than 3 they gain the "Genjutsu Release" Jutsu for free. Every 2 points of Genjutsu you have beyond 4 allow you to have another "Twist" in your Genjutsu.

Determination: A shinobi's force of will and spirit. A shinobi with a low **Det** stat will be unmotivated, lazy, or cowardly. The Derived Stat "Grit" comes from this Stat. Unlike the others, Determination has no Jutsu gained by increasing its level. Every 2 points of Determination you have beyond 4 allow you start an encounter with 1 Grit.

The derived stats are as follows.

Chakra Pool: A shinobi's chakra pool is equal to their CC * 2 and then add their Rank. This resource is called Chakra and is used to fuel Jutsu and other effects and items.

Injury: A shinobi's Injury is equal to Taijutsu * Rank * 4. This is your Healthy Pool, Halve it for your Injured Pool, and halve it a second time for your Wounded Pool. Once you have reduced all pools to 0 or lower you are Defeated. So if you have 10 Taijutsu and are Rank 4 your Injury looks like this, 160/80/40. It takes 160 total damage to make you Injured, 240 total damage to make you Wounded, and 280 total damage to Defeat you. When a pool is depleted to 0 you are not moved to the next pool, only when you are. When your Healthy Pool is depleted you suffer a -1 ASP to all actions due to your wounds. When your Injured Pool is depleted you suffer a -2 ASP to all actions. When your Wounded Pool is depleted you are Defeated.

Starting Skills and Techniques: A shinobi begins play with 2 Basic Skills at Rank 1 at the Genin Rank. A Genin begins play 2 Jutsu/Maneuvers of their choice. For each Rank a character begins play higher than that they gain 2 additional Basic Skills at Rank 1, as well as an additional Jutsu/Maneuver.

Intuition: A shinobi has an Intuition equal to $\frac{1}{2}$ their Gen stat. Intuition is used whenever a shinobi needs to detect a shinobi in "Stealth", counter an "Ambush", or when they engage in "Social Warfare". They add their Intuition score as automatic successes to their test results.

Grit: A shinobi's Grit/turn is equal to $(\text{Det}/3)+1$. A shinobi gains Grit at the end of each round of combat equal to this stat. Grit has no upper limit, so long as combat keeps going you can keep accruing Grit. You can use Grit in a number of ways.

- **Removing Negative Effects:** You can remove a single Effect from yourself, as noted in the combat section, as a free action by paying X Grit where X is the Rank of the Effect's originator.
- **Fueling Unique Abilities:** When you create Unique Abilities they either require an amount of Grit to be active or active cost Grit from your pool to turn on.

Initiative: A shinobi's ability to react to being attacked. Initiative is determined by the following formula, $(\text{Intuition} + \text{Ninjutsu Stat})/2$. If a shinobi has a higher Speed Rank they will always act first as they are simply faster, but when two shinobi are tied they compare their Initiative scores. If they are both tied on Initiative as well they both roll 1d10 and compare the result, the lower result goes first.

Stability: A shinobi's ability to maintain their footing against the massively powerful swings of their peers and other foes in Taijutsu. This is the threshold of damage a shinobi may receive in a single "Attack" action before suffering "Knockback". This threshold is only considered from sources of "Taijutsu" damage or "Weaponized" Jutsu. A shinobi has Stability of $\text{Taijutsu} * 7$, if they are large it is $\text{Taijutsu} * 10$, if they are Hulking it is $\text{Taijutsu} * 15$, if they are Massive it is $\text{Taijutsu} * 20$.

TRAITS

Traits represent fundamental elements of a character's personality, physicality, or skills. They cannot be purchased and are granted at a fixed rate. A shinobi gains two when they become Genin, which is the only time to get Traits marked "CG" or Character Generation, and then one at every following Rank increase.

(CG) Advanced Chakra Detection: You have the amazing ability to detect the chakra of other shinobi, a gift you were born with. This sensing ability allows you to function in the "Sensor" role in squads. You may detect any shinobi within your Engaged zone automatically as a free action. As a partial action you may expand this to cover the entire battlefield. An enemy shinobi you detect is deprived of their benefits of "Stealth", and if you can converse with your comrades about the presence of the enemy shinobi, they are not penalized with the "Flat-Footed" status. Additionally, you may be informed of their Chakra Strength, Injury Level, and elemental nature against any shinobi you can detect.

(CG) Ardent Passion: Your Nindo is not only your goals and your drive; it's a lot of your character! You live and breathe your Nindo, and as such you gain 1 Nindo at the end of every session if you did not already gain Nindo outside of the free Nindo gained at the start of the session. Additionally, when you use a Nindo Effect you gain a +X ASB to your next action where X is your Rank since you are filled with passion.

(CG) Aura of Malice: You Unnerve all shinobi who can see you; and any opponent who is 3 ranks or more lower than you are Terrified as soon as they see you. Additionally, if you succeed on using "Killing Intent" on a target that is currently suffering from "Unnerve" due this trait they become "Terrified". Finally, you are immune to the effects of "Intimidate".

(CG) Blockhead: You aren't renowned for your wits, to be polite. In more simple terms, you're a bit of an idiot. However, because of this you are even more driven to prove yourself. You gain +1 Grit/turn and suffer no penalties for being in Injured or Wounded Status. However, you need to succeed on a Knowledge Check twice to gain the benefit.

(CG) Brilliant: Your mind is both vast and powerful. Your comprehension of Jutsu is excellent. You add 2x your Ninjutsu to all Jutsu and Maneuvers, as well as Thrown Attacks with Kunai and Shuriken, that you use instead of the usual 1xNinjutsu. Additionally, you may use Knowledge Checks as a partial action rather than a full.

(CG) Chakra Coils Disorder: Your anatomy is irregular and as such you are incapable of molding chakra in any way shape or form. You can never learn or use Genjutsu, Ninjutsu, or Chakra Control based Skills with the exception of Counter Genjutsu Training. You cannot even activate sealed items. You automatically fail all checks that test Chakra Control. However, you have learned to cope. You gain +2 to Taijutsu, may ignore the Rank Caps on your Taijutsu Stat and may select a single Taijutsu-based Core Skill which you can raise past the Rank Caps as well. Additionally, you get a free 3 MP Perk that you qualify for, +1 Grit/turn, and an additional Maneuver at character generation. You may, however, benefit from the "Water Walking Jutsu" despite your inability to use Jutsu. Finally, you may train "Taijutsu Mastery" when you reach Jonin without purchasing the "Path to Power" Perk. You may use Chakra for effects that demand it, and you may increase your Chakra Control, though it gives you nothing more than Chakra Pool.

(CG) Deceiver: You may use a Twist as soon as your Genjutsu affects a target, even if you have no partial actions remaining this Turn. Additionally, you may activate a "Follow-Up" without paying Grit if you have the requisite successes when you "Attack" a shinobi affected by your "Genjutsu".

(CG) Dual Minded: Your mind and spirit are capable of gazing beyond the real and into the realm of illusion. Your Intuition is doubled upon acquiring this Trait. Additionally, whenever an opponent breaks a Genjutsu you placed on them with the "Genjutsu Release" technique or a variant of that technique you may automatically use any Clone technique that you possess for only 1 Chakra. If the Clone Jutsu has an X in

the Chakra Cost you must still pay for X, however the other chakra costs are reduced to 1 for the purposes of paying Chakra.

(CG) Expansive Knowledge: You may start play with 2x the normal amount of Jutsu and Maneuvers a shinobi of your rank would normally start with. Whenever you gain another rank you gain a Jutsu or Maneuver for free. Additionally, whenever you raise “Taijutsu Knowledge”, “Ninjutsu Knowledge”, or “Genjutsu Knowledge”, you may raise the other two automatically to the same level. Finally, you may retain the bonuses of any “Knowledge Check” you complete against another shinobi.

(CG) Fast Friend: You have been raised, trained, and forced to live with a single creature for the majority of your life. This creature, for all intents and purposes, is your best friend and constant comrade, a part of you. Your comrade must be one of the creature templates listed in the "Summoning" section and you gain the benefits of the free Trait as if you had a Summoning Contract with it. Create it at your Rank and add the "Friendbeast" Perk for free. You begin your character with 0 Resources as you spend them on feeding your comrade. Additionally, whenever you are in the same Zone as your comrade you gain +1 Grit/Turn. When you reach Special Jonin rank you may automatically add your Fast Friend to, or join with, any Squad that you are in, placing the Fast Friend in the Offensive Specialist role as a free action. Once in Formation with you the bonus Grit gained is doubled. However, should your friend be Defeated it is considered dead and gone, and this trait becomes null and void. If you spend 1 Nindo your Friend is still defeated, but survives somehow, though it is still removed from the fight. When you are not in the same encounter with your comrade you only use 1/2 your ASB on all rolls and are required to roll equal to or less than your Rank, not Rank+2, to get a success due to the disorienting nature of the encounter.

(CG) Kekkei Genkai: You gain the benefit of a special Kekkei Genkai. This Trait is subject to heavy Kage approval.

(CG) Large: You are unusually tall, unusually strong, or extremely sizeable compared to the rest of the world. You suffer only ½ the amount of Knockback from any Knockback effect and are immune to the effects of "Browbeat". Additionally, your damage from basic Taijutsu melee attacks and Maneuvers that deal Taijutsu damage are increased to 1.5x, ignoring Elemental Channeling bonus damage. Kekkei Genkai that deal damage or increase damage based on Taijutsu also enjoy the benefits of this Trait.

(CG) Prodigy: You are an exceptional genius. Your talent allows you to gain an additional starting Jutsu, which is already mastered, or a Maneuver and can raise a single starting skill by 1 rank. Additionally, you may train an “Advanced Skill” as a “Basic Skill”. At Special Jonin you may train an additional “Advanced Skill” as a “Basic Skill”. You cannot have this trait with Extreme Training Regimen.

Alert: You are extremely reflexive and aware of your surroundings. You are never “Flat-Footed” because of being caught unaware or by a shinobi who inflicts “Flat-Footed” on you due to Speed Ranks. However, you may still be “Flat-Footed” in other ways.

Arrogant: You are supremely assured in yourself, so much so that it is difficult to get along with you. You cannot have a "Bond" above "Close Bond", as your abrasive and cock-sure self is unbearable for most people. You cannot be affected by "Unnerved" or "Terrified" from foes of a Rank equal to or lesser than yours. Additionally, when battling against a foe of equal or lesser Rank you succeed on all contests so long as you exceed, tie, or produce 2 fewer success than your opponent. If you ever fail a contest against a foe of equal or lower Rank the benefits of this Trait are negated and your Grit Pool drops to 0 as your confidence is shattered. However, you may spend a Downtime action to recover this Trait if you lose its benefits.

Blinded: Something in your life has caused you to lose your sight. However, hard training has allowed you to compensate for this loss. You become immune to sight-based Genjutsu effects and the Blinded effect as well as any effect that relies on sight. You can't make out faces, or colors but you are able to navigate without much difficulty. You take a -2 to Automatic Success Penalty on any non AoE attacks directed at a foe not adjacent to you.

Bloodhound: You have somehow gained supernatural senses and may use them to detect foes and track targets using Scent. You may roll Intuition to notice hiding enemies out to Perception Range, and automatically notice any enemies that enter into your Engaged range. You may track characters so long as you have their scent, this usually requires an item that they have used or worn quite a bit. If you possess such an item you automatically may find them so long as they are no further than one Zone away from you. Your sense of smell can be fooled though, an opponent who knows that you use Scent may attempt to conceal their scent with a Deception check vs your Intuition. If they succeed you are unable to locate them. Abilities that protect against Chakra Detection do nothing to stop Scent unless specifically stated.

Burly: Your body is thick and durable. If you have less than 6 Taijutsu you are considered to have 6 Taijutsu for the purposes of Injury Calculation. However, if you have more than 6 Taijutsu you are considered to have your current Taijutsu+ (1/2 Rank) for the purposes of Injury Calculation.

Cheerful: You are joyous and an all around happy person. Every time an "Attack" action of yours is successfully "Defended" or "Countered" or you are hit in combat you gain a point in your "Assist" pool. You may spend these points as a free action to grant a single automatic success to all actions all allies attempt for the remainder of the Round for 1 point from your Assist Pool. You are also difficult to damper; you can never have your Grit/Turn reduced, but you can still become Grit Locked.

Close Comrade: When a shinobi in Formation with you, or that you have a Close Bond or higher with, suffers damage and you are adjacent to them you may expend a single point of Grit and reduce that damage by 1/2. There is no limit to the number of times you may do this, as long as you have the Grit required you may activate Close Comrade. Finally, when you use the "Bond" downtime action you enter the next mission with a +X ASB to all actions during the first combat encounter you are placed in where X is your rank.

Cold Headed (Requires Kage Approval): Something has happened to you that has extinguished your burning shinobi will. You are now cold and ruthless. Your Nindo drops to 0 and you can never again gain Nindo. However, convert any Nindo you currently possess into MP at a rate of 5 MP:1 Nindo. Additionally your Determination drops to 0. You instead gain Grit from Taijutsu, Ninjutsu, or Genjutsu at the normal rate with Determination. However, any effects that force you to target your determination automatically fail and give your opponent a critical success. Finally, those who fight against you can only use their Nindo for defensive purposes. This includes activating "Moment of Triumph" or "Twist of Fate" against you.

Collaborative Genius: You are talented in the use of combining Elemental Natures to create a stronger result, or in combining Ninjutsu and Taijutsu together. When you and a shinobi you are in Formation with use an "Attack" action at the same time as one another that would trigger an "Elemental Interaction" you may gain Grit equal to your Rank. Additionally, the damage dealt ignores Mundane DR. Finally, when you use "Channel Elemental Chakra", you may inflict -X ASP to an opponent who uses a Taijutsu-based "Defend" action or "Parry" that isn't done while using "Channel Elemental Chakra". The X value is equal to your Elemental Training you used to Channel.

Dissecting Eyes: Something about your analytical gaze unnerves and disturbs those who you force to endure your stare. In truth, most people do not like having their truths exposed to you. You are immune to "Deception" and all related effects. Additionally, all successful Knowledge Checks grant you +X+2 ASB rather than +X where X is the Ranks of the Knowledge Skill used. Your immunity to "Deception" does not, however, grant you immunity to "Stealth" or "Invisibility".

Dogged: For each consecutive turn you spend at least 1 partial action using an "Attack" action on the same target you gain +1 ASB to further "Attack" actions on that target to a maximum of your Rank. Additionally, for every +1 ASB granted by this Trait you may add X damage to any "Attack" actions against that target where X is your Rank*2.

Elemental Purity: Your focus on a single Element is truly impressive. Select Water, Fire, Earth, Lightning, or Wind Element Affinity. You must possess the Elemental Affinity Trait you select. You cannot gain an Advanced Elemental Affinity Trait if you possess this trait. However, by possessing this

Trait you may triple all numeric effects from applying your chose Element to Jutsu and Channeling it through a weapon.

Excellent Teammate: Something about you makes you a terrific person to have at someone's side. Whenever you fill a role you may choose a single ally in Formation with you at the start of your turn. During this turn, the ally gains +X automatic successes to any "Defend" actions where X is your Rank. Additionally you are considered to have a "Bond" with all shinobi you are in Formation with. If you already have a "Bond" or higher with a shinobi in your squad that shinobi gains +1 Grit/Turn.

Extreme Training Regimen: You may selected a single "Basic Skill" that is also a "Core Skill". You may train this skill to Rank 20. You do not gain any additional effects, but you do gain the ASB and damage bonus that would come with it. The progression for 11-20 is the same as 1-10 excluding the Rank 5 and 10 extra MP costs and Downtimes.

Flighty: You don't like to stick around when things get too rough. Whenever you use "Dodge" you may move your Base Movement instead of your Ninjutsu or Taijutsu. Additionally, if someone becomes adjacent to you for the first time in a Round you may automatically move a number of squares away equal to your Ninjutsu.

Genius (Requires Brilliant): Your intelligence is among the greatest in the world. You may reduce the number of partial actions needed for a "Knowledge Check" by one partial action. Additionally, you retain the benefits of any "Knowledge Checks" against any foe you gain from them. Your piercing cleverness allows you to pay 1 Grit to automatically gain another "Knowledge Check" bonus when you gain the first one against a foe. This amazing understanding of a foe allows you to be automatically made aware of when that foe gains a "Knowledge Bonus" on any shinobi you are in Formation with, including yourself, and tells you when they have prepared a "Ready" action, though you do not know the trigger or effect.

Glib: Your words are a vacuum for the mind. You gain +1 ASB on "Browbeat" and "Defuse" actions. However, if you have Genjutsu of 8 or higher, you can leave people blinking like fools with your words and attitude. Any foe who you successfully affect with the aforementioned actions loses 1 partial action their next turn as they are left catching up to you.

Good Looking: You are very aesthetically pleasant to many people. You may use a "Bond" Downtime action automatically any time you are given Downtime so long as the person you use the action with would be attracted to you.

Grand Summoner: You are a very adept summoner, skilled at pulling your contract creatures through Space and Time to your side. You may pay half the usual cost to summon a creature. Additionally, you may use either your Summoning Skills or Summoning Mastery as a "Defend" action against any "Attack" action so long as you aren't Flat Footed.

Gutsy (Requires Iron Resolve+Determination 7 or Higher): You gain Grit at a rate equal to Determination+1 per turn, rather than (Det/2)+1 per turn. Additionally, if an effect would reduce your Injury to the next level automatically you may pay 4 Grit to remain in your current Injury Pool with 1 point remaining. This effect cannot be used to stop moving into the next Injury Pool from damage, only from effects that automatically reduce your Injury Pool.

Headstrong (Requires Short-Tempered): You are immune to the effects of all "Role Special Abilities" both allied and enemy. You may choose to suspend this effect for 3 Grit, which negates it for the duration of the Turn. An opponent may choose to suspend this effect for double that amount. Additionally, whenever you use the benefits of the "Tenacious" Trait or are enjoying the benefits of "Dogged" you recover X Injury at both the start and end of the Round where X is your Determination.

Hot-Blooded: Passion for combat flows through your veins. For each "Attack" action you perform, after your first in a turn, you gain 1 "Passion" counter. These counters give you another "Attack" action for every 3 "Passion" counters you possess. Not attacking in a single turn makes you lose all "Passion" counters, as

well as an opponent successfully using the “Parry” maneuver on you. Finally, you can’t gain “Passion” counters while “Exhausted” or “Nauseated”. You may only gain up to two extra “Attack” actions from this trait.

Inspirational Commander: You are very mindful to the needs of your unit. As a free action you may convert your Team Points into the following other Points and give them to an ally at the rate of 2:1 Team Points to selected point: Tactics Points, Strategy Points, Pressure Counters, or Grit at a rate of 5:1. If you spend a partial action you may exchange Team Points to the aforementioned other choices at a rate of 1:1, except for Grit, which becomes 3:1. The shinobi who receives these points cannot be you and must be in the same Combat Zone as you.

Iron Resolve: You gain Grit at a rate of $(\text{Det}/2)+1$ rather than $(\text{Det}/3)+1$. Additionally, you may pay 2 Grit to remove or suspend an Effect regardless of the Rank of the effect.

Kekkei Genkai (Acquired): You gain the benefit of a special Kekkei Genkai. However, because you were not born with it you must pay double all listed costs to activate, maintain, or do anything related to this Kekkei Genkai. Additionally, you must pay 1 additional MP per Skill Rank to raise the “Kekkei Genkai Training” Advanced Skill. Finally, this is also subject to heavy Kage approval.

Learn Through Doing: Instead of training on your off-time you learn best while doing the things you want to learn. You no longer may select the "Train" Downtime Action. Instead, at the end of each session that you are on a mission you gain your Rank in MP, which you may spend immediately. This MP gain is capped at Rank x 5 MP per mission. You also gain +Rank MP at the completion of each mission.

Lone Wolf: You may never enter a Squad or Platoon. However, you gain +X ASB to all actions where X is $1/2$ your Rank. You also gain +2 Grit/Turn and may pay Grit, as you would to remove a status effect, to negate the use of any "Role Ability" from another shinobi before the effect takes place. Finally, when you use the “Train” Downtime action alone you gain double the base amount of MP.

Lucky: You are blessed with the gift of good luck. At any point in an encounter you may pay X Grit where X is $1/2$ your Rank. If you do so you may reroll an entire action or force an opponent to do the same. You may choose which result you desire. An opponent must choose the worst result. Additionally, if you pay double the cost all 2's that you roll count as 1's for the purposes of extra successes.

Mad Man: You can only use movement based "Defend" actions. Any enemy you attack with Taijutsu cannot use "Counter" actions and all of their "Defend" actions suffer -X ASP where X is Rank.

Martial Training: You must pay 10 MP to learn a Jutsu, rather than the usual 7. However, you may reduce the cost of purchasing a Maneuver by 2. Additionally, for when you use a Maneuver you gain +1 ASB to your further uses of a Maneuver until the end of the turn.

Martyr’s Spirit: When you would spend a Fate Point you may instead halve the damage the target receives, negate all effects, and then move in front of the target, pushing them back a square. If you do so, you then receive the other half of the damage. Additionally, the Medical Training skill is a Basic Skill for you.

Master Tactician: When you are filling the "Tactician" role in a Formation you gain 2 Tactic Points at the start of your turn and you can use your Tactics Pool to maneuver your opponent so long as you have line of sight of them and they are in the same Zone. Additionally, whenever you activate a Follow-Up you gain 4 Tactics Points at the start of your next turn.

Maverick: You like to operate deep behind enemy lines. When you are the only shinobi in your Formation in the same Combat Zone you gain double your Grit/Turn. Additionally, your movement increases to 1.5 normal as you feel a drive to fight. To benefit from this Trait you must be in a Formation.

Mind for Leadership: You are adept at organizing and directing your teammates. Whenever a shinobi you are in Formation with pays any resource to activate a Role Special Ability they gain +2 Automatic Success Bonus during this turn. Additionally you may affect a number of allies you are in formation with up to 1/2 your Rank when you use the Squad Leader Role ability for an equivalent amount of Grit.

Multitasker (Requires Puppeteer): You may control a number of additional puppets equal to 1/2 your Rank, rounded down. You may manipulate each one of these puppets in the same partial action. Finally, if you ever "Flank" or "Airborne" a target this pierces all immunities.

Patient: You have learned patience. Whenever you use a ready action you gain a number of automatic successes equal to 1/2 your Rank. Additionally, if you have a "Knowledge Bonus" on the triggered action of your ready action you may inflict -X ASP to that shinobi where X is your ranks in the Knowledge Skill you gained the bonus from.

Power of Body: You gain +1 ASB to all uses of basic Taijutsu-based attacks and Maneuvers. You deal +3 damage on all Taijutsu based attacks. Additionally, you feel a part of yourself growing more alive...

Power of Mind: You gain +1 ASB to all uses of Ninjutsu and opponents suffer a -1 ASP to "Knowledge Checks" and uses of "Dodge" against you. Additionally, you feel a part of yourself growing wiser...

Power of Spirit: You gain +1 ASB to all uses of Genjutsu, and your Intuition is doubled. Additionally, you feel a part of yourself growing more conscious of the world...

Puppeteer: You have studied hard and have begun your path to Mastery of the deceptive and versatile tool, the Ninja Puppet. You are able to create and carry a number of Puppets equal to your Rank -1 and you may have them fight beside you in combat. Creating a puppet is a Downtime action. You may normally only have one puppet out at a time though.

Ranged Support Expert: All of the Chakra Costs to activate your Role Ability as a "Support Specialist" are reduced by 1/2.

Saint of Shinobi Warfare (Requires Power of Spirit, Power of Body, and Power of Mind, High Jonin or Higher): You are no longer a mere shinobi warrior, but have instead mastered the threefold path of Shinobi Warfare. Quadruple all numeric bonuses granted from the three Traits required to take this Trait, except for doubling your Intuition from "Power of Spirit", instead of doubling it you may triple it. Furthermore, you gain an additional partial action to all of your turns due to your efficiency and wisdom. Finally, you are immune to "Flat-Footed", "Unnerved", and "Terrified" due to your sagacious ways.

Savior: You are focused on protecting your teammates. Regardless of your speed if you ready an action to "Protect X when X is attacked", where X is a shinobi you are in formation with and in the same Combat Zone as, you may move adjacent to them when your action is triggered and may use a "Defend" or "Counter" action with a +X ASB bonus where X is your Rank.

Short-Tempered: It doesn't take much to set you off, whether that's into a raging fury, or into a bounding charge. You begin each combat that you are NOT caught by surprise with two round's worth of Grit that you can naturally generate. If you are caught by surprise you only gain one round's worth of Grit automatically. However, you can never "Ready" an action or "Delay" an action. Additionally, you cannot ever use "Knowledge Checks". Finally, you can remove Status conditions with 1/2 the required amount of Grit.

Specialist X: You have a great background of working in a Formation and in a Role, so much so that you carry that training into your solo career. Designate a Role when you select this Trait. You may use the Special Ability of that Role even when you aren't in Formation. Additionally, when you are in Formation, you may enter a second Role in addition to the designated role, though you suffer -1 Grit/Turn due to the effort of maintaining both Roles. You cannot take this Trait until you are a Special Jonin or higher.

Summoning Contract: You have signed one of the rare scrolls that allow you to reach through space and time to pull an animal of great power and lineage to serve you in combat and outside of it. When you acquire this Trait you may learn the “Summoning Jutsu” as one of your Jutsu during character generation, or you may purchase it normally. Additionally, you gain one Trait related to the animal in question. More can be found in the “Summoning” section in the Jutsu chapter. This Trait should not be given to a player without having them fulfill heavy roleplaying requirements or a suitable backstory, at the Kage’s discretion.

Team Training: Whenever you use the "Train" option during Downtime and at least one shinobi you have entered Formation with during the past session does as well you both gain +X bonus MP where X is the number of shinobi who take part in this training. However, only shinobi you share at least a Close Bond with may benefit from this Trait's bonus MP, and they do not receive the “Exhausted” status from Hard Training. If you and the other shinobi share a Bond greater than a Close Bond you may ignore the “Exhausted” status inflicted by Breakneck Training. The Kage is encouraged to closely monitor the amount of shinobi who possess this Trait to suit the needs of the game.

Tenacious: Despite other's best efforts they can't seem to slip away from you. When an adjacent shinobi uses “Dodge” as a Defend action, you can pay 1 Grit. In that case you can follow them using your Taijutsu score and end in the same relative position in your new area of arrival. You may also activate the effects of this Trait after using an “Attack” that causes “Knockback” on the opponent. If they have a movement greater than yours you must go as far as you possibly can.

Wild Dance (Requires Mad Man): No foe can gain a "Knowledge Bonus" on any of your Taijutsu-based Skills. Additionally, any foe that attempts do to so actually becomes drawn into your insane pattern of attack, giving them an amount of ASP equal to the ASB they would normally gain. They must spend the equivalent amount of time as they spent to gain the Knowledge Bonus to remove it. Additionally, any foe that is enjoying a "Knowledge Check-Taijutsu" against you cannot "Defend" with a non-movement based "Defend" action or use the "Parry" Maneuver. All damage you deal against a foe that attempts to "Defend" you with a movement-based "Defend" action is increased to 1.5x normal damage.

Zealot: When you pick this Trait you must designate a shinobi or a specific cause. When you fight directly under the shinobi named or for the cause named you gain double your Grit/Turn and are immune to "Unnerved". However, you may never act against this shinobi or this cause. This is subject to Kage approval.

Village Traits are special in that they are decided based on your character’s village of origin and are unlikely to change. However, a shinobi can abandon their village and gain the “Rogue” Trait. From there it is extremely difficult to join another village, but it is doable.

Will of Fire (Konohagakure): When a shinobi you have at least a Close Bond with dies, even if you aren’t present, you may choose a single sentence of their Nindo and add it to your own. Additionally, you gain the benefits of Close Comrade with any shinobi you have a Close Bond or higher with, and you gain +1 ASB for the highest Bond Level among shinobi you are in Formation with, starting at +1 ASB for a Bond, +2 for Close Bond, and so on. If you have the same level of “Bond” with every shinobi you are in Formation with you may double the bonus.

Cruelty of the Desert (Sunagakure): You gain 4 Grit whenever you reduce a shinobi to “Injured” or “Wounded” status. Additionally, when fighting against a foe who is in a lower Injury Pool than you, you gain +X ASB, when not in Formation, where X is ½ your Rank.

Insular Culture (Kumogakure): You gain +1 ASB to all actions when in Formation with another shinobi who shares this trait. You also gain a +1 Grit/Turn bonus when in Formation with at least two other shinobi who share this trait. When you are not in Formation you gain the benefits of the “Lone Wolf” trait, but do not gain the bonus Grit. Finally, you are unaffected by the Grit Reduction of “Reputation” and “Famous Team”.

Mist Brutality (Kirigakure): Whenever your Grit Pool exceeds your Rank you deal 1.5x damage from all Taijutsu and Water-Element Ninjutsu sources. Additionally, while fighting on a watery surface you gain +10 movement speed as you surf across the water, which is also added to all uses of the "Charge" line.

Stony Resistance (Iwagakure): You may pay ½ the amount of Grit required to remove status effects. Additionally, when you spend Grit, you regain an amount of Injury equal to your Determination. Finally, you gain +1 Grit/Turn when in Injured Status, and +2 Grit/Turn when in Wounded Status.

Hard Living (Rogue/Minor Village): You have embraced either the path of the Rogue or the path of a shinobi born to a lesser village. Either way, you are prey to the larger Villages and must endure great hardship. You are immune to the penalties associated with entering Injured and Wounded Status and instead receive the inverse, a bonus of +1 for being in Injured Status and a +2 for being in Wounded Status. You receive these bonuses even if you would otherwise suffer no penalties from being in Injured and Wounded status and gain the listed values of +1 and +2 respectively. These bonuses are cumulative, just like the penalties would be.

Elemental Affinity Traits represent a character's natural closeness to an Element. Without an Elemental Affinity a shinobi cannot add Elemental Effects to their Jutsu. Additionally, Advanced Chakra Natures are rare gifts that represent either combination elements or unique elements. When a shinobi has both the Advanced Chakra Nature and both of its component Traits they may add all effects and skill ranks to the damage and effect of the technique. For example; a shinobi with Lava Element adds Fire Element's effect, Earth Element's effect, and Lava Element's effect all at the same time. However, to add an Advanced Chakra Nature to a Jutsu you must have at least 3 Ranks in both of the base elements listed.

Earth Element Affinity: You are naturally talented at channeling and manipulating earth element chakra. You are steady and unyielding. You permanently gain +Rank/+2*Rank/+4*Rank Injury.

Fire Element Affinity: You are naturally talented at channeling and manipulating fire element chakra. You are passionate and full of life. You permanently gain +Rank/3 (Rounded Down) Grit/Turn.

Water Element Affinity: You are naturally talented at channeling and manipulating water element chakra. To use Water Jutsu you require a significant body of water nearby, at the Kage's discretion. However, because of this limitation you learn to do with what little you have and are full of energy. You permanently gain +Rank to your chakra pool.

Lightning Element Affinity: You are naturally talented at channeling and manipulating lightning element chakra. By your very nature you seem to be more adept at maneuvering yourself, be it through careful movement or extreme speed. You gain a bonus to your movement speed equal to your Rank, which also applies to all Perks in the "Charge" line.

Wind Element Affinity: You are naturally talented at channeling and manipulating wind element chakra. You are energetic and opportunistic. You may activate all "Follow-Ups" for -X Grit, where X is 1/2 your Rank, though you still need the requisite successes to activate a "Follow-Up".

Shadow Element Affinity: You are trained in the art of using shadows to manipulate the battlefield and those in it. You may add 1/2 your Rank in Shadow Element to the "Tactics" skill for purposes of determining your Tactics Pool. Additionally, if you are affecting a shinobi in formation with you with a "Shadow Element" Jutsu you may use the "Repositioning" ability for 0 Grit instead of any other costs. You may only benefit from this second ability while in the "Tactician" Role. You must have the Perk "Heritage: Nara Clan" to gain this Trait.

Mind Element Affinity: Your Clan has devoted generations of shinobi to studying the workings of the human mind and its interaction with chakra. You are considered to have the "Advanced Chakra Detection" Trait. Additionally, because of this innate familiarity you are capable of operating as a "Sensor" while maintaining an additional role. You must have the Perk "Heritage: Yamanaka Clan" to gain this Trait.

Kekkei Genkai are genetic mutations that are passed down a family's bloodline, usually resulting in tremendous unique power. In the world of shinobi these Kekkei Genkai are respected, envied, and feared; the villages that host them, therefore, jealously hoard all Kekkei Genkai. The Kekkei Genkai, therefore, all require a specific Village Trait to be used. Some Kekkei Genkai, during the time before the villages were fully settled, were scattered, allowing certain Kekkei Genkai to show up in multiple villages.

Berserker's Blood (Mist Brutality)
Blood of the Kazekages (Cruelty of the Desert)
Boil Element (Mist Brutality)
Byakugan (Will of Fire)
Calorie Control (Will of Fire)
Clan of Power (Insular Culture)
Dead Bone Pulse (Mist Brutality)
Explosion Element (Stony Resistance)
Hydrofication (Mist Brutality)
Ice Element (Mist Brutality)
Lava Element (Mist Brutality or Stony Resistance)
Living Hive (Will of Fire)
Magnet Element (Insular Culture or Cruelty of the Desert)
Scorch Element (Cruelty of the Desert)
Senju Clan Cells (Will of Fire)
Sharingan Eye (Will of Fire)
Storm Element (Insular Culture)
Wood Element (Will of Fire and Senju Clan Cells)

SKILLS

A shinobi is nothing without their training. From the age of five a shinobi has been trained in the basics of warfare, given chemicals and treatments to enhance their bodies and awaken their chakra, and when they graduate from the Academy they are capable of defeating most regular adult soldiers. Much of this combat capability comes in the form of the various shinobi skills they have been trained in.

A shinobi's Skills represent their specific training in various realms of Shinobi Warfare. To purchase a skill a shinobi pays MP equal to the rank they wish to purchase, up to Rank 5. When a shinobi reaches Rank 4 in a skill they must spend a Downtime action, as well as the normal cost of 5 MP at Rank and an additional 5 MP to purchase the "Talent" of the skill. This Downtime action is called "Practice" and grants no bonuses outside of allowing a character to progress along the path of the skill. A shinobi must purchase the entire Rank 5 package, the "Practice" Downtime for 5 MP as well as the 5 MP for the skill. A character must be able to immediately spend a Downtime practicing. However, after purchasing the Talent at Rank 5, the price resets; Rank 6 costs 1 MP. At Rank 10 a shinobi must again spend a Downtime action to "Practice" and pay 10 MP this time to purchase the "Master" ability of their skill. All above costs are doubled for Advanced Skills.

When a Shinobi is called on to "Test" a skill they roll a number of d10's equal to the Stat tied to the Skill in question. Then, they add a number of Automatic Successes to the result of the roll equal to the Skill's Rank. If a shinobi uses a Skill untrained they may not add any ASB to the roll. A shinobi cannot use an Advanced Skill untrained.

Skills come in three varieties. There are Core Skill, Support Skills, and Utility Skills. A Core Skill is used as the foundation for a character; it often is their main form of attack and defense. A Core Skill can be used to Attack, and Counter unless noted. A Weapon Skill, as well as Martial Arts can be used to "Defend" using the "Parry" action. A Support Skill either allows you to use secondary skills to supplement your combat or to combine two Core Skills or improve a Core Skill. Utility Skills are the last and they are stand-alone skills that do not interact with the other skills at all.

An overview of all Skills in the game is below.

Basic Skills

Fire Element Training (Core, Nin)
Water Element Training (Core, Nin)
Lightning Element Training (Core, Nin)
Earth Element Training (Core, Nin)
Wind Element Training (Core, Nin)
Kunai Training (Core, Tai/Nin)
Shuriken Training (Core, Tai/Nin)
Martial Arts Training (Core, Tai)
Tanto Training (Core, Tai)
Chokuto Training (Core, Tai)
Greatsword Training (Core, Tai)
Kama Training (Core, Tai)
Kusarigama Training (Core, Tai)
Iron Chain Training (Core, Tai/Nin)
Yari Training (Core, Tai)
Naginata Training (Core, Tai)
Staff Training (Core, Tai)
Yumi Training (Core, Tai)
Tonfa Training (Core, Tai)
Nekote Training (Core, Tai)
Shield Training (Core, Tai)
Senbon Training (Core, Nin)
Stealth (Support, Nin)
Dodge (Support, Nin/Tai)
Counter Genjutsu Training (Support, Genjutsu)
Taijutsu Knowledge (Utility, Tai/Nin)

Ninjutsu Knowledge (Utility, Nin)
Genjutsu Knowledge (Utility, Gen/Nin)
Tactics (Utility, Nin)
Deception (Utility, Gen)
Intimidation (Utility, Gen)
Diplomacy (Utility, Gen)
Famous Shinobi Lore (Utility, Nin)
Regional Lore X (Utility, Nin)
International Lore (Utility, Nin)

Advanced Skill

Genjutsu Training (Core, Gen)
Weapon Master (Core, Tai)
Kekkei Genkai Training: Blood of the Kazekages (Core, Nin)
Kekkei Genkai Training: Boil Element (Core, Nin)
Kekkei Genkai Training: Dead Bone Pulse (Core, Tai)
Kekkei Genkai Training: Explosion Element (Core, Nin)
Kekkei Genkai Training: Hydrofication (Core, Tai)
Kekkei Genkai Training: Ice Element (Core, Nin)
Kekkei Genkai Training: Lava Element (Core, Nin)
Kekkei Genkai Training: Living Hive (Core, Nin)
Kekkei Genkai Training: Magnet Element (Core, Nin)
Kekkei Genkai Training: Scorch Element (Core, Nin)
Kekkei Genkai Training: Storm Element (Core, Nin)
Kekkei Genkai Training: Wood Element (Core, Nin)
Puppetry Training (Core, Nin)
Medical Training (Core, CC)
Shadow Element (Core, Nin)
Mind Element (Core, Nin)
Gentle Fist (Core, Tai)
Kekkei Genkai Training: Berserker's Blood (Support, CC)
Kekkei Genkai Training: Byakugan (Support, Tai)
Kekkei Genkai Training: Calorie Control (Support, CC)
Kekkei Genkai Training: Clan of Power (Support, Tai)
Kekkei Genkai Training: Senjuu Clan Cells (Support, CC)
Kekkei Genkai Training: Sharingan Eye (Support, Nin)
Man Beast Aspect (Support, Chakra Control)
Ninjutsu Mastery (Support, Nin)
Taijutsu Mastery (Support, Tai)
Genjutsu Mastery (Support, Gen)
Summoning Skills (Utility, Nin)
Summoning Mastery (Utility, Nin)
Strategy (Utility, Nin)
Fuuinjutsu Training (Utility, Nin)

Fire Element Training [Core, Ninjutsu, Basic]:

Fire Projection [Novice Level] (Rank 1-2): Your flames are simple fire and deal damage equal to your Rank + Ninjutsu + Jutsu Base Damage + Fire Element and inflict a single instance of "Fire Element".

Blazing Fire [Adept Level] (Rank 3-6): Your flames are now roaring flames. You deal damage as normal, however, you also inflict the opponent with a number of instances of "Fire Element" equal to 1/2 your Ninjutsu score. The rating of all of your Fire Element Jutsu increase by one level.

Set Ablaze [Talent] (Rank 5): Whenever you use a Fire Element Jutsu you may pay extra chakra equal to your Rank to set the affected area, and affected foes, ablaze with flame. Any shinobi who passes through, occupies, or ends their turn in a square that is ablaze suffers damage equal to 1/2 the damage of the Jutsu used. Additionally, they suffer a number of instances of "Fire Element" as if they had been damaged by a Fire Element Jutsu for each partial action they remain in the flame. A Water-Element Jutsu of equal or greater Rating will end this effect immediately. A Wind-Element Jutsu will double both the damage and the number of "Fire Element" instances to all who are in the area of both the wind and the fire.

Choking Fumes [Journeyman Level] (Rank 7-9): The fire you project is now so hot that it generates billowing clouds of dark smoke upon contact. The flames devour and eat away at their targets as well. Whenever you deal damage to a shinobi you deal 1/2 the damage dealt to their armor. If the damage exceeds the DR granted by the armor, the armor is destroyed and rendered inert. Finally, the area affected by your Fire Element techniques leaves thick smoke that inflicts "Impaired Vision" on all within the area. If you activate "Set Ablaze", the smoke lingers so long as the fire lingers.

Inferno [Master Level] (Rank 10): The flames you create with your Jutsu that have at least a B-Rating are a hellish inferno. All shinobi in the same zone as the target suffer -X ASP where X is 1/2 your Rank to all actions so long as they occupy the zone due to the smoke that fills the air, and the roaring fire that consumes all the air in the area. This penalty applies regardless of if your technique was successfully defended against. However, shinobi with "Fire Element Training 10" are immune to the ASP inflicted by this effect and the penalties of "Choking Fumes". If you do successfully "Attack" the target, you may choose to increase the intensity of the flames. You may pay an amount of chakra equal to 5-successes over the opponent to a minimum of 0. If you do so, double all numeric effects applied by the Jutsu including damage, "Fire Element" Instances, and ASP inflicted by this effect.

Sage's Fire (Fire Element Grandmaster): This effect requires an S-Ranked Jutsu. The flames you produce are of the most devastating nature. They cling to any material, never are exhausted of their own accord, and are wholly devastating. A Jutsu with this effect ignores DR entirely and cannot be defended against except by an equivalent "Water Element" Jutsu or "Dodge". The area affected automatically has "Set Ablaze" activated at no cost. Any foe who would trigger "Set Ablaze" counts as being within the effects of "Set Ablaze" until they die, and the flames burn out after consuming them entirely, they remove the affected area of fire, or they completely submerge themselves in water. If a person is affected by this "Set Ablaze" becomes adjacent to another shinobi, then that shinobi also becomes affected unless they make a successful Dodge test against the original user's "Attack" roll. A shinobi affected by "Set Ablaze" moves at 1/2 Speed and has Speed Rank 1 until they put out the flames.

Fire Element: +12 Damage. Additionally, the target suffers 4*X damage at the end of the Round where X is each instance of Fire damage they received this Round.

Water Element Training (Core, Ninjutsu, Basic):

Water Manipulation [Novice] (Rank 1-2): You can control and direct ambient water into a mighty attack. To use any of your Jutsu with "Water Element" you require an ambient source of water, at least enough to use your Jutsu, up to the Kage's discretion. Your "Water Element" Jutsu deal damage equal to your Rank+Ninjutsu Score+Jutsu Base Damage+Water Element Training+Water Element Damage.

Follow Through [Adept] (Rank 3-6): Due to the nature of your Jutsu, even if you aim at only a single area, there will inevitably be collateral damage due to the mass of the projectiles you throw. All of your Jutsu with "Water Element" and at least 5 Chakra Cost gain Burst X and Line X, where X is equal to your Rank.

Strike from Quarters Unseen [Talent] (Rank 5): The talent of controlling water is extremely difficult for you do without water, in fact, it's basically impossible. However, the nature of the controlling factor of water allows you to attack from places enemies could never imagine. You may have any Jutsu with "Water Element" use the source of the water as the origin point, rather than you. Opponents are considered "Flat-Footed" against these attacks unless they have "Chakra Sight" or you have benefited from this Talent against them already. Additionally, if they make a successful "Counter" they may choose to either hit you, which allows the technique to hit them anyway, or to hit the technique, keeping you safe. This costs 3 Grit to add to a Jutsu. You may only use a source of water as the origin point within the same zone as you.

Submerge [Journeyman] (Rank 7-9): Due to the inevitable size of your "Water Element" Jutsu it is possible to almost create a floodplain with your techniques. If you use a Jutsu that benefits from "Follow Through" it will occupy the space with water. The depth of the water is 10 squares per point of Chakra beyond 5 that you spend on the technique. If an opponent becomes "Airborne" above the water or suffers "Knockback" from above they plummet to the depths of the water. Finally, any foe that is submerged in the water and becomes the target of your "Water Element" Jutsu, and you successfully deal damage, you may automatically activate "Critical Hit" against them as they are totally drowned in the water. You may also add 1/2 your Ranks in "Water Element Training" to all "Advanced Element" Jutsu Training for all purposes that are a combination of Water and another Element. You may also add all "Water Element Training" effects and Water's Elemental Damage to the Jutsu.

Tidal Force [Master] (Rank 10): Your Water Element Jutsu have reached the point that you are capable of commanding truly devastating amounts of water, enough to ravage an entire battlefield. Whenever you use a "Water Element" Jutsu and the targeted area is affected by your "Submerge" effect the water bucks and roils, causing all shinobi who are under the water to automatically suffer "Water Element" +Your Ninjutsu in damage which is not reduced by DR of any sort. Additionally, when you benefit from "Strike from Quarters Unseen" on a target above any body of water greater than 2 squares in depth you may make them "Immobilized", which will begin to drown them. Finally, any target hit by a "Water Element" Jutsu with the "Torrent" effect becomes "Stunned" due to the titanic force of the attack.

Headwaters [Grandmaster]: Your mastery over "Water Element" is complete. You may create any amount of water from your raw Chakra for your "Water Element" Jutsu, which removes the requirement of a body of water, so long as your maximum Chakra Pool is 50 or greater. Additionally, all of your "Water Element" Jutsu count as using double the amount of Chakra it actually costs for the purposes of all effects. Finally, the area caused by "Follow Through" is doubled.

Water Element: +20 Damage.

Lightning Element Training (Core, Ninjutsu, Basic):

Storm Caller [Novice] (Rank 1-2): Your Jutsu bring the wrath of electricity to the battlefield.. Your "Lightning Element" Jutsu deal damage equal to your Rank+Ninjutsu Score+Jutsu Base Damage+Lightning Element Training+Lightning Element Damage as well as having the "Amplifiable" effect automatically.

Lightning Speed [Adept] (Rank 3-6): Electricity is one of the fastest forces known to man-kind, moving so quickly that it creates thunder with its mere passing. Though such a feat is not yours yet, your Lightning-Element Jutsu are incredibly fast. For every 2 points you spend on the X variable of your Jutsu's "Amplifiable" effect you may increase the Jutsu's Speed by 1.

Paralyze [Talent] (Rank 5): The human body has virtually no resistance to electrical attack. As such, you have learned to focus your Lightning once it has found a soft target. You may inflict "Staggered" on a number of shinobi that have received damage from your "Lightning Element" Jutsu equal to your 1/2 your Rank. However, this level of continuous electricity is difficult to hold. You must pay the cost of the Jutsu, but not the cost you paid for "Amplifiable", to apply it. Maintaining the Jutsu is a partial action. If the cost paid to "Amplifiable" was 5 or more the shinobi are "Immobilized" instead of "Staggered". If the cost paid to "Amplifiable" was 9 or more the shinobi are "Stunned" instead of "Immobilized". Costs 2 Grit to activate.

Charge Up [Journeyman] (Rank 7-9): Your expertise with "Lightning Element" Jutsu is such that you are largely unfazed by it. When you receive damage from a "Lightning Element" Jutsu you may gain X temporary Chakra, where X is the Rank of the shinobi whose Jutsu hit you, that you may apply to the "Amplifiable" cost of your next "Lightning Element" Jutsu. Additionally, if you can "Channel Elemental Chakra- Lightning", you may instead choose to channel it through yourself, creating a Burst 1 field around you that deals the damage automatically to any shinobi in the area as well as adding its damage to any uses of "Martial Arts" for the duration. When you use "Channel Elemental Chakra- Lightning" you may pay Chakra for the "Amplifiable". The bonus damage from "Amplifiable" is added to both the field you created and the bonus damage to "Martial Arts".

Overload [Master] (Rank 10): Lightning is incredibly deadly to humankind. It is for that reason that children fear thunderstorms, they are instinctively afraid of the danger and noise. You are capable of wielding this your advantage. When you use a "Lightning Element" Jutsu on a target affected by your "Paralyze" Talent you may add any Chakra you paid for the "Amplifiable" effect of the first Jutsu to the "Amplifiable" effect of the second Jutsu for free. If you do so the target loses an Injury level automatically before taking damage. Additionally, your "Lightning Element" Jutsu are like spears of super-heated electricity. For each Speed Rank above 1 your "Lightning Element" Jutsu has you may add 25 damage to the Jutsu's total damage.

Wrath from On High [Grandmaster]: Though you are capable of producing amazingly powerful "Lightning Element" Jutsu without any external help you are most likely to get the results you desire with outside interference. You may gather the conditions for a thunderstorm as an action that takes a number of partial actions equal to 10-Rank. Once the storm is overhead all of your "Lightning Element" Jutsu deal double damage and gain Burst X where X is your Ninjutsu due to the amazing power backing them. Finally, if you pay 2 Grit when you cast a Jutsu you may increase the time needed to use it by one partial action but reduce the Chakra Cost to 1, as you guide the lightning down, rather than forcing your chakra to mold into the requisite lightning. Each point of Chakra that is reduced by this effect may be applied to the X value of the Jutsu's "Amplifiable". A "Wind Element" or "Fire Element" Jutsu of at least A Ranking can disperse the storm, otherwise, it remains until the end of the encounter. This bonus applies to all "Lightning Element" Jutsu, including those used by other shinobi. However, only you may benefit from the chakra reduction effect.

Lightning Element: +10 damage. Has the "Amplifiable" effect.

Earth Element Training (Core, Ninjutsu, Basic):

Stone Monger [Novice] (Rank 1-2): Your Jutsu bring the heavy force of the rock and stone to bear. Your "Earth Element" Jutsu deal damage equal to your Rank+Ninjutsu Score+Jutsu Base Damage+Earth Element Training+Earth Element Damage as well as reducing the target's Speed Rank by 1 per application of "Earth Element" to them.

Solid State [Adept] (Rank 3-6): Your training in Earth Element has allowed you to not only manipulate the ground but to lift massive pieces of stone and jettison it at your foes. When you use an "Earth Element" Jutsu you may choose to make it either "Stone" or "Ground". If you select "Stone" the Jutsu involves the projection of rocks or other earthen projectiles at your foes, and "Ground" involves twisting and shaping the earth to attack foes. A Jutsu with "Stone" becomes a physical projectile, increasing its damage by 1.5x, as well as allowing it to be "Defended" against by Taijutsu weapon arts. However, a Jutsu with "Stone" has Mundane DR equal to your Rank*5 and has Injury equal to 2*total damage. To successfully "Defend" against something in such a way a shinobi must deal enough damage in a single strike to destroy it. Otherwise, they take damage equal to the remainder. Additionally, a "Stone" Jutsu remains on the battlefield, occupying an X by X area where the X is the damage of the Jutsu divided by 10, minimum of 1.

Ground Shifter [Talent] (Rank 5): Though Earth Jutsu are capable of being used as attacks they are more often used to create obstacles and manipulate the very ground that shinobi stand on to wage their warfare. An Earth Element user may choose to add the "Terraform" effect to their Jutsu. If so, they may apply the "Spikes", "Wall", or "Uneven Trench" effect to their Jutsu. Adding this to their Jutsu costs 3 Grit.

Earthbind [Journeyman] (Rank 7-9): The innate property of Earth to bind and cling to those it strikes, slowing them, allows a shinobi to eventually lock them entirely. When a shinobi has a number of instances of "Earth Element" on them equal to 1/2 their Rank they become "Immobilized" as the rocks and dirt and stone become too heavy to allow movement. This lasts until they successfully make a Taijutsu test with a number of successes equal to or exceeding the user's Ninjutsu score. If they are suffering multiple "Earth Element" instances from multiple shinobi they have to meet or exceed the lowest Ninjutsu among them.

Earth Shaker [Master] (Rank 10): Your strongest "Earth Element" Jutsu cause tremendous shockwaves and make the earth heave and buckle, regardless of how you use them. If you use an Earth Element Jutsu that is at least A Rank and takes at least three partial actions to use causes all shinobi other than yourself and X others, where X is your Ninjutsu, to lose a partial action during their next turn. Additionally, any foe affected by this effect becomes "Flat-Footed" and "Prone". This only affects foes in the same zone as you.

Earthquake [Grandmaster]: Your true command over Earth Element makes all foes seem to be little more than nuisances before the grandeur of the power of the planet itself. When you use an S Rank Earth Element Jutsu the ground itself heaves and buckles around the area of effect and ripples outwards. Any shinobi caught in the area of effect of this ability lose 1 partial action per Turn they remain in the area of effect and suffer 10*your Ninjutsu damage. The earthquake begins X squares in all directions from the outermost area of your Jutsu's effect where X is your Ninjutsu. It then moves outwards at 1/2 that Speed per Round and lasts a number of Rounds equal to 1/2 your Rank. You may choose to stop this effect any time as a free action. Starting an earthquake costs 5 Grit and 2 Chakra.

Terraform: Your Jutsu warps the ground itself. Like a "Stone" Jutsu any changes made by this Jutsu exist after the Jutsu is used. All Jutsu with this effect gain Mundane DR equal to 5*Rating (E Rating is 1 and S Rating is 6).

Spike: The Jutsu manipulates the ground into a series of jagged spikes that burst upwards. Any movement through this area costs 2 squares of movement to move a single square. Additionally, any foe in the area of effect that becomes hit suffers the Jutsu's damage, which ignores Mundane DR, as they are lanced by the rocks. Finally, they are "Immobilized" until they make a Taijutsu test and get a number of successes equal

to your "Attack" roll's successes. If a shinobi wishes to break the Spikes they have Injury equal to 2*your Ninjutsu stat.

Wall: By making a massive buttress of earth you are capable of creating a titanic barrier that few shinobi can negotiate easily. Any foe caught in the area of this Jutsu's effect become "Prone" but suffer no damage. Instead, the affected area raises up into the area. It is a number of squares tall equal to your 10 squares for every 5 points of damage it would have done. Additionally, it's Injury is equal to the damage it would have done x3 and has triple the normal Mundane DR.

Uneven Trench: Your Jutsu creates a jagged and hazardous area of rocks that's easy to slip and fall in. If a shinobi is caught in the area of this Jutsu as it's being made they suffer "Stagger" and take 1/2 the damage of the Jutsu. Any foe that moves through the area of this Jutsu has their movement stopped and their turn ended if they move through this area. This counts for "Charge" and any other technique that uses movement as part of its effect. However, this turn-ending effect can be negated by becoming "Airborne" until the end of the turn. Unlike the other effects of Terraform this cannot be destroyed.

Earth Element: +10 Damage. Reduces the target's speed by 1 Rank to a minimum of 1.

Wind Element Training (Core, Ninjutsu, Basic):

Wind Dancer [Novice] (Rank 1-2): Your Jutsu hone and sharpen the air around you and your victims. Your "Wind Element" Jutsu deal damage equal to your Rank+Ninjutsu Score+Jutsu Base Damage+Wind Element Training+Wind Element Damage as well as ignoring Mundane DR.

Air Buffer [Adept] (Rank 3-6): The power of the winds, as it commands and hosts all projectiles, allows you to be capricious. If you use a "Wind Element" Jutsu as a "Defend" action against any weapon-based "Ranged" attack you may not only negate all projectiles incoming, but you may reverse them upon their user. The attacker may choose to dodge or "Defend". However, if they are also using a "Wind Element" Jutsu, the projectiles cannot rebound on you again.

Slice [Talent] (Rank 5): Your use of wind allows you to sharpen it into an amazingly sharp object, more piercing than any steel blade. By focusing the winds you may tune them to slice apart objects in your way. Any non-living object, but not including gear a shinobi wears, that is in the area of your Wind Element Jutsu become torn to shreds if they are natural or were created by a shinobi of lower Rank. If they were made by a shinobi of equal or greater Rank you must deal enough damage to break their Chakra DR as well as any Injury the object has in a single attack. If you succeed your "Wind Element" Jutsu becomes filled with debris. Any shinobi in the path of the attack who you successfully hit suffers a number of "Stagger" conditions equal to your Rank and becomes "Immobilized" for a turn as they are battered and brace against the wind. This costs 4 Grit to add to your Jutsu.

Howling Wind [Journeyman] (Rank 7-9): Commanding the wind into attacks doesn't make it die down easily. Your "Wind Element" Jutsu with Burst or Line of at least 5 gain "Continuous: X" where X is 1/2 your Rank. Any projectiles that pass through this area automatically miss, and any shinobi who passes through this area have their turn ended automatically as they stop to cover themselves from the slicing wind. A shinobi that passes through this area takes damage equal to 1/2 the damage the creating Jutsu initially dealt. If they end their turn in the area of effect they suffer full damage.

Wind Pressure [Master] (Rank 10): Few shinobi are able to stand up to the howling force of a windstorm, and you can bring that power down into a single area. Any foe that becomes damaged by your "Wind Element" Jutsu has incredibly powerful forces tear at them. If they are carrying a weapon they become "Disarmed". Additionally, you may choose to apply "Prone", "Knockback", or "Airborne". If you pay 2 Grit you may apply "Knockback" and "Airborne" to them. Finally, if you manage to concentrate the attack, which is to say use a "Wind Element" Jutsu without Burst or Line, they are sliced apart by the wind, applying a number of "Bleeding" stacks equal to your Rank. Applying the "Bleeding" stacks costs 2 Grit.

Absolute Force [Grandmaster]: The awesome force of the wind allows it to even wear away at mountains over time. Your talents have allowed you to bring gale force winds to bear every time you use a "Wind Element" Jutsu. All damage you deal to a foe that is "Airborne" or in an area of "Howling Wind" takes double damage automatically. Additionally, your "Burst" Jutsu with "Wind Element" cause the entire area to be blown apart, sending everyone backwards with "Knockback" and causing "Stunned" on the end of their path as they try to gather their bearings.

Wind Element: +15 damage. Reduces Mundane DR of a piece of equipment by 2 permanently for each instance of damage. If the target has 0 Mundane DR from equipment they gain an instance of "Bleeding". If a piece of armor has its DR reduced to 0 by this effect it is destroyed and unusable. The DR reduction lasts until the end of combat.

Kunai Training [Core, Ninjutsu/Taijutsu, Basic]:

Student of Shinobi [Novice] (Rank 1-2): You are trained in the use of kunai, one of the standard weapons in the shinobi world. You may use this weapon either as a projectile, or as a knife. You deal damage with your attacks equal to either Taijutsu+Kunai Training+Base Weapon Damage, or Ninjutsu+Kunai Training+Base Weapon Damage

Two-Hand Training [Adept] (Rank 3-6): Due to their lightness, ability to be controlled with the fingers through their loops, and perfect balance as weapons, many users are capable of wielding a kunai in both hands. Though it is difficult to attack twice when you are used to attacking once (add only 1/2 all of your ASB on the second attack) you are capable of doing so. You may draw a replacement for each hand in the same partial action if you do not have Quick Draw. This allows you only to use a kunai in your second hand as the secondary attack. Both attacks must be aimed at the same target.

Equal Applications [Talent] (Rank 5): When you use your Kunai Training skills to throw your Kunai you may Flat-Foot your opponent if your Taijutsu is greater than theirs. This Flat-Footed lasts until the end of the round. If you use your Kunai in a melee attack you may inflict -X ASP where X is your Rank if you deal damage and your Ninjutsu is greater than theirs. The ASP lasts until the end of the round. You must pay 2 Grit to activate either of these effects. If you use one of the effects and then the second effect in the same turn you must pay double the Grit to activate the second effect, but the effects last until the target removes it with Grit, or for X turns, where X is your Rank.

Two Fangs [Journeyman] (Rank 7-9): You may now attack any target you are capable of attacking with your second attack. Additionally, the penalty to ASB is lifted from the second attack if you pay 1 Grit. You must pay the Grit before rolling your attack. If you successfully hit the same target with both attacks, the second attack deals 1.5x damage.

Master of Versatility [Master] (Rank 10): You no longer need to pay to negate the penalty to your ASB on your second attack. Additionally, when you use your Kunai Training to make a ranged attack and then a melee attack you gain 1 Grit. If you use it on the same target you gain a cumulative +1 ASB against that target until the end of the round. To gain this bonus ASB you must alternate between ranged attacks and melee.

Combination Expert [Grandmaster]: Whenever you make a successful attack with your initial attack you may automatically hit with your secondary attack against that target. If you do not have Quick Draw, you gain it for free. If you attack two different targets, one with your primary and one with your secondary, you gain 1/2 your Rank in Grit at the end of the turn in addition to whatever Grit you would normally gain.

Shuriken Training [Core, Ninjutsu/Taijutsu, Basic]

Shinobi Initiate [Novice] (Rank 1-2): You are versed in the art of using shuriken. Developed as a shinobi all purpose ranged weapon, shuriken are small and very fast throwing stars. Shuriken cannot be used to "Defend" except against ranged Taijutsu-based attacks. Shuriken have a range of Engaged-10. When a shinobi uses an "Attack" action with shuriken they throw an amount equal to their Rank. A shinobi who uses a weapon-based "Defend" action may only Defend a number of shuriken equal to the number of weapons in their hands+1/2 their Rank. A shinobi deals damage with shuriken equal to Shuriken Training+Base Damage.

Fistful of Steel [Adept] (Rank 3-6): When a shinobi reaches this level of their training they are able to start throwing a large number of shuriken at any given time. The number of shuriken thrown in a single "Attack" action is increased by 2 at Ranks 3, 6, and 9 of Shuriken Training. Additionally, if they "Ready" an action to throw their weapons the amount they throw in an "Attack" action is doubled.

Steel Rain [Talent] (Rank 5): As a full-round action a shinobi trained in this art can cover a Burst 10 Line 10 area with a massive storm of shuriken. Any shinobi caught in the area who attempt a weapon-based "Defend" action suffer -X ASP where X is the user's Speed Ranks. Any target in the area is hit by 30 shuriken minus any they defended with their weapons. This costs 3 Grit and 30 shuriken to use.

Piercing Projectiles [Journeyman] (Rank 7-9): Your throwing talent with the shuriken increase in such a way that you can now lodge your shuriken successfully into the target and make them stick. A target that is hit by at least five shuriken becomes "Immobilized" as the shuriken pierce and lodge themselves into the flesh of the target. It takes 1 partial action to remove five shuriken. Additionally, if you have "Tremendous Opening", you gain 1 free partial action the first time you "Immobilize" a target with this effect during an encounter. Finally, the time needed to use an Oversized Shuriken is reduced by 1 partial action.

Shuriken Elite [Master] (Rank 10): For every 3 resources you spend buying Shuriken you gain a free "Windmill Shuriken". Additionally, if you have at least 3 Ranks in "Shinobi Tools Training" you may create a number of "Explosive Tag Shuriken", which deals damage as a shuriken plus an explosive tag equal to your Rank as a Downtime action. You may intermix these with your regular shuriken at the cost of 3 Grit. The ability to intermix these lasts until the end of the Round.

Steel Tsunami [Grandmaster]: You can use the intermixing ability of "Shuriken Elite" as a free action a number of rounds equal to your Rank. Additionally, you may throw Oversized Shuriken in this mix, as well as being able to throw them normally as if they were regular shuriken. Finally, if your opponent tries to "Defend" with a weapon-based Defend action this is not a Shuriken or Kunai ranged "Defend" action, they suffer 1.5x damage from all shuriken.

Martial Arts [Core, Taijutsu, Basic]

Way of the Fist [Novice Level] (Rank 1-2): You are trained in the art of fighting opponents using your body instead of a weapon. You deal damage equal to your Taijutsu + Ranks in Martial Arts.

Four Great Schools [Adept Level] (Rank 3-6): Though they go by many names, all martial artists are trained in one of four great schools of combat. The Sage of the Six Paths named them each for the cardinal directions. When a shinobi reaches this level he must state his commitment to one of these schools of training.

North: Trained in the art of brutal strength, the North School educates its practitioners in the use of raw power to devastate foes. The intensive training taken by these men and women give them 1.5x Taijutsu in damage, which becomes 2x if they are Large.

South: Like the storms in the seas, the Southern warriors have mastered the art of attacking in a flurry of attacks. For each partial action they use for a basic Taijutsu attack they may make two "Attack" actions. If they opt to use this effect their Martial Arts attacks deal 1/2 damage.

East: The most disciplined school, the Eastern style trains in rigid adherence to form and kata. All users gain +1 ASB whenever they use a Maneuver of any sort. However, their "Defend" and "Counter" actions suffer due to their rigid adherence to attack, and they suffer a -1 ASP to those actions.

West: The Western school teaches its students that true Mastery goes to the man left standing. To that end, they teach the virtues of knowledge over anything. They gain +1 additional ASB when they benefit from Taijutsu Knowledge. Additionally, their opponents suffer -X ASP to their Taijutsu Checks vs the practitioner where X is the student's Rank.

Body of Steel [Talent] (Rank 5): Regardless of the training of the initiate in question, the universal truth of the Martial Artist is that his body must be trained to withstand the rigors of warfare. Whenever the character gains 4 or more Grit in a single turn, or attacks with three or more "Attack" actions in a single turn, he may spend a partial action Focusing. A shinobi gains the following bonuses for each instance of Focus. A shinobi may have a number of "Focus" on himself equal to his Rank.

Focus- +1 Taijutsu, +15 Chakra Based DR, +1 ASB when using an "Attack" action that is not met with a "Parry" or "Counter."

Mounting Skill [Journeyman Level] (Rank 7-9): A student here may choose to gain an additional bonus from a school they aren't trained in from the Adept Level, or they may gain the upgrade onto their current school.

North: Ignores Mundane DR with Martial Arts. The victim of the student's knockback suffer 3 damage per square always, which becomes 5/square if they hit an object.

South: Gains a cumulative +X damage bonus whenever they hit the same target, so long as it was the last target they made an "Attack" action against. The bonus damage is equal to Martial Arts Training +Rank. This is NOT halved by the effects of South Style.

East: Opponent's suffer a cumulative -2 ASP each time they are affected by one of the shinobi's Maneuvers. This bonus is removed if you Stun the shinobi.

West: The practitioner may negate the effects of a Maneuver used on him by a shinobi he has succeeded on a Knowledge Check vs, and may reduce the damage dealt by 1/2.

Combo Fighter [Master Level] (Rank 10): List a number of Maneuvers and/or Basic Attacks that you will complete during the turn. For each that you successfully complete, you gain the following

bonuses. If you fail to meet your expectations, your Grit becomes 0. If you exceed your expectations, you gain 2x your Grit for the turn.

1- Remove any conditions from yourself that can be removed by Grit. Disarm the opponent automatically.

2- Roll 1d10 and inflict one of the effects. [1-2: Prone, 3-4: Blind, 5-6: Immobilize, 7-8: Nauseate, 9-10: Stun]

3- 3x damage. Additionally, the foe suffers -X ASP for 1 turn, which cannot be removed by Grit, where X is your Taijutsu.

Master of the Art [Grandmaster Level]: At the start of each of your turns you may gain the effect and damage as if you were wielding a mundane melee weapon of your choice and apply that to all of your Martial Arts attacks. If you pay 1 Grit at any time as a free action, you may change the weapon your fists are emulating. For this time, you are counted in all ways as wielding this weapon. Additionally, your Empty Fist attacks automatically succeed against any foe that is currently not in a Stance.

Tanto Training [Core, Taijutsu, Basic]

Deceiver [Novice] (Rank 1-2): You are trained in the use of the tanto, a traditional samurai sword short. This weapon is often carried by Black Ops agents for its intense power when applied through stealth. A tanto is carried one handed. A tanto deals damage equal to Taijutsu+Tanto Training+Base Weapon Damage.

Mismatched Blade and Sheath [Adept] (Rank 3-6): Traditionally, the samurai carried their tanto around when they couldn't use their katana, but shinobi found that the sheath of the wakizashi, a longer blade, allowed for great deceptive uses. The tanto user combines this with the speed of their draw to defeat foes quickly. When a shinobi using a tanto is adjacent to a foe and makes an "Attack" action with his tanto while it is still sheathed the target becomes "Flat-Footed" until the end of the turn. This may only be done once per encounter. A tanto user, however, may always Feint as a free action if they have their tanto sheathed before they attack.

Shinobi Strike [Talent] (Rank 5): At their cores, long ago, shinobi were trained in killing silently for money. This tradition is best exemplified with the tanto's ability to opportunistically kill from stealth. When attacking a foe who is "Flat-Footed" the tanto deals triple its base damage. If the subject is suffering this "Flat-Footed" status from being unprepared from battle, or the attacker being in Stealth, their total damage is also doubled. This costs 2 Grit to benefit from the bonus damage.

Exploit Opening [Journeyman] (Rank 7-9): A foe who falls for the attacker's disrattionary tactics is often easy prey. A tanto user who deals damage to a foe suffering from at least 1 ASP from "Feint" and "Flat-Footed" becomes "Disarmed" and "Immobilized" as the attacker finds a key opening and cuts deep with their attack. The target, so long as they suffer 1 ASP from the tanto user's "Feint" actions, has their Speed Ranks reduced by 1 for the purposes of "Defending" the attacks of the tanto user.

Coiled Snake [Master] (Rank 10): By using their incredible reaction time to their advantage the tanto user can strike a blow that throws their attackers pace completely off. If the tanto is sheathed and the shinobi makes a "Ready" action to "Disarm" they automatically succeed so long as their target suffers at least 1 ASP from a successful Feint from the owner of the tanto. If an opponent becomes "Disarmed" through this method you may make an "Attack" action with your tanto as a free action immediately. This attack benefits from "Shinobi Strike" even if they would otherwise not be affected by it. Additionally, if the tanto user deals damage while under the benefit of the "Commando" Perk they deal triple damage instead of double from Shinobi Strike.

Viper Strike [Grandmaster]: The tanto's advantage over larger weapons is not its cutting power or oppressive strength, but its ability to find weakness or make them deadly where they already do exist. The tanto user, when benefitting from Shinobi Strike's bonus damage, may add 10 damage to their attack before the multiplication from Shinobi Strike for each of the following conditions the victim is suffering: Flat-Footed, Flanked, Immobilized, Stunned, Prone, Bleeding, and for each -2 ASP from the user's Feint.

Chokuto Training [Core, Taijutsu, Basic]

Student of the Blade [Novice] (Rank 1-2): Your training in the chokuto sets you on the path of matching the Samurai who once controlled the land. Though their katana arts are still alien to the shinobi, your chokuto training is close. You may use a chokuto one or two-handed. If you use it two-handed you may increase the damage by 2. You deal damage with your Taijutsu+Chokuto Training+Base Weapon Damage.

Speed Edge [Adept] (Rank 3-6): You may add triple Speed Ranks to all damage dealt by your Chokuto. The bonus damage you gain from this is doubled when you deal damage with your first attack with a chokuto against your first target in the encounter.

Flash Dance [Talent] (Rank 5): The chokuto user best deals their damage with the initial strike of combat, much like the samurai. During their first attack with a chokuto in an encounter they may add their base movement speed to the damage dealt. If the target is using a weapon that causes them to suffer from ASP due to the shinobi attacking with a chokuto they become disarmed as well. This effect costs 3 Grit to activate, including the damage.

Bounding Combatant [Journeyman] (Rank 7-9): You gain 1 bonus Grit for each target beyond the first that you make an "Attack" action against on your turn. Additionally, the bonus damage from Speed Edge is doubled.

Predictive Combatant [Master] (Rank 10): You may add any ranks you have in Speed Familiarity to your Speed Ranks for the purposes of determining Flat-Footed status of shinobi and any bonuses granted from Chokuto Training, including triple your Speed Familiarity Ranks to "Speed Edge", but not movement. Additionally, any target that is using a weapon that suffers ASP from you wielding a Chokuto takes 1.5x damage.

Dervish Dance [Grandmaster]: Any "Attack" actions you make against a target beyond the first gain Burst X where X is Speed Ranks as you whirl around the battlefield in a flash of steel and clothing. Each target that you attack beyond the first gains -1 ASP for each target you made an "Attack" action previously this turn. This ASP counts for the purposes of "Flash Dance" and "Predictive Combatant".

Greatsword Training [Core, Taijutsu, Basic]

Strength of Arms [Novice] (Rank 1-2): You are trained in the use of heavy bladed weapons that require both hands to hold. Additionally, to properly heft a Greatsword you require at least 8 Taijutsu. You deal damage with your attacks equal to Taijutsu + Greatsword Training+ 10 (weapon damage).

Massive Attack [Adept] (Rank 3-6): Even the most average of Greatsword wielders can use its tremendous weight and size to bear down on opponents. When a foe uses a non-Greatsword weapon-based "Defend" action against any "Attack" you make using the Greatsword, even if they're successful, they suffer damage equal to the base damage of the Greatsword. If they "Defend" with Martial Arts, however, they take full damage, but do not suffer any extra effects.

Overpower [Talent] (Rank 5): Your weapon's size and weight gives it a clear advantage over all conventional shinobi melee weapons, provided you can leverage them correctly. When you use the "Parry" maneuver successfully you may pay 2 Grit. If you do, you may deal damage equal to the average of a basic Taijutsu attack from you in addition to the damage the attack you successfully parried. This also knocks the opponent "Prone". However you have 1 less Partial Action than normal, next turn, because of the time required to recover your balance.

Battlefield Threat [Journeyman] (Rank 7-9): You have mastered using the length of the weapon, as well as your own reach, to master the ability to strike beyond foe's range safely. Your range with the weapon increases by 1, and also gains Line 1. You may choose to not have the Line effect apply. The first time you attack a foe who is not adjacent to you they are considered to be Flat-Footed, unless you are Flat-Footed by them.

Shield and Sword [Master] (Rank 10): The Greatsword's sheer volume of metal allows the truly skilled to use it as both offense and defense in one neat package. You gain Mundane DR equal to your 3*Greatsword Damage until the end of the round so long as you fight with the weapon two-handed. This bonus DR only applies when you use a "Defend" action using Greatsword Training. If you use a "Counter" or a "Parry", instead you may add any Mundane DR you currently have to the damage, as you add all of your weight into the attack.

Titan of Battle [Grandmaster]: You are one with your blade. You may use the Greatsword one handed and maintain all bonuses that require you to be holding the weapon two-handed. At all times you gain 1/2 the DR granted from "Shield and Sword", and when you use a "Defend" action the DR from "Shield and Sword" is doubled. Additionally, if an opponent tries to "Parry" your Greatsword and they are using a weapon they automatically fail. If an opponent tries to "Parry" your Greatsword and they are using Martial Arts you may activate a Critical Hit.

Kama Training [Core, Taijutsu, Basic]

Crane Student [Novice] (Rank 1-2): You are trained in the art of using the kama. This weapon was initially used to cut rice but has been since taken up by shinobi as a weapon of their independence. This weapon is potent for disarming and is used one handed. A user deals damage equal to Taijutsu+Kama Training+Weapon Base Damage.

Biting Disarm [Adept] (Rank 3-6): When you use the "Disarm" maneuver you deal 1/2 your normal damage, instead of dealing no damage as your weapons bite into the hand of the victim.

Lodging Attacks [Talent] (Rank 5): Your attacks with the kama both slice flesh and can be used as piercing weapons to lodge into an opponent. When you deal damage with the Powerful Attack maneuver against a target who is carrying a weapon you may use the "Disarm" maneuver, which hits automatically. If you deal damage with the Powerful Attack maneuver against a target who is unarmed they become "Stun" as your weapon lodges into their flesh. You cannot attack with the weapon and must remain stationary to keep the effect going. If you release the weapon, however, the "Stun" ends instantly. This costs 2 Grit to benefit from each time you wish to benefit from it.

Flense [Journeyman] (Rank 7-9): The kama's long bladed head allows deep cuts if you are able to dig into the flesh and then rip away. If a target is suffering from "Stun" due to your "Lodging Attacks" ability you may choose to set them free, violently. Make an "Attack" action that can only be defended against by "Dodge", which they are permitted due despite being "Stunned" but only for this specific action. If successful, you rip the weapon out of their skin, causing them to drop to the next Injury level and become "Prone".

Rending Disarm [Master] (Rank 10): Your use of the "Disarm" maneuver deals full damage instead of half. Additionally, if you use "Disarm" on an unarmed target you may choose to negate one of their arms for the duration of the encounter, or until they are healed by the medical jutsu. Finally, if you activate a "Follow-Up" on the "Disarm" Maneuver, you may make another basic Taijutsu "Attack" action. However, you may only gain another attack action once per round.

Bloody Crane [Grandmaster]: Any target that becomes the victim of your "Flense" becomes Stunned for 1 round. Additionally, if a shinobi who is unarmed becomes the target of your Kama attacks automatically fails any "Martial Arts" or other unarmed combat style based "Defend" actions against your kama, as you have long learned how to make them able to stop nothing except blade.

Kusarigama Training [Core, Taijutsu, Basic]

Chain User [Novice] (Rank 1-2): You have begun the long and difficult road of kusarigama usage. This weapon is complex and requires both hands to use. It deals damage equal to Taijutsu+Kusarigama Training+Base Damage.

Momentum Build [Adept] (Rank 3-6): One of the earliest tricks used with the kusarigama is in fact one of the cores of using it. By spending a partial action the shinobi may rotate one of the ends of their kusarigama of their choosing. If they do so they may add 1/2 their (Rank+Speed Ranks) as Speed Ranks to the next attack of the Kusarigama. This bonus is used upon completion of the next "Attack" action, regardless of if it hits or not. These Speed Ranks apply "Flat-Footed" against the target even if the user of the Kusarigama isn't adjacent to their target. You lose all stored "Speed Ranks" if you become "Immobilized", "Stunned", or "Disarmed".

Human Tornado [Talent] (Rank 5): You may attack, not in the traditional way, but in a frenzy of kama strikes and weighted attacks. As a full turn action that consumes your entire turn regardless of your Speed you may make an "Attack" against a foe with a -2 ASP. If you hit the target you may hit them with a number of kama and weighted attacks, which alternate, equal to the Speed Ranks available for your attack. For example, if you generate 2 Speed Ranks you hit them two times, once with the kama and once with the weight. The Speed Ranks decrease by 1 as you begin the next attack. You may choose which end of the weapon to begin with. Costs 3 Grit.

Blasting Impact [Journeyman] (Rank 7-9): The bonus Speed Ranks granted from "Momentum Build" may be stored, to a maximum of your Taijutsu. You may choose how many Speed Ranks you wish to remove from your stored amount when you make an "Attack" action. When you deal damage with your kusarigama you may consume X stored Speed Ranks. You deal 10*X bonus damage to the attack. If the bonus damage exceeds 40 the target becomes "Stunned" for 1 round so long as they take at least 1 damage. This only may be done with the weight, not the kama. You lose all stored "Speed Ranks" if you become "Immobilized", "Stunned", or "Disarmed".

Reaping Scythe [Master] (Rank 10): Your attacks with the kama become chaotic and almost impossible to predict when they've built up sufficient speed. If you hit with your kusarigama's kama end you are considered to have hit with X successes over your opponent, regardless of the result of the actual attack, where X is your stored Speed Ranks. If you are able to activate a Follow-Up with this you must pay 1.5x the Grit. Additionally, any foe that enters a Burst X area around you, where X is your stored Speed Ranks, automatically suffers damage as if they were hit by your kusarigama's spinning end. Finally, when you strike with the kama end of your kusarigama you may consume Y stored Speed Ranks upon dealing damage. You may inflict Y instance of Bleed on the target, where Y is the speed stacks you consumed.

Steel Typhoon [Grandmaster]: You generate double the amount of Speed Ranks in a single partial action from "Momentum Build". Additionally, if someone attempts to enter the range of "Reaping Scythe" you may use a Maneuver, which requires a partial action, as a free action at the cost of 1 Grit. If you are currently using "Intercept" there is no limit to the number attacks you may make with your kusarigama due to its amazing range. Finally, you may add your kusarigama's range to the range of Intercept. You do not have to move adjacent to the target to stop their movement with "Intercept", but you do have to move close enough to them to allow your Kusarigama's maximum range to hit. This movement is free.

Iron Chain Training (Core, Taijutsu/Ninjutsu, Basic)

Chain Manipulator [Novice, Rank 1-2]: You have taken up the unusual art of wielding a length of chain, about ten feet in total, and using it as a weapon in combat. Though the chain is hard and heavy it is not a very combat effective weapon, inflicting a -1ASP to all uses of it and deals 1/2 damage at all times, as well as adding 1/2 the shinobi's Taijutsu score to damage.

Snatch and Grab [Adept, Rank 3-6]: Through your dedicated training to the substandard weapon that is the iron chain you have learned to bring out one of its best attributes to the fore; its unpredictability. Whenever you activate a "Follow-Up" of any cost when you are adjacent to the target or succeed against an opponent with your "Iron Chain Training" you may automatically "Constrict" a single limb of your opponent's. To maintain the effect you may no longer use your Iron Chain and must maintain at least one hand on the chain to hold the target.

Steel Coils [Talent, Rank 5]: Studying the chain has taught you a lot about the way opponent's move their bodies when they are trying to avoid your chains. A shinobi who isn't aware of the tricky nature of your chains will often elude one loop to simply walk into another trap. Whenever a shinobi whose Speed Ranks, including Speed Sight, are lower than yours by your Rank or less uses Grit to negate your "Constrict" condition you may apply two "Constrict" conditions. To activate this ability you must pay 2 Grit. Additionally, whenever you are able to place a "Constrict" condition you may restrain the target's Neck as a target. When a target has the "Constrict-Neck" condition they are considered to be affected by the "Stagger" condition and are suffocating; in a number of rounds equal to their Taijutsu score they will become automatically Defeated. If you spend a partial action each round to pull on the chain while they are suffering from this condition they are instead automatically Defeated in a number of partial actions equal to their Taijutsu score-2.

Viper Pit [Journeyman, Rank 7-9]: A target who you have caught with your chains is already in a bad position, but they may not realize even when they are about to step into it. Once per turn, as a free action, you may designate a single square that is adjacent to you. If a shinobi enters the square they become "Flat-Footed" and you may make an "Attack" action as a free action. If you are successful you may apply two "Constrict" conditions.

Prisoner's Folly [Master, Rank 10]: There are those who think they can escape your chains, and those who think that being in your cold iron embrace is not threatening. These people are wrong. You may either move your target as a pathetic puppet or deliver under them freedom from your grip at great pain. As a partial action you may roll Taijutsu+2 and the Defender rolls Taijutsu-2. If the Attacker is successful you may move the target anywhere within the reach of his weapon. Additionally, as a full round action using the same roll, you may attempt to break the constricted limb. If he is successful the target no longer suffers the "Constrict" condition, but cannot use the limb for the remainder of the encounter. If the broken limb is a leg the target's SR becomes 1 and their movement speed is halved. If the shinobi wishes to break the neck the roll becomes Taijutsu-3 against the Defender's Taijutsu+1. If you wish to use your Ninjutsu score the Defender receives +1 ASB on their Taijutsu to Defend against you. A defender cannot use their Ninjutsu to Defend against this action.

Dragon Dancer [Grandmaster]: Using the Iron Chain is, largely, an unfulfilling art in terms of combat effectiveness, finding little killing ability and being more useful for utility. However, those who reach the highest echelons of using it realize a deadly secret; the iron chain is already a part of a highly specialized weapon. Indeed, the Kusari-Gama is little more than a long iron chain with a weapon on both ends. A Grandmaster of Iron Chain Training, based in Ninjutsu, may consider their uses of "Kusari-Gama Training" to be "Iron Chain Training" uses for the purposes of effects, with the exception of the damage reduction and ASP inflicted by the Novice ability of Iron Chain Training. A shinobi who has Grandmaster of Iron Chain Training based in Taijutsu, however, has learned to wield a titanic length of chain, doubling the chain's range, adding Burst 1 if they so desire, and allowing them to apply the "Prone" and "Knockback" conditions to any of their victims suffering from the "Constrict" condition which was placed by them as a free action which removes the "Constrict" condition.

Yari Training [Core, Taijutsu, Basic]

Spearman [Novice] (Rank 1-2): You are trained in the art of using the Yari Spear. This spear gives you great range and a potent weapon against people who try to rush you down. You use a Yari with two hands. You deal damage equal to your Taijutsu+Yari Training+Base Damage.

Ready Stinger [Adept] (Rank 3-6): You may add the bonus granted by Speed Familiarity as ASB against "Attack" actions that you would gain the Yari's "Counter" bonus against when making a "Counter".

Impale [Talent] (Rank 5): Your spear is very capable of piercing through a shinobi should you get a good hit on them. Whenever you use a "Follow-Up" that requires at least 3 Grit, or successfully deal double damage from the Yari's effect you may impale them. After you deal damage reduce them to 1 Injury in the Injury Pool they are currently in automatically if you have dealt at least 1 point of damage. This costs 3 Grit to activate.

Patient Hunter [Journeyman] (Rank 7-9): You can use a "Ready" action to prepare a "Counter" attack if you know it's coming. If you make a "Counter" against the target of your "Ready" action, or if they trigger your "Intercept" action you gain +X ASB to this "Counter" or use of "Intercept" where X is your Initiative. If this is used as an "Intercept" action the "Attack" granted by Intercept counts as a "Counter" for the purposes of effects granted by the Yari.

Sleeping Dragon [Master] (Rank 10): Your Yari is a deadly weapon that foes should rightfully fear charging at. If someone suffers double damage from your Yari's effect, and you deal at least 1 damage, you may move them down to the next Injury Pool automatically at the end of the Round. Finally, any "Counter" you make with the Yari gains Line equal to your Rank as the attack flies either past or through them.

Marked for Death [Grandmaster]: You may designate a shinobi as your prey. The designated shinobi is considered to be using a "Charge" for the purposes of your "Counter" attacks whenever they make a Taijutsu-based melee attack against you for the duration of this encounter. If you become "Stunned" you lose the benefits of this effect. You may use this effect once per encounter.

Naginata Training [Core, Taijutsu, Basic]

Polearm Shinobi [Novice] (Rank 1-2): You are trained in the art of using the Naginata. This weapon epitomizes slicing power and is often used from horseback or in a powerful charge. You use a Naginata with two hands. You deal damage equal to your Taijutsu+Naginata Training+Base Weapon Damage.

Impact [Adept] (Rank 3-6): You may add the bonus movement granted by "Charge" as damage to your Naginata attacks. If you are "Large" and your target is not you may reduce their Mundane DR to 1/2 its normal value before dealing damage.

Body Slice [Talent] (Rank 5): You gain the following as Follow-Up. "Body Slice (4+): Your attack allowed you to cut a piece of the target extremely deeply. Their Taijutsu is reduced by 1/2 for the remainder of the encounter, or until they receive healing from the "Medical Jutsu". This Taijutsu reduction is applied before you deal damage. This Follow-Up can only be used after a successful "Attack" action from the "Charge" line of Perks."

Sea of Blades [Journeyman] (Rank 7-9): Your charge with your Naginata allows you to attack in a whirlwind of blades. When you use a perk from the "Charge" line to make a basic Taijutsu "Attack", you may make a number of basic Taijutsu "Attack" actions equal to your total partial actions in a turn. This consumes your entire turn, and is an optional ability.

Perfect Cut [Master] (Rank 10): Rather than assailing a foe in a flurry of attacks you may make a single perfect slice that suits your status as a master. As a full-round action you make a "Charge" that would gain the benefit of "Sea of Blades" you may choose instead to make a single "Attack" with a -5 ASP. If you are successful, and deal at least 1 point of damage, you may remove your opponent's hand. You deal damage as normal, as well as inflicting -5 ASP on them due to the blinding pain. If the hand is not attached with the Medical Jutsu within a day of its removal the hand is lost for good.

Elite Shock Trooper [Grandmaster]: The bonus "Attack" actions granted by "Sea of Blades" may be substituted for the following maneuvers if you are capable of using them; "Trip Attack", "Powerful Attack", and "Furious Attack".

Staff Training [Core, Taijutsu, Basic]

Way of Balance [Novice] (Rank 1-2): You are trained in the art of using the staff. A wooden length of wood roughly six feet long, the staff can be found commonly and cheaply nearly anywhere in the world. Due to its relatively deceptive appearance, people often underestimate it. The staff is wielded two handed. You deal damage equal to your Taijutsu+Staff Training+Base Weapon Training.

Shifty Attacks [Adept] (Rank 3-6): After a successful basic "Attack" using the Staff you may move a distance equal to 1/2 your Staff Training ranks as a free action. Additionally, you may reduce the damage you suffer from "Knockback" by 1/2, as you stop your flight with your Staff. This bonus is negated if you are "Disarmed".

Pop Up [Talent] (Rank 5): When you activate a "Follow-Up" of any kind from an "Attack" action with your staff you may choose to make your target "Airborne" automatically. Additionally, you may "Disarm" your target. This costs 3 Grit, if the target is "Large" and you are not, you must pay an additional 3 Grit.

Sunset [Journeyman] (Rank 7-9): The staff is a weapon prized for its ability to keep away from foes. Additionally, its reach allows the user to jump extremely high. Add your Staff Training ranks to your jumping distance. If you use "Overhead Strike" on a target suffering from "Airborne" you may automatically activate the "Massive Impact" Follow-Up for free, even if you would not normally be able to. Finally, you deal double damage to targets who are "Airborne" or "Prone" due to being able to bring your weapon down so potently.

Fifth Limb [Master] (Rank 10): The staff has become little more than an extension of your body. The bonus movement granted by "Shifty Attacks" is doubled, and you may negate any damage you would suffer from "Knockback", but you may still engage in the movement if you so wish. Additionally, if you are ever made "Prone", you may negate it automatically so long as you aren't "Flat-Footed". Finally, if someone attempts to make you "Prone", you may make a basic Taijutsu "Attack" automatically, but may not activate any "Follow-Ups" after it. These bonuses are negated if you are "Disarmed". You may add the distance from this ability to all uses of "Dodge", "Shunshin", and "Charge".

Trained in All Directions [Grandmaster]: You gain the bonuses of "360 Degree Defense" even if you do not meet the prerequisites otherwise. Any foe that you successfully hit with your "Attack" action from "360 Degree Defense" are made "Airborne" automatically. This bonus remains even if you are "Disarmed". Additionally, all of your "Attack" actions gain "Line 1". Your "Overhead Strike" gains Burst 1. Finally, if you move with the bonuses of "Shifty Attacks" past a shinobi that you haven't yet attacked this turn you may make a free "Attack" action against them.

Yumi Training [Core, Taijutsu, Basic]

Archer [Novice] (Rank 1-2): You have begun training to use the Yumi, a bow stolen from the samurai. This bow has a great range and allows you to attack from great distance. A Yumi deals damage equal to Taijutsu+Yumi Training+Base Damage.

Shoot from Afar [Adept] (Rank 3-6): When you use the "Snipe" maneuver you may increase the Range of the Yumi by your Rank for each round spent aiming at no cost to ASP.

Hawkeye [Talent] (Rank 5): Your accuracy with the bow is quite good at this point, so good in fact that you can target specific areas of your opponent. If you target their arms you may "Disarm" them automatically. If you target their legs you may "Prone" them automatically. If you target their head, and you have 3 or more successes, you may activate "Critical Hit". To gain the bonuses of Hawkeye you must pay 1 Grit per activation. These bonus effects can only be applied to basic "Yumi" attacks, rather than "Snipe".

Sunstrike [Journeyman] (Rank 7-9): By giving away your incredible aim you add a massive hailstorm of arrows to pepper a region, hoping for success. As a full-round action you can fire a cluster of arrows at a Burst X, where X is your Yumi Training Skill, anywhere in the "Threatened" zone. You cannot increase this to Perception by inflicting ASP on yourself, nor can you reduce it to Engaged. Targets in the Burst X area suffer -X ASP to "Defend" actions with "Dodge".

Assassinate [Master] (Rank 10): The Yumi is a dangerous weapon, and being able to take your time and aim allows you to deal truly horrific wounds, often fatal. If you spend at least 4 partial actions aiming with the "Snipe" maneuver, and deal enough damage to reduce the opponent's Injury by two Injury Levels they become automatically Defeated. You may apply the effects of "Hawkeye" to the "Snipe" maneuver. Additionally, the damage generated from "Snipe" is doubled.

Raptor in Flight [Grandmaster]: Many archers are able to focus, aim, and fire a deadly precise shot. But when the target recovers they often don't have too much problem finding the archer and visiting horrible death on them. You are able to move a distance equal to one partial action each turn you use the "Snipe" maneuver. If you wish to Shunshin you must pay triple as it is difficult to maintain your aim as well as move at such great speeds. However, if you do Shunshin, the damage you deal is doubled as the arrow will carry your energy into its flight.

Tonfa Training [Core, Taijutsu, Basic]

Tonfa Student [Novice] (Rank 1-2): You are trained in the art of using the tonfa. These weapons are valued for their low profile and comfortable as well as varied combat style. A tonfa is wielded one handed, but is often wielded as a pair. A tonfa deals damage equal to Taijutsu+Tonfa Training+Base Weapon Damage.

Dual Tonfa [Adept] (Rank 3-6): All students of the tonfa quickly learn to use two tonfa as naturally as one. You gain a second attack with a tonfa. Both attacks deal 1/2 damage, but suffer no ASB penalty, unlike other dual wielding, since they are naturally expected to be used in a pair. You make the second attack whenever you use a basic Tonfa "Attack" action.

Rotational Defense [Talent] (Rank 5): Whenever you make a successful "Defend" action with the tonfa you may deal damage as a successful "Attack" action would deal to your attacker automatically. Additionally, you may make an "Attack" with your tonfa against your "Attacker" should you have a higher Speed Rank. This bonus may only be applied when you are wielding two tonfa at once. This costs 2 Grit per use of this effect, including the damage dealt to the attacker.

Bludgeons [Journeyman] (Rank 7-9): You may at this point in your training choose to hold the tonfa as clubs instead of in their traditional style. Using them in this manner negates the tonfa effects, as well as the benefit of "Rotational Defense", but increases the damage your main-hand tonfa deals to full damage, rather than half. This bonus only applies when dual wielding tonfa. Additionally, all of your "Attack" actions in this form afflict foes with the "Stagger" condition. Switching between traditional and bludgeons is a partial action.

Threefold Mastery [Master] (Rank 10): Your understanding of the tonfa reaches such a point that you can use tonfa as bludgeons, traditional style, and as a weapon that harms attackers. You no longer need to pay grit to gain benefits from "Rotational Defense". When using "Bludgeons" you deal full damage with both tonfa, instead of just your main hand. Finally, if you successfully hit the target and they have at least two "Stagger" conditions, you deal double damage.

Flow Like Silk [Grandmaster]: You may switch between Bludgeons and Traditional Style as a free action. Additionally, whenever you apply one "Stagger" while wielding Tonfa, you apply two "Stagger" conditions. Finally, if the target ever has the fourth or greater amount of "Stagger" conditions dealt to them by you they become "Stunned" for one round, at the end of which they drop to one "Stagger" condition. When using your tonfa in the traditional style you deal triple the amount of damage from "Rotational Defense". If you use a "Follow-Up" after your successful "Defend" in traditional style you may apply the "Prone" status to them.

Nekote Training [Core, Taijutsu, Basic]

Feline Fighter [Novice] (Rank 1-2): You have started training in the use of Nekote. These weapons were once used by shinobi who couldn't use ninjutsu well to climb fortifications. However, now, they are still used by some for their slashing power and ability to inflict bleeding. Nekote are used as a pair which occupies both hands. Nekote deal damage equal to Taijutsu+Nekote Training+Base Weapon Damage.

Cat Pounce [Adept] (Rank 3-6): When you use a "Charge"-line ability to attack with your Nekote you may inflict double the usual amount of "Bleed".

Tiger's Fury [Talent] (Rank 5): By pushing at your attacker with a flurry of swipes and swift lunges you are able to force their wounds to bleed profusely. As a full round action make a basic "Attack" action. If successful you deal no damage, and inflict only a single Bleeding to your opponent, however, the opponent is forced to move a number of squares backwards from your attack equal to their maximum partial action movement from you, additionally, the damage from their "Bleeding" conditions all trigger immediately at the end of the turn.

Flash of Claws [Journeyman] (Rank 7-9): You may add a number of "Bleeding" conditions to any "Maneuver" you use with your Nekote equal to 1/2 your Speed Ranks, to a minimum of 1.

Cat and Mouse [Master] (Rank 10): Opponent's find it difficult to push their attacks when they are dripping blood. If an opponent has their melee "Attack" action successfully defended by your use of "Dodge" they are scratched again as you jump away, inflicting a number of "Bleeding" conditions to them equal to 1/2 your Rank. Additionally, you may add your Rank to the damage all "Bleeding" conditions inflict from your nekote.

Slaughter Frenzy [Grandmaster]: When you use the "Blitz" maneuver all "Bleeding" conditions deal their damage immediately at the end of the turn, in addition to when the opponent's turn begins. Additionally, you may choose to continue dealing 0.5x damage with your nekote instead of increasing the damage for each successful hit. If you choose to do so you may inflict a cumulative +1 Bleeding conditions for each additional success over the opponent.

Shield Training [Core, Taijutsu, Basic]

Defender [Novice] (Rank 1-2): While many can pick up a shield you are training in its complete use. Samurai scorned shields, claiming them to be weapons of cowards. The Shield, by default, grants 15 Mundane DR which doubles to 30 Mundane DR if you become "Immobilized" and hide behind it. A shield is one handed. A shield deals no damage by default. Increasing your ranks in Shield Training increase the Mundane DR granted. A Shield cannot be used to "Attack", "Defend", or "Counter" by default.

Shield Block [Adept] (Rank 3-6): You may use your shield to dedicatedly block an attack, rolling Taijutsu+Shield Training to "Defend" with the shield. You may also use this shield to block Ninjutsu. If you are deploying your shield you gain +X ASB to this "Defend" action where X is your Rank.

Battering Ram [Talent] (Rank 5): The shield, by nature, is a heavy piece of metal. Should you put your weight behind it and rush at a foe, or strike at them with the shield, it is a very difficult weapon to resist. You may "Attack" with the shield using the same roll as you would use to "Defend". If you do so, the opponent suffers -3 ASP to weapon-based "Defend" actions, unless they are wielding a Greatsword, due to the shield's weight. Your Shield deals damage equal to its undeployed DR+Taijutsu+Shield Training. Attacking in this fashion costs 4 Grit per use and prohibits the use of your Shield until the end of the Round.

Bunker [Journeyman] (Rank 7-9): Using your shield you may guard a shinobi directly behind you as well. This use of your shield grants double the DR from deploying it when you do deploy it, but only in the direction you name you are facing. If you are "Flanked" you cannot use the DR from this ability. When you reach Rank 10 in Shield Training the protection this ability offers increases to a Line 10 Burst 2 area behind you.

Fortress of Retribution [Master] (Rank 10): If you successfully "Defend" an attack using your "Shield Block" you may use the "Battering Ram" talent without paying the Grit. If you strike the target they become "Prone" automatically. Additionally, you do not need to become Immobilized to gain the DR increase granted by deploying your shield, but you must pay 3 Grit and suffer -1 Grit/Turn when doing so. You may also enjoy the benefits of your shield even after using "Battering Ram".

Titanic Stronghold [Grandmaster]: Your shield is a heavily trained wall that will not allow attackers through. You may use your Shield to "Parry" and enjoy the benefits of "Ready and Waiting" even if you do not have the Perk. Finally, you may automatically use "Battering Ram" when an opponent uses a maneuver against you that you successfully "Defend" against, or when you "Parry". You no longer are "Immobilized" when you deploy your shield, but if you move the bonus DR and effects from deploying the shield are negated.

Senbon Training (Core, Ninjutsu, Basic)

Needle Ninja [Novice] (Rank 1-2): You have begun using the weapon known as senbon, small needles that cause minimal damage but have the ability to strike acupuncture points if the user has enough skill. A shinobi may throw 3 Senbon per Rank in a single ranged "Attack" action. Senbon have a range equal to your Ninjutsu score.

Thin Projectiles [Adept] (Rank 3-6): The senbon, while longer than shuriken, has a much more difficult to see profile. A shinobi who has Speed Familiarity lower than your Offensive Speed suffers double the ASP to "Dodge" against your senbon when you throw them due to their hard to see nature.

Acupuncture [Talent] (Rank 5): Though relatively incapable of piercing armor a senbon is best used to pierce skin and cause all manner of deadly effects against targets who expose skin. If you possess "Medical Training" of at least 5 you may ignore the Mundane DR granted by armor that a target is wearing as you simply throw at the parts not armored. If you have "Medical Training" of 7 you are able to hit precise points at range, inflicting "Disable" on an area that is exposed of your choosing. Applying this effect costs 2 Grit and 1 Chakra.

Pin Cushion [Journeyman] (Rank 7-9): If there's one thing that senbon are excellent at it's piercing the target's skin. Against a foe that is gaining no Mundane DR from Armor whenever you hit with a Thrown attack with senbon you may hit them an additional time for free. Against a foe who is wearing armor you no longer have all of your damage negated if they have Mundane DR.

Ultimate Precision [Master] (Rank 10): The inevitable realization ever senbon comes to use is that their weapon will never inflict the critically huge damage of other weapons, but what it lacks in raw damage it makes up for in its ability to hit accurately. Instead of throwing several senbon with a thrown Attack you may throw a single one. This attack gains +X ASB where X is the number of senbon you may throw in a single attack -1. If the attack hits you may inflict the "Stunned" condition as well as the "Disable" condition on the target on any location. The condition lasts as long as the needle is in the target.

Storm of Needles [Grandmaster]: Needles aren't capable of massive damage individually, as you've learned, but even a needle can kill someone when you throw dozens of them. As a full-round action you may draw up to Rank*20 needles. Select a single target in your range. Make a single basic Attack action with the enemy suffer -5 ASP. For each degree of success over the target you may hit them with 10 needles. If you hit with all the needles the target suffers "Staggered", "Incapacitated", and "Prone".

Stealth (Support, Ninjutsu, Basic):

You are considered to be trained in the shinobi signature art of hiding and moving silently through the environment. Roll Ninjutsu+Stealth. You are considered to be invisible and make no sound while in "Stealth". You move at $\frac{1}{2}$ your base movement speed and cannot use Jutsu or "Attack" without breaking your "Stealth". This Skill has only 5 Ranks. Any time after you have reached Rank 5 you may select a "Specialization" and pay 5 MP to acquire it. You may only have one "Specialization" per skill.

(Rank 5) Shadow: You are now an expert of Stealth. You may move at your full base movement speed while under the effects of "Stealth".

(Specialization 1) Hiding Master: When you use a "Replacement" you may automatically enter Stealth with the highest possible successes you could roll.

(Specialization 2) Sneaking Master: You may pay 1 Chakra at the start of each turn you are in Stealth. You move at 1.5x your movement speed so long as you are in Stealth. Additionally, if you have moved at least 30 squares this turn you are considered to have not moved for the purposes of "Tremorsense".

Dodge (Support, Ninjutsu/Taijutsu, Basic):

You are trained in the art of evasion, the primary shinobi method of defense. Each Rank in Dodge grants you +2 ASB to uses of "Dodge" instead of the usual +1 ASB per Rank as other skills would give. A successful "Dodge" roll allows you to move backwards from the target a single square. This Skill has only 5 Ranks. Any time after you have reached Rank 5 you may select a "Specialization" and pay 5 MP to acquire it. Unlike other skills of this nature you may purchase more than one "Specialization".

(Rank 5) Shinobi Agility: You are capable of greater feats of agility. You now move a number of additional squares equal to $\frac{1}{2}$ of your Rank in a direction of your choosing except for upwards.

(Specialization 1) Speed Freak: You may add double your "Dodge" for the purposes of movement. Your "Shunshin" becomes 2.5x your base movement speed.

(Specialization 2) Aerial Ace: You may go upwards when you "Dodge" so long as you are not already in the air. At the end of this Turn you do not drop, as you are still flipping backwards.

(Specialization 3) Sway: When you successfully "Dodge" with at least two successes against a melee "Attack" action you may choose to stay where you are instead of having to move.

Counter Genjutsu Training (Support, Genjutsu, Basic):

You are trained in the art of releasing yourself from a Genjutsu. Counter Genjutsu Training is used while in a Genjutsu to allow yourself to use the "Genjutsu Release" Jutsu to free yourself. This Skill has only 5 Ranks. Any time after you have reached Rank 5 you may select a "Specialization" and pay 5 MP to acquire it. You may only have one "Specialization" per skill.

(Rank 5) Countermeasures: If you are Aware of the Genjutsu you may roll Counter-Genjutsu Training to "Defend" against the Genjutsu without going into it. If the Genjutsu was Visual you gain "Blinded" until the end of the Turn. If the Genjutsu was Auditory you lose a partial action during your next turn. If the Genjutsu was Scent based you suffer -X ASP to all actions, where X is the Attacker's Rank.

(Specialization 1) Reality Anchor: You may negate a single Twist that is used on you during a Genjutsu as you see through its illusory effects. If you pay 5 Grit you also become "Aware".

(Specialization 2) Dreamer's Reprieve: You may negate a number of effects that would be inflicted upon you from a Genjutsu when you leave it at the cost of X Grit where X is the Attacker's Rank.

Taijutsu Knowledge (Utility, Ninjutsu/Taijutsu, Basic):

This skill allows you to gain a "Knowledge Bonus" against a shinobi's Taijutsu-based skills. Roll Taijutsu or Ninjutsu +Taijutsu Knowledge against their last use of the skill you wish to target. You must get at least as many successes as their last use of the skill. If you succeed you gain a "Knowledge Bonus" against that skill for that shinobi. This "Knowledge Bonus" grants +X ASB to "Defend" actions where X is your Ranks in "Taijutsu Knowledge". This Skill has 5 Ranks and has no Specializations.

Ninjutsu Knowledge (Utility, Ninjutsu, Basic):

This skill allows you to gain a "Knowledge Bonus" against a shinobi's Ninjutsu-based skills. Roll Ninjutsu +Ninjutsu Knowledge against their last use of the skill you wish to target. You must get at least as many successes as their last use of the skill. If you succeed you gain a "Knowledge Bonus" against that skill for that shinobi. This "Knowledge Bonus" grants +X ASB to "Defend" actions where X is your Ranks in "Ninjutsu Knowledge". This Skill has 5 Ranks and has no Specializations.

Genjutsu Knowledge (Utility, Ninjutsu/Genjutsu, Basic):

This skill allows you to gain a "Knowledge Bonus" against a shinobi's Genjutsu-based skills. Roll Genjutsu or Ninjutsu +Genjutsu Knowledge against their last use of the skill you wish to target. You must get at least as many successes as their last use of the skill. If you succeed you gain a "Knowledge Bonus" against that skill for that shinobi. This "Knowledge Bonus" grants +X ASB to "Defend" actions where X is your Ranks in "Genjutsu Knowledge". This Skill has 5 Ranks and has no Specializations.

Tactics (Utility, Ninjutsu, Basic):

Used in the Tactician role to grant Tactics Points. This Skill has only 5 Ranks. Any time after you have reached Rank 5 you may select a "Specialization" and pay 5 MP to acquire it. You may only have one "Specialization" per skill.

(Rank 5) Shogi Player: You are aware of the battlefield and maneuver your pieces very well. When you use your "Active Repositioning" to move a shinobi you are in Formation with out of the area of an "Attack" successfully the subject gains an immediate extra partial action as they anticipate your rescue. They may only use this partial for actions that cause movement. Each shinobi in formation with you may only benefit from this once per encounter.

(Specialization 1) Guardian: When you use your "Active Positioning" ability to move a shinobi in Formation with you who is the subject of an "Attack" action you need only pay 1/2 the amount of Tactics Points.

(Specialization 2) Trapmaster: Designate an enemy shinobi as the "Target" and a square adjacent to you or a shinobi in Formation with you as the "Trap". If the "Target" enters the "Trap" you may inflict "Immobilized" as well as activate your "Active Positioning" ability at no cost. Moving the target still costs Tactic Points, however.

Deception (Utility, Genjutsu, Basic)

Used for "Feint" as well as to represent lying to a target during a roleplaying situation. A Kage should pay attention to your Deception stat when trying to lie believably. This Skill has only 5 Ranks. Any time after you have reached Rank 5 you may select a "Specialization" and pay 5 MP to acquire it. You may only have one "Specialization" per skill.

(Rank 5) Charlatan's Ruse: Select a non-offensive partial action you wish to do. You may make fake an "Attack" action that the target sees as real. If the target chooses to not "Defend" or take any action they see what action you perform and may interrupt it. If they do "Defend" however, your action is completed and you gain an additional partial action. If the target is suffering from ASP due to your Feint action they must "Defend". You may only do this once per encounter.

(Specialization 1) Massive Blunder: The ASP caused by Feint is cumulative. If the target ever reaches -20 ASP from your Feint actions they are considered to have rolled 0 in all actions against you.

(Specialization 2) Fast Hands: By applying a minor use of chakra on your hands you are capable of turning them into a blur. Any foe suffering ASP from your Feint actions cannot benefit from a "Knowledge Bonus" against your Jutsu. Additionally, you may have the target believe your Jutsu is an element of your choosing, or a Hiden.

Intimidate (Utility, Genjutsu, Basic):

Used for "Browbeat" and to represent threats and bullying a target. A Kage should pay attention to your Intimidate skill when you are threatening a target or trying to ply them into action with threats. This Skill has only 5 Ranks. Any time after you have reached Rank 5 you may select a "Specialization" and pay 5 MP to acquire it. You may only have one "Specialization" per skill.

(Rank 5) Wrath of the Ogre: Whenever you succeed on a use of Browbeat the target becomes "Unnerved" until your next Turn. If you succeed by at least 5 successes the target loses a partial action due to fear.

(Specialization 1) Murderous Stare: You may add your ranks of Intimidate to uses of "Killing Intent". If you succeed the target suffers "Unnerved". If they are already "Unnerved" they suffer "Terrified". If they are already "Terrified" they automatically are Defeated.

(Specialization 2) Feeling Lucky?: Your uses of "Intimidation" automatically succeed against a foe of a lower Rank. Additionally, you may affect X shinobi with your "Browbeat" where X is your Rank. The shinobi targeted all use the lowest roll among all targets.

Diplomacy (Utility, Genjutsu, Basic):

Used for "Defuse" and for being reasonable and using logic to convince people to work together or to come over to your side. A Kage should keep your skill in this in mind when you are trying to bargain or convince people. This Skill has only 5 Ranks. Any time after you have reached Rank 5 you may select a "Specialization" and pay 5 MP to acquire it. You may only have one "Specialization" per skill.

(Rank 5) Smooth Operator: All shinobi affected by your "Defuse" must put away their weapons and are counted as no longer in combat for the purposes of Initiative, determining "Flat-Footed", and gaining Grit. Any hostile action will return them to combat.

(Specialization 1) Sharpen Your Knives: You may select a number of shinobi, excluding yourself, not affected by your "Defuse" to instead gain "Emboldened". If they are already "Emboldened" they become "Fervent".

(Specialization 2) Rousing Speech: As a full round action you may roll Gen+Diplomacy. If you have at least as many successes as Rank*5 all shinobi in Formation with you remove all Status Conditions that could be removed by Grit, excluding any of their choice.

Famous Shinobi Lore (Utility, Nin):

Used to identify and recognize shinobi from other nations by name alone. This skill should have purely RP implications, and a shinobi should be easier to recognize based on their Reputation. A shinobi requires a number of successes equal to 1/5 (100- the Reputation of the Shinobi in question) to at least recognize them. For each success over the Kage may give information as they see fit depending on how public the information is and how famous the shinobi. This is a 5 Rank skill with no Specializations.

Regional Lore X (Utility, Nin):

Used to identify and recall areas of importance to a specific region. This skill may be chosen multiple times for different regions. Though not used in combat this skill may grant shinobi information

they may find useful. A shinobi's number of successes yields information of a variety and depth at the Kage's discretion. This is a 5 Rank Skill with no Specializations.

International Lore (Utility, Nin):

You are an educated diplomat and know the relationships, histories, and desires of nations and their leaders. Though not used in combat this skill may grant shinobi information they may find useful. A shinobi's number of successes yields information of a variety and depth at the Kage's discretion. This is a 5 Rank Skill with no Specializations.

Genjutsu Training [Core, Genjutsu, Advanced]:

Illusionist [Novice] (Rank 1-2): You are beginning to learn the extremely difficult art of Genjutsu. At Rank 1 and each subsequent Rank you may learn a "Twist". When you build a Genjutsu, which differs from building a Ninjutsu completely, you may add a number of "Twists" to your Genjutsu equal to 1/2 your Genjutsu skill. When you cast the Genjutsu you may apply the twists at the cost listed at the speed listed. You may exceed the amount of "Twists" available at the cost of 2 Chakra per additional "Twist" to the Genjutsu's cost.

Practiced Phantoms [Adept] (Rank 3-6): You have been working at this Genjutsu business for a while and have learned that it is difficult to make a Genjutsu land against trained opponents. Because of this you have sharpened your Chakra Systems to make sure you don't burn out. Reduce the Chakra Cost of all of your Genjutsu by 1/2.

Warp [Talent] (Rank 5): The world you create with your Genjutsu is a complex and surreal experience for most shinobi. However, those who are used to combating Genjutsu are aware of some of the things you can do them and can perceive this is a Genjutsu. However, you know this, and using this ability can confirm they are in a Genjutsu, but make them suffer dearly for that knowledge. You may activate the "Warp" effect in addition to the regular effect any time you use a "Twist" at the cost of 2 Chakra and 2 Grit.

Labyrinthine Illusion [Journeyman] (Rank 7-9): You have learned to subdue and mute the effects of your technique when a shinobi begins to escape your Genjutsu. When a shinobi affected by your "Genjutsu" uses the "Genjutsu Release" you may withdraw all effects caused by your "Twists" on all shinobi affected by your "Genjutsu". However, all effected shinobi are still under the effects of your Genjutsu. You may only use this ability once per encounter.

Flash of Fear [Master] (Rank 10): Your mastery over Genjutsu and the realms you create are absolute. You gain 1 Grit per turn extra equal to the number of shinobi affected by your Genjutsu. Additionally, you may use any "Twist" as a free action once per turn excluding your own, and you may activate the "Warp" ability by paying double the cost if you wish to use it as a free action. Finally, the perception of time is completely surreal in your realm, and a foe affected by your "Genjutsu" loses a partial action when they emerge from your "Genjutsu" as they try to recover their bearings unless they are released by another shinobi using the "Genjutsu Release" technique on them.

Yin Release Master (GM): Your talent over Genjutsu has proliferated to the point that you are capable of dominating your world of illusions. Once per encounter you may designate a single Genjutsu that is currently effecting a shinobi. You may use all "Twists" in that Genjutsu an additional time. Finally, your talent is broad enough to bring over a small element of that into reality. Designate a single "Twist" you are capable of using. You may use it outside of the Genjutsu once per encounter as if you were in a Genjutsu. If you wish to use the Warp effect you may do so, but must pay double the Chakra cost due to the strain of creating such an effect.

Weapon Master (Core, Taijutsu, Advanced)

Student of Steel [Novice] (Rank 1-2): Rather than study each weapon individually, and thus earning the secrets of their depth of understanding, you have chosen the route of broader study to be able to use all weapons with deftness and skill. You are considered to be proficient with all weapons. Your attacks deal damage equal to Weapon Master+Base Damage of the Weapon+Taijutsu. This Taijutsu bonus is applied even to weapons that would not normally receive it, like the Yumi. You may "Attack", "Defend", and "Counter" with a weapon under the usual restrictions it must obey in its own Novice description.

Wind Style [Adept] (Rank 3-6): The first a student who wishes to wield all weapons must learn is to be able to transition between the weapons they have access to swiftly. If a shinobi does not already possess it, they gain the "Quick Draw" Perk for free. Additionally, when they equip a different weapon from the one they began the round holding for the first time in the round they inflict a -2 ASP to all opposing shinobi adjacent to them until the end of the round. This ASP is increased by 1 per Speed Rank the Weapon Master has over the affected shinobi. A shinobi can only use the benefits of this ability once per Round.

Fire Style [Talent] (Rank 5): Once a student has become comfortable shifting around from weapon to weapon they become capable of bringing their power and strength down in an attack, striking accurately and competently. A foe that is suffering from ASP inflicted by the effects of "Wind Style" suffers 1.5x damage from all damage you inflict through use of your "Weapon Master" Skill. Additionally, you may, as a full round action, surprise a foe with a weapon that you produce and strike with, trying to overwhelm them. Select a single weapon that you haven't used this fight. Make a basic "Attack" action against the target with +2 ASB. The target is considered to be "Flat-Footed" for the purposes of this attack. If you are successful the target takes 3x damage and suffers one of the following conditions of your choice: Prone, Immobilized, or Knockback. You may only use this ability once per encounter. You must pay 3 Grit to activate this ability.

Forest Style [Journeyman] (Rank 7-9): Having conquered the speed and ferocity needed to triumph over their foes with any weapon the student now must focus on form and stability. Speed and power are wasted without proper direction and knowledge of how to fight a foe. When you draw a new weapon for the first time in the Round you may pay 3 Grit. If you do so you may remove all conditions that were applied last round by Taijutsu-based sources. Additionally, for the remainder of the Round you are immune to conditions that would be placed on you by Taijutsu-based sources. Finally, you gain 10 Mundane DR whenever you are wielding a weapon in one hand that you have just drawn this round. If you are wielding a two-handed weapon the DR increases to 15.

Mountain Style [Master] (Rank 10): The final step in your progress towards mastery is becoming stable through your stance changes, movements, and everything. Whenever you make an "Attack" action you may move two squares in any direction either before or after the attack, at your choosing. If you draw a new weapon while doing this you may add 1/2 your Rank in ASB to your Attack. Additionally, you are immune to "Prone" that would be inflicted by a Taijutsu-based attack so long as you are holding a one-handed weapon. If you are wielding a two-handed weapon you are also immune to "Knockback". Finally, when you activate a "Follow-Up" you may benefit from all of the Skill bonuses from "Weapon Master" an additional time this round.

Furinkazan [Grandmaster]: At the pinnacle of the Weapon Master's studies is the Furinkazan, the concept of unifying all four styles into a singular combat art of weapon mastery. You may benefit from the abilities granted by the "Weapon Master" skill a number of times a round equal to your Rank instead of just once. Additionally, whenever you successfully "Counter" a shinobi who is suffering from ASP caused by your "Wind Style" you may turn that "Counter" into a "Critical Hit" automatically. Finally, you may enjoy the benefits of the "Adept" level ability of any weapon you use.

Kekkei Genkai Training: Blood of the Kazekages (Core, Ninjutsu, Advanced)

Desert Menace [Novice] (Rank 1-2): The greatest shinobi in the Land of Wind, those who had the strength to unite the lands or at least to dominate their countrymen, were those who possessed this bloodline, the amazing ability to manipulate sand, an object eternally present in their homeland. You may manipulate the sand into Jutsu or use it simply as a weapon to crush your foes. This control over sand, however, does not allow you to simply will it into existence. To gain the benefits of this skill you must carry a massive amount of sand around with you in some shape or form. This reduces your Speed to Rank+5 when walking, and you can go no higher than Speed Rank 1. However, when you accept these burdens you can create tendrils from the main source of sand and use it to attack as a full-turn action. You may "Attack" using Ninjutsu+"Kekkei Genkai Training: Blood of the Kazekages" Skill. If you hit you deal damage equal to Ninjutsu+this Skill+15. This attack has a range of 5 and cannot be extended. A Jutsu with "Sand Element" deals damage equal to Rank+Ninjutsu Score+Skill Ranks+Sand Element.

Armor of Sand [Adept] (Rank 3-6): Your natural power manipulates the sand to creep over your skin and protect you from damage, subconsciously. You may change this armor of sand to appear like your skin. This armor's Injury is calculated like Injury, instead it uses the number of Sand Counters you possess in lieu of Taijutsu, however it does not have a Wounded category. If you receive damage first remove it from the armor. If the armor does not receive enough damage in a round to deplete its Healthy Pool it regenerates back to full. The Injured Pool, however, takes a number of turns equal to 6-Rank to restore back to full. If the pool is completely depleted and the armor is broken it takes a full day to restore.

Sand Constructs [Talent] (Rank 5): Through manipulation of the sand you command you are capable of creating objects. Through there is no exact limitation upon what you can make it is up to the Kage. As a rule of thumb it takes a partial action, 2 Grit, and 1 Chakra to convert 1 Sand Counter into a square's worth of an object, such as a platform of sand to stand on. Any creation you make with your Sand can be moved by your Sand Control as a partial action a number of squares equal to 2*NInjutsu per partial action. If it is larger than two squares that speed is halved, and becomes halved again for every two squares it occupies until it becomes immobile. Finally, your non-Jutsu Attack actions with your Sand are capable of making a Maneuver at the cost of 2 Chakra. You may use your Ninjutsu and "Kekkei Genkai: Blood of the Kazekages" in lieu of Taijutsu and any requisite skill, but you may only use "Disciple of the Unarmed" and "Disciple of the Aggressor" maneuvers.

Tendrils of Sand [Journeyman] (Rank 7-9): Rather than slamming massive columns of sand into the target you simply control small whips of sand that dart forward and seek a foe, latching onto them and allowing others to hit more easily. You may make an "Attack" with your Sand as listed in Desert Menace, however, it is only a partial action, but deals only half damage. A foe that takes damage from this type of an attack gets a "Sand Counter". A shinobi with a "Sand Counter" takes -2 ASP per "Sand Counter" on them to further "Defend" actions against your "Kekkei Genkai: Blood of the Kazekages" Attacks.

Wrath of the Kazekages [Master] (Rank 10): Your potent mastery over sand has made you a true nightmare to face on the battlefield. All damage inflicted by your non-Jutsu Attack actions increase to 1.5x their normal damage. Additionally, you may create weapons out of sand, such as a spear or an arrow, and jettison them towards an opponent. To create these weapons you must spend "Sand Counters". A normal sized weapon requires only 1 Sand Counter and adds its bonus damage to the attack. However, if you spend more Sand Counters you increase the damage hugely. By spending 3 Sand Counters the weapon is large and deals 3x its base damage. By spending 5 Sand Counters the weapon is massive, easily as big as a tree, and deals 10x its base damage. These weapons do not move slower because of their great speed and their damage is added to the next non-Jutsu Attack you make with this Skill. Using these weapons for an attack adds 10 to the range of your Attack.

Lore of the Hermit [Grandmaster]: It is said the first shinobi learned of this technique from a hermit who lived alone in the desert, and his final secret is passed onto you. You have learned to move even the massive projections of sand at great speed. If you make an Attack using the rules described in Desert Menace you deal triple damage if successful and may automatically make the opponent suffer either

"Knockback" or "Airborne". Finally, if you use the Attack method described in Tendrils of Sand you may give those attacks Speed Rank of 1/2 your Ninjutsu score.

Kekkei Genkai: Blood of the Kazekages (Requires Cruelty of the Desert): You are stern, unshakable, and uncompromising. Many lesser men and women quail before your stare and things that would make another man flinch and hide simply don't phase you. You are immune to "Unnerved" and "Terrified". Finally, you have a number of "Sand Counters" equal to your Ninjutsu Score+"Kekkei Genkai: Blood of the Kazekages" Ranks. These Sand Counters do not regenerate automatically and you must recollect the Sand you use. Doing so is a lengthy process and cannot be done at a reasonable speed unless you are adjacent to the sand.

Sand Element: +15 damage. If you spend a Sand Counter on a Jutsu you may have it automatically inflict "Prone" and may add your "Kekkei Genkai: Blood of the Kazekages" Ranks to the damage an additional time.

Kekkei Genkai Training: Boil Element (Core, Ninjutsu, Advanced)

Steam User [Novice] (Rank 1-2): By combining the power of water with the heat of fire you create such scalding mist that it is like acid. In fact, its effects so distantly resemble actual boiling water that many misconceive this to be acid, but you are aware of its true nature. Your "Boil Element" Jutsu deal damage equal to your Rank+Ninjutsu Score+Base Damage+Kekkei Genkai Training: Boil Element+Boil Element Damage as well as having the effects of "Boil Element".

Wafting Cloud [Adept] (Rank 3-6): The acidic effect of your Jutsu has a nasty tendency to linger. A shinobi takes 1/2 the damage of the Jutsu each turn they are within the cloud, as well as an additional time of taking full damage each Round they are within the cloud. The cloud also increases in size by 1 Burst for each Round it is in existence.

Concentrated Breath [Talent] (Rank 5): By focusing your mouth and shooting the acidic mist forward as a torrent rather than letting it waft forward as it normally does you increase its potency. The Jutsu lasts an additional Round and deals bonus damage equal to the Mundane DR it reduced. Additionally, a shinobi hit by this effect suffers a "Stagger" condition from the pain of having their flesh ripped away. To add this effect costs 2 Grit and 2 Chakra. Finally, Jutsu with this effect gain Range 20.

Devouring Acid [Journeyman] (Rank 7-9): Your training has made the mist more hungry, it seems. A shinobi who has received damage from the mist and then leaves it suffers an additional Turn's worth of its effects. Additionally, the damage dealt by your acid completely ignores Chakra Based DR now. Finally, if your Boil Element Jutsu reduce a shinobi by an Injury Level it lowers them to the next Injury Level automatically.

Lingering Cloud [Master] (Rank 10): Your mastery over your acid has reached a truly terrifying potency. You may add 1/2 your Rank to the number of Rounds your Jutsu have continuous. Additionally, they increase by 2 Burst instead of 1 as "Wafting Cloud" gives you. Finally, a shinobi who is "Immobilized" or "Stunned" takes 1.5x damage from your "Boil Element" Jutsu. You are immune to all damage from "Boil Element" Jutsu of your own creation.

Maw of the Mist [Grandmaster]: The crushing truth of your Jutsu is those who are aware of it fear it, and those who aren't aware of it are devoured. A shinobi who gains Knowledge Bonus against your "Boil Element" automatically becomes "Unnerved" at the knowledge. If they were "Unnerved" they become "Terrified". If a shinobi is reduced to the next Injury level by the effect of "Devouring Acid" they suffer this effect as well. Finally, if you use "Killer Intent" with your "Boil Element" you may automatically succeed and affect X shinobi where X is 1/4 your Ninjutsu score (minimum 1).

Kekkei Genkai: Boil Element(Requires Mist Brutality): You are a caustic personality with a sharp side to you. You gain +3 ASB to "Counter Genjutsu" uses and may negate a single "Twist" once per encounter.

Boil Element: +10 damage. The Jutsu's range is reduced to 5 and cannot be increased. However, it gains Burst 2 and remains active for a single Round, until the start of your next Turn. Additionally, it corrodes flesh and armor. Any armor that is inside of the Boil Element has its Mundane DR reduced by an amount equal to your Ninjutsu Score+Kekkei Genkai Training: Boil Element Ranks for each Turn they are within the cloud. The Mundane DR reduction is done before damage is dealt.

Kekkei Genkai Training: Dead Bone Pulse (Core, Taijutsu, Advanced)

Iron Bones [Novice] (Rank 1-2): Your Clan, the Kaguya Clan, is a savage clan of warriors who fight with their bodies in a way unlike any other. You are able to project bones from your body and use them as blades. When you are "Bladed" you may make a melee "Attack", "Defend", and "Counter" attacks with your bones. You count as armed for all purposes unless being unarmed would benefit you greater, at your discretion. While "Bladed" you deal damage equal to Taijutsu+Kekkei Genkai Training: Dead Bone Pulse+ Bone Damage (Rank+Kekkei Genkai:Training: Dead Bone Pulse Ranks).

Burst of Spines [Adept] (Rank 3-6): Your bones are extremely fast when they emerge from your flesh and rush to the surface. In a Burst 1 area around you, whenever you become "Bladed" for the first time on a turn, all targets suffer damage as if you had hit with a basic "Dead Bone Pulse" attack. You may also pay 1 Grit to activate this effect again. The Grit cost increases by 1 per subsequent use in a turn.

Digital Shrapnel [Talent] (Rank 5): While famous for their ability to create blades out of their limbs the Kaguya also are capable of shooting their finger bones at extremely high speeds as bullets. Make a ranged "Dead Bone Pulse" "Attack" action. The target suffers -X ASP, where X equal your Rank, to "Defend" with a non-movement based "Defend" action due to the extreme speed, small size, and number of the projectiles. The "Attack" is considered to be one Speed Rank higher than you can move. However, if the enemy is not penalized by the Speed of the attack they do not suffer the -X ASP to "Defend". The "Attack" ignores Mundane DR and deals damage equal to a basic "Dead Bone Pulse" attack increased to 1.5x damage.

Passing the Bone [Journeyman] (Rank 7-9): Due to the speed of your bones ability to explode out you can use an extremely dangerous combat style. By fighting without deploying your bones you can make them jump out when an enemy doesn't expect them to grant range, damage, and speed that was thought hitherto impossible. When you are not "Bladed" and make a "Dead Bone Pulse" "Attack" action your opponent suffers a -X ASP, where X equals your Rank, to "Defend" with a movement based "Defend" action due to the alacrity of your attack. If you succeed on this attack you may become "Bladed" and activate "Burst of Spines". This use does not count towards your uses of "Burst of Spines" in a round. Additionally, if you hit the target, all damage you deal with "Burst of Spines" is doubled for the duration of the round.

Kaguya Warmonger [Master] (Rank 10): Your Clan was born to war, that cannot be denied, and now you have inherited their rage. You gain the benefits of the "Sadist" Perk, or, if you have "Sadist", the Grit returned is doubled. The DR granted by "Bladed" is tripled, as well as the Bone Damage you deal from basic "Dead Bone Pulse" attack actions. Finally, if you suffer -1 ASP to all "Attack" actions you may make an additional "Attack" action at the end of the turn against all foes within a Burst 1 area of you.

Kaguya Warlord [Grandmaster]: While lesser Kaguya spend their lives mongering for war, you have mastered it. A foe that dares attack you with "Martial Arts" even if they are emulating a weapon, suffers damage equal to your basic "Dead Bone Pulse" attack action plus damage equal to your DR against their attack due to the piercing power of your bones. Additionally, when you deal at least 40 damage to a target they suffer "Stagger" from the pain caused. If you attack a foe that is carrying a weapon and you use the "Disarm" maneuver successfully you may make an "Attack" action immediately at the cost of 2 Chakra. You can't be reduced to the next injury pool by a Taijutsu attack or source of damage unless the pool you are in is at 0. Additionally, your body is reinforced allowing you to reduce a source of Taijutsu damage that deals over 150 damage to 1/2 damage or to 1/4 if you pay 3 Grit and Chakra to reinforce your entire body.

Kaguya Warrior: You may project bones from your hands, arms, and legs, allowing you to attack in a deadly dance that your clan is famous for. You may pay 2 Chakra to project these bones, and then may retract them and do so any number of subsequent times for free, as a free action. When your bones are projected you are considered to be "Bladed". Additionally, you are extremely durable, and gain two instances of the "Healthy" Perk for free. However, you cannot benefit from the "Bladed" status while wearing any armor nor can you use any of your clan's abilities from "Kekkei Genkai Training: Dead Bone Pulse".

Bladed: You are ridged and covered in hard blade-like protrusions of bones, making attacking you in hand to hand difficult. If a foe makes an "Attack" action while adjacent to you, a "Charge" related "Attack" or any "Attack" action that involves moving into you they automatically suffer damage equal to your Taijutsu. Additionally, your bones grant a degree of armor, giving you 10 Mundane DR which is doubled against Taijutsu based damage and all "Weaponized" Jutsu.

Kekkei Genkai Training: Explosion Element (Core, Ninjutsu, Advanced)

Detonating Jutsu [Novice] (Rank 1-2): Your Clan has mastered the ability to convert chakra into an explosive, much like exploding tags. Your "Explosion Element Jutsu" deal damage equal to your Rank+Ninjutsu Score+Jutsu Base Damage+Kekkei Genkai Training: Explosion Element Ranks+Explosion Element damage as well as having Burst X where X is your Rank.

Pressure Wave [Adept] (Rank 3-6): Your Jutsu have a tremendous destructive force, in fact, they can be used for little else. So great is their power that even those that avoid the Jutsu itself can be sent flying by the force of the technique's detonation. X squares around the area of your Jutsu, where X is 1/2 your Rank, a massive shockwave of heat and pressure rolls out. Any shinobi caught in this pressure wave suffer "Knockback" automatically. Additionally, they become "Prone" at the end of the "Knockback" from the force unless they have Taijutsu 8 or higher due to their strength and agility.

Blast Canon [Talent] (Rank 5): While all Jutsu require seals normally it is possible for a shinobi with talent to use their chakra in a raw release. Normally this use of chakra does little more than slow a fall or accelerate their movement. However, because of the particularly deadly nature of your Chakra, you may use this as a surprisingly deadly though expensive weapon. In lieu of a "Defend" action you may release a massive burst of raw Explosive chakra between yourself and an adjacent shinobi. You must pay X Chakra, and you deal 15X damage. If the damage of your released chakra equals or exceeds the "Attack" you overwhelm the attack and cause them to take the excess damage. Both you and the adjacent shinobi suffer "Knockback". However, because of your repeated use of this technique, you are immune to "Knockback" damage, though you still are sent flying away. This costs 2 Grit in addition to the Chakra cost.

Blowout [Journeyman] (Rank 7-9): Your Explosion element, though technically a combination of "Lightning Element" and "Earth Element", is very difficult to combine with those two elements. When you would normally be able to "Elemental Combine" you do not gain all the effects of "Earth Element Training" or any of the effects of "Lightning Element". The base damage of your "Explosion Element" effect increases by 15 for each of these abilities you possess but cannot apply: "Solid State", "Earthbind", "Lightning Speed", "Paralyze", "Charge Up", or "Overload". Additionally, if you have "Wrath on High" or "Earthquake" you may add triple your Ninjutsu score to damage for "Explosion Element Jutsu". Finally, you may apply "Ground Shifter" to your "Explosion Element" Jutsu, but you must pay 3 Chakra as well as the 3 Grit.

Roar of War [Master] (Rank 10): The damage of your explosions has reached a new high point. Any foe in the center of your Jutsu, as well as a Burst 1 around the center suffer double the damage of your Jutsu as they are in the ground zero of the technique. Additionally, shinobi affected by "Shockwave" suffer 1/2 the damage of the Jutsu. For the purposes of "Blast Canon" instead of multiplying the X value by 15 you may multiply it by your base "Explosion Element" damage. Finally, any foe that becomes damaged by your "Explosion Element" Jutsu or "Shockwave" becomes "Unnerved". They become "Terrified" if they take double damage due to the effect of "Roar of War".

World Shredder [Grandmaster]: Explosion element at this level is no longer just a deadly element, it reshapes the world if left to its own devices. When you use an A Rank or higher Jutsu you may affect the entire area affected with "Spikes" or "Uneven Trench", from the "Ground Shifter" effect so long as you can use it. If you can't use it normally you can emulate it by paying 3 Grit. Finally, any foe that takes double damage from "Roar of War" loses an Injury Level automatically before damage is applied.

Kekkei Genkai: Explosion Element: Your ability is seen amongst the most valuable in your village, and as such you are from a Clan of prideful people, as well as being exposed to your terrifying gift at a young age. You are immune to "Unnerved" or "Terrified" due to your almost reckless bravery. Additionally, whenever you succeed in an "Attack" you gain 1 Grit.

Explosion Element: +15 damage. All Jutsu with this effect gain Burst X where X is your Rank. However, because of the intense power required, your Jutsu cost 1 additional chakra.

Kekkei Genkai Training: Hydrofication (Core, Taijutsu, Advanced)

Body of Water [Novice] (Rank 1-2): As a member of the Hozuki Clan you are born with an extremely strange anatomy. Your body is primarily water and chakra. Because of this you are able to use your Chakra to phase attacks through you. You may negate any damage from a weapon-based or Taijutsu-based "Attack" action by paying 1 Chakra. You may do this a number of times per encounter equal to your "Kekkei Genkai Training: Hydrofication" Ranks. You may not use this skill for "Attack", "Defend", or "Counter" unless otherwise stated.

Drop in the Bucket [Adept] (Rank 3-6): Because of your largely water-based physiology you must remain well hydrated, but you may also use this to your advantage. For each round you spend submerged in water, or when you receive damage from a "Water Element" Jutsu, you may heal a number of Injury equal to (Rank*Kekkei Genkai Training: Hydrofication*2).

Morphing [Talent] (Rank 5): One of the strangest parts of your anatomy is how it is, for the most part, temporarily variable. While you do have a base form, and that will change with natural growth, you can charge your body with Chakra and temporarily shift it. By paying 3X chakra you may increase your Taijutsu by X, enlarging your musculature and making yourself more powerful. Additionally, you can increase your speed by 1 Speed Rank per 5 Chakra you pay as you break yourself into a gush of water and rush at the target. Increasing your Speed Rank or Taijutsu is a full-round action, but you may do this as a free action by paying 3 Grit in addition to the chakra cost.

Revitalizing Waters [Journeyman] (Rank 7-9): The water not only heals you, but since it is your very life force, you can draw chakra from it. For each full turn, regardless of the number of partial actions, you spend submerged in water you may regain an amount of Chakra equal to your "Kekkei Genkai Training: Hydrofication" Ranks. You gain 1/4 that amount when you are hit by a "Water Element" Jutsu. Additionally, you may use your "Kekkei Genkai Training: Hydrofication" Ranks to attempt to break yourself apart in time to "Defend" from an "Attack" action so long as you aren't "Flat-Footed".

Water Gun [Master] (Rank 10): The ultimate technique of your Clan is a largely silly looking technique, but in truth that hides its deadly nature. You may make "Attack" and "Counter" actions with your "Kekkei Genkai Training: Hydrofication" Ranks. You deal base damage equal to "Water Element" and these attacks have a range equal to 2x Taijutsu. Finally, if you use them on a target that is "Stunned" the damage increases to "Kekkei Genkai Training: Hydrofication * Water Element Training * Rank." The damage is further doubled if you spend a full-round action aiming at their head.

Water Gatling [Grandmaster]: The ability to project your body's water has only accelerated with your training. For each "Attack" action you make with your "Water Gun" you may deal damage as if you hit three times as you fire off multiple shots. This ability to lay down covering fire allows you to use "Projectile Barrage" using your "Water Gun" and also to use "Pinning Throw" and to use the "Steel Rain" talent from the "Shuriken" Skill line if you possess it. If you do not, you may emulate it by paying 3 Grit. Finally, whenever you hit with two instances of "Water Gun" you may "Stagger" the target as they get weighed down by the water.

Kekkei Genkai: Hydrofication (Requires Mist Brutality): You are born with the closest affinity to water possible. Your body is made of water in the shape, texture, and appearance of a regular human body. You possess a base form, like a normal human, which grows as you age, but you are comprised of water and chakra. You may create jutsu with the "Water Element" effect. You are immune to any damage from "Fire Element" Jutsu or "Fire Element" based effects. However, you suffer 3x damage from "Lightning Element" due to its conductivity through you, as well as becoming "Stunned" for 1 round after taking damage from a "Lightning Element" source. Finally, your body may both be used as a source of water for any "Water Element" Jutsu you use, though you move with the Jutsu to the point of impact. If the area is a Burst or a Line you may end anywhere in the affected area.

Kekkei Genkai Training: Ice Element (Core, Ninjutsu, Advanced)

Frost Wielder [Novice] (Rank 1-2): Your Clan has long been valued and feared for their mastery over Ice, combining Wind Element and Water Element. Your "Ice Element" Jutsu deal damage equal to your Rank+Ninjutsu Score+Jutsu Base Damage+Kekkei Genkai Training: Ice Element Ranks+Ice Element Damage as well as having the effects of "Ice Element".

Cold Forge [Adept] (Rank 3-6): Your Clan's skill in Jutsu has also allowed them to be truly deadly assassins; creating weapons where there are none and using them to murder the unsuspecting. For 1 Chakra and a partial action you may create a one-handed non-chakra weapon of any kind. This weapon functions as a normal weapon completely.

Crystal Ice Mirror [Talent] (Rank 5): The most famous technique of your bloodline; the Crystal Ice Mirror technique allows you to create a thin sheet of Ice that can absorb attacks and give you a surprising barrier. As a free action you may pay 2 Grit and 1 Chakra to create a single Mirror. This Mirror has 1 Injury but will absorb a single Taijutsu-based attack action or Jutsu completely before breaking. However, if the Attack is from a shinobi with a Speed Rank higher than yours your Mirror fails. Additionally, if the Jutsu would inflict "Pierce" to the Mirror the Jutsu proceeds naturally.

Glacial Dance [Journeyman] (Rank 7-9): You have reached a level of your Kekkei Genkai that is powerful enough to combine your body with the Ice Mirror and move through it as easily as you walk up a tree. You may enter a Crystal Ice Mirror by moving into it and stopping your movement. You may do this even as part of a "Charge". If you leave a Crystal Ice Mirror by using a "Charge" maneuver, or launch a Jutsu from it, you (or the Jutsu) moves at 1 Speed Rank higher than usual. Additionally, you may enter "Stealth" from the Crystal Ice Mirror by exiting out of the back and leaving an image of yourself in the mirror. If the Mirror is broken with you inside of it you suffer no ill effects. When combining "Water Element" and "Wind Element" with your "Ice Element" you possess do not combine well. However, for each of the abilities that would be added to "Ice Element" from "Water Element" and "Wind Element" allows you to create another Ice Mirror with a single use of your Talent. Additionally, each mirror created by the benefits of this has a copy of you that mirrors your movements and, should you throw a projectile from the Mirror, does the same.

Creations of Icy Death [Master] (Rank 10): The weapons generated by your "Cold Forge" ability are of deadly power now, chakra flowing through them and making them even sharper than steel in your hands. All weapons created by your "Cold Forge" ability are counted as "Channeling Elemental Chakra-Ice" and retain this bonus even while thrown, so long as they thrown no further than a number of squares equal to your Ninjutsu. Additionally, whenever you "Attack" from within your Crystal Ice Mirror you gain +X ASB where X is 1/2 your Ranks of "Kekkei Genkai Training: Ice Element".

Iceborn Predator [Grandmaster]: So great is your connection to the ice and cold that you can create many ice mirrors where before you could only create one. When you create an Ice Mirror from the Talent effect of this Skill you instead create 5 that you may arrange however you please. Additionally, the bonus ASB granted from the Trait "Kekkei Genkai: Ice Element" is tripled, and you gain bonus damage to all attacks that you "Ready" equal to your Ranks in "Water Element Training" + "Wind Element Training" + "Kekkei Genkai Training: Ice Element".

Kekkei Genkai: Ice Element: Your nerves are cold like ice and your focus is perfect. You gain +X ASB where X is 1/2 your Rank when you use a "Ready" action. If your Speed Rank is higher than the target of your "Ready" action and you successfully deal damage to them with your "Ready" action or "Defend" their attack successfully you may take an extra partial action. Do this only once per Round.

Ice Element: +10 damage. Inflicts -X ASP, where X is your Rank, if they are Flanked.

Kekkei Genkai Training: Lava Element (Core, Ninjutsu, Advanced)

Volcanic [Novice] (Rank 1-2): Your Jutsu bring the deadly power of superheated earth, made liquid, into an attack.. Your "Lava Element" Jutsu deal damage equal to your Rank+Ninjutsu Score+Jutsu Base Damage+Lava Element Training+Lava Element Damage as well as having Continuous X, where X is your Rank and you do not need to spend actions to keep them maintained.

Lava Flow [Adept] (Rank 3-6): The lava you create has a tendency to creep even after it has landed, like a superheated slime that seeks life itself. Your "Lava Element" Jutsu, at the end of each Round until they are dispersed, may move a number of squares equal to 1/2 your Ninjutsu. The direction of their movement is determined on the end of the first round, and you may not choose to have it stop once it begins moving. If you do not allow your lava to move it boils and pops dangerously as it rests, automatically dealing 1/2 damage in a Burst 1 area beyond the "Lava Element" Jutsu's current area to any shinobi nearby.

Eruption [Talent] (Rank 5): Lava Element, the child of Fire and Earth, is a dangerous and horrific technique. Even more dangerous than the lava itself is the ability to build it up and allow it explode forth like a volcano. When you use an "Earth Element" Jutsu with "Terraforming" you may pay 2 Grit. If you do so immediately pay the chakra cost for a "Lava Element" Jutsu you can complete in a single partial action. At any point over a number of partial actions equal to your Rank you may cause the Jutsu to erupt as a free action for 2 more Grit. The Jutsu deals double damage from the pressure you had it build up with and gains Burst X where X is your Rank. You may decide the origin point of the "Lava Element" Jutsu so long as it emanates from your "Terraforming" affected "Earth Element" Jutsu.

Deadly Toxins [Journeyman] (Rank 7-9): The lava that litters the battlefield turns the air itself into a methane-choked death-trap. Any shinobi that is within X squares of your "Lava Element" Jutsu at the end of the Round suffers "Nauseated" and "Poisoned". If they remain within the effect range a second Round they become "Exhausted" and "Immobilized". If they end a third round adjacent to the lava they become instantly "Defeated". Immunity to Poison grants an immunity to these effects. You are immune to the effects of this technique, but not all poison.

Vulcan's Fury [Master] (Rank 10): Your Jutsu are awe inspiring in their scope of power. If you increase the Chakra cost of your "Lava Element" Jutsu by 1.5x at the time of casting you may make the Jutsu deal double damage and have double all of its range settings. Any non-living material touched by your "Lava Element" becomes melted to the point of uselessness.

Magmatic Surge [Grandmaster]: Your nature, both laid back in times of peace and bellicose and violent in war, makes you a natural for bringing the lava element to bear. Whenever you use a Lava Element Jutsu it gets your heart racing and grants you Grit equal to the rating of the Jutsu, (E Rank giving 1 and S Rank giving 6 Grit). Additionally, the lava you control can be cooled rapidly at your command to form traps or even obstacles. You may command lava that you produce to cool instantly, inflicting "Stunned" to all shinobi caught within. Additionally, structures you create with cooled lava have DR 50 and Injury equal to 3* the damage of the Jutsu.

Kekkei Genkai: Lava Element: You are slow to start when a fight begins, but your passion builds up to an irresistible surge. You gain +1 Grit/turn on the end of the second round of Combat. This bonus increases by +1 Grit/turn each subsequent turn. When you are gaining +5 Grit/turn from this effect you gain the benefits of "Iron Resolve" until the end of the encounter.

Lava Element: +12 Damage. Your Jutsu have Continuous X where X is your Rank and you do not need to maintain it.

Kekkei Genkai Training: Living Hive (Core, Ninjutsu, Advanced)

Bug Tamer [Novice] (Rank 1-2): Your Clan possesses a strange physiology that allows it to house special chakra eating bugs inside themselves. These bugs respond to chakra signals that you give them and move where and when you tell them to. You can make "Attack" and "Counter" actions with this skill, but you may not "Defend" as the bugs are too fragile to intercept damage. An attack with your bugs deals damage equal to Ninjutsu+"Kekkei Genkai Training: Living Hive" Ranks. Additionally, at Ranks 1, 5, 9, and Grandmaster you may select an "Evolution" for your Swarms.

Fly on the Wall [Adept] (Rank 3-6): Most Aburame specialize in stealthy combat involving draining a foe of their Chakra before they even know a fight is upon them. When you are in "Stealth" all of your Swarms are considered to have "Stealth" which remains even when they make "Attack" actions against a target. This ability is negated if the target has "Chakra Sight" or "Scent", but only when the Swarms are adjacent to them.

Insect Cocoon [Talent] (Rank 5): Kikaichu don't have a very long lifespan and so they are very replaceable to Aburame shinobi. However, should all of their active Swarms be depleted they can quickly breed a new generation. As a full-round action you may pay 4 Grit and 3 Chakra. In that case restore your Swarms back to their maximum size.

Bred for Success [Journeyman] (Rank 7-9): You are capable of fine-tuning the degree of control you have over your kikaichu, creating advantages over foes that you have faced before. If you are able to retain a "Knowledge Bonus" against a shinobi at the end of the encounter the bonus ASB granted by your Knowledge Bonus is doubled for your Swarms against that shinobi.

Master Breeder [Master] (Rank 10): You have reached a level of familiarity with the kikaichu that is so great it can only be considered inhuman. You and your Swarms "Kekkei Genkai: Living Hive" Attack actions drain 2 chakra now instead of one. Additionally, you are capable of having the kikaichu ferry chakra back to you. The Swarm must occupy the same square as you and spend a full-turn to enrich your body with chakra before they can be deployed again. A Swarm can only hold 2 Chakra.

Aburame Paragon [Grandmaster]: You are possibly more kikaichu than human at this point, which bestows great power upon you. You may direct a Swarm to form a construct, perhaps a large cloud, a bridge, or a cage. You must use a Swarm to cover an entire square. The kikaichu aren't consumed or destroyed upon being used in this fashion. If you create a cage around a target the Swarm must succeed on an "Attack" action, but if they are successful the target is considered to be the victim of a "Grapple", but all damage that would be dealt based off Taijutsu is instead Ninjutsu+"Kekkei Genkai Training: Living Hive". The Swarm still drains chakra in this fashion.

Kekkei Genkai: Living Hive (Requires Will of Fire): You house a body full of kikaichu, chakra eating bugs that you support in exchange for their services as useful tools. Because of the ravaging damage they have done to make room to live in your body your Taijutsu counts as 3 lower than it actually is for the purposes of Injury calculation to a minimum of Taijutsu 1. However, this fragility is a small price to pay. You possess a number of "Swarms" inside of your body equal to your Rank which regenerate at a Rate of 1 Swarm per day. These Swarms can be sent out as a free action and move at a rate of 20 squares per move action. Directing them towards a target is a partial action, but once sent they do not need to be ordered again to continue attacking the target. Whenever you or a Swarm deal damage with "Kekkei Genkai Training: Living Hive" you drain 1 Chakra.

Swarm: Uses your Ninjutsu and "Kekkei Genkai Training: Living Hive" to Attack. They cannot counter. They are immune to weapon-based "Attack" actions as well as uses of "Puppetry" and "Martial Arts", but they are automatically defeated and destroyed if attacked by a Ninjutsu.

Evolution-

Female Bugs- You are able to send out a single Female Bug at the cost of 1 Chakra. You may designate a target within your Zone for this bug to attach to. This bug cannot receive damage and moves at a rate of 30 squares per partial action. It emits a trail detectable only by your kikaichu that automatically negates any attempts at "Stealth" by the target against you or your Swarms, once attached. If your Swarm attempts an "Attack" action against the target they gain +3 ASB.

Rapid Breeding- Your Swarms regenerate extremely quickly at a Rate of 3 per day. Additionally, you may pay 3 Chakra to create a Swarm as a free action. You may only do this once per encounter.

Bug Whisperer- You may communicate with your Swarms as if they were speaking your language. These Swarms can inform you of the location of shinobi in the area. Additionally, they can convey messages from other shinobi, but not the other way around.

Venomous Bugs- Your kikaichu's bite not only eats chakra but pumps poison into the body in its place. Whenever you or a Swarm deals damage with "Kekkei Genaki Training: Living Hive" you may apply one "Poisoned" condition to the target.

Poison Eaters- The kikaichu are capable of devouring the poison they are immune to. As a free action, once per turn, the kikaichu can remove a "Poisoned" condition from either you or a shinobi you are adjacent to.

Body of Bugs (Requires Ninjutsu Knowledge 4)- When you use the "Replacement Jutsu" you may choose to pay 2 Grit. If you do so you may create a Swarm for free and leave it in your place. If you used your "Replacement Jutsu" against a melee attack the Swarm may immediately make an "Attack" action against the target.

Crawling On My Skin (Requires Taijutsu Knowledge 4)- When a shinobi is "Flanked" by at least two Swarms and they receive damage from a Swarm the Swarm covers them entirely, committing themselves to a suicide attack. The chakra reduction and damage are doubled and it is applied at the start of the covered shinobi's Turn. A shinobi who is covered may spend a partial action to clear the bugs off their flesh, negating this effect.

Eyes of the Insect (Requires Genjutsu Knowledge 4)- Kikaichu are simple creatures, too simple to be confounded by genjutsu due to their primal nervous systems. If you are Aware of a Genjutsu they may free you as a free action that requires you to have at least 1 Swarm inside of you. When a shinobi who you have a "Knowledge Bonus" against uses a Genjutsu you may pay 3 Grit and use the kikaichu to shield your eyes and automatically negate the effects against you. This does not offer protection against sound-based Genjutsu.

Kekkei Genkai Training: Magnet Element (Core, Ninjutsu, Advanced)

Metal Controller [Novice] (Rank 1-2): You have the ability to manipulate electro-magnetic fields and may confer this to your Jutsu. Your Jutsu with "Magnet Element" deal damage equal to your Rank+Ninjutsu+Jutsu Base Damage+Magnet Element Training+Magnet Element as well as inflict the "Magnetized" effect.

Magnetize Flesh [Adept] (Rank 3-6): Your ability to draw metal towards those who are cursed with your magnetic touch increases with experience. If you pay 2 Grit and 1 Chakra more for your Jutsu with "Magnet Element" the ASP inflicted by "Magnetized" is doubled. Additionally, if the target attempts to use "Dodge" they use 1/2 their pool.

Polarity Manipulation [Talent] (Rank 5): Your focus in the fields of magnetism and manipulation of metal have reached a point that you may fine-tune the focus of your magnetism. When you use a Jutsu with "Magnet Element" you may decide to make it a "Negative Charge" or a "Positive Charge". A target with "Negative Charge" is repelled from the ground slightly. They gain 10 movement and +2 ASB to uses of "Dodge". However, if they "Shunshin" they instead have their movement negated and are made "Airborne" until their next turn begins. A target with "Positive Charge" is extremely magnetic. Any attacks made with a metallic weapon automatically hit a target with "Positive Charge". A metallic attack must go towards the first target with "Positive Charge" that it encounters. Additionally, if a shinobi with one charge becomes adjacent to a shinobi with the same charge they suffer "Knockback" unless they pay 2 Chakra and 2 Grit to suppress the effect. If two shinobi with different "Charges" are within X squares of one another, where X is your Ninjutsu score, they must spend 3 Grit to resist, or they become pulled adjacent to one another, meeting in the middle. Finally, the owner of this Kekkei Genkai may apply one of these charges to their personal magnetic field as a free action on their turn. Any use of these effects costs 1 Chakra and 1 Grit.

Rebounding Field [Journeyman] (Rank 7-9): All targets affected by "Magnetized" become hit by their own projectiles, even if they are chakra enhanced. This effect is optional, it is decided when the "Magnet Element" deals damage to the target. Additionally, the shinobi may give the "Magnetized" effect as well as a charge from "Polarity Manipulation" as a partial action to a shinobi they are in formation with. Finally, the charge applied by "Polarity Manipulation" can be changed as a free action for 2 Chakra and 2 Grit, though only one such change may be done in a turn.

Master of Magnetism [Master] (Rank 10): Through great efforts you have achieved utter mastery of your magnetic powers. If a shinobi is wearing an amount of metal at least worth 3 resources, or a piece of metal at least the size of your hand, you can apply the "Tracked" status to them if you're in the Sensor role. Additionally, because of this accurate metal sense shinobi who use Stealth cannot sneak up on you so long as they carry metal. You are aware whenever a shinobi with at least enough metal to allow you to track them enters your Engaged Zone. As a partial action you can sense the entire battlefield. Finally, because of your intense control, you may cause "Knockback" with double the distance, or pull a distance towards you equal to the aforementioned double distance knockback, any number of enemies in your zone who have "Magnetized" as a partial action that costs 4 Chakra.

Electromagnetic Disturbance [Grandmaster]: All of your Jutsu with "Magnet Element" deal double damage against a foe that is "Magnetized". Additionally, you can use the effect of "Master of Magnetism" on any foes affected by your Jutsu with "Magnet Element", so long as they received damage, as a free action at no cost. Finally, your Jutsu with "Magnet Element" gain +X ASB where X is 1/2 your Ninjutsu to all "Attack" and "Counter" actions against a foe with Magnetized.

Kekkei Genkai: Magnet Element: A magnetic field surrounds your skin, causing you to negate all non-chakra enhanced projectiles. Additionally, you may add "Magnet Element" to any Jutsu you create.

Magnet Element: Jutsu with "Magnet Element" deal 5 damage and inflict the target with the "Magnetized" effect.

Magnetized: You are magnetically polarized. You suffer -2 ASP on all "Defend" actions against metallic weaponry, as well as taking 1.5x increased damage from all metallic weaponry.

Kekkei Genkai Training: Scorch Element (Core, Ninjutsu, Advanced)

Blazing Heat [Novice] (Rank 1-2): Your Clan has inherited one of the most deadly abilities in the Hidden Sand Village, the ability to combine Fire and Wind into a single devastating element, Scorch. Your "Scorch Element" Jutsu deal damage equal to your Rank+Ninjutsu Score+Jutsu Base Damage+Kekkei Genkai Training: Scorch Element Ranks+Scorch Element Damage as well as having the effects of "Scorch Element".

Withering Heat [Adept] (Rank 3-6): The focused intense heat of your Scorch element is like a blacksmith's forge opening suddenly on your victims, a horrifying experience. The target suffers the "Scorched" condition whenever you hit the target with your Jutsu, even if you deal no damage due to DR. Additionally, if you use a "Scorch Element Jutsu" as a "Defend" against a "Water Element" Jutsu, but not an Advanced Element with "Water Element" except Ice, the damage is reduced to 1/4 as your Jutsu rapidly devours its water and air.

Scirocco [Talent] (Rank 5): The sudden appearance of a gust of blazing hot wind can cause strange and, to non-desert dwellers, terrifying effects. At the beginning of the encounter you may create a Scirocco, a twisting demon-like column of raw Scorch Element Chakra. The Scirocco occupies a single square and counts as a "Scorch Element" Jutsu for all purposes of any effects. You may command this creation to move as a partial action. It moves a number of squares equal to double the sum of your Ninjutsu+"Kekkei Genkai Training: Scorch Element" Ranks. However, this creation cannot extend beyond your Combat Zone, or it will immediately disperse. A shinobi does not get to make a "Defend" action until they, or someone in Formation with them, has already been affected by it once this encounter. If you are performing a "Scorch Element" Jutsu that requires more than a single partial action moving the Scirocco becomes a free action that you can do a single time during the turn. To activate your Scirocco you must pay 1 Chakra and 3 Grit at the end of the first round of combat.

Exsanguinate [Journeyman] (Rank 7-9): You have learned through devious experience that the human body is comprised mostly of water. Any shinobi with a "Scorched" condition loses 1 Speed Rank and deals -20 damage on all uses of Taijutsu. Additionally, any instance of "Fire Element" that you would inflict with a "Scorch Element" Jutsu becomes half that amount of "Scorched" conditions instead. All effects of "Fire Element Training" that refer to "Fire Element" instances now refer to "Scorched" conditions.

Desert Fury [Master] (Rank 10): Your Scorch Element Jutsu are horrifying in their deadly power, which makes this level of achievement all the more terrifying. For each shinobi that received damage from your "Scorch Element" Jutsu you may pay 1 Grit. You may only create one "Scirocco" per shinobi affected. If you do so, you may create a number of "Scirocco", which function as your normal Scirocco in the same square as the target hit, so if you hit three targets you create three different "Scirocco", one in the same square as each shinobi hit. These Scirocco only last until the end of the round, but you may move them all a single time as a free action. Finally, all Scirocco you control deal damage equal to your "Kekkei Genkai Training: Scorch Element" times 4 automatically to whomever they share a square with. Multiple Scirocco may share a square with a single person.

Aqua Nemesis [Grandmaster]: The withering power of your "Scorch Element" Jutsu has reached a truly nefarious level. If a shinobi ever suffers 20 "Scorched" conditions at the same time they are automatically "Defeated" as their body is unable to function without water. Additionally, if you ever deal more than 250 damage in a single instance of a "Scorch Element" Jutsu they are also automatically "Defeated".

Kekkei Genkai: Scorch Element: Your gaze is like the hot desert sun itself. You inflict "Unnerved" on a single target within your sight range at the beginning of each round. For each round beyond the first you spend focusing on a specific target they lose X Grit, where X is 1/2 your Ninjutsu.

Scorch Element: +5 damage. All Jutsu with this effect deal double damage.

Scorched: -1 ASP, -5 Movement. This cannot be removed or suppressed by Grit, but only through application of the Medical Jutsu.

Kekkei Genkai Training: Storm Element (Core, Ninjutsu, Advanced)

Storm Adept [Novice] (Rank 1-2): Your Clan has earned fame and repute in combining water and lightning to create tendril-like beams of electric energy you guide into battle. This art, however, is very demanding on your chakra just as water usually is. A Storm Element Jutsu deals damage equal to Rank+Ninjutsu Score+Base Damage+ Kekkei Genkai Training: Storm Element Ranks+Storm Element as well as inflicting Storm Element's effect.

Imbue with Vigor [Adept] (Rank 3-6): Your Storm Element Jutsu, because of their elemental combination, work exponentially better with just a little bit more energy. As such, you may add an additional partial action to increase a single numeric value of the Jutsu by 3, including range and effects, but not effects duration. If you pay 3 Chakra you may gain the benefit of this effect as a free action.

Fingers of Raijin [Talent] (Rank 5): A signature ability of Storm Element is its singular beam-like appearance. However, any Storm Element user isn't considered an adult until they can master this technique. As a free action you apply the following to a "Storm Element" Jutsu you have completed the seals for. "This Jutsu gains 1 'Tendril' effect." Benefitting from this requires 3 Chakra and 2 Grit.

Dance of Destruction [Journeyman] (Rank 7-9): With the ability to create devastating amounts of damage with ease, the Storm Element user needs to be cautious of their allies. As such, they may exclude any shinobi in the area of a "Storm Element" Jutsu that does not have a Burst. They may also use their Jutsu to weave behind and surround an opponent. If their Jutsu has the "Tendril" effect the opponent suffers -2 ASP to uses of "Dodge" for each Tendril effect that has targeted them this turn. Your Jutsu with the "Tendril" effect do not have to hit the same target as the parent Jutsu. The bonus area granted by "Follow Through" can exclude a number of squares equal to your Rank from its Burst. Your "Storm Element" Jutsu do not gain the benefits of "Submerge" or "Tidal Force" if they would normally gain them, but instead create another "Tendril". If you would benefit from "Headwaters" you deal double damage with your first "Storm Element" Jutsu used per encounter, including all "Tendril" effects it has.

Halo of the Storm [Master] (Rank 10): When you place your hands together to release the power of your Jutsu it is possible to create a massive radiant halo of energy flares out from your hands. This halo serves as an amplifying effect to your "Storm Element" Jutsu. You may pay 6 Chakra to create the Halo as a free action after completing a "Storm Element" Jutsu's handseals. If you do so, double the amount of "Tendril" effects you would gain to the next Jutsu you use. Additionally, the power of this Halo increases their speed dramatically. All Jutsu that pass through this Halo gain 1 Speed Rank. The Halo lasts until the end of your turn.

Hydra of the Gods [Grandmaster]: Your Storm Element has reached a level of mastery allowing you to pin-point and single out a target for instant elimination, but it can also lay low a field of foes while keeping allies safe from harm. Any foe that is dropped to the next Injury Level by the effects of a "Storm Element" Jutsu with "Tendril" is unable to use "Dodge" against other Jutsu with the "Tendril" effect for the duration of the encounter. Additionally, if you pay 6 Chakra before releasing the Jutsu your Jutsu gains "Continuous: 1". Controlling the Jutsu requires a full-turn action, not a partial.

Kekkei Genkai: Storm Element (Requires Insular Culture): You are cool and relaxed, even under pressure and normally terrifying situations. You are immune to the "Unnerved" effect and gain +5 ASB to resist "Killer Intent".

Storm Element: +20 damage. For every 6 Chakra paid in the total cost, including all effects, of this Jutsu, add the base damage an additional time.

Tendril (effect): Your Jutsu create a perfect copy of itself as you launch it. This second copy gets its own "Attack" roll but with -2 ASP. A tendril has to "Attack" the same target unless otherwise noted.

Kekkei Genkai Training: Wood Element (Core, Ninjutsu, Advanced)

Seed Tender [Novice] (Rank 1-2): You are a rarity in the realm of your Clan. You may use techniques with the Wood Element, something created by the most famous shinobi in your Clan, Hashirama Senju. Your "Wood Element Jutsu" deal damage equal to your Rank+Ninjutsu Score+Jutsu Base Damage+Kekkei Genkai Training: Wood Element Ranks+Wood Element Damage as well as having the effects of "Wood Element".

Grove of Trees [Adept] (Rank 3-6): The nature of your wood element is that it is almost an explosion of growth. You may reduce the Range of your technique by 2 squares a number of times equal to your Rank. For each time you reduce its overall range you may grant it "Burst: 1", "Line: 3", may use another origin point of the Jutsu within the changed range. For example, if your Wood Element technique has Range: 20 and you are a Jonin you may reduce it to Range 10. In that case you may add Burst: 5, Line: 15, or create five other origins points of the technique, all of which count as "Attack" actions and deal damage.

Limbs of the Forest [Talent] (Rank 5): Creating wood from your Jutsu is a very easy task considering your massive chakra reserves. You also can create small offshoots of your Jutsu at a moment's notice to either protect yourself or another. When a shinobi you are in Formation with, or yourself, become the target of an "Attack" action you may choose to forsake a "Defend" action if possible. If you do so you may create a tendril of wood, or a wooden creation, to appear between the shinobi and an incoming attack. The wooden creation has Injury equal to your "Kekkei Genkai Training: Wood Element" Ranks plus "Earth Element Training" Ranks plus "Water Element Training" ranks multiplied by your Rank. If you use this to against an incoming melee attacker the wood appears 1 square between the attacker and the defender. The defender is moved back 1 square when this is create. If the "Attack" is 2 or more Speed Ranks higher than your HSM Ranks+SF Ranks you cannot use this ability. This costs 2 Grit per use and 1 Chakra.

Walk the Iron Forest [Journeyman] (Rank 7-9): You are capable of creating massive structures of wood that have tremendous durability. The Injury of all of your Wood creations have double Injury. Additionally, you may spend a partial action to restore any partially injured pieces of Wood that you have made to full injury. Finally, while other shinobi may be impaired by your wood creations you have no problem navigating them and in fact work better on them. While you are in contact with wood that you have created you gain 10 squares of movement, and are not "Airborne" if your wooden structures are vertical. However, the Journeyman, Master, and if applicable, Grandmaster ability of Water Element Training do not apply to your uses of "Wood Element". Because of this, you may reduce the Chakra cost of all of your Wood Element Techniques by 1 for each of these abilities you would normally be able to add to a technique to a minimum of 1.

Deep Forest Creation [Master] (Rank 10): The trees you create are a massive obstruction on the battlefield and cause tremors. When you use a "Wood Element" Jutsu within Burst X of a shinobi their Speed Ranks become 1 for the duration of the Round. Additionally, if you use your "Wood Element" Jutsu from a point that would inflict "Flanked" with you, the shinobi suffers "Flanked" with double the penalty. Finally, if a shinobi would be "Flanked" and is Speed Rank 1 they become "Immobilized" in addition to other effects as the trees bind their limbs.

Binding Trees [Grandmaster]: The ultimate use of "Wood Element" is that its amazing life-force can suffocate and stifle the life of those within its deadly grasp. A shinobi that is "Immobilized" with a "Wood Element" Jutsu cannot use chakra and counts as being under the effects of the "Grapple" maneuver where your Ninjutsu counts as the Taijutsu. Additionally, if they are in a "Mode" they are removed from the effects of that mode additionally.

Kekkei Genkai: Wood Element (Requires Senju Clan Cells): Your chakra has the rare ability to create life itself. Because of this, when you use the "Mold Chakra" ability you gain double the output you would normally be able to get. Additionally, you add double your Rank to your Chakra pool.

Wood Element: +10 Damage. Your Jutsu are physical projections of wood, and as such, a shinobi may "Defend" with a weapon or Taijutsu-based "Defend" action. To successfully "Defend" against the technique they must equal or exceed the damage of your Jutsu. If they do not meet this requirement the technique still hits them. However, because of the nature of your techniques the wood remains on the battlefield. Finally, you may originate any Jutsu from any existing source of wood, including structures, or your wood element Jutsu, rather than having you as the base point. A piece of wood also will absorb damage if it is between a shinobi and an "Attack". The wood has Injury equal to its Damage*5.

Puppetry (Core, Ninjutsu, Advanced)

Chakra Strings [Novice] (Rank 1-2): You are trained in the art of using a ninja tool, a puppet of wood and metal, as your weapon in combat. Though this art of using Chakra Strings leaves you vulnerable to counter-attack the true nature of puppetry is one of misdirection and false appearances. You may manipulate a single puppet using the rules in the "Puppet" section of the Equipments chapter of the book. Additionally, you may use your chakra strings to move a willing object of a weight no greater than Ninjutsu*40 pounds instead of a puppet. You may move an unwilling target of 1/2 that amount. Your Chakra Strings have a range equal to your Ninjutsu, but they allow a "Defend" action. If you use your Chakra Strings on an adjacent target they hit automatically. However, once you have a subject attached to your strings, there is no maximum length for your strings, so long as you have at least 1 Chakra you can use your Strings, though doing so is a partial action.

Sword Hunter [Adept] (Rank 3-6): Many shinobi focused in the art of Ninjutsu are extremely vulnerable to rapid attacks from Taijutsu specialist shinobi due to their relative unfamiliarity with hand-to-hand combat. However, your art enables you to be one of the few who isn't. If a shinobi make a Taijutsu-based "Attack" action against you while they are within X squares of your Puppet, where X is your Ninjutsu score, you may, as a free action, use the "Disarm" Maneuver, using your Puppetry score instead of a weapon skill to affect the target. If they are unarmed you may instead automatically inflict "Poisoned" on them, but you still must suffer their attack. Finally, a target that you have your Chakra Strings attached to cannot be affected by a Tactician's Role Ability in formation.

Fear of Puppets [Talent] (Rank 5): A shinobi with any degree of wisdom knows the utter danger a Puppet can pose a Taijutsu focused shinobi; a Puppet cannot be bullied, it cannot feel pain, it can't be pinned down in any meaningful way, and it cannot have any truly lasting damage done to it until it is completely broken. When you move a Puppet adjacent to a shinobi who is carrying a weapon in their hands you may use the "Disarm" maneuver as a free action. Additionally, your puppet now takes the opportunity to strike at the unarmed opponent. If your Puppet successfully used the "Disarm" maneuver earlier this turn, or if the shinobi had no weapon to disarm, it may make an "Attack" as normal. This "Attack" however, deals 10* the victim's Taijutsu damage to the target instead of its normal attack. To use this attack you must pay 2 Grit and 2 Chakra, the "Disarm" maneuver use, however, is free.

Bane of Heroes [Journeyman] (Rank 7-9): The most common creation given to Puppets is poison, as it can be applied to all of their many tools and is insidiously powerful, especially against those with larger bodies. As such, you have learned to use the poison extremely well and to make it all the more vicious. The duration of all "Poisoned" conditions inflicted by your are doubled, and your rank is considered to be Kage for the purposes of suppressing the effects with Grit. Finally, when a shinobi uses the "Medical Jutsu" on a shinobi affected by your "Poisoned" conditions they may remove only one instance per use of the Jutsu, as opposed to removing all of them, unless they are a Master in Medical Training.

Legionnaire of Needle and Knife [Master] (Rank 10): Your skill with puppets and Puppet Creation has allowed you to reach a level of mastery thought to be reserved for only the greatest. You may add one of the following Traits to any of your pre-existing Puppets, even if they have the maximum number of permitted traits: Weapons Platform, Man Hunter, or Chakra Cannon. You may apply one of these Traits to any subsequent Puppets you create during your career. Additionally, any shinobi you are currently affecting with your Chakra Strings is removed from and cannot enter any Formation of any type. Finally, your Chakra Strings do not automatically sever when you receive damage anymore. Instead, the strings must be cut by either a weapon that is currently "Channeling Elemental Chakra", a Jutsu, or an attack from a medical shinobi's "Chakra Scalpels". You may move your Puppet at the end of each Turn a number of squares equal to 1/2 the distance you may normally move it as a free action. If this movement would trigger "Fear of Puppets" you must pay 2 Grit to use the "Disarm" maneuver.

Human Puppetry [Grandmaster]: The gruesome and horrific secret of Puppetry is not all the knives and needles and thread. The secret of Puppetry is that the best puppets are not puppets at all, they were once people. See the "Human Puppetry" section for rules. Additionally, a shinobi affected by your

Chakra Strings is considered "Flat-Footed". The "Flat-Footed" inflicted by this ability ignores any immunity to "Flat-Footed".

Weapons Platform (Requires Skirmisher): Your Puppet has been configured with many types of launchers, dispensers, and projectors to allow it to unleash an utterly unholy amount of projectile weapons. All "Attack" actions with this puppet that are ranged are counted as a use of the "Projectile Barrage" Maneuver, which is reduced to a partial action. Additionally, you may designate either "Kunai Training" or "Shuriken Training". In that case, your "Puppetry Skill" is counted as that specific skill for the duration of this turn for the purposes of your Puppet's "Projectile Barrage".

Man Hunter (Requires Hardy): Your Puppet's natural weaponry, usually found in sharp surprising tips and edges, are now big fully sized shinobi weapons. You may select a single Weapon-based Training skill, not including Kunai or Shuriken Training. This Puppet may gain the benefit of that Skill, counting your "Puppetry" Skill as ranks in their stated weapon Skill. Additionally, though the Puppet is outfitted, for free, with a weapon that would allow them to use their selected skill, that weapon deals double its normal base damage as it is so integral to the puppet's workings.

Chakra Cannon (Requires Hollow Body): Instead of creating a large area to sit inside your puppet only, you have placed a complicated seal inside of it and a metal cannon in its mouth to allow it to compress your chakra into a projectile and launch it as an attack. You must pay X Chakra before this Puppet makes an "Attack" with its Chakra Cannon. The Chakra Cannon has a range of your Ninjutsu, and deals damage equal to $X*25$. Additionally, the Chakra Cannon ignores Mundane DR and inflicts Knockback on its target. It has a Line equal to its Range and has a Burst equal to your Rank.

Human Puppetry: A Puppeteer may choose to, when they "Defeat" a foe that had at least one condition of "Posioned" on them, to preserve the body should they reach them after their defeat within two rounds. If they are successful, and have a Large Scroll, they may store the body. As a Downtime action a Puppeteer may convert this body into a Human Puppet. This Human Puppet is considered to be a normal puppet at the Puppeteer's level with a few exceptions. Any Kekkei Genkai, as well as Elemental Affinities, they possessed and up to 1/2 Rank # of their Jutsu may be retained and activated by the Puppeteer paying the necessary chakra costs to fuel them. A Human Puppet does not need to make handseals as their heart is placed in a core and the Puppeteer activates them remotely. This allows the Puppet to fight as normal and the Puppeteer to use their Jutsu. Using a Jutsu through a Puppet is a partial action that is separate of manipulating the puppet. A shinobi must pay 10,000 ryo in materials to convert a body to a human puppet. Finally, a shinobi may only have a number of human puppets equal to 1/2 their Rank.

Medical Training (Core, Chakra Control, Advanced)

Healer [Novice] (Rank 1-2): You are training in the extremely difficult art of using chakra to accelerate cellular regeneration and to remove ailment from the human body. While you cannot create life with your chakra, you can promote healing and betterment of the body. You may pay X Chakra and restore 8 Injury to either yourself or a shinobi adjacent to you. You may add your Ranks in "Medical Training" to the X Value of the Jutsu for free. By default you cannot "Attack", "Defend", or "Counter" with your Medical Jutsu.

Understanding of Anatomy [Adept] (Rank 3-6): The study of medical techniques is extremely arduous and almost entirely unrelated to other shinobi arts. However, in your studies you have come to understand the human body with far greater skill than most. Because of this you may augment your Taijutsu based attacks with surgical precision. When you use a Taijutsu-based melee "Attack" action you may add 1/4 your Ranks of "Medical Training" to the roll, but may add double your "Medical Training" ranks to the damage due to the incredible placement of your attacks.

Chakra Scalpels [Talent] (Rank 5): You have learned to use all manner of metallic instruments and tools to make your trade easier to perform. However, chief among those that are useful on the battlefield is the scalpel. Despite its edge, however, the scalpel is small and relatively unsuited for warfare. You have learned to create blades of chakra that you can use with cutting precision. You may learn the "Chakra Scalpels" Stance for free upon acquiring this Talent.

Prognosis Negative [Journeyman] (Rank 7-9): Your ability to both heal and harm is one that you value highly. Your foes, however, are left wishing that you would emphasize the former over the latter. When you place a "Severed" condition on an opponent in their "Wounded" Injury Pool they are automatically defeated. Alternatively, you may choose to have them suffer 20*Medical Training damage as you slash through their vulnerable bodies right for their most vital regions. Additionally, if you defeat an enemy through this method you may gain 3 Grit.

Cell Regeneration [Master] (Rank 10): It is extremely difficult to be a medic in the world of shinobi warfare. Many times your patients die before you can reach them, or they suffer such a horrific injury that no medic on earth could heal them. Those fears alone are compounded with the worry that you, the medic, may die before you can heal them. However, through excellent study, you have managed to spike your own body's regeneration to knit wounds as you fight. At the end of each Round you may heal an amount of Injury equal to a use of medical Jutsu using only 1/2 your Ranks in Medical Training and no chakra for the X value. You must pay 1 Chakra per Round, at the start of the Round, to maintain this effect. If you wish to turn it on again it must be done as a full-round action. This ability is considered to be always on unless you stop it.

Medical Jutsu- Cost: X Chakra, Damage: None, Range: Engaged-1, Speed: 1 Partial Action: This technique can only be used by a shinobi with at least 1 rank in Medical Training. For each X Chakra you spend you may heal 8 Injury on either yourself or a shinobi adjacent to you. If you pay more than your Rank for the X value the action requires another full-round action. For each subsequent healing action you perform on the same target in the same Round the amount of healing is reduced to 1/4. You may add your ranks in Medical Training to the X value when converting your Chakra paid to Injury healed automatically when healing another shinobi, or when healing yourself if you take a full-round action to do so.

Hidden: Shadow Element (Core, Ninjutsu, Advanced)

Shadow Player (Novice) [Rank 1-2]: You are capable of manipulating your shadows to attack foes. To train in this Skill you must have "Heritage- Nara Clan" and the "Shadow Element Affinity" Trait. You may use Jutsu with "Shadow Element". A Jutsu with Shadow Element deals damage equal to your Rank+Ninjutsu Score+Hidden: Shadow Element+Jutsu base Damage+Shadow Element. Your Jutsu also applies the effect of "Shadow Element".

Shadow Possession (Adept) [Rank 3-6]: One of the first techniques learned in your Clan allows you to grip targets and hold them in place. A target affected by a "Shadow Element" Jutsu that does no damage becomes "Stunned". An affected target must mirror your movements as best as they can but are otherwise incapable of movement, though they may speak. If a target becomes freed and becomes affected by this effect again they require an additional Chakra per round to hold each time you use this effect against them in the same Round.

Shadow Strangle (Talent) [Rank 5]: The shadow element is not well suited to dealing damage as a projectile, it's limited in range and often is more suitable for holding people. However, the members of the Nara clan have learned how to make it a fatal technique. You may add the "Shadow Strangle" effect to a target affected by the effects of "Shadow Possession". This costs 3 Grit. Your training with you shadows also allows you to create a more complicated attack with your shadows, allowing them to fork outwards and snag multiple people with ease. You may ignore a number of targets equal to your Rank for the purposes of paying extra Chakra to maintain your shadow bind. IE, if you are a Chunin you may hold up to 3 targets and need only pay 1 Chakra, however, upon trying to hold a fourth target you must pay 2 chakra per round.

Thin Shadows (Journeyman) [Rank 7-9]: Rather than using the bulky shadows to forcibly stretch your own shadow you have learned to use small tendrils of shadow that are far more nimble. The range of your non-Burst and non-Line "Shadow Element" Jutsu are doubled. Additionally, you may affect an ally with a "Shadow Element" Jutsu that would benefit from "Shadow Possession" but still allow them to move, and you do not need to pay the Chakra cost to hold them. If they become adjacent to another shinobi you may transfer the Jutsu to the target adjacent to them for 2 Chakra. If you use this method they do not get to make a "Defend" unless they have a Speed Rank greater than the ally you are currently affecting, however, they may use the "Replacement Jutsu".

Shadow Stitching (Master) [Rank 10]: Your Shadow Element Jutsu are now semi-real, able to reach out of the shadows to attack. You may project your shadows as a partial action as an "Attack" action originating either from yourself or from a target you are affecting with a "Shadow Element" Jutsu. This costs 2 Chakra to use, but once you pay the cost you may make this attack again without paying the cost during the encounter. Roll Ninjutsu+Hidden: Shadow Element+Ninjutsu Mastery+Other ASB. This attack deals damage equal to your (Ninjutsu+Hidden:Shadow Element)*3 and ignores all DR. Additionally, if you pay 2 Chakra, you may cast a "Shadow Element" Jutsu as a free action if you could normally complete the seal in a partial action. Finally, these shadow tendrils may act as hands and you may use them to use weapons, manipulate tools, or even hold people using the same roll as your "Attack" roll above. Your Jutsu with "Shadow Element" may also now move upwards as well as across the ground.

Black Spider (Grandmaster): Your control over shadows is such that no longer do you need to move to manipulate those held by your shadow. As a partial action you can move any number of shinobi affected by your "Shadow Possession" effect up to the maximum distance of your Shadow Element's reach, or all the way adjacent to you if it is within their base movement. If it is not possible they move as close as they can get. You may do this as a free action for 3 Grit. Finally, your Shadow Element Jutsu's Range is doubled, and the damage of your "Shadow Stitching" attack is also doubled.

Shadow Element Affinity: You are trained in the art of using shadows to manipulate the battlefield and those in it. You may add 1/2 your Rank in Shadow Element to the "Tactics" skill for purposes of determining your Tactics Pool. Additionally, if you are affecting a shinobi in formation with you with a "Shadow Element" Jutsu you may use the "Repositioning" ability for 0 Grit instead of any other costs. You

may only benefit from this second ability while in the "Tactician" Role. You must have the Perk "Heritage: Nara Clan" to gain this Trait.

Shadow Element: +2 Damage. Your Shadow Element Jutsu have a base range that is limited to a total number of squares affected equal to $1/2$ of your Ninjutsu Score. In a condition of intense shadows, up to Kage's discretion, this range is doubled. In conditions of weak shadows the range is halved. In total darkness your Jutsu cannot function. All of your Jutsu have "Continuous", but you do not need to maintain the hold with a Partial Action. Instead, you must pay 1 Chakra (+1 per additional shinobi) per Round to affect your targets. You may only hold a number of targets equal to $(1/2 \text{ Ninjutsu}) + \text{Rank}$. A target may free themselves with a successful Taijutsu test with a number of successes equal to your $2 * \text{Current Chakra Pool}$ as a full-round action. If you receive damage you lose your hold on all targets. Finally, your "Shadow Element" Jutsu can only be successfully "Defended" against by "Dodge" as they require only contact to fully affect the target. A Jutsu with "Shadow Element" cannot affect a target that is not on the ground.

Shadow Strangle: A hand of shadow creeps up the target and finds their neck and begins squeezing. The target suffers $\text{Ninjutsu} * X$ damage at the end of each round where X is the $1/2$ difference between your distance from the target and the maximum distance possible. If you are adjacent to the target and have 10 Ninjutsu the target suffers 40 damage per Round. To maintain this strangle you must pay 2 additional chakra per turn per target you affect.

Hidden: Mind Element (Core, Ninjutsu, Advanced)

Mental Manipulator [Novice, Rank 1-2]: Through careful study and development of techniques the Yamanaka have developed a powerful connection to the human mind. To train this Skill you must have "Heritage- Yamanaka Clan". Through the use of their technique they are actually capable of manipulating the mind with their chakra, even from afar. A Jutsu with "Mind Element" deals damage equal to your Rank+Ninjutsu Score+"Hidden: Mind Element"+Jutsu damage+Mind Element Damage.

Consciousness Exchange [Adept, Rank 3-6]: The first technique learned by your Clan is the ability to seize a target's mind with yours, placing you in their body and leaving them a prisoner in their own body. This has several useful implications. You may add the "Swap" effect listed below to your Jutsu for free. However, a Jutsu with the "Swap" effect can have no other effects and can deal no damage.

Bail Out [Talent, Rank 5]: Though possessing a body is extremely useful, there can be great danger attached to it, any damage the body takes is transferred to you, making the techniques of the Clan dangerous since it takes time and makes the user vulnerable. However, with practice you can escape the weaknesses of the technique. You may end the effects of a Jutsu with the "Swap" effect as a free action by paying 2 Grit and 1 Chakra.

Specter's Familiarity [Journeyman, Rank 7-9]: Fighting with another's body is strange and frustrating, you cannot use their Jutsu and it is usually a vastly different body every time. However, you have become accustomed to fighting in a skin that's not your own, taking bold risks that others would consider crazy, but you know are just measured enough to work. When you are controlling a body that is not your own you gain +3 ASB to "Attack" but suffer -3 ASB to "Defend". If you successfully make a "Counter", however, you deal 1.5x damage, due to the newfound power in your body.

Possessor [Master, Rank 10]: One of the last steps of the Yamanaka's secret techniques is the ability to seize a body without leaving your own mind. You may add the "Disturbance" effect to a Jutsu, but it may have no other effects. When you seize the body you may issue it a single order, which it will carry out to the best of its ability. A shinobi can remove this with Grit, but doing so requires double the normal amount. You may order a body as a partial action after its initial one. Finally, you may control a number of bodies equal to your Rank.

Secrets of the Mind [Grandmaster]: At the top of the Yamanaka Clan stands those to whom the mind is but another library, a place with many doors and hallways rife with information and vulnerability. If you spend a full-round action adjacent to a "Stunned" shinobi, or a target who cannot defend itself, you may enter its mind. Doing so allows you to read its memories, though the deepest memories take a great deal of time to drag out. Additionally, when you use a Jutsu with the "Disturbance" effect the target's body becomes charged with adrenaline and goes to its limits to attack as if it were being threatened with death, courtesy of your control. A shinobi who is affected by a "Disturbance" effect deals 1.5x damage, gains +X ASB where X is your Rank to Attacks, and suffers 1.5x damage as it makes no attempt to control itself.

Mind Element Affinity: Your Clan has devoted generations of shinobi to studying the workings of the human mind and its interaction with chakra. You are considered to have the "Advanced Chakra Detection" Trait. Additionally, because of this innate familiarity you are capable of operating as a "Sensor" while maintaining an additional role. You must have the "Heritage: Yamanaka Clan" to gain this Trait.

Mind Element: -5 damage. Your "Mind Element" Jutsu requires an unobstructed path to the target. The target cannot "Defend" with any technique other than "Dodge" to which they receive a +2 Bonus. However, they may only get this bonus if they have seen you use the technique before or have a "Knowledge Bonus-Mind Element". If they do not have this Knowledge Bonus or have not seen you use a "Mind Element" technique before they do not know to dodge and must take the hit. However, due to the technique having to actually travel a "Mind Element" Jutsu can have a range no greater than 10 squares. If the distance is greater it takes an additional partial action to reach the target for every 10 squares further it must travel.

Swap: You are in control of the target's every movement. They cannot speak and you are free to move their body in any way you desire. However, because of the nature of this technique and the mental link between yourself and the target, any damage the target receives is returned to you due to the backlash. Additionally, you cannot control the target's chakra system at all and have no access to their mind. You may not use any Jutsu or activate any effect that requires Chakra or a UA. While you have cast this Jutsu your body slumps over; an empty shell. You may simply move the target's body.

Disturbance: You control the target's body from afar. Giving the target an order can be done as soon as this effect is placed on them, but giving subsequent orders takes a partial action. The victim cannot be ordered to use Jutsu as the control is over the body, not the mind, nor can they be ordered to activate UA's. Damage the victim of this effect suffers is not returned back to you as backlash. This chakra disturbance cannot be removed directly. The Yamanaka controller must be killed to relinquish control.

Gentle Fist Training (Core, Taijutsu, Advanced)

Chakra Striker [Novice] (Rank 1-2): You are trained in the rarest martial art in the world, the Gentle Fist. Non-Hyuga cannot learn this art, as it requires extreme precision in striking chakra points. To train this Skill you must have "Kekkei Genkai: Byakugan." Because of the relatively weak striking power of your attacks you deal 1/2 damage with all "Attack" and "Counter" actions with this style. All damage you deal with "Gentle Fist" ignores Mundane DR. However, your attacks hurt in a way that other shinobi cannot strengthen themselves against. Your "Attack" actions and "Counter" actions remove X chakra from the opponent. X is equal to 1/4 your Ranks of "Gentle Fist Training" and your ranks of "Kekkei Genkai Training: Byakugan" added together.

Gentle Defense [Adept] (Rank 3-6): The Path of the Gentle Fist is one fraught with danger. Your Byakugan allows you tremendous insight and defense, but you know well the single blind spot that exists in your Byakugan's vision. As such, you have learned to counter. When a foe would inflict the "Flanked" condition on you, you gain +2 ASB to all "Attack" actions and "Counter" actions against them, as they are surprised at your ability to defend so well. This bonus doubles when it is not your turn. Additionally, you can purchase the "Eight Trigrams: Kaiten" Maneuver.

Eight Trigrams: 64 Palms [Talent] (Rank 5): Considered to be a titanic display of skill, the 64 Palms is a devastating barrage of attacks. As a full-round action you may make an "Attack" against a foe within Rank+5 squares of you. If successful you move adjacent to the foe and unleash a barrage of Gentle Fist attacks. For the purposes of damage and chakra removal you are considered to have hit them a number of times equal to your Rank+2. At the end of this barrage their body reels from the powerful attack and they are "Immobilized" for the duration of the Round. Costs 4 Grit.

Soft Force [Journeyman] (Rank 7-9): Your training in the Gentle Fist has reached such a level that you may make Gentle Fist attacks from range. Your "Attack" and "Counter" actions with Gentle Fist gain Range equal to your Chakra Control. Additionally, due to the column-like nature of this ability your attacks gain Line X and Burst 2, where the X value is equal to your Chakra Control.

Eight Trigrams Field [Master] (Rank 10): The concept of Eight Trigrams, the martial arts concept that embodies your Hyuga style, is always drawn by your clansmen as a guide for how to position and move yourself to strike effectively. This concept, however, becomes manifest to you at this level. Using your Byakugan and Gentle Fist in perfect synch with one another you are capable of creating an area around you that you are effectively untouchable in. You project a theoretical field around you at all times equal to your Taijutsu+Chakra Control. Any foe who makes an "Attack" action against you on this field that is not "Genjutsu" is subject to your wrath. You may immediately make an "Attack" action, so long as you are capable of movement and not "Prone". You may use a Maneuver at the cost of 2 Grit.

Hyuga One Shot [Grandmaster]: The 361 Chakra Points in human body are not only the source of chakra, but are vital for life itself. Closing all of these points would take a truly massive barrage of attacks, or, for a master such as yourself, a single well placed strike. Make an "Attack" action that costs your entire turn, regardless of your speed or number of partial actions at a -3 ASP. If you hit the target you may deal no damage, but instead deal Chakra damage as if you had hit them Rank number of times. If they would be reduced to 0 or less chakra they are Defeated instead. This can only be done to targets that are adjacent to you. This may be used with "Eight Trigrams Field" so long as you are adjacent to them.

Eight Trigrams:Kaiten (Maneuver): One of the Hyuga Clan's signature techniques, the Kaiten, or rotation, is a powerful defensive technique that claims invulnerability, though it is in truth just extremely powerful. Against a shinobi you have a "Lockdown" against, as a "Defend" action with a +2 ASB, you may spin around and pour chakra through your hands. This technique is effective against Ninjutsu and Taijutsu equally, however, it is expensive. If you "Defend" against a melee Taijutsu "Attack" action the target suffers "Knockback" and suffers damage and effects as if you had hit with a "Gentle Fist" basic attack action. Additionally, if you "Defend" against any projectiles they are "Defended" against automatically so long as they are not chakra enhanced. This technique also occupies a Burst X area where X is your Rank+

(1/2 your Taijutsu Stat+Taijutsu Mastery). If you "Defend" against a Jutsu you may negate the damage and effects of a Jutsu with a B Rating. You may "Defend" against an A Rated Jutsu for 1 additional Chakra, and may "Defend" against an S Rated Jutsu for 2 additional Chakra. These costs are not cumulative. You may choose to keep the shinobi in this area safe from the "Knockback" and damage, however, you may not make this choice selective, either all targets in the area are safe, or none of them are. Any foe other than the "Attacker" that caused this "Defend" action to be used, which would be hit by the Burst, may make a "Dodge" check at -2 ASP due to the rapid speed of the technique. This costs 2 Grit and 4 Chakra per use.

Kekkei Genkai Training: Berserker's Blood (Support, Chakra Control, Advanced)

Mutant [Novice] (Rank 1-2): Your Clan was born with a terrible curse, unlike many other Clans whose gift is all beneficial. Though you do possess an amazing strength of Chakra its poisonous effects consume your mind if you are not sure to vent it often and turn you into a berserker. You may use the "Claws" and "Chitinous Skin" Mutation Chakra abilities as a partial action.

Body Berserk [Adept] (Rank 3-6): Training on your body's ability to draw in the chakra from the world and change it the way it does has allowed you to grow more accustomed to the feeling of having it flow through you. You may now activate two expenses of "Mutation Chakra" per partial action. However, you are also more vulnerable to your rage. Whenever you receive damage you gain 2 "Mutation Chakra". Additionally, you may use the "Genetic Weapon", "Empower", and "Reach" Mutation Chakra abilities as a partial action.

Roar of the Bloodthirsty [Talent] (Rank 5): By forging onward down the line of carnage and rage that is in your blood you have tapped into the true monstrosity you can become. Whenever you have at least an amount of Mutation Chakra equal to your Rank you may enter Berserk. If you do so, however, through the use of this ability you may retain control over your character. Doing so is a full-round action and it costs 3 Grit.

Hyper Evolution [Journeyman] (Rank 7-9): Through familiarity you are now able to spend "Mutation Chakra" as a free action. However, because of the speed at which you force these changes all numeric effects are tripled, including their cost as well as the rate at which you gain "Mutation Chakra". Additionally, you may choose to not pay the Chakra cost in addition to the Mutation Chakra at any time, but doing so triggers "Berserk". Finally, you gain 5 movement for the duration of the round whenever you spend "Mutation Chakra". You may now use the "Piston", "Horns", "Bulk", and "Siphon" Mutation Chakra abilities.

Genetic Supremacy [Master] (Rank 10): You finally have reached the peak of your evolution. The chakra that infuses your body is so natural to you at this point that you can never be rid of it. When you suffer the "Berserk" condition you may add your Chakra Control to your Taijutsu for the duration of it, if you have no control. If you do have control over your character you may add 1/2 your Chakra Control to your Taijutsu for the duration of it. You may use the "Wings", "Vents", and "Canon" Mutation Chakra abilities.

Kekkei Genkai: Berserker's Blood (Requires Mist Brutality): You have a pool of "Mutation Chakra" that is adjacent to your normal Chakra pool. It is equal to (Chakra Control+Taijutsu) at the start of each session. Outside of combat it increases at a Rate of Rank # of points per hour. Inside of combat it increases by that amount per round. If the "Mutation Chakra" ever exceeds your current "Chakra Pool" you suffer from the "Berserk" condition, listed below. By default you may spend "Mutation Chakra" as a partial action in the following ways. Unless otherwise stated effects granted by spending "Mutation Chakra" are cumulative. Any expense of "Mutation Chakra" must be met with an expense of Chakra equal to 1/2 the amount spent. Additionally, you may benefit from none of the listed effects below if you are wearing any type of Armor or carrying any type of Weapon.

(2MC) Chitinous Skin: Your skin on your arms grows gray and hard. You gain 3 Mundane DR until the end of two Rounds.

(1MC) Claws: Your hands turn into animal like claws. You deal 2 additional damage on uses of "Martial Arts" until the end of the encounter.

(4MC) Genetic Weapon: You convert a single hand into a weapon. Your hand gains the properties and 1*base damage of a single-handed weapon of your choice. If you use "Martial Arts" you may treat your attacks with this weapon-arm as a Martial Arts. Alternatively, if you use a weapon skill that is based around the weapon your arm is mutated into you may use that instead of Martial Arts. This lasts until the end of the encounter or until you wish to remove it.

(3MC) Empower: Your muscles grow thick and your bones grow denser and heavier. Any Taijutsu damage you deal is counted as if you had 2 additional Taijutsu. This number is increased before the multiplication from "Large". This lasts until the end of the encounter.

(1MC) Reach: You may attack up to an additional 1 square away. If you use "Grapple" the target is pulled to the square adjacent to you if you successfully landed your maneuver. This lasts until the end of the current Round.

(2MC) Piston: Activate this only after you have successfully hit a target with a Taijutsu-based melee "Attack" but before you deal damage. Increase the damage dealt by your next "Attack" by 5.

(6MC) Horns: When you use the "Charge" maneuver if you move the full distance of your "Charge" and deal damage you may continue moving in the same direction the difference between how far you moved in your "Charge" and your movement score. This lasts until the end of the encounter or when you wish to dispel it.

(3MC) Bulk: By increasing your weight and density you may negate attempts to move you. Negate the next instance of "Knockback", "Airborne", or "Prone". You need two instances of this ability to negate a single use of "Active Positioning" used on you. An instance of Bulk lasts until the end of two Rounds.

(5MC) Siphon: By channeling your Mutation Chakra into a target you may heal 15 Injury. You may only use this ability during a single round of your choosing per encounter.

Berserk: You are mad with aggression. You cannot "Defend" or "Counter". If you receive damage from a shinobi your next "Attack" action against them gains +2 ASB. If you deal damage to a shinobi you deal +X where X is 3*Rank in bonus damage from the joy of killing. You cannot control your character and must attack the nearest shinobi as violently as you can. If your Kage does not feel that you are doing your best to attack fully he may take control of your character for the duration. This cannot be suppressed by Grit, but if you are put under a Genjutsu or suffer the effects of "Killer Intent" this condition is removed. When there is no shinobi in the same zone as you the condition also ends.

Kekkei Genkai Training: Byakugan (Core, Taijutsu, Advanced)

Hyuga Clansman [Novice] (Rank 1-2): You are born of the Konohagakure Hyuga Clan, a proud and powerful clan of shinobi. You are born with your Kekkei Genkai fully active, but still untrained. Unlike other Core Skills, you cannot use this skill to "Attack", "Defend", or "Counter".

Way of the Patient Warrior [Adept] (Rank 3-6): Your Byakugan allows you to perceive and react to attacks from all angles, but also allows you to sense people's intentions through their chakra systems. When it is not your turn you gain a +X, where X is 1/2 your ranks in "Kekkei Genkai Training: Byakugan", to all "Defend" actions against Taijutsu and Ninjutsu.

One Body Strike [Talent] (Rank 5): Your time spent viewing chakra points and how they function have given you mastery over your own chakra points. As a "Defend" action you may choose to pay X Chakra. In that case you may multiply X by 15. If you meet or exceed the damage of the attack you negate all damage and effects. If your opponent was adjacent to you when you use this technique they suffer Knockback as well as any excess from the result of multiplying your X value. If you fail to meet or exceed the damage of the attack you still suffer full effects and damage. This costs 2 Grit to be used.

Absolute Focus [Journeyman] (Rank 7-9): Having trained your perceptive skills beyond the realms of what you could have dreamed when you were beginning this path you can now effortlessly maintain view on your targets even while otherwise engaged. You are no longer bound by the restrictions of the "Sensor" Role which limit your ability to fight. You may keep a target "Tracked" as a free action. Additionally, you may increase the number of "Tracked" targets at a single time up to 1/2 your Rank. Finally, you automatically recognize when you are in a "Genjutsu" or when a shinobi you spend at least a partial action focusing on is under the effects of "Genjutsu".

White Knight of Hyuga [Master] (Rank 10): You are able to meld both your ability to fight with your incredible Hyuga perception. You may be in both the "Sensor" and "Melee Specialist" role at the same time so long as you have "Gentle Fist" at Rank 5 or higher. Additionally, because of your intense focus on the flow of combat you are able to choose to "Oversee" a shinobi you are in formation with instead of putting "Lockdown" on a foe. When a shinobi that you have "Oversee" on becomes the target of an "Attack" action, so long as your Speed is equal to or greater than the incoming "Attack", you may move adjacent to them, if you are in the same zone. If so, you may use a Maneuver, or a "Defend" action before your target. Should you succeed, you may immediately "Lockdown" the target, even if you have the maximum number of targets affected by your "Lockdown". This costs 1 Grit to activate.

Limitless Byakugan [Grandmaster]: Approaching you is a dire risk for any foe to dare undertake. Your ability to assess incoming threats and analyze their method of attack is utterly peerless in the shinobi world. You may make "Knowledge Checks" as a free action by paying 1 Grit at the time of using them. Whenever a shinobi who you have a "Knowledge Check" against for at least two different stats attacks, you gain +X to any "Defend" where X is 1/2 your "Kekkei Genkai Training: Byakugan" ranks. Additionally, you may "Track" a number of foes equal to your Rank, instead of 1/2 your Rank.

Kekkei Genkai: Byakugan- Your eyes bestow amazing powers upon you. You are immune to the "Flanked" condition. You may view the zone you are occupying with "Chakra Sight". Additionally, you can telescopically view with your Byakugan as a partial action. The range is equal to 15 squares base and an additional 15 squares for each rank of "Kekkei Genkai: Bykaugan" you possess. Additionally, by possessing this Kekkei Genkai you are permitted to begin training the "Gentle Fist" Advanced Skill. Shinobi who acquire the "Gentle Fist" as an Acquired Kekkei Genkai do not get to train in "Gentle Fist".

Kekkei Genkai Training: Calorie Control (Support, CC, Advanced)

Large and In Charge [Novice] (Rank 1-2): The Akimichi Clan is one of the noble Clans of Konoha, and they are earnest friends and stalwart shinobi. This Kekkei Genkai cannot be used to "Attack", "Defend", or "Counter" and serves a purely support role.

Momentum [Adept] (Rank 3-6): Whenever an Akimichi uses one of their Clan Powers listed below they gain a burst of energy which makes them fearsome combatants. They gain +1 ASB for each Clan Power used to a maximum of +X where X is their Rank per Turn. This bonus fades at the end of the turn.

Akimichi Pills [Talent] (Rank 5): Each member of the Clan is capable of using a series of pills to release their Chakra and increase their fighting prowess. An Akimichi may take the pills as a partial action which requires 2 Grit to begin the process. However, each use of the pills applies 5 instances of "Poisoned" that cannot be removed and that do not end. The effects of pills are listed below. Additionally, your fat can be used as Chakra now. You add your Chakra Control and Taijutsu together, then double them, to figure out your Chakra Pool rather than just doubling your Chakra Pool.

Stout Hearted [Journeyman] (Rank 7-9): Akimichi are some of the most courageous in Konoha. They are immune to the "Unnerved" effect, though they can still be terrified. Additionally, at this level of their training, an Akimichi can use the "Green Pill" without becoming poisoned.

Battlefield Giant [Master] (Rank 10): Akimichi command a tremendous presence on the battlefield and are able to dominate other combatants. Whenever a shinobi attempts a "Maneuver" against them they require 5 or more successes over the Akimichi to succeed on the "Maneuver". This also increases the required successes to activate a "Follow-Up". At this level of their training, an Akimichi can use the "Yellow Pill" without becoming poisoned.

Kekkei Genkai: Calorie Control (Requires Will of Fire): Your body is obese and loaded with fat. As such your base movement is 1, rather than 5, and you require an exorbitant amount of food. Because of this when you increase your SR you multiply it by 1 rather than 5. However, you are also extremely heavy and hard to move. You count as "Large" even if you don't possess the Trait. Additionally, when you "Charge" it automatically inflicts "Knockback" if you are successful.

Green Pill: The first of the three pills bolsters the user's power greatly. They may add their Chakra Pool to all uses of melee. Additionally, you may reduce the cost of all of your Clan Powers by 1 Chakra.

Yellow Pill: The second pill enables the Akimichi to grow titanic in size and strength. Increase your Taijutsu by your Chakra Control for the duration of the encounter. Additionally, you gain the "Massive" effect permanently and it cannot be removed, but you may dispel it at your desire.

Red Pill: The final pill converts all of the fat from an Akimichi's body into raw power. If you are currently "Massive" return to your normal size. However, at this stage you grow titanic butterfly wings made out of pure chakra that enable flight. Additionally, your base Speed increases from 1 to 10 and you gain 2 Speed Rank. Finally, you gain +5 ASB on all uses of Taijutsu and gain 1 Power Rank as well, and your Chakra Pool returns to full. The bonuses from the Green Pill are also in effect during this time and are tripled.

Clan Powers-

All Clan powers last a number of Rounds equal to the number of times you have used them.

Bulk Up- You engorge a limb up to nearly comical size, but you gain matching strength. Your Martial Arts range increases by 5 squares per use and you deal 5 bonus damage. Subsequent uses may increase the damage or the size, but not both. If you use this ability three times in a single turn your Martial Arts attacks gain Burst X where X is your Rank. Costs 4 Chakra per Use.

Stand Tall- You grow larger and more imposing. The first two uses of this ability do nothing, but upon using it a third time you grow nearly twenty feet in size and grow 8 times heavier. Your footsteps are thunderous and can be felt within an entire zone. You gain +2X ASB where X is the number of times you have used this ability to all Maneuevers. Costs 5 Chakra per use.

Meat Tank- A favorite technique of your Clan's, you balloon yourself up into an orb of chakra and fat. You gain +20 movement speed and can make a single "Attack" action per move against a foe in your way. These "Attack" actions count as the "Charge" Maneuver. If you pay to activate this Power during an Attack you may increase the damage dealt by 10. Costs 5 Chakra per use.

Kekkei Genkai Training: Clan of Power (Core, Taijutsu, Advanced):

Beast of Battle [Novice] (Rank 1-2): You are born of Kumogakure's Ushi clan. Your clan has always been full of powerful individuals who are gifted with bodies that grow in size and strength far beyond the normal means of regular shinobi. Because of this, you are blessed with the "Powerful Body" benefit. You cannot normally use this skill for "Attack", "Defend", or "Counter" actions, as it is only a reflection of your stature.

Maximum Impact [Adept] (Rank 3-6): Your ability to propel your amazing mass into the fray is terrifying. When you use a "Charge" based "Attack" or a maneuver or Gambit that includes movement your "Attack" gains Burst 1 with you as the central point, rather than your target of attack.

Horns of the Bull [Talent] (Rank 5): Many shinobi are powerful in martial arts or in hand-to-hand combat, but few can boast the same level of deadly competence with the Grapple as your clansmen. You may use one of the following techniques; "Suplex", "Bomb", and "Spear". These techniques all require the "Grapple" maneuver to be known.

Unstoppable Force [Journeyman] (Rank 7-9): When a member of your Clan moves there are very few who dare stand in their way. If a shinobi uses "Intercept" on you, or attempts to use "Ready and Waiting" to stop your "Charge" they use 1/2 their ASB unless they are "Large". However, if you are "Hulking" they also must be "Hulking". Additionally, you may consider your Taijutsu to be 1.5x normal for the purposes of Injury calculation.

Titan's Endurance [Master] (Rank 10): You have trained and improved your body to such a degree that it is little more than steel with veins running through it. To this end, you are a monster of endurance. You can ignore penalties from Injured and Wounded status. Additionally, you gain Mundane DR equal to 3*Taijutsu. When you use a "Follow-Up" from a melee Taijutsu-based "Attack" action you may add this DR to the damage. If you are "Hulking" this Mudane DR is increased to 1.5x.

Atlas Grip [Grandmaster]: So great is your power and training that you are able to restrain foes without any trouble. You may "Grapple" a shinobi with one hand. If you are in "Grapppler Stance" you may "Grapple" two shinobi with each hand. If you are Hulking and in "Grapppler Stance" you may "Grapple" up to six shinobi with both hands. All damage you deal with "Grapple" and any techniques that require "Grapple" or directly lead into "Grapple" deal double damage.

Powerful Body: You are born of a Clan of mighty individuals. No adult is smaller than 6'0" in height, and usually towering in their titanic musculature. All members of this clan gain the benefits of the "Large" Trait. However, if you have "Large" you are considered to be "Hulking". If you are "Hulking" you occupy a 2x2 square, rather than a 1x1 as other shinobi. Additionally, when you "Charge" you cause "Knockback" automatically. Finally, when you "Parry" while not wielding a weapon you are considered to be wielding one due to your sheer overwhelming power.

Suplex: You must have "Ready and Waiting" or SR4 or higher to use this technique. When a shinobi uses a movement-based "Attack" action, such as a "Charge" or the benefits of "Raider Stance" you may automatically "Grapple" the target. However, if you are "Flat-Footed" you do not benefit from this ability. Costs 3 Grit per use.

Bomb: You must be in a "Grapple" with the target. Raising your target up you slam them into the ground with all of your considerable force. As a full-round action that consumes your whole turn regardless of partial actions, make a basic "Martial Arts" attack. If you are successful the target suffers damage equal to a basic "Martial Arts" attack *(1/2 your Ranks in "Kekkei Genkai Training: Clan of Power"). Additionally, the target suffers "Prone", "Stagger", and -2 ASP. Costs 4 Grit.

Spear: You must have "Charge" to use this ability. When you make a basic "Martial Arts" "Attack" action from "Charge" you may choose to use your body as a projectile and grab them. If they "Defend" with a

skill that is not "Martial Arts" and their speed is not greater than yours by 2 or more you automatically hit them. You may then "Grapple" them as a free action. Costs 2 Grit.

Kekkei Genkai Training: Senjuu Clan Cells (Support, CC, Advanced)

Body of the Sage [Novice] (Rank 1-2): Your Clan possesses an amazing gift, a body that is full of power and life energy, giving vibrant energetic chakra coils and a strong and healthy body. Unlike other Skills this Skill cannot have its cost to increase its Ranks reduced by any source.

Staggering Chakra [Adept] (Rank 3-6): It takes a great deal of training, and is rare even amongst your Clan, but you have stretched your Chakra Coil to its very limits and found that you have a profound control over your body's already enhanced Chakra supply. You multiply your Chakra Control by 2.5 rather than by 2 for the purposes of figuring out your Chakra Pool.

Deep Reserves [Talent] (Rank 5): Drawing your power from every single cell available to you and masterfully converting the raw Chakra to energy for your shinobi warfare. You gain a secondary pool of Chakra which can be accessed in two ways; when your regular Chakra Pool is reduced to 0, or if you pay 6 Grit to pull from the second pool. The secondary pool of Chakra is equal to Rank/3. When you draw from that pool your main Chakra Pool is returned to 1/2 its total amount.

Vitality [Journeyman] (Rank 7-9): Training to your utter limits, often to the edge of death itself, you have been able to reach the next level of mastery in your command over your body. You multiply your Chakra Control by 3 for the purposes of your Chakra Pool. Additionally, increase the value of all of your Injury Pools by 1.5.

Sagacious Paragon [Master] (Rank 10): You are nearly the living embodiment of the Sage's physical health and power. Increase your Chakra Control and Taijutsu by 1/2 your Rank permanently. If your Rank increases adjust your Chakra Control and Taijutsu appropriately. During Combat you regenerate Rank*5 Injury per round and 2 Chakra per round. Finally, if an effect would kill you outside of combat, such as Bleeding, you may remove all conditions of it and ignore it. However, these conditions may kill you during combat.

Kekkei Genkai: Senjuu Cells(Requires Will of Fire): You are healthy and full of life. You gain +X Chakra where X is your Rank+Ranks in "Kekkei Genkai Training: Senjuu Clan Cells". This is added after you multiply your Chakra Control. Additionally, whenever you rest you recover double the Injury and Chakra.

Kekkei Genkai: Sharingan Eye (Core, Ninjutsu, Advanced)

Uchiha Clansman [Novice] (Rank 1-2): You are born of the Konohagakure Uchiha Clan, a proud and powerful clan of shinobi. Your birthright, though it is unawakened, is the Sharingan Eye. Your eyes are dormant at this point, but the potential to develop them lies within you. Unlike other Core Skills, you cannot use this skill to "Attack", "Defend", or "Counter".

Enhanced Reflexes [Adept] (Rank 3-6): Your body is preparing itself for the growth and awakening of your Sharingan Eye. You gain 5 Movement, +1 Taijutsu, and gain 2 Chakra to their maximum limit.

Sharingan, Awaken! [Talent] (Rank 5): Through arduous effort, your Sharingan Eye has finally awakened. You can perceive the world in a new light. You may activate your Sharingan Eye, a partial action that costs 3 Chakra. Additionally, for every Round you have your Sharingan Eye active, you lose 1 Chakra. See the "Sharingan Awakened" section for the full list of abilities.

Three-Tomoe Sharingan [Journeyman] (Rank 7-9): Your eyes have matured, as well as your body's ability to handle your kekkei genkai's power. You no longer need to pay Chakra to maintain or activate your Sharingan Eye. Additionally, you may activate your Sharingan Eye as a free action whenever you like. You may reduce the number of partial actions it requires for you to make a "Knowledge Check" by a single partial action. Additionally, 1/2 your Ranks in "Kekkei Genkai: Sharingan Eye" apply to "Defend" actions vs Genjutsu as well as all "Knowledge Checks".

Mangekyou Sharingan Eye [Master] (Rank 10): Your Sharingan Eyes have reached the peak of their development. You no longer can be caught "Flat-Footed" due to your amazing perceptiveness. Additionally, if you are at least a "Journeyman" in "Genjutsu Training" you may reverse a Genjutsu upon its user if you have completed a successful "Genjutsu Knowledge Check" against them by paying the chakra cost of the technique. Finally, all of your "Taijutsu" and "Ninjutsu" "Attack" actions are considered to be 2 Speed Ranks higher due to your ability to predict movement.

Amaterasu [Grandmaster]: The most powerful secret of the Sharingan Eye is the ability to harmonize its power with an Uchiha's innate fondness for fire. If you are at least a "Journeyman" in "Fire Element Training" you may pay 5 BP to add the following to any A Rank" or Higher "Fire Element" Jutsu.

"Amaterasu: The flames of your technique project from your eyes now, and are of the most dire heat. Once a target is hit they will continue burn until they are dead, or if they remove the effect area. If the subject remains adjacent to a living target the flames will attempt to leap at them with the same "Attack" roll you used to hit the initial target, which the secondary target may "Defend" against. Jutsu with this effect cost an additional 10 Chakra, but are also immune to the effects of "Elemental Interaction" with "Water Element" Jutsu. Finally, a Jutsu with this effect inflicts a number of instances of "Fire Element" equal to your Ranks of "Kekkei Genkai- Sharingan Eye"."

Kekkei Genkai: Sharingan Eye- The blood of your clan runs through you, however, and you are different from non-Uchiha. You gain the "Fire" elemental nature automatically, though you do not gain the "Fire Element Affinity" Trait, you may still create Jutsu with the "Fire Element" effect. You gain 1 rank of Speed Familiarity at Rank 1, 4, 7, and 10 of the "Kekkei Genkai: Sharingan Eye" Skill. Additionally, you gain +1 ASB to "Dodge" at Ranks 3, 7, and 10 of the "Kekkei Genkai: Sharingan Eye" Skill.

Sharingan Awakened- You gain a +3 ASB to all uses of "Knowledge" skills due to the amazing insight given by your Sharingan Eye. You gain "Chakra Sight" in your entire zone. Finally, you gain a +2 ASB on uses of Taijutsu or Ninjutsu to "Counter" or "Attack", due to the almost precognition you possess.

Hidden: Man Beast Aspect (Support, Chakra Control, Advanced)

Hand and Paw [Novice, Rank 1-2]: Though animals have often been used by shinobi as tools and companions your Clan, the Inuzuka, have made these animals their partners and family. Each Inuzuka is given a small puppy when they are but a child that will grow with them and fight alongside them. This skill allows the shinobi to train in the techniques developed in their Clan for working alongside these animals. Additionally, creatures with "Friendbeast" whose partners have at least 1 Rank in this skill can train in this Skill as well. The Jutsu granted by this Skill are usable by the animals, despite their usual prohibition against using Ninjutsu. The benefits an animal receives is behind the "/" in the skill descriptions. The Animal cannot have a higher level of "Hidden: Man Beast Aspect" than its owner. You must have the "Heritage: Inuzuka Clan" to train in this skill.

Four Leg Technique//Man-Beast Clone [Adept, Rank 3-6]: When you use the "Disguise Jutsu" you may pay 1 extra Chakra and it becomes the "Four Leg Technique" which gives you a more bestial appearance, and makes you more feral and powerful. You may add half your ranks in "Hidden: Man Beast Aspect" to your uses of "Martial Arts". However, if you do so, you cannot gain benefit from the "Four Great Schools" or "Mounting Skill" Abilities in the Martial Arts Skill if you have them. You do, however, ignore Mundane DR as your chakra-fueled limbs and claws rip through armor. You may not end this technique once it has begun. //(Man-Beast Clone: You have trained hard in the art of studying your Master's form and when he uses the "Four Leg Technique" you may pay the same amount of Chakra and become a Clone of him. This renders the two of you as perfect copies. Additionally, when you attack the same target as your Master did last turn, you gain +X ASB to your "Attack" where X is your Rank and deal a bonus +20 damage.) The Master must be benefitting from this form to use any of the subsequent Skill Bonuses of "Hidden: Man Beast Aspect".

Passing Fang//Fang over Fang [Talent, Rank 5]: By using Chakra to spike your movement, much like the Shunshin Jutsu, you rotate yourself, claws forward, turning into a living drill. The distance of your "Charge" doubles. The minimum distance, however, triples. At the end of the "Charge" make a basic "Martial Arts" with +X ASB where X is your Rank and you may ignore 10 Mundane DR. This increases the cost of your "Charge" Maneuver to 3 Chakra and 2 Grit.//You are also capable of doing the "Passing Fang" as your Master can, but you may also "Ready" an action to do it at the same time as him, creating the "Fang over Fang" Technique. The bonus ASB is doubled as is the Mundane DR reduction. Additionally, if you are successful you and your Master deal damage as if you had hit twice. When you are a "Special Jonin" you and your Master deal damage as if you both had hit three times instead of two on a successful "Fang over Fang".

Two-Headed Wolf [Journeyman, Rank 7-9]: The ultimate technique of combination between Master and Beast, the Two-Headed Wolf is a technique passed down the line of the Inuzuka Clan for generations. The Master and Beast must be sharing the same square (or adjacent if they are both Special Jonin or higher). They must both pay 6 Chakra and 3 Grit. They emerge from the smoke a massive canine beast with two heads. You and your Beast are considered to be one creature now, however, you still take two Turns. You gain the "Massive-Long" effect which cannot be removed until the technique is ended. The technique lasts a number of turns equal to your Rank, though you may refresh the duration by paying the initial cost an additional time. Finally, the damage dealt by and bonus damage granted by effects of this Skill are doubled while in this form.

Master and Partner, Two Beasts as One [Master, Rank 10]: The link between you and your Beast has grown to such an amount that your beast is not even a close friend, he is closer even than family, he is little more than a reflection of you. If you do not have a "Bond" with your Beast gain a "Life Bond" with your beast, and he gains one with you. Then gain a Platoon with your Beast. Finally, when you do any Downtime action with your beast it counts as a "Bonding" action. Regenerate 1 Chakra per Round you are adjacent to, or riding on, your Beast. Your Beast heals 15 Injury per Round you are adjacent to him, or he is being ridden.

Ninjutsu Mastery (Utility, Ninjutsu, Advanced):

Ninjutsu Mastery represents advanced study into the theory and concepts behind Ninjutsu's very workings. All Ranks in Ninjutsu Mastery are added as ASB to all uses of Ninjutsu. Reaching Rank 5 in Ninjutsu Mastery allows you to select a single "Ninjutsu" Skill that is at Master. You may advance that skill to Grandmaster. This is a 5 Rank Skill and possesses no Specializations.

Taijutsu Mastery (Utility, Taijutsu, Advanced):

Taijutsu Mastery represents advanced study into the theory and concepts behind Taijutsu's very workings. All Ranks in Taijutsu Mastery are added as ASB to all uses of Taijutsu. Reaching Rank 5 in Taijutsu Mastery allows you to select a single "Taijutsu" Skill that is at Master. You may advance that skill to Grandmaster. This is a 5 Rank Skill and possesses no Specializations.

Genjutsu Mastery (Utility, Genjutsu, Advanced):

Genjutsu Mastery represents advanced study into the theory and concepts behind Genjutsu's very workings. All Ranks in Genjutsu Mastery are added as ASB to all uses of Ninjutsu. Reaching Rank 5 in Genjutsu Mastery allows you to select a single "Genjutsu" Skill that is at Master. You may advance that skill to Grandmaster. This is a 5 Rank Skill and possesses no Specializations.

Summoning Skills (Utility, Ninjutsu, Advanced):

Your training allows you to summon a greater number of creatures. At each Rank of Summoning Skills you may add another creature, at the base level, to your Menagerie. Your Menagerie is a list of all available creatures you can summon. These creatures get 1/2 the MP of a Genin shinobi. This Skill has 5 Ranks and possesses no Specializations.

Summoning Mastery (Utility, Ninjutsu, Advanced):

You must have at least three ranks in Summoning Skills. Your capacity for summoning has allowed you to strengthen the creatures you summon, improving their power through the times you have fought together. Each Rank you purchase of this advanced skill allows you to increase the Rank of one of your Menagerie by 1 and to gain 1/2 the listed amount of MP of a shinobi at the summoned creature's new Rank. This Skill has 5 Ranks and possesses no Specializations.

Strategy (Utility, Ninjutsu, Advanced):

Used for "Plan Points", Strategy represents your understandings of all the workings of grand shinobi warfare and your ability to lie out plans. This Skill has 5 Ranks. When you reach Rank 5 in the Skill you may, at any time, pay 5 MP and select a Specialization. You may only have one Specialization.

(Rank 5) Defensive Maneuvers: Select a single shinobi in Formation with you. The target cannot receive damage from a shinobi who doesn't have at least two Knowledge Bonuses against them for the duration of the Round.

(Specialization 1) Eat His Headband: Select a single enemy shinobi. All shinobi in Formation with you gain three "Knowledge Bonuses" of your choice until the end of your Round. If you are aware of the target at the start of Combat when you gain your "Plan Points", and declare the target then, the "Knowledge Bonuses" granted last the duration of the encounter.

(Specialization 2) Just As Planned: Select a single "Gambit" or "Combination" Type UA possessed by one of the shinobi you are in Formation with. If they use that UA, and have a Knowledge Bonus of the same skill the target uses to "Defend", their Grit spent is refunded and they gain +X ASB where X is your Rank.

Fuujutsu Training (Support, Ninjutsu, Advanced)

Sealing Artist [Novice] (Rank 1-2): The art of sealing Jutsu is difficult to master and very rare. However, it is the mark of a truly advanced shinobi and is one of the few things in the shinobi world that having the direct countermeasure requires training in the art itself. Once placed, a seal can only be removed by a shinobi with "Fuujutsu Training" of an equivalent Rank to the shinobi who placed the seal. You may choose, at 1, 2 and every other Rank after 2, a new "Fuujutsu Effect" to add your list of effects known with Complexity less than or equal to your Ranks in "Fuujutsu Training". You are capable of activating a single "Seal", "Tag", or "Tattoo" at any range as a partial action so long as you are in the same Combat Zone as the target. You may create Jutsu with the "Fuujutsu" Effect.

Paper Throwing [Adept] (Rank 3-6): Placing a tag on a person, while a nice idea, can often be difficult with how mobile shinobi generally are and how dangerous it can be to get close to someone. You may use your "Kunai Training" in lieu of "Martial Arts" to throw a Tag onto someone. Throwing a tag has a range of your Taijutsu.

Defensive Perimeter [Talent] (Rank 5): Seals are best used for defensive and supplementary purposes. Your training allows you to activate a number of already placed "Tags" within the same Combat Zone equal to your Rank. This activates their effect in the entire area between the seals. You may exclude yourself from the effect, but no one else. Doing this is a partial action, but if you "Ready" it the target cannot "Defend" against it. If you use it as a partial action the target is permitted a "Dodge".

Ritual Circle [Journeyman] (Rank 7-9): Fuujutsu is at best a dangerous art to use in the middle of combat, but doing so can create a hard to negotiate situation for shinobi untrained in its uses. When you use a "Jutsu" with the "Fuujutsu" effect you may place it on the ground under you. This causes it to ripple out to occupy a Burst 1 area, affecting all targets within it, including you if you so wish it. Doing this increases the Chakra Cost by 2 and 2 Grit.

Binder's Pain [Master] (Rank 10): Though they are inherently used for trickery and other such effects a Fuujutsu Master is capable of inflicting massive trauma on the target when they place the seal as the effects riddle their Chakra system with foreign and intrusive chakra. A target that is affected by a "Fuujutsu" with the "Seal" effect suffers "Staggered" and "Nauseated".

Seal Forger [Grandmaster]: You have reached the massive point of skill to be able to create a Seal of your own effect. Discuss with your Kage the effects of the Seal and how it can be used.

Seals- Writing of complex symbols and signs that represent the effects of a Fuujutsu. Seals can be applied to any surface, including living creatures, but doing so requires a partial action against a "Stunned" target.

Tags- Sheets of paper with Seals upon, a tag is adhesive and can be applied directly to a target with a successful Taijutsu+Martial Arts Training roll. They may be placed automatically on a "Stunned" target. Removing a tag requires a partial action and X Chakra where X is the Tag creator's Rank. If placed on the ground a target may trigger its effects by stepping on it. Seeing a Tag when placed on the ground requires "Chakra Sight" or "ACD". However, if a shinobi stops their movement within Burst 2 of the Tag they may see it through normal means at the start of their next Turn.

Tattoo- A seal that has been placed into the target's skin during a non-combat scenario. A Tattoo cannot be removed during combat. Tattoos are, thus, used for defensive purposes.

Using Fuujutsu: A Fuujutsu is a Jutsu with the "Fuujutsu" Effect, a 3 BP effect. Placing this effect on a Jutsu reduces its range to 0, which requires it to be done point-blank. This range cannot be increased outside of through the effects of "Fuujutsu Training". You may add a single "Fuujutsu Effect" to the Jutsu. A Fuujutsu does not benefit from hand seals. A Fuujutsu requires a number of partial actions to complete equal to its "Complexity" - 1/2 your Ranks in "Fuujutsu Training" to a minimum of 1 partial action. All Jutsu with the "Fuujutsu" effect are "Seals" and must be applied directly to a "Stunned" target or may be applied through the use of the "Ritual Circle" Talent. A Jutsu with the "Fuujutsu" effect has its

Chakra increased by 1/2 of the Complexity the "Fuuinjutsu Effect" to a minimum of 1. The user may increase the time needed to complete a Jutsu with "Fuuinjutsu" by 1 Partial Action to reduce its Chakra cost by their Rank to a minimum cost of 3.

Exhaustion (1 Complexity): This seal reduces the target's reaction times and makes them sluggish. They lose 1 Speed Rank and suffer -2 ASP to uses of "Taijutsu".

Vacuum (4 Complexity): This seal leeches a shinobi's Chakra energies and exhausts their spiritual power. Whenever a shinobi with this seal pays Chakra for any purpose the cost is increased by 50%, rounded up.

Disruption (4 Complexity): This seal causes a shinobi's chakra system to mold less effectively. The number of Partial Actions needed to complete a Jutsu increases by 2.

Prohibition (6 Complexity): This seal forbids a shinobi's body from motion. They become "Stunned", and can only observe their surroundings. However, this seal can be broken by paying X Chakra where X is your Rank.

Annihilation (6 Complexity): The same seal used on the Black Ops "Scroll of Disposal", this seal consumes organic matter and obliterates it. This seal remains inert for a number of turns equal to the number of limbs it is affecting. A full human body takes 4 Rounds to dispose and must receive perpetual chakra from the seal's user. The user must remain adjacent to the seal and spending their full-turn to focus on it.

Forbiddance (8 Complexity): Often found in the hands of teams who are well aware of what they are going up against, this seal locks away a certain element from being molded by the victim. Designate an element upon placing the seal, a shinobi affected by this seal cannot use Jutsu or Channel Elemental Chakra of that element.

Release (2 Complexity): This seal's purpose is to unleash and remove a seal from an affected target. This negates and removes all Seals and Tags, with a Chakra cost equal to or less than this Seal's cost.

Beast Sealing (4 Complexity): This seal creates chains of chakra that surge around the target to bind them. If used on a Tag, when placed, the target becomes completely enshrouded by chains, becoming "Stunned" for a Round. If used as a Seal the target's legs become bound, causing them to suffer "Constrict" on both of their legs. These chains have Injury equal to 5*Fuuinjutsu Training Ranks.

Elemental Devour (6 Complexity): The seal serves as a vacuum for a certain element. If used as a Tag the next use of a Jutsu is drawn towards the shinobi bearing the tag, causing them to automatically become hit. It cannot be used as a Seal. If used in a Scroll it can safely lock away and negate a number of Jutsu of the specified element costing 6 Chakra or less.

Generic Sealing Seal (2 Complexity): This seal allows Equipment to be stored away, ready for later use. A single instance of "Generic Sealing Seal" can store up to 5 Resources of equipment.

Reverse Four Symbols Seal (10 Complexity): This seal is hideous and can only be made into a tattoo. When the user is Defeated they may pay 5 Chakra. If done so all shinobi have a Round to escape a Burst 10 area around the user. A Round exactly from when the Seal was activated it vacuums all targets and into the seal, forever storing them into the now deceased shinobi's body, effectively killing them.

Evil Sealing Method (6 Complexity): A useful technique for a shinobi who fears other "Fuuinjutsu Users", this method allows the suppression and removal of weak seals. This may only be applied to a willing target, and only as a Seal. Doing so negates and removes any "Seal" and "Tattoo" type "Fuuinjutsu Effects" on the target with a lower Complexity than this Method. Against other stronger effects a shinobi must pay the difference in Chakra each encounter or suffer its effects during the encounter.

Strength of One Hundred (8 Complexity, Requires Summoning Contract: Slugs): A secret seal taught by the Slugs, this seal is a nearly limitless reserve that can store Chakra. At the end of each encounter a

shinobi may pay X Chakra which is stored into the Seal. Additionally, during any Downtime, they may pay X Chakra which is removed from their Chakra Pool at the start of the next Mission. This seal may hold a maximum Chakra of the User's Rank*30. Releasing the seal is a partial action. Once opened it may be closed as a full-Round action. Regardless of much the user actually draws from the seal Chakra bleeds out at a rate of minimum 20 Chakra per round. If the user uses 20 or more during a single Round they do not lose any additional Chakra. If they use they also lose the difference from the Seal until it is drained of 20. This must be placed on the user as a Tattoo and appears on their forehead.

PERKS

Perks represent training undergone through the career of a shinobi. They are purchased with MP and by default cost 3 MP unless otherwise noted.

Hatred (X): Select a shinobi. You loathe and revile the target with all of your heart. In a combat situation where you are forced to choose between them and a different target you must always select the subject of your Hatred. Attacking the subject of your Hatred feels vindicating, however, and you gain +1 Grit whenever you do so. You automatically fail all uses of social interactions, excluding Intimidation with the target.

Fast: You gain +6 Movement Speed.

Healthy: You gain 12/6/3 Injury. You may purchase this Perk as many times as you wish.

Rivalry: A certain shinobi seems to always be inhibiting your progress, be it professionally, personally, or romantically. Name a shinobi, whenever you come into direct contest with them you gain +1 Grit per turn.

Reputation (Requires Kage Approval): People recognize you by your other name, a nickname or something of that nature that inspires fear. If you have such a reputation people lose 1 Grit/Turn for fighting against someone so famous and deadly.

Tactical Training: +2 to Tactics Pool and +1 to your Tactics Pool per turn.

Rapid Readjustment (Requires Tactical Training): You can spend 1 Grit and use your Active Repositioning ability on another shinobi's turn, but still only once per turn. If you can affect opponents with Active Repositioning you can only do so on foes within a number of squares from you equal to your Rank when it is not your turn. If you use this perk to activate your "Active Repositioning" on an ally before they use a "Defend" action you may negate the attack if they move out of the range of the attack.

Brilliant Adjustment (Requires Rapid Readjustment): You can move targets with Active Repositioning even when they are engaged. You can also setup flanks like this, which give an additional -1 Automatic Success Penalty to the victim during the turn they become "Flanked".

Check! (Requires Brilliant Adjustment): When you flank a target with your Active Repositioning ability they become "Flat-Footed".

Mate! (Requires Check!): When you flank a target with your Active Repositioning ability they cannot "Defend", and use only half their total Automatic Successes if they attempt to Counter.

Superior Positioning (Requires Rapid Readjustment): When you ready an action to move an ally, you gain +3 Tactics Pool until the beginning of your next turn.

Baiting (Requires Superior Positioning): Designate an allied shinobi, if that target is attacked in melee you may activate Active Repositioning as a free action for no Grit. However, you can only move the attacker of your Baited target. If you move them adjacent to an ally of yours other than the designed target of this Perk, you recover your Tactics Pool back to the maximum again and gain your Rank in Grit.

Master Plan: During the first round of combat after your side has detected the enemy you may choose to devote your entire turn, regardless of duration, to developing a Master Plan. If you do so you may generate an amount of “Team Points” equal to half the amount you generated at the start of the round.

Focused Guidance: When you use a partial action to allocate Team Points you give an additional +1 Automatic Success Bonus for every two you give.

Flexible Orders (5 MP): The bonus for using Team Points as a partial action is now conferred onto spending Team Points as a free action.

Bulldog Mandate (10 MP + Jonin): You may designate a single target as “Marked for Death” at the cost of 10 Team Points. The target is now “Marked” a condition that cannot be removed and that lasts a number of turns equal half to the Squad Leader’s Rank. All attacks against the target cannot be Defended against with “Dodge” and they cannot use the “Parry” maneuver or “Counter”.

Battlefield Mastermind (Requires Bulldog Mandate, Flexible Orders, and Focused Guidance, 15 MP): You are a master of directing the flow of combat from afar. You automatically generate a number of Team Points at the start of each of your turns equal to 1/4 the amount you generated at the start of combat. However, if you ever make an "Attack" action of any kind, with the exception of the "Parry" Maneuver, you lose the benefits of this Perk. Additionally, if you spend Team Points as a Partial Action you may fill the ally with a sense of comfort, giving them Immunity to a single Status Effect until the end of the Round. This is cumulative for each partial action you spend, and if you select the same Status effect the immunity lasts an additional Round.

Battle Sense: You require three or more opponents to flank you.

Nowhere to Run (Requires Taijutsu Knowledge 5 or Higher, 5 MP): When you use a melee-based Taijutsu "Attack" action targeting an opponent who is "Flanked" they cannot make a non-”Dodge” "Defend" action or use the "Parry" maneuver.

Area Denial: Each square that you affect with a Jutsu causes foes occupying it to have a cumulative -1 Automatic Success Reduction for each time you strike the area.

Hotspot (Requires Area Denial): As “Area Denial”, but the Penalty increases to -2.

Rapid Response: When a shinobi you are in formation with receives damage you may pay 2 Grit. If you do so, you may use a Medical Ninjutsu as a free action on that shinobi, so long as they are adjacent to you, even when it is not your turn with the X value being no greater than your Rank.

First Aid (Requires Medical Training 3 or Higher, 5 MP): When you heal a shinobi you can reduce the healing you do by ½. If you do so remove all negative Status Effects that can be removed through the use of Grit Expenditure automatically.

Trained in Avoidance (5 MP): When you use one of your “Fate Points” you may choose to not move adjacent to the target. In that case they must receive healing by the end of the next Round or they are Defeated.

Energetic System: When in the Medic Role you recover an amount of Chakra at the end of the turn equal to 1/3 your Rank rounded down.

Not a Scratch!?! (5 MP): When you spend a “Fate Point” you may spend two Fate Points extra, in that case negate all damage and effects of the attack. However, the victim of the attack is Stunned for a number of rounds equal to the attacker’s Rank as they recover from their brush with death.

Darting Through Danger: You gain +Rank in Automatic Success Bonuses when using “Dodge” to dodge any effect with the “Burst” or “Line” Ranges when you are in the Medic Role.

Greater Chakra Control (Requires Chakra Control 6 or higher): You gain 2x the output from any use of Chakra Control.

Chakra Surge (Requires Greater Chakra Control, 5 MP): Your chakra control is such that you are a master at making a little chakra go a long way. Whenever you use your first Jutsu in a turn you may reduce the cost of the next Jutsu you use by 1/2 the cost of the first, to a minimum of one. This effect is cumulative, but resets at the end of your turn.

Rehearsed Partner: Name another shinobi. Whenever the two of you are able to act in succession both of you gain a +1 Automatic Success Bonus on any action you attempt to execute together. Both shinobi are required to have this perk.

Longtime Partner (Requires Rehearsed Partner + Chunin): As above but with a +2 Automatic Success Bonus. Additionally if you both move at Speed 3 or higher you can automatically return to the other's side for free at the end of the second shinobi's turn at the cost of 2 Chakra.

Better Than an Arm (Requires Better Than an Arm + Special Jonin): As above but with a +3 Automatic Success Bonus. Additionally, when one of you becomes flanked the other may automatically flank the attacker, if they are in the same zone as you. Finally, when purchasing the "Platoon" Perk with the named Shinobi you may select an additional effect due to your level of cooperation.

Opportunist: When you are flanking a foe you deal +2 damage from a single Taijutsu or Ninjutsu source per turn.

Chink in the Armor (Requires Opportunist + Chunin): As "Opportunist" but with +4 damage and up to two sources.

Tremendous Opening (Requires Chink in the Armor + Special Jonin): As "Chink in the Armor" but with +6 damage, and can apply to any number of sources and you don't need to be flanking the foe.

Ready and Waiting (Requires Taijutsu 8 or Higher, Requires Taijutsu Mastery 2 or Higher): You are exceptionally well trained in hand to hand. When someone uses a "Charge" Maneuver with you as the target, you gain +X ASB where X is your Rank against that "Attack" action. However, you must Ready a "Defend" or "Parry" to gain this benefit.

Fists of Stone (Requires Taijutsu 6 or Higher): You gain 2 base damage on all uses of "Martial Arts"

Fists of Iron (Requires Taijutsu 7 or Higher and Fists of Stone): As Fists of Stone, but the damage increases to 4.

Fists of Steel (Requires Taijutsu 9 or Higher and Fists of Iron): As Fists of Iron, but the damage increases to 6.

Strategist (Requires Ninjutsu 7 + Chunin OR Prodigy + Ninjutsu 6): Your gift of planning is great, so much so that you are able to manipulate the flow of knowledge in shinobi warfare, as you realize that knowledge wins wars. At the start of combat you generate an amount of "Plan Points" equal to your Strategy Ranks. You may spend one of these points, as a free action, to grant a single Knowledge Bonus to a single shinobi, or to remove an acquired Knowledge Bonus from a single shinobi. The target must be in the same Combat Zone as you to be affected by these abilities. Granting or removing this bonus only lasts until the end of the turn it is granted, not the end of the round.

Contingency (Requires Strategist + Jonin OR Strategist + Prodigy + Chunin): You can spend 3 Plan Points and 2 Grit to negate an enemy's non-critical and non-Gambit Taijutsu or Ninjutsu attack occurring in the same Zone as you.

Moment of Opportunity (Requires Contingency + High Jonin OR Contingency + Prodigy + Jonin): As a full-turn action you may spend 5 Plan Points and 4 Grit or 3 Plan Points and 1 Nindo. In that case your ally may activate the “Critical Hit” follow up on their next attack and their attack automatically hits the target, unless the target is moved.

Endgame Plan (Requires Ninjutsu 8+Jonin OR Prodigy + Ninjutsu 7+Special Jonin): The Knowledge Bonuses granted or removed by your Strategist Perk tree remain until the end of the encounter rather than the end of the turn.

Grand Stratagem (Requires Endgame Plan and Moment of Opportunity, Costs 15 MP): All foes must complete an additional Knowledge Check against any shinobi you are in formation with, including yourself. Additionally, reduce the time needed for all Knowledge Checks used by any member of your team, including yourself, by 1 partial action. If a shinobi in formation with you already can use Knowledge Checks as a free action before the benefits of this Perk they gain double the bonus from a successful Knowledge Check against an opponent.

Backup Plan (5 MP): You may refresh your Strategy Points at the cost 1 Nindo as a partial action. Doing so removes any Plan Points you currently have and allows you to restore your Strategy Points total.

Signature Item (10 MP): You may create and discuss with your Kage a special item. It may have a number of Property Points equal to your Rank+2. This may be applied to Puppets. To purchase an item with this Perk you must be able to pay for it with your current Resources. Properties are found in the Equipment and Tools section. A shinobi may only have 1 Signature Item.

Item of Legend (10 MP + Signature Item): You may improve upon or recreate an already made Signature Item. Double the amount of Property Points and add one additional Unique Property as agreed upon with you and your Kage. This may be applied to Puppets. Examples may be found in the Equipment and Tools section. A shinobi may only have 1 Item of Legend.

Rally: When you are put into Injured Status you gain Chakra equal to your Rank.

Rise to the Occasion (Requires Rally, 5 MP): As “Rally” but you also gain that much Grit.

Explosive Resistance (Requires Rise to the Occasion, 5 MP): When you are put into Wounded Status you gain double the amount of Chakra and Grit as “Rise to the Occasion” gives.

Knuckle Up: When in Injured Status you gain +Rank damage to all attacks you perform.

Survivor (Requires Knuckle Up): When in Wounded Status you gain +(2xRank) damage to all attacks you perform.

Pure Adrenaline (Requires Survivor): When in Wounded Status with less 1/2 your Wounded Injury Pool remaining all attacks that do damage are automatically doubled. This is not a critical hit or critical hit effect.

Masochist (Requires Aura of Malice, 5 MP): Whenever you receive 20 damage you gain 1 Grit.

Sadist (Requires Aura of Malice, 5 MP): Whenever you cause 20 damage you gain 1 Grit.

Bloodlust: The thrill of killing invigorates you. Whenever you Defeat a foe of at least your Rank or higher you recover an amount of Chakra equal to your Rank. If you Defeat a foe of lower rank you recover an amount of Chakra equal to ½ your Rank.

Expert Trainer (Requires Jonin): You are so skilled in the art of instruction your pupils take your lessons like a fish to water. Instead of giving ½ your Rank in bonus MP to your students you give your full Rank.

Creative Training Regimen (Requires Prodigy + Expert Trainer): Your genius is such that it extends even to your students. Your inventive and unique methods of education give you the ability to expand their knowledge even more. You give an additional ½ your Rank bonus in MP to your students during Downtime training.

Truly Inspired Instruction (Requires High Jonin + Expert Trainer): When under your care students are pushed to their limits, feeling like they are teetering on the verge of death, but you always have them, and you will make sure they succeed. Your students do not get an “Exhausted” status from Hard Training. Additionally, you may spend 1 Nindo to add bonus MP equal to your Rank to your student’s trained MP.

Quick Draw: Your hands are fast and know exactly where to reach. You may reduce the duration of any Ready actions for any equipment you carry by 1 Partial Action.

Redirected Violence: Whenever you use a Maneuver on a “Counter” action you may deal your Rank in bonus damage.

The Bigger They Are... [Redirected Violence, Trip, 5MP]: Whenever you use the Trip maneuver on a “Counter” action you may opt to have it deal normal damage instead of ½ damage.

...The Harder They Fall [The Bigger They Are..., 10MP]: Whenever you successfully use the Trip maneuver on a counter attack the opponent becomes Stunned as well as Prone.

Painful Lesson [Redirected Violence, 5MP]: Whenever you successfully use a Maneuver on a “Counter” action your opponent suffers a cumulative -1 ASP until the end of your next turn.

Dreadful Riposte [Painful Lesson, 5MP]: Whenever you successfully use a Maneuver on a “Counter” action your opponent lose Grit equal to your Rank.

Violence Yet to Come [Painful Lesson, Deception 2, 5MP]: If you succeed on a “Counter” action you may opt to deal no damage and instead you may use a “Feint” as a free action on your opponent.

Way of the Intercepting Fist [Violence Yet to Come, 10MP]: You no longer have to forfeit damage when using Violence Yet to Come and you may immediately apply your bonus damage from Feint to this counter attack.

High Speed Movement [Chunin or higher, 5MP+]: Every time you purchase this perk your Speed Rank increases by 1. You may only purchase this perk once per Rank starting at Chunin. Each purchase costs 5XMP where X is your current Speed Rank before this perk has been purchased [So 5MP, then 10MP, then 15MP, then 20MP etc.].

Speed Familiarity: You are used to reacting quickly to trouble and fighting those faster than yourself. You gain +1 to your Speed Rank only for the purposes of determining if you suffer a penalty due to speed difference. You may purchase this Perk as many times as you wish.

Parting Shot (Requires Speed Rank 2 or Higher, 5 MP): You are very nimble, and you are well used to being attacked. When you use a Jutsu or a ranged Taijutsu-based attack against a foe that is adjacent to you, you may move backwards a number of squares equal to your Ninjutsu at the end of the Turn.

Guerilla Warfare (Requires Speed Rank 3 or Higher, 5 MP): You are trained in the art of hit and run attacks. You may make a standard move action and at any point along the path of your move you may make a partial action "Attack" action, but you may not use a Maneuver. If you make this attack you gain +X ASB where X is your Rank due to the speedy nature of the attack. Your entire move action must be in a single straight line. If your target uses "Parry" you are not forced to stop your movement, but your turn still ends. Any damage caused by an "Attack" action during your move is reduced by 1/2.

3-D Movement [Water Walking Technique]: You are able to make use of your superior mobility and positioning. So long as you are at a higher elevation to opponent you gain a +1 ASB to attack and defense.

Aerial Defense [3-D Movement, Weave, Chakra Control 6+, 5MP]: You've learned to use your chakra in short bursts to let you dodge at the last second. When you are attacked while Airborne you are no longer considered "Flat-Footed".

High Speed Combatant [Shunshin]: You are not only used to fighting at great speeds but you've also learned to harness your momentum to your advantage in combat. So long as you take a movement action and move more than 5 squares this turn you gain a +1 ASB to "Attack" and "Defend" actions until the end of the turn.

Shunshin Familiarity [Shunshin, High Speed Combatant]: You have become accustomed to using the Shunshin jutsu in rapid succession and have increased your chakra efficiency with the technique. Shunshin only costs one point of Chakra.

The Lion and The Sheep [Requires Aura of Malice, Diplomacy 5, 10MP]: You have learned how to control your Aura of Malice and suppress it effectively and use it to its best effect. Your Aura of Malice can now be used to grant your allies a morale bonus instead of imposing a penalty on your opponents. Shinobi who are in the range of Aura of Malice in Formation with you are Emboldened. If they are 3 or more ranks beneath you they are also Fervent.

Clone Technique: You are able to create the basic clone, a hollow illusion that while weak is a foundation of Ninjutsu. You gain the Bunshin Basic Ninjutsu, this clone or series of clones grant you additional options when using the Deception skill. If you succeed on a check vs your opponent's Genjutsu + Intuition you may set up a flank with a Bunshin. A Bunshin also grants you a +1 ASB to a feint attempt, Bunshins last for 1 Turn before they disappear and are destroyed upon taking damage. A bunshin can be seen through with a simple Ninjutsu or Genjutsu Knowledge check vs your Rank or by Chakra Sight or Chakra Detection.

Shadow Clone [Clone Technique, 10MP]: The Kage Bushin is a far more advanced technique than the simple Bunshin. You gain the Kage Bunshin Advanced Ninjutsu. A Kage Bunshin is similar to a Bunshin except that it is able to Attack and deal damage as if it were another character and lasts for your Rank in Turns. A Shadow Clone can not be discerned from the original by a Knowledge check or even by Chakra Sight or Chakra Detection. A Kage Bunshin is destroyed upon taking any damage or if you drop an injury level.

Elemental Clone [Clone Technique, Elemental Affinity Trait, 15MP]: The Elemental Clone is more advanced than a Kage Bunshin but requires its user to expend more resources and requires that they have an Elemental Affinity. You gain the Elemental Bunshin Advanced Jutsu.

Additional Shadow Clone [Shadow Clone]: You have learned to make more clones at a time and may use them far easier. Change the Cost for Shadow Clone to $X+2$, where X is the number of clones you create. You may only make a maximum number of clones per use of the Jutsu equal to the number of times you have purchased this perk +1. You may only purchase this perk a maximum number of times equal to your Ninjutsu.

Additional Elemental Clone [Elemental Clone]: You have learned to make more clones at a time and may use them far easier. Change the Cost for Elemental Clone to $2X+3$, where X is the number of clones you create. You may only make a number of clones per use of the Jutsu equal to the number of times you have purchased this perk +1. You may only purchase this perk a maximum number of times equal to your Ninjutsu.

Clone Tactics [Shadow Clone or Elemental Clone, 5MP]: You are your own best friend, in more ways than one. You've learned how to coordinate with your clones to minimize the chances of you getting hit. All of your Clones are considered to have a Close Bond with you.

A Face in the Crowd [Clone Tactics, 5MP]: You know how to keep your enemy off balance and chasing your shadows. If your enemy targets the real you with an attack you may spend 2 Chakra to use the Replacement Technique, as opposed to its standard cost, to have a clone take the damage in your place.

Obfuscation Obliteration [Clone Tactics, Elemental Clone, Grand Exit, 15MP]: You pack a deadly surprise to those who are unwary of your clones. If your enemy manages to target the real you with an attack, you may spend 2 chakra to use the replacement technique, as opposed to its standard cost, to switch places with a nearby clone have the clone take the damage in your place. Additionally upon detonation you may spend a Nindo to cause a Chain Reaction, detonating all of your Elemental Clones on the field and adding in the Damage from Grand Exit to each detonation.

Commando (Cost 15 MP): Your broad training has educated you to the point where you are almost a team unto yourself. When combat begins you may choose to enter Stealth. This Stealth breaks upon your first use of a Jutsu, attack of any sort, or item use, but does not break on movement. You gain access to one Role's special ability, chosen at the start of combat. Lastly, at the end of the Round you gain a cumulative +Rank in damage to your next attack action, which is removed upon use and $+1/2 X$ Grit per round. Where X is the number of enemy shinobi against you that you are aware of to a minimum of one.

Jack-of-All-Trades (Requires Chunin): You gain +2 ASB on all actions so long as your Taijutsu, Genjutsu, and Ninjutsu stats are within 2 of one another, and you have at least 2 Ranks in Dodge, Taijutsu Knowledge, Genjutsu Knowledge, Ninjutsu Knowledge, and Counter Genjutsu Training.

Generalist (Requires Jack-of-All-Trades, Special Jonin or Higher): You have embarked on the path of the generalist; a shinobi prepared for every scenario. If you have at least 3 Ranks in an Elemental Training or Kekkei Genkai Training, a Weapon Training Skill or Martial Arts, and Genjutsu Training you gain an additional success from 2's in addition to 1's.

Universally Trained (Requires Generalist and Jack-of-All-Trades, Jonin Costs 15 MP): Your broad training is such that you can mount a successful

offense from multiple angles, making your combat style difficult to fight against. Whenever you use an "Attack" action that targets a different stat than the "Attack" action used immediately prior you gain a cumulative +1 ASB, to a maximum of +X where X is your Rank. You also gain the ASB for using "Defend" actions that differ from the one prior. However, if you use "Block" or an "Attack" or "Defend" action that is the same as the one used immediately prior to this one you lose all ASB gained from this Perk.

Kindred (Requires Eternal Bond, 15 MP): You may only purchase this Perk once. The subject of your Eternal Bond is now considered to be your Kindred; a friend who has become family to you. If you two are adjacent to one another you may combine your ASB for any "Defend" actions. Additionally, if you both attack the same target in the same turn you both gain double your listed amount of Grit at the end of the turn.

Good Friends [Bond (Designated Shinobi)]: During downtime you may choose to participate in the same downtime activity as the specified shinobi you have a bond with. When you do so you help each other as best you can, enjoying each other's company. As long as you perform the same downtime action as a friend you are considered to have spent that downtime improving your bond. You may take this perk with as many shinobi as you qualify for.

Watchful Eyes: Whenever you use your ability to sense or detect another shinobi you may automatically Detect a shinobi one zone further than you usually could as a free action.

Give Away: You may pay 2 Grit to negate an "Attack" action of your "Lockdown" target. You must do this before the defender of the "Attack" takes any action.

Frequent Updates: All members in formation with you gain a +X Automatic Success Bonus to all Defend Actions where X is your Rank against the target of your Lockdown.

Skill Master (5 MP): Designate a skill you have 10 Ranks in. Once per check you may pay 1 Grit to change a failing result into a success. Additionally, you may negate a single "Follow-Up" used against you if you used this Skill to "Defend" once per encounter.

Favorite Jutsu (Requires: 5 MP+Special Jonin or Higher): You have a Jutsu that you prefer to all others. It's the technique you reach for whenever danger rears its head. You gain 1 Grit whenever you use this Jutsu. Additionally, you may add another X Seals to the Jutsu without increasing the time needed to complete it. X is ½ your Rank.

Derived Jutsu (Requires 10 MP+Favorite Jutsu): Your Favorite Jutsu is your favorite for a reason; you can use a hundred different ways and never get sick of it. The next time you get the opportunity to create a Jutsu you may call that Jutsu a Derivative of your Favorite Jutsu. This Jutsu receives the same amount of bonus Grit and using it successfully gives you 1 additional Grit at the end of the turn. Additionally, when you use the Jutsu this Jutsu is based off of you may use the Derived Jutsu as a free action, so long as you can complete it in an equal number of partial actions as the original, by paying 4 Chakra. You may do this once per encounter.

Mastery (Requires 10 MP+Favorite Jutsu): Your favorite Jutsu is no longer just your favorite; it truly is an expression of your training, your Nindo, and your power. Any damage you deal with your Jutsu is doubled. Any effects generated by your Jutsu last double the duration. And lastly, any Critical Hit follow-ups activated by your Jutsu allow it to increase the damage modifier by another level. (x2 becomes x3, x3 becomes x4).

Familiarity: You may add 3 bonus BP to a Jutsu of your choosing. Do this only once per Jutsu. You may purchase this Perk any number of times.

Signature Technique (MP 5, Familiarity): Your focus on this Jutsu is admirable. Add another 3 BP to this Jutsu, additionally, it cannot be copied by any technique capable of doing so. Finally, you may use it for free once per encounter. If the Cost of the Jutsu is X the X is assumed to be 1/2 your maximum Chakra Pool.

Pair of Blades (Requires Mist Brutality+Chunin or Higher, 5 MP): Like many Mist shinobi you are trained to be vicious and effective even when short-handed. When you are in a Squad or Platoon with only two shinobi you may both have two roles rather than one each.

Murky Killing Field (Requires Mist Brutality+Familiarity (Hidden Mist Jutsu), 5 MP): Your amazing talent and use of the Hidden Mist Jutsu allows it to not only be a tool in your arsenal, but a permanent feature. Reduce the amount of Grit you gain per turn by 1. At the end of each Turn you may pay the Cost for your Hidden Mist Jutsu instead of activating a Mode. The Hidden Mist Jutsu doubles the previous size of any prior Hidden Mist up to two more times.

Combination Experts (Requires Will of Fire + Chunin or Higher, 5 MP): Trained from a young age about the strength of camaraderie above all else, Konoha shinobi work together better than any other village in the world. When your entire Squad is sequential in the Initiative order and all members are in the same Combat Zone you all gain +X Automatic Success Bonus to your Attack Actions, where X is equal to 1/2 the number of Squadmates in the team, rounded down. Each Squad or Platoon may gain the benefit of this Perk only once.

Sequential Beatdown (Requires Will of Fire + Combination Experts + Jonin or Higher, 5 MP): Focus on teamwork doesn't cease when a shinobi leaves apprenticeship under a Jonin master and in fact extends well into a shinobi's adult life. If a Leaf shinobi attacks the same target as his squad mate he gets +2 Automatic Success Bonus. This bonus is cumulative for each shinobi to attack the same target to a maximum of two instances.

Champion of the Raikage (Requires Insular Culture + Taijutsu 8 or Higher+Jonin or Higher, 5 MP): You come from a line of powerful Raikages who led their nation with power, nobility, and insurmountable force. To honor this you deal 1.5x Taijutsu damage on all Taijutsu-based "Attack" actions. If you are already Large, like the Raikages you so honor, the bonus increases to 3x Taijutsu.

Bringer of the Black Lightning (Requires Insular Culture + Ninjutsu 8 or Higher, 5 MP): Unlike some of your comrades who train their bodies day and night for warfare you craft the delicate art of charging your chakra to emulate the lightning which so frequently visits your homelands. Whenever you use a Jutsu with Lightning Element you may pay 2 Grit, in which case the Jutsu is considered Black Lightning. This Lightning inflicts an additional -5 ASP to the target. Additionally, if you activate a Critical Hit it Stuns the target as a bonus effect.

Killer from the Swirling Sands (Requires Cruelty of the Desert+Lone Wolf+Chunin or Higher, 5 MP): Most shinobi are trained in teams to handle other teams. To the contrary; you are trained to handle entire teams by yourself. You are considered to be in Formation even when not in a Squad. You may choose a Role Special Ability and use it as listed. You gain a +X ASB where X is the number of enemy shinobi in a Squad in the same Combat Zone as you.

Desert Marauder (Requires Killer from the Swirling Sands+ Jonin or Higher, 5 MP): Your amazing skills have reached such a level that weak reinforcements are more detriment to their comrades than help. If you are flanked, though you need not be affected by the "Flanked" condition as you simply require two or more adjacent enemy shinobi, you deal 2x from all sources, if at the start of the turn you were reduced to the next Injury Level you deal 3x damage for the duration of the turn. Lastly, if you Defeat a shinobi you may move a distance equal to 2x your Rank at the start of your next turn.

Merciless Training (Requires One of the Masses+ Chunin or Higher, 5 MP): The Iwagakure's current military program, founded by Second Tsuchikage Mu, is one designed to break men and women and reform them to be perfect soldiers. The actual result usually leads to shinobi crashing and breaking. However, you have endured the horrors of Iwagakure training and live to tell the tale, stronger for it. As a result, you can no longer suffer from the "Unnerved" condition and gain +2 ASB to resist Genjutsu.

Camouflage Training (Requires One of the Masses + Special Jonin or Higher, 5 MP): You are one of the many Iwagakure ninja taught that, despite your inferior military, your zeal and numbers will win the day, so long as you support your commanders. As such, you have been trained to become invisible. As a full round action you may use the Camouflage Jutsu which requires both hands and prevents you from moving, using Jutsu, or even communicating lest you betray your position. However, during this time you gain 1.5x the amount of normal Grit as you ready for the inevitable charge. You are still detectable to anyone who can Detect Chakra, has the Bloodhound Trait, or who bumps into you.

Accepted: Your hard work and many sacrifices have finally paid off. You have been accepted into the group. When working with someone who you have a "Bond" with you gain the ½ the bonus from "Hard Living" while you are not Injured or Wounded.

Closer than Family: After countless perilous situations and dangerous battles you have become so important to your adopted village that life without you seems unthinkable and the reverse holds true for you as well. You gain the trait of your allied village as if you were a native to that village. You may only select one trait to adopt in this way. Note this perk can only be taken with Kage permission.

Friendbeast [Owner] (Perk, Special): This creature is the comrade of the designated shinobi through the use of the Fast Friend Trait. This creature is incapable of speech to all but their comrade and other shinobi who have a Fast Friend of the same species. This creature has a Rank that automatically increases equal to their owners, and has UAs as well. However, the creature cannot use equipment, cannot be trained to use Ninjutsu or Genjutsu, and is in most regards an animal, despite its size and intelligence. The creature grows from the average size of its race to large enough to be ridden on as a Special Jonin. Though it does not grow any further it gains +2 Taijutsu automatically at each Rank increase starting at Jonin all the way up to Kage. This creature cannot use any downtime actions of its own volition and is attached to you. It gains 1/2 the normal amount of MP a shinobi of equal Rank would possess.

Famous Team (Requires Life Bond with two or more shinobi who must all purchase this perk together + Jonin or Higher, 15 MP): Your team is renowned throughout the shinobi world for your amazing coordination and power. You and all members of this team must take this Perk at the same time. For each member of this team your opponents suffer -1 Grit/Turn for each member in the team when you and your teammates are in sight. This amount is doubled if they are lower Rank than you. Additionally, whenever you are in the same combat zone as all members of your Squad you all gain +X ASB where X is the Rank of the lowest member on the team. When you are alone, or when you are in Formation without all members of the Famous Team, the perk ceases to function.

Liquid Steel (Requires Chunin): You are trained in using your Kusari-Gama in all manner of deadly forms and fashions. You may count your Kusarigama as a melee weapon for the purposes of "Offensive Specialist". Additionally, if your Kusarigama is "Countered" by a melee weapon you may make an "Attack" action with 1/2 ASB. If successful you may "Disarm" the target.

Platoon (MP 15 + Close Bond (Intended Shinobi)+ Special Jonin or Higher+ Special (Your partner must also buy Platoon at the same time): Though you were trained to operate as a unit, your life training has given you the ability to work together with a fellow shinobi more effectively than you can others. Instead of entering a Squad at the beginning of combat you can enter a

Platoon. During this time you and your partner may enter any role except for Squad Leader. Additionally, upon selecting his Perk you and your partner must decide on three of the following bonuses. You always receive the same bonuses whenever you enter into your Platoon. Additionally, you may name the "Platoon". If you do so you both members may purchase the "Reputation" Perk using the name of the Platoon.

- 1) *Got Your Back*: The two of you maintain such excellent communication that few can sneak up or gang up on you. All members are immune to Flat-Footed and Flanked.
- 2) *Feeling of Comfort*: If both members start the turn in the same Combat Zone they gain a cumulative +1 Automatic Success Bonus to Defense rolls. This bonus can not be greater than the Rank of the lowest Ranked Ninja in the Platoon.
- 3) *Pack Tactics*: If both members used an "Attack" action on the same target last turn they gain a Automatic Success Bonus equal to half their rank on their attack actions this turn.
- 4) *Rising Fighting Spirit*: Both members gain +2 Grit/Turn. This may be taken multiple times. To add this effect both members must have at least 6 Determination.
- 5) *Braintrust*: Reduce the required time to use a Knowledge Check by one partial action. To add this effect both members must have at least 7 Ninjutsu.
- 6) *Anticipation*: If one of the members is targeted by the "Active Repositioning" ability of the other the user of the ability gains Tactics Points equal to the Rank of the lowest member of the team. To add this effect both members must have at least 8 Ninjutsu.
- 7) *World of Illusion*: The range of the "Genjutsu Release" technique of both members increases to Engaged-25 so long as the target is the other member of the Platoon. To add this effect both members must have at least 7 Genjutsu.
- 8) *Mirror Image*: Both members of the Platoon may copy a Jutsu or Maneuver used by the other member of the Platoon that they qualify for and immediately become the user of it at the cost of Chakra equal to their Rank. To add this effect at least one member must have "Kekkei-Genkai: Sharingan Eye" or "Kekkei Genkai (Acquired): Sharingan Eye".
- 9) *Lightning Warfare*: If both members use at least one of their Partial Actions to move, Shunshin, or use one of the perks from the "Charge" Line both members automatically apply the "Flat-Footed" condition to an opponent they both spend at least one "Attack" action on.

Mind Killer (Requires Genjutsu Training 4 or Higher, Taijutsu Knowledge 3 or Higher, and Battle Sense, 5 MP): You are well trained in the art of combating foes who are locked in your Genjutsu. You may use your Genjutsu stat for all purposes instead of Taijutsu for any weapon-based "Attack" or "Defend" actions against any foe currently suffering from a Genjutsu. Additionally, you gain 1 Grit per turn for each foe affected by your Genjutsu.

Power Overwhelming (Requires Ninjutsu 8 or Higher, 10 MP): The force of your Jutsu is truly incredible. Any foe that attempts to "Defend" against your Jutsu with "Dodge" automatically suffer "Knockback". Additionally, any foe who uses "Block" against your Jutsu are not immune to Follow-Ups and are treated as if they had rolled 0 dice. Finally, all of your Jutsu's Chakra Cost increases by 1 to accommodate this new level of destruction.

Shadow Jaunt (Requires Stealth 4 or Higher, Requires Ninjutsu 8 or Higher, 10 MP): You are well versed in the art of dipping into hiding. Whenever you successfully use "Dodge" you automatically enter Stealth.

Work Harder (5 MP): You no longer gain "Exhausted" from the Hard Training option.

Good Student (5 MP): You gain 1 Nindo whenever you study with the help of a Sensei.

Quick Learner (5 MP+Chunin): You can use two different Downtime actions.

The Will to Live (MP 5+Determination 10 or Higher): You will never give your life up so long as you have a job to do. You cannot drop beneath 1 Injury, but can still be instantly defeated, so long as you have 1 Nindo. At the end of each turn you heal your Wounded Injury pool back to full. If you would ever die due to your Injury being reduced to 0 you lose 1 Nindo.

Weapon Master (10 MP): You may train the "Weapon Master" basic skill instead of any specific weapon skill to reflect your training with all shinobi weapons. Additionally, you may purchase Maneuvers for 5 MP rather than 7.

Black Ops Agent (10 MP, Requires Special Jonin+ Deception 2, and Stealth 2): Some shinobi are so selfless that they will sacrifice their identities for the betterment of the village. Please view the, "Black Ops" Section in the Equipment and Tools section for further details.

Veteran Black Ops Agent (Requires Completion of the Black Ops Agent Perk): You have served your time in the Black Ops agency of your village and as such are given several rewards for your loyal service. You gain the "Weapon Master", "Jack-of-All-Trades", and "Commando" Perks when you increase your Rank from Special Jonin to Jonin. You may not purchase this Perk and are given it automatically.

Black Ops Captain (Completion of Black Ops Agent Perk, 3 or more B-A Rank Missions Completed while in Black Ops): Instead of leaving the Black Ops like most agents do you choose to remain in service in your village's Black Ops Division. However, because of your excellent record of service you have been promoted to a Captain position. This allows you a large number of bonuses. First, you command a squadron of 4 Black Ops Agents, Special Jonin of the Kage's choice, and may benefit again from the benefits of all of your Unique Abilities. Additionally, when in formation with your Black Ops Agents you may use any of the Black Ops Unique Abilities in addition to your Unique Abilities. Finally, you have the ability to seize command of any Mission in progress under the authority of your village's Kage if you feel that the mission is a danger to the integrity of the village if it were to fail. However, this will have severe in-world implications if you are too loose with your authority up to and including the removal of your authority as Captain.

Surge of Summoning: When you summon a creature it gains +X ASB where X is 1/2 your Rank until the beginning of your next turn due to the rush of Chakra it experiences.

Military Summon (Requires Surge of Summoning): When you summon a creature it may enter your Squad in a role of your choosing upon summoning.

Regular Partner (Requires Military Summon, 5 MP): You gain +2 ASB to all actions when in Formation with and in the same combat zone as a creature you summoned.

Summoned Comrade (Requires Regular Partner, 15 MP): Designate a single creature in your Menagerie that is one Rank lower than yours. You may increase it to your Rank, and it gains the full amount of MP a new character of that rank would achieve, instead of 1/2. Additionally, when you increase this specific creature's Rank using Summoning Mastery it also gains the full amount of MP, rather than half. Lastly, you may summon this specific creature at no

cost to yourself. However, because of your devotion to this single creature all other creatures in your Menagerie have their Ranks decreased by 1, including the MP gained from increasing in Rank.

Familiar Summon X: Name a creature in your Menagerie. You pay 1 less Chakra when summoning this. The chakra reduction is applied before the effects of "Grand Summoner".

Quick Summon (5 MP, Requires Familiar Summon): You may summon a creature at the end of the Round as a free action by paying 1.5x the Chakra Cost.

Aspect of the Beast (Requires Familiar Summon, 10 MP/5 MP): You gain all the Perks listed in the base stats listing of your Contract Animals. If you have Grand Summoner this Perk costs 5 MP, instead of 10.

Fortified Summons (Requires Familiar Summon, 10 MP): Increase the base Rank of all creatures in your Menagerie by 1/2 your Rank.

Zealous Summoner (Requires Fortified Summons): Both you and the creature you summon gain +1 Grit/Turn as long as you are within Rank number of squares from one another.

Versatile Menagerie (Requires Fortified Summons, 10 MP): The chakra cost of summoning a creature is reduced by your Rank so long as you do not currently have a summoned creature on the battlefield. This chakra cost reduction decreases by 1 for each subsequent summon during an encounter.

Well-Trained Summons (Requires Versatile Menagerie): You may add MP equal to 1/2 the starting MP of the current Rank of a single summon in your Menagerie. This may only be done once per Creature.

Large Family (Requires Familiar Summon X): Reduce the base rank of all summons in your Menagerie by 1, to a minimum of Genin. You may add 1/2 the total amount, rounded up, of Ranks reduced to the number of Creatures in your Menagerie, to a maximum of your Ninjutsu. For example, if you have 5 summons at Chunin, you may add up to 3 additional creatures to your Menagerie, all at the Genin level.

Mass Summons (Requires Large Family, 15 MP): You may summon all creatures in your Menagerie for the cost of the highest Rank among your creatures +2 per additional creature, which increase to +3 per additional creature if one or more of them are Special Jonin or higher

Database (Requires Ninjutsu 7, 5 MP OR Dissecting Eyes, 3 MP): Your memory is excellent. You may retain any "Knowledge Bonuses" gained during the course of an encounter and if you meet the shinobi again you gain benefit of it automatically.

Total Physical Assessment (Requires Ninjutsu 6 and Taijutsu Knowledge 4, 5 MP OR Dissecting Eyes and Taijutsu Knowledge 2, 5 MP): Your study of the arts of shinobi martial combat is truly excellent. You may gain your "Knowledge Bonus" against an additional Taijutsu-based Skill automatically as soon as you see it used by a shinobi who you have at least one "Knowledge Bonus" against a Taijutsu skill.

Total Ninjutsu Assessment (Requires Ninjutsu 6 and Ninjutsu Knowledge 4, 5 MP OR Dissecting Eyes and Ninjutsu Knowledge 2, 5 MP): Your study of the arts of shinobi Jutsu combat is truly excellent. You may gain your "Knowledge Bonus" against an additional Ninjutsu-based Skill automatically as soon as you see it used by a shinobi who you have at least one "Knowledge Bonus" against a Ninjutsu skill.

Total Personality Assessment (Requires Ninjutsu 6 and Genjutsu Knowledge 4, 5 MP OR Dissecting Eyes and Genjutsu Knowledge 2, 5 MP): Your study of the arts of shinobi illusion combat is truly excellent. You may gain your "Knowledge Bonus" against an additional Genjutsu-based Skill automatically as soon as you see it used by a shinobi who you have at least one "Knowledge Bonus" against a Genjutsu skill.

Rapid Profiling (Requires Ninjutsu 9 and at least "Special Jonin", 10 MP OR Requires Dissecting Eyes, Ninjutsu 7, and at least "Chunin", 5 MP): You can study a person and comprehend their fighting style in a glance. The duration for all "Knowledge Check" actions is reduced by 1 partial action.

Combat Advantage (Requires at least one "Total X Assessment" Perk, 5 MP): You are capable of turning your ability to defend into an ability to strike in a way that a shinobi who you understand would have a harder time defending. You gain the bonus ASB to your "Defend" to "Attack" as well, if the shinobi uses the skill you have a "Knowledge Bonus" against to Defend. If you have "Dissecting Eyes" you may also conglomerate a shinobi's fighting style into your own. You may add 1/2 the bonus ASB granted from a "Knowledge Bonus" to your uses of the same skill. (IE, if you have "Knowledge Bonus" from Martial Arts and you use Martial Arts you gain 1/2 the ASB your Knowledge Bonus grants.)

Planned Escape (Requires "Rapid Profiling" and 10 MP OR "Rapid Profiling", "Dissecting Eyes" and 5 MP): Understanding how someone will attack you allows you to always have a backup. You may use the "Replacement Jutsu" without paying the Chakra Cost a single time per Knowledge Bonus per Shinobi each encounter. (If you a Knowledge Bonus against Shinobi A's Martial Arts you have 1 replacement. If Shinobi B uses Martial Arts, and you also have a Knowledge Bonus against him, you may still use a free replacement. You can also use a free replacement if you gain a new Knowledge Bonus against Shinobi A. However, if Shinobi A uses Martial Arts again, and you have used your free Replacement, you do not gain another.)

Great Understanding (Requires Dissecting Eyes and Ninjutsu 8): You have the ability to devise a specific and unique counter to a shinobi. You may spend a full-round action to analyze and plan against a specific foe's skill who you have a "Knowledge Bonus" against. You gain double the ASB from your "Knowledge Bonus" against that specific shinobi's skill. You can only benefit from this against a single shinobi's skill.

Path to Power (Battle Sense, All Knowledge Skills 3, Evasion/Shinobi Movement 3, Counter Genjutsu Training 3, Jonin or Higher, 5 MP): You have embarked on the path to greatness. You gain +1 ASB per difference in Rank when fighting shinobi of a lower Rank. You must spend a Downtime action doing nothing but studying old scrolls and shinobi tactics to gain the benefit of this Perk. You must have this perk to benefit from the Path to Power effects. Refer to the Path to Power section at the end of the book.

Graceful Landing: When calculating damage for falling you may ignore the first 10 squares you have fallen, as opposed to the first 5. Additionally, you may pay 3 Chakra and reduce the distance fallen by 10.

Ground Bounce (Requires Taijutsu 6, Graceful Landing): After you have landed, assuming you have taken no damage from your fall you may backflip, using the ground and a small burst of chakra as your springboard. You may move away from the landing point in any direction except for up a number of squares equal to 1/2 your Taijutsu score.

Sasuke's Fall (Requires Taijutsu 7, Dodge 4, and Chakra Control 7): Named after famous shinobi Sarutobi Sasuke, this technique allows you to expel a blast of chakra from your feet that heavily cushions your impact, turning lethal falls into effortless exercises. Reduce the distance of any fall for the purposes of receiving damage by 1/2. Additionally, double the distance reduced by the expense of Chakra.

UNIQUE ABILITIES

A shinobi gains "Unique Abilities" at every rank. There are five different types of Unique Abilities; Aspects, Gambits, Styles, Downtime, and Modes. They increase in power in the order they are listed; an Aspect should ALWAYS be weaker than a Downtime or a Style for example. Unique Abilities are open ended in their nature, but a Kage is advised to keep a close measure on their power so as to not let a character get out of control. To help with that, here are a list of sample Unique Abilities for each rank and type.

Aspects are Unique Abilities that are always on and are almost like miniature Traits or Perks. They require no Grit to activate. They are the weakest of the Unique Abilities.

Downtimes are Unique Abilities that modify or give new choices for a shinobi during their Downtime. This includes new Skills that can be trained as usual, and new Traits or Perks you can purchase or acquire. They require no Grit to activate.

Gambits are Unique Abilities that represent a single attack or move that invests your energy and your Grit into a single moment. When you design a Gambit you must designate a Skill that your Gambit is based on. Your Gambit deals base damage as a basic attack using that skill, or if it uses an Elemental Skill it deals the base Elemental Damage and your Ninjutsu damage. If you have the Chakra Coils Disorder Trait you may instead pay 8 Injury for each point of Chakra you would otherwise spend. A Gambit Costs (UA Level+3X) Grit to activate as well as Chakra equal to your Rank.

Styles are Unique Abilities that function off of a trigger of some sort. Examples may include a certain technique you use, a status effect being applied, or even your Injury reaching a certain threshold. Styles require an amount of Grit in your pool to activate equal to the level of the (UA*3), but you don't have to spend it.

Desperation UAs trigger when you enter either Injured or Wounded, at your designation. In this sense, they are akin to a Style (Enters Injured Pool). However, a Desperation UA is more powerful than a Style, however it can only be triggered once per encounter. A Desperation UA triggers immediately upon the condition being met. Unlike all other UA's, by default, a Desperation UA grants Grit equal to (UA Level*2) when it triggers if it triggers when put into "Injured Pool" or (UA Level*3) when it triggers if triggered by being put into "Wounded Pool".

Drive UAs represents a temporary boost granted after an expenditure of Grit and a number of requisite successes. In essence, a Drive UA is a "Follow-Up" of your own designation. It must require an amount of Grit equal to the number of successes you deem it worthy of requiring. You must designate whether the Drive activates on "Attack", "Defend", "Counter", or any combination thereof. A Drive UA that triggers off all three conditions would be very weak relative to one that triggers off "Counter" (which is deemed the most difficult to use). A Drive costs (UA Level+X) Grit to activate where X is the requisite successes to activate it.

Combos represent your training extensively with a single shinobi to combine two of your best abilities into a single well focused attack. To gain this UA both parties must have a Life Bond with one another and must take this UA at the same time. To use a Combination Attack with another shinobi the two shinobi must be adjacent to one another and must delay their action until the very end of the Round, where they will remain for the remainder of combat. In all other ways this is treated like a Gambit, but has a power-level equivalent to that of a mode due to the Chakra cost, the penalty of reducing speed, and the specificity of needing a comrade. It costs both members the same amount of Grit as it would to for both of them to activate a Gambit. They must both select the same value for X.

Synchs are a Unique Ability that features a state of increased teamwork between two shinobi. To take a Synch UA both shinobi must have at least a Life Bond with the other and must both take this UA at the same time. To activate a Synch UA both shinobi must be in Formation with one another and adjacent with the other at the end of the round. However, a Synch UA is extremely powerful. It is a Mode-level UA,

but focuses on specific elements of both the user's skill set and their partners. Additionally, a Synch UA costs Grit to activate like a mode, but does not put you in Grit Lock. Finally, if the shinobi are ever removed from Formation with one another their Synch ends and they cannot activate it again during the encounter, even if they return to Formation and have the requisite Grit and placement. Modes cost both Characters the same amount of Grit as if they both had activated a Mode.

Modes are Unique Abilities that involve transformation, radical changes in your character, or a large acquisition of new abilities. When you activate a Mode you remove all “Status Effects” from your character that were placed by another shinobi. Additionally, while in a Mode, you cannot have additional “Status Effects” placed on you by other shinobi. Effects caused by your own actions, such as Chakra Exhaustion, or the penalties from Wounded and Injured Status, still apply. Modes cost an amount of Grit equal to the level of the UA and while you are in a Mode you cannot gain more Grit through any means. Modes cost (UA Level*4) Grit to activate and must be done at the end of the Round.

NINDO

Nindo represents a shinobi's belief system; their desires and wishes that keep them on the path of bloodshed and suffering that is being a shinobi. A shinobi who acts strongly in a way that suits his Nindo, and makes decisions as a player to follow that path even if it isn't the most expedient, is rewarded Nindo. Additionally, a character generates 1 Nindo at the start of each session, as they are assumed to be living under their shinobi beliefs.

When a character is created they receive a number of sentences equal to their Rank to flesh out their Nindo. Once they have listed all the sentences they must select one of the Attributes for each line. Each Attribute possesses a secondary condition that a shinobi may gain Nindo as well as a special effect that Nindo may be spent on.

During the course of play a Nindo can be used for a number of reasons, all of which involve pushing through adversity and carrying on to victory. In addition to these universal ways, which all require an amount of Determination to be used, a shinobi may use the special attribute uses of their Nindo.

Universal-

Luck of Ninja (Det 3): As a free action you may reroll a single "Defend" action. You must keep the second roll.

Cleanse (Det 3): As a full round action you may remove any number of Status Conditions you are suffering from, but not including ones that require a use of "Medical Jutsu" to remove.

Shadow Step (Det 3): As a partial action you may move a distance up to your base movement. At the end of this movement you may roll to enter "Stealth".

Endurance (Det 4): As a free action you gain Chakra DR equal to your Rank*5. This lasts until the end of the turn.

Get Away! (Det 4): You may use the "Replacement Jutsu" at no Chakra Cost. Lose a partial action on your next turn.

Firm (Det 5): As a free action you may negate an effect that would move you or inflict "Airborne", "Prone", or "Knockback".

Twist of Fate (Det 6): As a free action you may reroll a single roll of any kind, but with a +2 ASB. You may keep which roll you wish.

Purge (Det 7): As a partial action you may remove any number of Status Conditions you are suffering from, including those that require a use of the "Medical Jutsu" to remove.

Twilight Step (Det 7): As a free action you may move a distance up to 1/2 your base movement. At the end of this movement you may roll to enter "Stealth" or may choose to enter "Stealth" with Rank*3 successes.

Brace for Impact (Det 7): As a free action you may gain Chakra DR equal to your Rank*10. This lasts until the end of the next Round.

Trump Card (Det 8): Increase the action needed to complete an action you haven't used in this encounter by a single partial action. You gain +X ASB and 10*X to damage where X is your Rank. You must be at least in "Injured" Pool to use this ability.

True Allies (Det 8): You may activate a Synch-type UA or a Combo-type UA as a partial action so long as you and your partner are adjacent. If you are not adjacent this becomes a full-turn action and you may move adjacent to them so long as they are within the same Zone as you.

My Final Form (Det 9): As a "Defend" action you may roll Determination +X ASB where X is your Determination. If you are successful you take no damage and suffer no effects from the "Attack" and may activate a Mode-type UA. If you do so you gain +Y Grit, where Y is the number of opponents within 10 squares of you.

Any bonuses which are continuous, such as the final ability of "Overwhelm", are not active until the Nindo ability is used. When it is, however, the continuous bonuses remain until the end of the encounter.

Power-

A shinobi with this Attribute values strength over others above all. Whether this power manifests itself in benevolent strength used to shield or malicious power used to oppress is not important; a shinobi with this Attribute wants to defeat others with strength.

Overwhelm (Det 3): As a free action you may increase the next instance of damage you would deal by $5 \times X$ where X is the number of Nindo lines you possess with the "Power" Attribute. If X is equal to 4 or more they may ignore any DR the shinobi who receives damage has. If the X is equal to 6 you may use the "Critical Hit" Follow-Up without paying the Grit cost.

Growth-

A shinobi with this Attribute values their own progress and wants to achieve greater heights than they could prior achieve. This desire may stem from a number of things, but a shinobi with this Attribute wants to break their previous limits at any cost.

Grasp (Det 6): As a free action a shinobi may count a roll that has X successes lower than the opponent's Action as a success with 1 success over the opponent's roll where X is the number of Nindo lines they possess with the "Growth" Attribute. If X is equal to 3 or more they may count their roll as a success with 4 successes over the opponent's. If X is equal to 6 they may take an extra partial action when they use this Nindo Ability. They may do this only once per encounter.

Knowledge-

A shinobi with this Attribute values their understanding. They wish to comprehend many things; be they about people, shinobi, or the world itself. This desire is neither benevolent or malevolent, but is itself a desire to know fact.

Glean (Det 2): As a partial action you may designate a target as their "Focus". The next X different actions that the target uses you automatically gain a "Knowledge Bonus" against, even if he has no ranks in the requisite skill, where X is the number of Nindo lines you possess with the "Knowledge" Attribute. If X is equal to 2 or more they may increase the ASB gained from the "Knowledge Bonus" by 1. If X is equal to 6 you gain $+Y$ Grit per turn where Y is the number of shinobi they have at least one "Knowledge Bonus" against.

Protection-

A shinobi with this Attribute values their comrades or a single place or possession. They wish to assure this object's continued safety and will do anything to keep it safe. This desire is always benevolent, sometimes even the worst of shinobi can wish for a good thing for another.

Aegis (Det 5): As a partial action you strengthen your will and force yourself to struggle harder to survive so that you can keep the object of your Nindo safe; you can't protect them when you're dead, after all. You gain the "Aegis" Status Effect which negates the next X instances of damage after which it is removed, where X is the number of Nindo lines you possess with the "Protection" Attribute. If X is equal to 5 or more you may recover 40 Injury per use of this Nindo. If X is equal to 6 you may replenish the current Health Pool you are in to full when "Aegis" is removed from you.

Glory-

A shinobi with this Attribute values fame, renown, and recognition. They wish to be revered by their comrades for their great deeds and their competence. This desire is neither good nor evil, but can often lead to dark roads if not satisfied.

Spotlight (Det 5): As a full-round action you may do nothing other than talk about yourself, pose, make a heroic gesture, or be otherwise theatrical in a way that draws people's attention, but you must have at least a single opponent within the same Zone as you. If you do so, you gain $+2X$ Grit where X is the number of Nindo lines you possess with the "Glory" Attribute. If X is equal to 3 or more, enemies who are within the same Zone as you, or who see your display, suffer $-Y$ ASB where Y is $1/10$ of your Renown. If X is equal to 6 you gain 300 Chakra DR, which stacks with each subsequent use of this Nindo Ability, when you use this ability.

EQUIPMENT, TOOLS, AND EFFECTS

A shinobi often carries a host of tools, equipment, and other such gear with them into missions to elevate their chances of success. In addition to all of those physical items shinobi wield a number of techniques that generate effects to enhance themselves. A shinobi may purchase items on this list at character generation and at the start of every session they are back in their village for the Resources Cost listed. A shinobi gains Resources based on rank.

Genin: 5 Resources
Chunin: 15 Resources
Special Jonin: 30 Resources
Jonin: 45 Resources
High Jonin: 70 Resources
Kage: 125 Resources

A shinobi cannot become the user of Jutsu while holding anything in their hands. Dropping a weapon is a free action, but recovering it requires a partial action.

Weapons

Kunai: Cost-1 Resource/3 Kunai, Damage: 2- A standard projectile of the shinobi world and a signature tool of ninja. Kunai are used with the “Kunai Training” Skill and can be thrown up to Engaged-10. A Kunai is a deadly knife made for shinobi usage. When used in melee a kunai allows for nimble and highly responsive defenses. Reduce the ASP inflicted by “Parry” when using a kunai by 2. Additionally, you may, as a full-turn action, hold two kunai in one hand and stab with them at -2 ASP. If you are successful you may inflict “Bleeding” on the target and if you activate a “Follow-Up” you may inflict a “Disable” condition to a single limb.

Shuriken: Cost- 1 Resource/10 Shuriken, Damage: 1- A shuriken can only be thrown and cannot be used to “Defend” with, except for other thrown weapons. Shuriken are used with the “Shuriken Training” Skill and can be thrown up to Engaged-10. A shuriken is a whirlwind of steel that whistles ominously through the air, but it doesn’t cause deep wounds. However, a barrage of shuriken has felled even the best of shinobi. The damage a shuriken deals is increased by 1 for each shuriken the target was hit by this Round.

Tanto: Cost- 3 Resources, Damage: 4- A thin one handed blade used by Black Ops Agents and a variety of shinobi. The Tanto is used with the “Tanto Training” Skill and can be drawn as if the shinobi using it had the “Quick Draw” perk due to its ease of access. Additionally, the short and business-like nature of the blade allows for lethal cuts. An “Attack” with a Tanto that has the “Critical Hit” Follow-Up activated requires only 7 successes and 7 Grit.

Chokuto: Cost- 7 Resources, Damage: 6- A longer blade which is similar to the katana, the Chokuto requires a Taijutsu of 4 or greater to use thanks to the agility and strength needed to use it. The Chokuto is used with the “Chokuto Training” skill. The Chokuto is lengthy and is capable of being wielded as a stabbing or a slashing weapon. At the start of each “Attack” action the user may choose to stab or slash. A stab ignores 10 DR. A slash inflicts two “Bleeding” conditions if the user activates a “Follow-Up”. A shinobi who is wielding and uses a skill based on Kunai, Tanto, Kama, Martial Arts, or any unarmed skill to “Defend” against a Chokuto suffers a -2 ASP due to the size difference of the weapons.

Greatsword: Cost- 10 Resources, Damage: 10- A truly massive blade. The Greatsword requires Taijutsu of 6 or higher to use because of the sheer weight of the weapon in question and must be used two-handed. However, if you have Taijutsu of 9 or higher you may wield it one handed. If you wield it two-handed when you could wield it with one hand you may add your Taijutsu bonus an additional time to damage dealt. When a Greatsword is wielded two-handed you may only “Attack” with it a maximum of twice per turn. The Greatsword is used with the “Greatsword Training” skill. A shinobi who wields and uses a skill

based on Kunai, Tanto, Kama, Chokuto, Martial Arts, or any unarmed skill to “Defend” against a Greatsword suffers a -4 ASP due to the size difference of the weapons.

Kama: Cost- 4 Resources, Damage: 3: A small one-handed sickle that is used to slice flesh. The kama is used with the “Kama Training” Skill and grants a +1 ASB to the “Disarm” Maneuver and all related maneuvers. The weapon damage of the Kama increases to 8 against a foe who is wearing a Tactical Vest or less protective garments.

Kusarigama: Cost- 10 Resources, Damage- 8/4- The kusarigama is a combination weapon, a length of chain holds a kama together with a heavy metal weight on the end. The kusarigama has a range equal to the user's Taijutsu score, but all attacks caused by the kusarigama count as melee. The user may choose to attack with either the kama, which deals 8 damage, or the weight which deals 4 damage but applies a "Stagger" to the target if damage is dealt.

Windmill Shuriken: Cost- 6 Resources, Damage: 6- A devastating bladed weapon that can be unfolded into a whirlwind of steel. The Windmill Shuriken allows a shinobi to “Defend” as a normal weapon and can be used to “Attack” a target without throwing it. Additionally, it can be thrown as a normal shuriken. If you use the “Projectile Barrage” maneuver you may throw this as the final attack in the barrage. If you do so; you gain +Rank ASB and your opponent cannot use a “Defend” action that is not “Dodge”.

Staff: Cost- 5 Resources, Damage: 4- A two-handed length of wood, often reinforced with iron at the ends. The Staff is used with the “Staff Training” skill and increases a shinobi's basic Taijutsu “Attack” range by 1. Additionally, whenever a shinobi uses the “Dodge” Skills they may add their Staff Training to the distance as they use the staff as a pole vault and increase their distance. Finally, a shinobi with this weapon may increase any vertical distance they make by 4 squares. An “Attack” with a Staff that benefits from bonus damage due to their aerial descent deals base 8 damage instead of 4.

Nunchaku: Cost- 4 Resources, Damage: 2- Two small lengths of wood with a chain holding them together, used in a spinning barrage of blows and impressive attacks. The Nunchaku are used with the “Martial Arts” skill, but require at least 1 Rank in “Taijutsu Mastery” to properly mix into their style. The damage from the “Fist of” line of Perks are added to this weapon's damage. A shinobi using Nunchaku adds 1 square to their basic Taijutsu “Attack” range and is counted as armed for the purposes of effects. A shinobi who is wielding this weapon and uses their “Master of the Art” Grandmaster Ability to also select Nunchaku inflicts a cumulative -1 ASP to all uses of “Dodge” whenever they deal damage with it. A shinobi with “Hot-Blooded” who uses the Nunchaku deals ½ their damage per hit, but deals damage in two separate instances.

Detonating Kunai: Cost- 3 Resources, Damage: 3- A kunai with a nasty surprise. This kunai has a tail of explosive tags held on with an iron wire set to explode on contact. This weapon uses the “Kunai Training” skill. A shinobi who uses a “Defend” action that is not “Dodge” is automatically hit. This weapon deals bonus damage equal to the maximum number of explosive tags you could ready in a single partial action. The explosion has the same blast radius.

Mancatcher: Cost- 7 Resources, Damage: 5- A weapon used by Samurai to pin down and restrain a shinobi or criminal without killing him, it is a staff with a pronged end at one end which is meant to be placed around the target's neck to pin them. This weapon uses the “Staff Training” Skill and if the shinobi activates a Follow-Up after an “Attack” is used the target becomes “Prone” and “Immobilized” and cannot remove one condition without removing the other. However, you cannot attack with this weapon while they are suffering from those conditions.

Naginata: Cost- 8 Resources, Damage: 7- The favored weapon of female Samurai and various other warrior types, some shinobi have picked this weapon up for its deadly reach and slicing power. This weapon increases the user's basic Taijutsu “Attack” range by 1 and deals double its base damage on a “Charge”, “Full Charge”, or “Rushdown” attack. An “Attack” from maximum charge range ignores 10 Mundane DR.

Yumi: Cost- 7 Resources, Damage: 5- A wooden bow, used in Samurai warfare. A shinobi must use the "Yumi Training" skill to properly shoot this item. Not a favored tool in shinobi warfare due to its fragility and need for open space, the bow has a range equal to 3x the shooter's Taijutsu. Additionally, it cannot be used to "Defend" against any melee attack, but it can "Defend" against ranged attacks. A shinobi may rig an explosive tag to their arrows. Finally, the Yumi can shoot beyond its maximum range, but at the price of -1 ASP per 5 squares beyond to a maximum of 20 extra squares.

Tonfa: Cost- 5 Resources, Damage- 3- The tonfa is a length of wood as long as the user's forearm with a handle 1/4 the way down its length which allows the user to hold it in a number of ways. The tonfa user may deal damage equal to their tonfa's base damage on a successful "Parry" action to their attacker. This damage is tripled if the user has at least 3 higher Offensive Speed than the target's Defensive Speed as they clobber their body in return.

Nekote: Cost- 7 Resources, Damage- 4- The nekote are a pair of claws that fit over the users fingertips. This allows them to make what appear to be superficial scratches, but in truth cause grievous bleeding. A shinobi suffers a "Bleeding" condition each time they are dealt damage by an "Attack" action from the nekote. Nekote cannot be removed from a shinobi with the "Disarm" maneuver or any "Disarm" effects.

Yari: Cost- 8 Resources, Damage: 7- A weapon used mostly by Samurai horsemen, the Yari is a long spear weapon which has a straight-forward tip unlike the Naginata's curved blade. This weapon increases the user's basic Taijutsu "Attack" range by 1 and deals double damage when used to "Counter" a shinobi who is using any "Attack" that allows them to move in addition to "Attack" or when that shinobi has attacked more than one target in the same round. If the user's Taijutsu is at least 7 may ignore 10 Mundane DR.

Iron Chain- Cost: 6 Resources, Damage: 4- The iron chain is what its name would suggest; a heavy length of linked chains which can be used to bludgeon a foe. Because of its length the weapon may strike 1 square beyond adjacent. When used to "Counter", and if successful, the shinobi may remove the target's weapon from their hands, if they attacked with one.

Kusarigama: Resources- 10, Damage- 8/4- The kusarigama is a combination weapon, a length of chain holds a kama together with a heavy metal weight on the end. The kusarigama has a range equal to the user's Taijutsu score, making it a ranged weapon. However, the Kusarigama is considered to be a melee weapon for the purposes of maneuvers only. The user may choose to attack with either the kama, which deals 8 damage, or the weight which deals 4 damage but applies a "Stagger" to the target if damage is dealt.

Oversized Shuriken: Cost- 5 Resources, Damage- 10- This weapon is a massive shuriken. Requiring two hands to use and a lot of wind up to throw properly, this gigantic shuriken is thrown with Shuriken Skills, but requires a full-round action. This weapon deals 2 additional damage per shuriken that have hit the target in this Round.

Senbon: Cost: 1 Resource/10, Damage: 1- The senbon is a small needle, roughly twice as long as a grown man's finger. These weapons are not made for muscular or physically strong shinobi, as their use demands accuracy above raw strength. If a senbon would be reduced by DR its damage is negated entirely. They can be used in melee to "Parry", and when used in melee they are counted as a kunai for the purposes of damage. Add 1/2 your Ninjutsu to the damage of a senbon.

Armor

Chain Mesh: Cost: 5 Resources, DR: 5- Often worn under clothing by shinobi who favor a more concealed sort of protection, the chain mesh doesn't encumber or inhibit movement at all.

Tactical Vest: Cost: 10 Resources, DR: 10- A shinobi must be at least a Chunin to purchase this armor. This armor is worn over clothing and allows a shinobi to use up to three Tools as if he had Quick Draw. These items must be designated at the start of an encounter.

Advanced Combat Armor: Cost: 40 Resources, DR: 20- A relic of older times and a middle-ground between the Tactical Vest and First War Armor, the ACA is a sturdy reliable piece of military armor made for wars. The default ACA has no storage and is merely armor. A shinobi must be at least a Jonin to purchase this armor. ACA may be purchased as the Tactical ACA variant for 5 more Resources, in which case it bestows the same Quick Draw benefit as the Tactical Vest in addition to the increase DR. Wearing ACA reduces one's ability to move quickly and naturally due to its weight. Reduce your Speed Rank by 1 to a minimum of 1. If you have a Speed Rank of 1 you suffer -5 base movement.

Armor of the First War: Cost: 80 Resources, DR: 40- When the First Shinobi World War broke out nations were quick to modify and change old Samurai armor for shinobi use. A shinobi cannot enter "Stealth" with this armor on and have their Speed Ranks reduced by 2 while wearing this armor, to a minimum of 1, due to its great weight. A shinobi's vertical movement now requires 3 squares of forward movement. However, all Knockback distances are reduced by 4 squares due to its great weight. A shinobi must at least be a High Jonin to purchase this armor due to its rarity.

Shield: Cost: 15 Resources, DR: 15- A heavy round disc of metal used by only the most rare Samurai and even rarer shinobi. A shield prohibits the use of two handed weapons and counts as occupying the shinobi's hands for the sake of using Jutsu. However, a Shield cannot be removed with the "Disarm" Maneuver, and can be deployed as a full-round action to double its granted DR, though bestowing "Immobilized" on the user.

Tools

A note on tools: All Tools require the "Shinobi Tools Training" skill to be deployed effectively. However, unlike using a Skill untrained normally, a shinobi suffers no penalty for not having this skill trained. Using a Shinobi Tool is a Ninjutsu based "Attack" action.

Forehead Protector: Cost: 0 Resources- The mark of a shinobi from your village. Wearing this grants you +10 Reputation amongst shinobi in your villages but marks your origins to others while visible.

Explosive Tag: Cost- 5 Resources/3 Tags, Damage: 10- A small piece of paper with an adhesive seal on the backside and the release seal on the front, it can be detonated remotely by the shinobi who armed it as a free action. Arming an explosive tag is a partial action, and a shinobi may arm a number of Explosive Tags equal to his rank in a single partial action. Placing the same of tags on the ground requires another partial action. They deal the full damage to all shinobi on the square they are placed, but deal ½ to a shinobi in a Burst 3 Area. Any shinobi hit by damage from this tag suffers 3 squares of Knockback.

Sealing Tag: Cost- 10 Resources/1 Tag: A small tag that will attach itself and automatically create a seal on the target. Completing the seal takes an entire turn, but does not require the user to act. Removing the seal requires at least 4 Ranks of "Fuinjutsu". Once complete the target cannot be summoned or move through the use of Space-Time Jutsu.

Hip Pouch: Cost: 3 Resources- A small bag that fits comfortably on a shinobi's waist. They may carry ten Ninja Tools within this pouch.

Shuriken Holster: Cost: 2 Resources- A small holster that wraps neatly around the shinobi's leg. It allows for the storage of fifty shuriken and grants "Quick Draw" for those Shuriken.

Smoke Grenades: Cost: 4 Resources- A smoke grenade is an apple-sized orb filled with seals that release upon hard contact. The smoke grenade fills a Burst 5 area and bestows the "Obscured Sight" effect on all within it who do not possess "Chakra Sight" or "Scent". A shinobi may use "Dodge" to escape the effect as it is thrown. The area is increased by 1 for each Rank of "Shinobi Tools Training". Any "Wind Element" Jutsu will remove the Smoke.

Choking Smoke Grenades: Cost 6 Resources- Similar to a smoke grenade in every way except that the smoke in these grenades is a noxious gas. Shinobi with “Scent” have their “Scent” negated while inside of the smoke and a shinobi who ends their next Turn in the smoke suffer “Nauseated” automatically.

Stink Bomb: Cost: 2 Resources- A small pellet similar to a smoke pellet, the stink bomb prevents all within the area, a Burst 2, from benefitting from “Scent” as well as losing the “Scent” of someone they were currently tracking.

Smoke Pellets: Cost: 2 Resources/ 2 Smoke Pellets- A smoke pellet is a smaller version of the smoke grenade and only fills a Burst 2 Area. However, in every other respect it is like a Smoke Grenade, though it does not gain the bonus area increase from having “Shinobi Tools Training”.

Flash Grenades: Cost: 3 Resources- A flash grenade is an apple-sized orb filled with seals that release upon hard contact. The flash grenade fills a Burst 5 area with a flash of blinding light. All shinobi in the area are “Blinded”. A shinobi may use “Dodge” to escape the effect as its thrown. For each Rank of “Shinobi Tools Training” the user possess they gain a +X ASB on “Shadow Element” Jutsu during this turn so long as the targets are in the area of the Flash Grenades where X is their Rank in “Shinobi Tools Training”.

Antidotes: Cost 5 Resources- A small vial of antidote. It will negate and completely remove an instance of “Poisoned”. However this does not negate a “Posioned” Condition from a UA, or from a Puppet with “Insidious Poison”. It takes a partial action to use this.

Coagulant: Cost 3 Resources- A salve that can be applied to the site of a cut. This negates one instance of bleeding. It takes a partial action to use this.

Short Wave Radio: Cost: 5 Resources/4 Radios- These short wave radios allow shinobi to maintain communication anywhere inside a battlefield.

Blood Pills: Cost 3 Resources/2 Pills- Blood Pills staunch bleeding and bolster a body’s healing factor. You may only consume a single Blood Pill per encounter. A Blood Pill restores half of your current Injury Pool.

Soldier Pills: Cost: 3 Resources/2 Pills- Soldier Pills are filled with chakra-boosting nutrients and medicines to restore a shinobi’s system in a flash. You may only consume a single Soldier Pill per encounter. A Soldier Pill restores 4 Chakra.

Poison Vial: Cost: 5 Resources- A vial containing a dangerous poison. If applied to a weapon, a partial action, the next use of this weapon inflicts “Poisoned”. A weapon may only benefit from one instance of “Poisoned” from this item at a time. You may also apply this to food, drink, or a “Stunned” target as a partial action.

Small Scroll: Cost: 2 Resources- A small scroll will fit in a shinobi’s hand. Small scrolls can hold a number of “Fuujutsu Effects” with up to 4 “Complexity”. Using a scroll requires a single rank in “Fuujutsu Training” and a partial action.

Medium Scroll: Cost 9 Resources- A medium scroll is between one and two feet long and can hold fairly complicated seals. A Medium Scroll can hold a number of “Fuujutsu Effects” with up to 6 “Complexity”. They are not small enough to be readied with Tactical Armor. Using a scroll requires a single rank in “Fuujutsu Training” and a partial action.

Large Scroll: Cost: 15 Resources- A masterwork of sealing technology. A great scroll is huge, usually between three feet and four feet long and can hold amazingly complicated seals. A Large Scroll can hold a number of “Fuujutsu Effects” up to 10 “Complexity”. Using a scroll requires a single rank in “Fuujutsu Training” and a partial action.

Iron Chain: Cost: 6 Resources- A heavy gauge series of chain links which can be used in a vast number of ways. If the user attacks with their “Shinobi Tools Training” skill they can ensnare a foe’s leg with this, bestowing the “Immobilized” penalty to them. If the user has Ninjutsu of 8 or higher they may do so as a free action when they move adjacent to the target. As a full-round action a shinobi can attempt to bind a foe with an “Attack” using their “Shinobi Tools Training” skill. If they are successful with this second use the target is “Immobilized” and also cannot use Jutsu. If the user has Speed Rank 2 or higher this attack is only a partial action. Finally, a shinobi can ready this as a trap for a foe that enters the designated square using their “Shinobi Tools Training” skill. If the trap is tripped the target’s turn ends immediately and they are “Stunned” for a single turn. All of these uses can be “Defended” by the “Dodge” skill. If you possess at least 1 Rank of “Iron Chain Training” you may use either this or the weapon Iron Chain interchangeably.

Makibishi: Cost: 2 Resources/One Use- Makibishi are small, thus difficult to see, caltrops that inhibit movement. A use of Makibishi creates a Burst 1 area within 3 squares of the user that becomes covered in them, as a full-turn action. A shinobi that walks through this area, or Shunshins through the area, has their movement stopped in the first square they pass through. Clearing a path through the Makibishi increases a movement action from a partial to a full-turn action. Moving through an area with Makibishi after being stopped reduces your Speed Ranks by 1 and subtracts 5 from your base movement speed. A shinobi cannot see the Makibishi from further than 10 squares away.

Iron Wire: Cost 5 Resources- Found in the kits of many shinobi, the iron wire is a standard issue to clever thinkers. If a shinobi uses a “Feint” action while wielding this tool the target becomes “Immobilized” if they receive damage. Holding this tool requires one hand. Additionally, a target may attack with their “Shinobi Tools Training” to try and “Immobilize” a target at a range of Engaged-5 or less.

Shinobi Cloak: Cost: 5 Resources- Worn over even armor, except for Armor of the First War, and clothing the cloak comes with a hood and keeps the wearer warm and safe from the elements. Additionally, its flowing snapping form and ability to conceal movements impose a -2 ASP on all foes that attempt a Knowledge Check on the wearer. Finally, the wearer gains +1 ASB to any “Feint” attempts.

Hidden Weapon Mechanism: Cost: 1 Resource- This is a small device rigged up a shinobi’s sleeve. A shinobi gains “Quick Draw” when drawing their first handful of shuriken or their first kunai during an encounter.

Optical Scope: Cost: 3 Resources- This small device is worn over a shinobi’s eye and allows them to see great distances. They may treat any target within “Threatened” Range of them as being in “Engaged” for the purposes of sight and observation. This does not extend to “Chakra Sight”. A shinobi may know their exact distance in feet as well as being able to learn their movement speed if they maintain sight of the target for a Round.

Concealed Mouth Ember: Cost: 3 Resources- A small cool pill that may be spat out after being bitten. Doing so is a partial action and counts as a “Fire Element” Jutsu that deals 3 damage with a range of 2.

Binding Cloth: Cost: 10 Resources- A “Large Scroll” sized bolt of cloth that can be used to bind a foe. Doing so requires a Ninjutsu+ “Shinobi Skills Training” roll with a Range of 3. If successful the target becomes “Stunned”. This effect lasts a single turn and the target cannot receive damage or be the victim of other effects, other than ones they are currently suffering, while so affected by the cloth. The user must have “Cruelty of the Desert” to use this item.

Barrier Tag: Cost: 5 Resources/Tag- A single tag with the symbol for “bind”. At least three of these must be placed in different squares. A shinobi must also be at each barrier and spend their whole turn maintaining it. If done, however, the area between serves as an invisible wall of Chakra that alerts all three shinobi maintaining it whenever something passes through it, where it was done, and what their current Chakra Pool is.

Empty Tag: Cost: 3 Resources/Tag- A single piece of chakra receptive paper. This tag can hold a “Fuujutsu” effect of “Complexity” 3 or less. You may imbue a number of Tags equal to 1/5 your

“Fuuinjutsu Training”+1 as a Downtime action. In combat scribing a seal onto an empty Tag requires a number of full-round actions equal to the “Complexity” of the Seal.

Chakra Tattoo: Cost: 6- The ink, needle, and chakra-enhanced materials needed to place a tattoo on a single participant. Doing so can only be done as a “Downtime” and costs both you one and the subject you wish to scribe the tattoo onto. Releasing the tattoo requires no chakra, but takes a partial action unless the bearer of the tattoo has “Quick Draw”. Creating a Chakra Tattoo costs Chakra equal to the Complexity of the “Fuuinjutsu Effect” which will be removed from their Chakra Pool at the start of their next mission unless they Rest.

Black Ops Gear

To purchase this gear you must either have special Kage Permission or possess the “Black Ops Agent” or “Veteran Black Ops Agent” Perk.

Blackout Cloak: Cost: 15 Resources- A heavier version of the standard Shinobi Cloak, the Blackout Cloak has seals of obfuscation woven into the lining providing a massive boost in obfuscation. A shinobi cannot detect you unless you are in the same Zone as they are. Even then, they receive -X ASP where X is your Rank. This also bestows all the benefits of the Shinobi Cloak.

Hunter Mask: Cost: 10 Resources- A porcelain mask that is often either in the shape of an animal’s face or a featureless face with markings on it to distinguish one member from another to their superiors. While wearing this mask a shinobi gains +X ASB where X is their Rank to their Counter Genjutsu roll against Genjutsu with the “Sight” method of delivery. This cannot be worn with the “Noise Cancelers” or “Rebreather”.

Rebreather: Cost: 10 Resources- An advanced piece of technology that filters out all scents and air to the user. The user gains immunity to Genjutsu with the “Scent” method of delivery. Additionally, they cannot use or benefit from the “Bloodhound” trait while wearing this. This cannot be worn with the “Hunter Mask” or “Noise Cancelers”.

Noise Cancelers: Cost: 10 Resources- A pair of in-ear devices that prevents noise beyond a certain range or threshold as well as chakra density from reaching one’s ears. This gives the user immunity to Genjutsu with the “Sound” method of delivery. However, they cannot wear a radio and this device is negated when the user takes damage from a Jutsu with the “Sound Element” effect, as the device is fragile. This cannot be worn with the “Hunter Mask” or “Rebreather”.

Scroll of Disposal: Cost: 7 Resources- This Large Scroll is a standard issue in most Black Ops offices to high ranking commanders or squadrons trained in cleaning remains. Any organic material placed in the circular seal and then submitted to the appropriate seals is devoured utterly and totally in a flash of chakra. To use this technique a shinobi must be a “Jonin” or higher and must have the “Black Ops Veteran” perk to know the Jutsu. It takes 4 rounds of making seals to destroy a complete human. Smaller pieces, say a single limb or a head, takes only 1 round and increases incrementally.

Chakra Bane Venom: Cost 20 Resources- An expensive and difficult to make poison that is used on projectiles against shinobi who don’t care to block attacks, namely the largest ones who don’t fear small things like kunai, this poison ravages a shinobi’s chakra system for a short duration, giving agents an opening to attack. This may be applied to a weapon a number of times equal to your Shinobi Tools Training skill. Doing so is a full-round action. If the target is successfully hit, even if no damage is dealt, the poison infiltrates their system dealing Taijutsu*2 Chakra Damage immediately. However, if the target has Chakra Control of 1-3 it returns to full in three turns. If the target has Chakra Control 4-7 it returns in two turns. If the target has Chakra Control of 8+ their chakra full restores in a single turn.

Iron Wire (S-Grade): Cost 10 Resources- Unlike the standard issue iron wire, which is made of inert steel, this wire conducts chakra and is razor sharp the entire way across. If a shinobi becomes “Immobilized” by

this wire they are dropped to the next Injury level from the grievous lacerations. Two agents, both holding the end of a wire, may make an “Attack” action using the wire on a foe they have flanked. If they are successful the target drops to the next Injury level and a limb of the agent’s choice is removed.

Mission Kits

Standard Issue Kit: Cost: 5 Resources- The Standard Issue Kit is available to all graduates of a Shinobi Academy in the Great Villages and to all shinobi in a lesser village. It is comprised of the following: 2 small scrolls, 1 Vial of Ink, 1 brush, 2 smoke pellets, and 2 kunai.

Medic Kit: Cost: 7 Resources- An emergency kit that can be used to heal an injured soldier. It is comprised of the following: 2 Medical Scroll (these require a full-turn action and recover 20 Injury), 6 Blood Pills, and 4 Soldier Pills.

Combat Kit: Cost: 20 Resources- A kit given to shinobi who are expected to go into the depths of heavy combat. It is comprised of the following: 1 Suit of ACA, 6 Blood Pills, 2 Soldier Pills, and 1 weapon costing no more than 5 Resources.

Item Qualities

Due to the “Signature Item” and “Item of Legend” Perks a shinobi can acquire a weapon that is simply better than other standard ninja tools. The exact nature of these items are, as always, up to Kage discretion, but a system is available to be used, where each level of Perk provides a certain amount of Quality Points. A “Signature Item” has a number of Quality Points equal to the Rank at which the perk was purchased + 2. An “Item of Legend” has a number of Quality Points equal to the Rank at which the perk was purchased + 7. Additionally, a “Signature Item” and an “Item of Legend” will always have 1 Special Property that is up to Kage approval and player suggestion. The Special Property should be fairly weak, but useful. However, if a shinobi is willing to spend Quality Points on it the Kage should keep that in mind when approving the item. A list of “Signature Items” and “Items of Legend” from the source material will be available in the Kage Section.

1 Point Properties:

Increased Damage: Increases the damage of the weapon by 3. This may be purchased multiple times but each time their cost increases by 1.

Increased Armor: Increases the DR of the Armor by 3. This may be purchased multiple times but each time their cost increases by 2.

Increased Range: Increases the range of a weapon by a single square. If the weapon can be thrown, as in its description, the bonus increases to 4 squares. This may be purchased multiple times.

Infinite Steel: This effect may only be applied to non-weapons. This item possesses a seal on it that produces a nearly limitless amount of Shuriken and Kunai that you can call to hand as a free action, rendering your ammunition unlimited.

2 Point Properties:

Summoning Seal: Through the use of a great seal or a tattoo you have been able to forge a bond between yourself and this item. For 1 chakra you may call the item to your hand and Ready it as a free action.

Explosive: The item packs a serious punch when you decide to destroy it. This Property is normally placed on a weapon but it can be placed on other items as well, however if the item in question doesn't have the Indestructible Property it will be consumed and destroyed in the explosion caused by this Property. Explosive adds a Burst 2 area explosion that deals [Weapon damage if applicable x 2] + 10 points of damage and causes the Knockback and Prone Status Modifiers. Needless to say the user is not considered automatically immune if they're caught in the area of effect so it is recommended that the item's user exercise caution.

Indestructible: Possessed by truly legendary items, an Indestructible item cannot be broken in any means or form.

Personalized: This weapon has been made for your hand. It gains a +1 ASB on any related rolls, but this bonus only may be applied to its original wielder and will not function on another shinobi. This may be taken multiple times.

Receptive: This weapon is made of a special treated metal or material that allows it to channel chakra without breaking. You may “Channel Elemental Chakra” with this weapon. Once you pay for the initial cost you may use it for the rest of the scene even if you lose the weapon.

Bound: This weapon is affixed with a rope or a chain that allows it to strike from range before having it pulled back. The weapon gains Range equal to 2*Rank at the time of purchase. The weapon may be returned back to your hand as a partial action. If you have Rank in the weapon’s Skill of at least 5 you may return the weapon to your hand as a free action.

3+ Point Properties:

Sentient (5 Quality Points): Your item is conscious and can convey a general feeling with the person holding it. Its personality is up to the creator’s choice, but if the weapon is “Personalized” it is unfriendly and outright aggressive to someone other than its owner, inflicting a -3 ASP to all uses of it. This weapon possesses a small flow of Chakra, which is detectable by those with “Chakra Sight” and allows it to apply the “Genjutsu Release” effect to you if told to do so by you or another shinobi. However, it lacks the ability to detect the need of its own accord.

Sensory (7 Quality Points, Requires Sentient): Your item is able to detect Chakra in the Engaged Area around it as if it possessed ACD. It can detect disturbances in your own Chakra flow as well. When you are beneath 4 Chakra, if it is a weapon, it deals 1.5x weapon damage. If it is armor it gains 1.5x its Mundane DR.

Chakra Edge (6 Quality Points, Weapon only): The weapon’s blade is non-existent most of the time. However, you need only grip it and give it a small prompt with your chakra to make it spring to life. This blade takes whatever color you desire and deals damage as a normal weapon of its type. However, this weapon inflicts horrible wounds. You may pay X Chakra to increase the cutting power of the blade, causing it to deal 10*X damage. Additionally, if this weapon is “Receptive” you may double the damage from “Channel Elemental Chakra” and the blade takes the appearance of the element it is channeling.

Elemental Reserve (5 Quality Points): The item was created with an inherent elemental chakra. Though the amount was not significant enough to deal damage on its own it can serve to function as another Jutsu for the purposes of “Elemental Combine”. Once chosen the Element cannot be changed.

Vault of Treasures (6 Quality Points, Scrolls Only): This scroll was designed for one purpose only; to serve as the favorite tool of a shinobi who wants every option. 10 “Ninja Tools” may be stored in this scroll and each may be deployed a single time, however, multiple instances of a single tool may be stored to allowed for multiple uses. The scroll may be deployed as a partial action, and once done it rests on the arms of the shinobi, preventing their use. However, once open they may jettison a number of tools equal to ½ the user’s Rank as a partial action up to 10 squares away plus whatever range the item would normally have. All items launched from this item are counted as if they were thrown by a ninja with “Shinobi Tools Training” of 5.

Hunger of the Oni (10 Quality Points): This item has a deep hunger for the vital energies of those who dare meet its ire. Choose between Injury or Chakra. If the item is a weapon whenever it deals damage it absorbs and transfers either 5*weapon damage in Injury back to you or 1/2 the Weapon’s damage in Chakra.

Chakra Carrier (4 Quality Points): While similar in many ways to “Receptive” this quality specifically allows Chakra of any nature to be stored inside of it. While you can channel through this weapon as receptive it is not limited to the five basic elements. The effects are the basic effects of each Element as listed in their skill descriptions.

Fuuinjutsu Locus (4 Quality Points): This item possesses qualities the ability to radiate chakra out to “Tags”, “Tattoos”, and “Seals” of your creation all at the same time. You may select any number of these under your control you wish to send chakra to and you may do so all at once as a partial action. If the item that possesses this quality is a weapon it cannot be used for combat while you activate your creations. If the item that possesses this quality is armor you must hold both of your hands together to activate your creations. If the item that possesses this quality is a tool you must be seated to use it, as well as occupying your hands.

Seal of Regrowth (3 Quality Points): Your item is capable of restoring itself with a small application of chakra. You must pay 5 Chakra to restore it back to full as a full-round action. If you have

this quality on a weapon, you may have it restore itself only when it reduces a foe to the next Injury Level. You may also have it regenerate by letting it drink the blood of the dead.

Seal of Yin and Yang (10 Quality Points, Armor Only): Your armor has a complicated seal that was used in its creation that uses your own Chakra as a battery to winnow away at Chakra that would seek to harm you. Whenever you would receive damage from a Jutsu, excluding Genjutsu, that is in excess of 100 you lose 3 Chakra. In that case, reduce the damage to 1/3 of its total. If a Jutsu's effect would ignore your Mundane DR gain a barrier of Chakra-Based DR equal to your Chakra Control*5.

COMBAT

The core of the shinobi is completion of missions, and, more times than not, that means combat. At its core, combat in *World of Five Nations* is fairly simple. To test any Skill a shinobi rolls a number of d10's equal to the Stat the Skill is based on. Then, they compare the results of those die to their Rank+2. For each result showing less than or equal to their Rank+2 they get two successes. If the dice show a "1" you may instead add three successes rather than two. Then they add any Automatic Success Bonuses from Skills and any other listed related sources. Additionally, the terms "ASP" and "ASB" will be used several times in the text. These terms stand for Automatic Success Penalty and Automatic Success Bonus. When you see them they add or detract from the automatic successes you add to the result of your rolls. Their opponent then Defends with a valid skill and both sides compare total Successes. The shinobi with the higher Successes wins the conflict. If there is a tie the Attacker wins. If the Attacker wins he deals damage, if the Defender wins he takes no damage. Parry is the only "Defend" option available. Damage is determined by the following formula:

Base Damage (of Weapon or Jutsu) + Stat of the Attack + Rank of the Skill Used – ASP for Parry

Additionally, there is a third option; Counter.

To Counter, a shinobi must pay 2 Grit and suffers -2 ASP, rolling as if he were to "Attack". If he succeeds in the Counter he may deal damage and apply effects as if he had attacked the opponent. If he fails, however, he takes 1.5x the damage he would have normally received. A shinobi cannot activate an "Attack" Follow-Up when they successfully Counter.

A turn is comprised of two partial actions by default. A "full-round action" is two partial actions. There are certain actions in the game that specifically says "an action taking your entire turn" or a "full-turn action". Those do not pay attention to how many partial actions you have.

Combat can be broken up into a number of different "phases".

1. **Pre-Combat Phase:** Shinobi enter Stealth, use their Strategy Skill, and other effects that trigger when not engaged in Combat.
2. **Start of Combat:** Shinobi with greater Speed Ranks act. Shinobi do NOT gain Grit until they become aware of the other party, however they are alerted that they are in a combat zone at this point, unless everyone against them is in Stealth.
3. **Opening Hostilities:** When one side detects another they begin gaining Grit at their individual rates.
4. **Begin Fighting:** At this stage both sides are aware of one another, are gaining Grit, and are moving in order of their Speed Ranks. Initiative is determined primarily by Speed Rank and then by the individual's Initiative stat.
5. **End of Combat:** When one side is completely Defeated, has fled the Perception Range of all enemy combatants, or a peaceful settlement has been reached. At this point all shinobi's Grit Pools empty back to 0.
6. **Recovery:** A shinobi restores Chakra at a rate of ½ their Ninjutsu Stat per day, including at least 6 hours rest. A shinobi restores Injury at a rate of their Taijutsu Stat per day, including at least 6 hours rest. These values can be modified through the use of medicine, Medical Ninjutsu Checks, and other elements. Recovery can only be done outside of Combat. Entering Combat again causes the 24-hour day period to reset.

Genjutsu

Genjutsu Name/Cost: 6/Range: Engaged (Other than User)/Damage: 0/Effect: Grit Lock (All Genjutsu use this stat line as a default and cannot modify it through the use of BP)

Genjutsu is the art of illusion, using your chakra to manipulate another shinobi into perceiving pieces of a reality of your creation. Genjutsu is a difficult art, making it an advanced skill, but it is

inherently powerful. You cannot "block" a Genjutsu due to its nature as a perception based attack. This engenders some special rules.

When a shinobi increases their Rank in "Genjutsu Training" they may select a single Twist from the list each time. A shinobi adds these Twists when they create a Genjutsu. When a shinobi creates a Genjutsu they may add a number of Twists equal to 1/2 their Genjutsu Ranks. They may exceed this limit by increasing the cost of the Genjutsu by 2 per additional Twist added beyond their 1/2 Genjutsu Ranks limit.

In combat a shinobi may use a Genjutsu as a full-turn action. By default, all shinobi in the Engaged zone, other than the user, are the targets of the "Attack". Due to combat being a situation where a shinobi needs to focus on their targets at all times; unless a target has "Chakra Sight", they have seen the shinobi use a "Genjutsu" during this encounter, or they have a "Knowledge Bonus" against the attacker's "Genjutsu Training" skill, they may not make a "Defend" or "Counter" as they do not know the attack is a Genjutsu. However, if they do meet one of the three qualifications they are aware that the attack is a Genjutsu, but they still cannot make a "Defend" or a "Counter" action as the Genjutsu is being used. A shinobi who uses Genjutsu to "Attack" cannot use the default "Follow-Ups", however they may use any Drive UA's that specifically permit them to be used after Genjutsu.

Once the Genjutsu has successfully captured the targets they then suffer the effects of the Genjutsu, by default, Grit Lock. The shinobi who placed the Genjutsu, called the controller or owner, may use one of their Twists as a partial action. The shinobi who are under the effects of the Genjutsu, called the victims or targets, are either Aware or Unaware of the Genjutsu. If they possessed one of the three qualities mentioned previously, Chakra Sight, having already seen the attacker using a Genjutsu, or having a "Knowledge Bonus" against the target's "Genjutsu Training" carried over, they are Aware. Otherwise, they are Unaware.

A target that is Unaware believes what they see to be reality and must act accordingly. A Kage is within his rights to force a character to act appropriately. A target that is Aware may, as a partial action, attempt to free themselves with the use of a "Counter Genjutsu Training" roll against the "Attack" roll used by the owner. Alternatively, they may attempt to deal damage to themselves as a partial action. To succeed on this they must roll Genjutsu+a number of automatic successes equal to their Intuition+"Counter Genjutsu Training" Ranks against HALF of the Attacker's successes. If they are successful they may deal damage to themselves equal to (Highest Stat-Intuition)*10. You may pay Grit equal to your Rank to reduce this damage by 1/2. This damage always does minimum 1 point of damage, though DR does reduce the total, it can reduce it no lower than 1.

Shinobi that are Unaware, at the start of each of their Turns, roll Genjutsu+Genjutsu Knowledge+Intuition against the Attacker's successes as a free action. if they beat the Attacker they become Aware. You gain a cumulative +1 ASB at the start of each of your turns to this roll. They may also, as a partial action, attempt the roll again, which doubles any ASB they receive.

Finally, any damage taken from outside of the Genjutsu, including from the owner of the Genjutsu, immediately breaks the Genjutsu completely. Alternatively, a shinobi that is freed from the Genjutsu may automatically free them through the use of the "Genjutsu Release" Jutsu.

Formation Based Combat

Shinobi are trained from their first days in the Academy to work as a cohesive unit to accomplish their missions with the highest success and lowest mortality rate. When embarking on any missions a group of two or more shinobi may enter "Formation". This is also called becoming a "Squad". In this unit there are a number of roles available to be taken, none of which are mandatory except for the "Squad Leader" which is a position that must be filled by one member of the Squad. If the "Squad Leader" is killed or Defeated during combat the "Squad" is broken and takes 1 full-turn per member to reinstate cohesion. Additionally, should any member become "Terrified" they are removed from the Squad and lose the benefits of their role, as they are too afraid to function properly. While operating in a Squad a shinobi is able to perform at their tasks more effectively than usual, finding untold energy, ability, and competence. To represent this, each Squad has a "Role Ability" that they gain access to. The Roles and their abilities are as follows:

Squad Leader: *Deployment-* You have a pool of "Team Points" that you can spend in various and sundry ways. Before the beginning of Combat you generate a number of "Team Points" equal to your Ninjutsu. Additionally, for each shinobi you have a "Bond" with you gain 1 extra point, A "Close Bond"

gives 2 points, and so on. As a free action, so long as you are able to communicate with one another and remain in formation you may allocate "Team Points" to anyone in the Squad, including yourself, to give a +1 Automatic Success Bonus at the cost of 3 "Team Points", to a maximum of double your Rank per Round. You may also pay 5 "Team Points" and grant a partial action to an ally, though you may give no more than 1/2 your Rank in partial actions per Round. The cost in "Team Points" is reduced by 1 if you spend a partial action on your turn to give your commands. Additionally, the Squad Leader must pay 2 Grit each time he gives a team-member a Partial Action.

Medical Specialist: *Healing Hand*- Not only do you bring your keen senses of observation, your powerful restorative powers, and your vast chakra pool, but also a strange luck that follows along with you. You gain an amount of "Fate Points" at the start of the battle equal to 1/2 your Medical Training Ranks. If a shinobi you are in the same zone as, can move to a single move action, and are in Formation with, would be Defeated, you can spend one of these points as a free action. In this case they suffer the full effects of the attack, but their Injury cannot drop lower than 1. You are then automatically moved adjacent to them.

Offensive Specialist: *Warpath*- In the role of a team your job is both the easiest and the most difficult. You are given the illustrious job of rushing head-first into the enemy and killing high priority targets. Though there may be devastating traps, horrifying Kekkei Genkai, and other misfortunes waiting for you, it's your job to make sure the job gets done. Fortunately, you are the member of the team that many teams build their entire strategy on. As such, all other Roles are capable of helping out the Offensive Specialist and granting them bonuses on their path to victory. An Offensive Specialist enjoys the following benefits based on the Role Ability used upon them.

Deployment: When you are given +1 ASB from this Ability you gain +3 damage on your next source of "Taijutsu"-based damage. When you are given an additional Partial Action from this Ability you may add your Taijutsu score to your damage an additional time.

Healing Hand: A Medic may spend one of their Fate Points, while adjacent to you, to grant you a "Guardian Angel". This "Guardian Angel" allows you to ignore the damage and effects of the next attack that would deal damage to you. You may only have one "Guardian Angel" on you at a time.

Observation: A Support Specialist who is in communication with you may spend one of their "Openings" to give you a clear line of attack. When you use your "Charge" Maneuver and a shinobi would be in the way of you and your target you may automatically make them "Prone" and continue your Charge. If the target is moved after you target them, but before you make your "Attack", you may follow them so long as they are no further than your Taijutsu score # of squares away.

Active Positioning: If you use the "Charge" maneuver and a Tactician adds to your movement he may move you an additional square for each square he would normally move you. If the Tactician uses this Ability on the target of your Charge the target cannot be moved by another Tactician.

Lockdown: When you make an "Attack" against the target of the Lockdown and they attempt to "Counter" they automatically fail. If they try to make a "Dodge" action and they are successful you may move adjacent to them so long as they do not move further than your base movement. If they use the "Block" action you may reduce the DR Granted by that action by 1/2.

Support Specialist: *Observation:* Trained in the art of making sure the plans of the Leader flow smoothly, the Support Specialist is the unsung hero of countless teams. The support specialist may spend a full-turn action to "Observe". If he does he sees a number of "Openings" equal to 1/3 his Ninjutsu. He may only use the effects of this Role on another shinobi's turn and may store a maximum number of Openings equal to his Rank. He may use the Openings in the following methods as a free action.

1. Intervene- The Support Specialist may use a Jutsu in response to another shinobi's Jutsu. If he uses this effect on an enemy he may use it as a "Defend" action in addition to an ally's Defend action. If he uses this effect when an ally uses a Jutsu he may benefit from the effects of "Elemental Interaction". Regardless, he may add 1/2 his successes to his ally's "Attack" action. To use a Jutsu with this ability the Jutsu must be able to be used in

a partial action. He may use this effect in a single Turn a number of times equal to his Speed Ranks. Costs 2 Openings.

2. Interfere- The Support Specialist uses their talent in Ninjutsu to inhibit a shinobi's movement. If he uses this effect on an ally he may stop their movement at any time after the movement has been declared, including stopping them so much that it cancels their movement. If he uses this effect on an enemy he may stop their movement at half the intended travel distance. Using this effect costs 1 Opening. However, if he also wants to Immobilize the target after their movement is halted he may pay an additional Opening.

Tactician: Active Positioning: Your scope of comprehension covers the entire battlefield rather than just in the small skirmishes that break out. As such, you are capable of deploying well timed explosions, using wire and chain to pull people, and throwing kunai and other tools to maneuver your comrades across the battlefield. At the beginning of combat the shinobi in the "Tactician" role generates a number of Tactics Points equal to their Ninjutsu + Tactics Skill + Ninjutsu Mastery. As a full-round action the Tactician may move an allied shinobi who is not adjacent to an enemy a number of squares up to their Tactics Pool, which decreases their Tactics Pool by 1 for each square moved. Activating this ability costs 2 Grit per use.

Sensor: Lockdown- As a partial action, which disallows attacking or Jutsu use, the Sensor can lock down a single foe that is within his or her sensor range. This foe is now considered "Tracked" and cannot Shunshin, use a Clone technique, or use a Replacement while under the watch of the Sensor. Finally, all shinobi in Formation with the Sensor gain the full benefits of a Knowledge Check on all three of the "Tracked" target's stats. The ability is canceled when the Sensor takes damage unless the Sensor pays 2 Grit. This ability costs 3 Grit to activate.

Movement in the Combat Zone

Combat is broken up into three zones: Engaged, Threatened, and Perception. The zones are 20, 40, and 80 squares in length, respectively. Each shinobi is considered to be the center point for their measurements. So, being adjacent to a target is the same as being Engaged-1 away from them. A shinobi can move, as a partial action, a number of squares equal to the following formula:

$$[5 * \text{Speed Ranks}] + \text{Ranks in Dodge} + \text{Ranks in Taijutsu Mastery} + \text{Ranks in Ninjutsu Mastery}$$

The three zones of combat all possess different qualities. All effects are relative to the shinobi's position; i.e. a square that is 34 squares from Shinobi A is considered to be in the "Threatened Zone" where as it is 19 squares from Shinobi B, making that square in the "Engaged Zone" for him.

In the "Perception Zone" most shinobi can barely detect one another, let alone fight well. All "Attack" actions towards a square in "Perception Zone" are delivered at a massive range, and as such, suffer a -3 ASP due to the range. They also deal ½ damage. These penalties are negated if the "Attack" is a "Beam"-type Ninjutsu.

In the "Threatened Zone" all shinobi are on their toes and ready to fight. There is no penalty or bonus to being at this range outside of the natural penalty of all melee being unable to reach this distance.

In the "Engaged Zone" the fighting has become close quarters and those who use Ninjutsu are in danger of being overwhelmed by enemies, however those who are this far in are not able to defend against deadly Genjutsu easily. A shinobi is automatically hit by a Genjutsu while they are in this range, even if they have seen the Genjutsu used before.

The area a shinobi conducts combat in is rarely a flat and open area. There are often obstacles that can hide shinobi and give them cover from attack. A shinobi who is behind a tree or a rock, or even a building, is not vulnerable to attack from shinobi who try to attack through his cover unless the attack is a Jutsu with the "Pierce" effect. A piece of cover has a stated amount of health, which will be listed in the end of the book in the "Other Information and FAQ" Section.

A shinobi who has two enemy shinobi on two sides of him is considered "Flanked" and suffers the effect. Additionally, a shinobi that is adjacent to an enemy shinobi who possesses more Speed Ranks than he does is considered "Flat-Footed". A shinobi that ever has to make any test, regardless of its nature,

against a foe that has a higher Speed Rank suffers a cumulative -1 ASP for each Speed Rank in difference between them.

Aerial Combat

For every 3 squares of altitude a shinobi possesses they gain the ability to bring the downward inertia into an attack. The shinobi may add their Taijutsu to their next Taijutsu melee attack at the end of their descent. If they have fallen at least 9 squares they gain a Speed Rank as they come rocketing down into combat.

It is possible to interact with a shinobi that is already in the air, either due to a prepared action or because they jumped so high that they are not on the ground at the end of their turn. While in the air both shinobi have "Airborne". A shinobi's Stability is reduced to 1/2 when in the air due to being unable to hold their footing. A shinobi is capable of whipping a shinobi and throwing them. They may throw a shinobi a number of squares equal to their Taijutsu horizontally, double that amount if they are throwing them down, and half that amount if they are throwing them upwards.

Defending against a foe with a weapon is difficult. Your "Parry" action suffers -2 ASP per 3 squares the shinobi has fallen. However, getting out of their way is easier if you can move in time. If you have equal or greater Speed Ranks you gain +3 ASB to your "Dodge" action. However, if they are faster, possessing greater Speed Ranks than you, you may be able to see them but you cannot react in time and suffer -3 ASP against their attack.

A shinobi is trained at reducing the damage from falls that would normally kill or at least gravely injure a man. The first 5 squares of falling are negated thanks to a shinobi's training. At every increment of 5 squares beyond the first, however, they suffer damage unless they pay 2 Chakra. If they pay 2 Chakra they may reduce the distance fallen by 5.

When a shinobi attacks a target beneath them they still must pay Chakra if they have fallen from a height that would cause them damage. A shinobi falls at the end of every Turn. They fall a distance of 5 squares +2 squares for every 10 squares above 10 they were at the beginning of their fall +1 square per Turn they have been falling.

6-10 Squares: 1/2 a pool, 11-15 squares: 1 whole pool, 16-20: 2 pools, 21+: Instant death

To gain 1 square of altitude you need 2 squares of forward movement. You may move forward more squares to gain more height (IE moving forward 10 to gain 5 squares of altitude), but you may only count movement from a single partial action towards a leap. Once in the air, if you want to descend as part of your leap, movement is downwards at a 1:1 and horizontal at a 1:2. You can't gain altitude once you've stopped your forward jump. If a shinobi wishes to jump straight upwards they are considered to 1/5 of their base movement for the jump. This is reduced to 1/4 their movement for a "Shunshin".

If your "Attack" from the skies causes "Knockback" it may only be directed downwards, even if you have "Shepherd of War".

This aerial ability of shinobi seems like it would be the premier method of attack, and it is true that many shinobi do incorporate this into their combat style, but it is not without risks. While in the air you are "Airborne" a condition that ignores any immunity to "Flat-Footed", and projectiles as well as Jutsu have no problem going up as easily as forward. Additionally, because of your reduced Stability, a shinobi in the air suffers double the ASP from "Parry" due to being unable to firmly ground themselves.

Speed Ranks

Offensive Speed- SR+Speed Bonuses-Speed Penalties

Defensive Speed- SR+Speed Familiarity-Speed Penalties

In the battles between shinobi it is often Speed that is the deciding factor when skills are equal. Speed is used in several different applications, all of which have combat importance.

When two parties of shinobi encounter one another on even footing, which is to say no ambushes, the turn order is decided first and foremost based on everyone's Offensive Speed. The faster shinobi simply are able to act more quickly than other shinobi. A shinobi that hasn't acted during the encounter is "Flat-Footed". Additionally, a shinobi's movement is based on speed, allowing them to traverse a battlefield more easily.

In combat Speed can be used to bolster a shinobi's offense. When you use the "Shunshin Jutsu" you create a Burst X area at the end of the movement where X is your Offensive Speed. All shinobi within the Burst who have a lower Defensive Speed than your Offensive Speed become "Flat-Footed" until the end of the Round. Additionally, a shinobi who has a lower Defensive Speed than a target's Offensive Speed suffers -X ASP where X is the difference between your Speeds. This applies to both "Attack", "Defend", and "Counter" rolls. Finally, whenever a shinobi with a lower "Defensive Speed" uses "Dodge" to Defend they suffer -X to their Ranks of Dodge for the purposes of the Defend, which is cumulative with the -X ASP inflicted by having lower Speed and may disqualify them from using some of their Stunts. (For example, if a Shinobi with Speed 2 with Dodge 4 tries to "Defend" with their Dodge against a Shinobi with Speed 4 they only add +4 ASB to their Defend from the Dodge and cannot use Bound, Juke, Sway, or Weave.)

Finally, a shinobi who possesses greater Speed is more powerful when they move. A shinobi with Offensive Speed 3 and every 3 after that may add bonus damage to all of their non-ranged Taijutsu Attacks equal to their Taijutsu an additional time. If they use a Jutsu they may add the Elemental Damage an additional time.

Status Effects

Over the course of combat a shinobi may be affected by a number of ailments and effects that both help and hinder him. A Status Effect lasts a number of Rounds equal to the originator's Rank unless otherwise noted. They are as follows:

Exhausted: Your body is driven to the point of near collapse. You may only use ½ your ASB on all actions and may do only a single partial action per turn, regardless of any outside factors.

Obscured Sight: The shinobi's vision is obscured to the point where they cannot see beyond their square, which makes targeting a foe with a Jutsu impossible. Additionally, due to the discomfoting nature of this effect, the target suffers -3 ASP. The effect will designate whether a sensor can still sense while affected.

Tremorsense: You have the ability to see without your eyes. You detect movements through the ground by sending out a chakra signal and feeling it bounce back, like echolocation. Whenever you use this ability you may detect all shinobi in your combat zone. For each partial action you spend focusing on this you may detect an additional zone away. This costs 2 Chakra to do. If a shinobi is benefitting from "Stealth" and have moved this Round you may detect them. If they have not moved, however, you do not detect them.

Stagger: Your body aches from the painful beating it has suffered. You lose 1 Speed Rank for the duration of the turn, suffer -1 ASP, and deal 1/2 damage from all sources. Additionally, you cannot Shunshin or Replace during this turn. This condition lasts 1/2 the usual duration, but unlike other effects its effects may stack in effectiveness with the exception of reducing damage.

Chakra Exhaustion: When a shinobi is drained to 0 or lower Chakra or attempts to use any amount that would reduce them to 0 or lower the attempt fails and they drop to the next lowest Injury level, additionally any physical action or action requiring their chakra reduces their ASB by 1/2 and they are also not able to

activate any follow-ups. If they do not recover chakra to at least 1 or higher they suffer the effects of Chakra Exhaustion again at the start of their next Turn.

Nauseated: Your head spins and your stomach turns upside down. You may only take 1 partial action per turn, can only move at base movement speed, and are not able to use Shinobi Movement or Evasion. However, a shinobi with at least 3 Ranks in Medical Ninjutsu can cure you of it as a partial action when adjacent to you. You may not spend Grit to remove this status.

Constrict: A limb of yours is tangled by a chain or a wire. You may not use this limb for Jutsu or making "Attack" or "Defend" actions. If your weapon is in this hand you cannot use it. You may "Attack" the item restraining you and if you break it you are freed from this condition. If a single leg is Constricted you cannot move and cannot use movement-based actions, such as "Dodge" or the "Charge" Maneuver.

Bleeding: Your flesh is hemorrhaged and you are bleeding. At the start of each of your turns you suffer X damage where X is your Taijutsu score. You lose 5 movement for every two "Bleeding" effects you suffer from. If you "Shunshin" you take the same amount of damage you took at the beginning of your turn again immediately. A use of the "Medical Jutsu" removes a number of bleeding instances equal to the user's Rank. Both the damage and movement reduction is cumulative.

Stunned: You are unable to move and act in any capacity.

Prone: You are on your back or stomach, unable to fight properly. Your Taijutsu-based "Attack" and "Defend" actions, along with "Evasion" and "Shinobi Movement", are reduced to 1/2 ASB. Additionally, they deal 1/2 damage. Your movement is reduced to 5 during this time. You may spend 1 partial action to regain your footing.

Flanked: The shinobi suffers -2 ASP to all Defensive actions, not including Countering, for each opponent flanking them and cannot move faster than base movement without having Ranks in Shinobi Movement or Evasion greater than or equal to the lowest of his attackers.

Flat Footed: The shinobi can't react to his opponents and uses 1/2 his ASB to "Counter" and cannot use Shinobi Movement or Evasion as defensive actions.

Immobilized: Your limbs are locked. You cannot move, including "Shinobi Movement", "Evasion", "Shunshin", or any actions that require movement to use. You are effectively rooted in place. However, you can fight. Due to the inability to move freely, however, you suffer -4 ASP to all actions using a weapon, except for "Attack" actions with a thrown weapon.

Blinded: All of your ASB is reduced by 1/2.

Knockback: You are blasted backwards. You are sent back a number of squares equal to your attacker's Taijutsu or Ninjutsu, their choice. For each square traveled this way you suffer 2 damage. If you would hit a solid object that stops your flight you suffer 4 damage instead for each square you would have traveled.

Unnerved: You are shaken by the disturbing nature of your foe. You suffer a -1 ASP to all actions and you suffer -1 Grit/turn.

Terrified: You are gripped by fear and are stunned for a single turn. If you do not remove this status before the end of the second turn you are considered effectively defeated; however you are not killed, you are simply unconscious or fleeing at the Kage's discretion. You may inflict a sum of damage equal to your highest stat to yourself during the second turn in order to remove this status if you lack the required Grit as a partial action.

Airborne: You are airborne and considered Flat-Footed. Additionally, you take damage at the end of the turn equal to the distance from your apex to the ground as if you had suffered a Knockback effect. You may

negate the damage with a successful Shinobi Movement or Evasion test vs a number of successes equal to your opponent's rank. Immunity to "Flat-Footed" does not extend to Airborne.

Poisoned: At the end of each turn you take damage equal to 5*your Taijutsu. It lasts 3 rounds unless otherwise noted. Unlike other effects, Poisoned does stack for multiple applications. When a subject is healed with a "Medical Ninjutsu" all effects of Poisoned may be removed for free.

Disable: Due to a precisely aimed attack a part of your body has been rendered incapable of its usual functions. This has the following effects based on the targeted area. *Arm-* The arm hangs limply, useless for the duration of the effect. It cannot be used for Jutsu and cannot be used to wield weapons. *Leg-* The leg's muscles are unresponsive and it drags. Reduce your Speed Ranks to 1 and then suffer -5 base movement speed, reducing you to a minimum of 1. *Nerves-* Your nervous system is haywire and has been scrambled. Though a shinobi with "Medical Training" 5 may ignore this status as a partial action, other shinobi must roll Rank-2, to a minimum of 1, or lower on uses of "Taijutsu" to gain a success and their ASB are halved for Taijutsu actions. *Torso-* Your heart is stressed, lungs can't draw breath well, and a feeling of great discomfort hinders you. You lose a partial action to each of your turns.

Emboldened: Your fighting spirit is overflowing and your zeal for battle enhanced. You gain +1ASP to all actions and gain +1Grit/turn.

Fervent: Your zeal has all but blinded you to the danger of the enemy. So long as you are Fervent you are immune to fear based effects. Additionally you may not have your Grit/turn lowered below ½ by effects that do not outright deny Grit gain, such as entering into a Mode or becoming Grit Locked.

Alternative Combat Actions

Feint: Attacker rolls Genjutsu+Deception against defender's Genjutsu+Intuition. The target has to be in the same Combat Zone as you. If the attacker succeeds they can inflict -1 ASP for each success achieved this way to the Defender's next "Defend" action. The ASP can be no higher than your Ranks in Deception. Feinting is a partial action. A Feint can only be done once per turn.

Browbeat: Through use of one's force of will and dialogue like a hammer upon a lesser foe a shinobi can destroy another's will. This is a full-round action that is limited to engagement range. The attacker and defender both roll Genjutsu+Intimidate. If the attacker is successful he has shaken his victim to the core and negates his victim's grit gain for the turn. If the attacker activates a Critical Hit follow up the victim is also Terrified.

Defuse: A shinobi can also use their ability to be reasonable and level-headed; to remove the fire from everyone's belly. All shinobi in Engagement range of the user, including the user himself, have their Grit gain this round reduced by half. This is a full-round action. The shinobi may choose a number of shinobi up to his Diplomacy Ranks who are unaffected by this.

Raise Spirit: Instead of taking action you focus your mind and your determination for the upcoming struggle and get ready for the battle. At the end of the round you gain 2x the amount of Grit you would normally receive. This is a partial action. However, you must use an attack action your next turn and are not able to defend, only counter, during the next round. If you do not use an attack action you do not gain Grit for the next 2 turns.

Block: Forgoing a "Defend" action, mostly in situations where you have no option to "Defend" a shinobi may simply cover themselves with their arms and hope for the best. The shinobi gains Mundane DR equal to their Rank until the end of this "Attack" action. Additionally, the opponent may not activate a "Follow-Up" on a shinobi who used this action. Each subsequent of "Block" in the same encounter reduces the DR granted by ½. If an opponent uses an "Attack" action with "Blitz" or "Barrage" you are counted as having a number of successes equal to their result -1. Finally, a shinobi who uses this action when an opponent uses a "Gambit" UA is counted as having 0 successes.

Ready: Instead of taking action immediately you choose to wait until the correct condition is satisfied. You must set a *trigger* and name a *result*. The trigger must name a shinobi that you are aware of and an action caused by that shinobi or upon that shinobi. The result must be an effect you are capable of producing. For example: "When I am attacked by a melee Taijutsu Attack, I will use my Water Dragon Jutsu".

Delay Action: Choosing to wait, you act last in the Round. If you use this option you gain 1.5x Grit at the end of the round due to your excitement building.

Intercept: Sometimes you just will not allow someone past you. As a partial action you raise your guard and keep yourself ready to stop any enemies who try to move beyond your grasp. When you use this action you create an area around you where X is your $1/2$ your Taijutsu Score+Speed Familiarity+Speed Ranks. Any foe that enters this area must stop their movement immediately unless they possess a greater Speed Rank than you, though you gain the benefit of your Speed Familiarity perks for the purposes of determining who has the greater speed. If they are stopped in this way you may make a basic Taijutsu-based "Attack" action against them and move adjacent to them. This is considered a "Ready" action for the purposes of effects. You may only Intercept a single target in a turn.

Killing Intent: As a full round action you may focus all of your malice, aggression, and skill to a singular edge and try to overwhelm a foe with it. Roll Genjutsu D10 and add a number of ASB equal to the Rank of any skill you can make an "Attack" action with currently. The opponent may "Defend" with Genjutsu D10 plus any skill they have, which can "Defend" against your skill chosen to "Attack". If you are successful the opponent deals $1/2$ damage for a number of turns equal to X , where X is the difference between your "Attack" and their "Defend" roll. They may spend a full-round action gathering themselves; in which case their damage returns to normal. You may use this ability against any foe in the same combat zone as you who can clearly see and hear you. You may only use this ability one time per encounter.

Mold Energy: As a full turn action a shinobi may convert either Injury to Grit, exhausting themselves as they push themselves into the heights of frenzy, or Grit to Chakra, focusing their will to fight into energy. The time to use Mold Energy becomes a partial action when the shinobi has Chakra Control 6 or higher and becomes a free action when the shinobi has Chakra Control 10 or higher. A shinobi may use this ability once per encounter. To use it a shinobi rolls Chakra Control and for each success may convert in a single category a number of times equal to their successes. For example, 5 successes means you could convert 10 Grit to 5 Chakra or 40 Injury to 5 Grit, but not 8 Grit to 4 Chakra AND 16 Injury to 2 Grit.

2 Grit: 1 Chakra
8 Injury: 1 Grit

It is possible to convert Chakra to Injury, though that is used through the Medical Jutsu, which can be found in the default Jutsu section at the end of the book, but it also requires ranks in the Medical Training Skill.

Parry: Roll as if making an "Attack", though you suffer a -3 ASP when using a weapon, though the penalty increases to -5 if you are not using a weapon. If you succeed you receive no damage.

Knowledge

Knowledge Check- Stat+Knowledge Skill+ASB vs Target Skill's last use # of successes.

Observing one's opponents is important to triumph in the battlefield. A shinobi who is observant, or very well trained in their specific field of study, can understand an opponent's fighting style and gain the upper hand. A shinobi may have a number of "Knowledge Bonuses" at any time equal to their Ninjutsu Stat.

To gain a "Knowledge Bonus" a shinobi must roll a Knowledge Skill with the relevant Stat, or Ninjutsu the target's last use of the skill as a partial action. For example, if Shinobi A wants to gain a

"Knowledge Bonus" against Shinobi B's Martial Arts he must roll Taijutsu or Ninjutsu+Taijutsu Knowledge ASB with a number of successes equal to or greater than Shinobi B's last use of Martial Arts. Because of the difficulty a shinobi may choose to make this roll a full-turn action. If they do so the ASB granted from their Knowledge Skill is doubled.

A "Knowledge Bonus" grants +X ASB to Defend actions against that skill where X is the shinobi's ranks in their Knowledge Skill used to gain the bonus. So, if Shinobi A were successful he would have "Knowledge Bonus-Martial Arts" against Shinobi B. However, if Shinobi C attacks Shinobi A with Martial Arts he may not use the bonus, as Shinobi C has a different style of combat.

If a shinobi wishes to free themselves from the "Knowledge Bonus" an opponent has against them they must alter their fighting style, be tricky, and otherwise hamper their combat. They must suffer -4 ASB, suffer -1 Grit/Turn, and cannot activate "Follow-Ups" but may activate Drive UAs. Activating this is a partial action. Though this appears to be much more severe than the actual Knowledge Bonus there are several Perks a shinobi can take to make their Knowledge Bonus more effective. Using this action removes all "Knowledge Bonuses" gained during this encounter and negates the effect of all "Knowledge Bonuses" that were not gained during this encounter. A shinobi may attempt a new "Knowledge Bonus", which can again be removed or negated.

Follow-Ups

Attacker Follow-Ups: These require the listed amount of successes over your opponent's Defend action. These all cost an amount of Grit equal to the successes required.

Thrill of Battle (2+): You gain +1 ASB until the end of combat. Each use of this Follow-Up stacks cumulatively.

Disheartening Blow (4+): The opponent gains only ½ their normal amount of Grit this turn.

Once More! (6+): You gain another partial action you may immediately use. This can only be activated once per encounter.

Massive Impact (8+): Your attack deals 1.5x normal damage and the defender suffers a -X ASP to all Attack actions during the next turn where X is the user's Rank.

Critical Hit (10+): Your attack reduces the target to the next Injury Level and then deals 2x damage. All effects that would activate for being reduced to another level of Injury activate at the end of the Round.

Defender Follow-Ups: These require the listed amount of successes over your opponent's Attack action. These all cost an amount of Grit equal to the successes required.

Mounting Defense (2+): You gain bonus Grit at the end of the turn equal to your Rank. Additionally, you recover Rank*5 Injury as you catch a second wind.

Get a Breather (3+): Your defense was so excellent you are able to get well outside of retribution. Move a number of squares away from your attacker equal to the stat used to Defend with. They cannot pursue you after you use this Follow-Up for the duration of the Round.

Rally! (6+): Remove any Status effects from yourself that can be removed with Grit.

JUTSU CREATION

Jutsu can be found in one of two forms; Ninjutsu and Genjutsu. Both have a base Statistic Line that can be changed with Build Points, which is a flat value that a shinobi is allowed to spend when making a technique. To improve a Jutsu further Perks must be spent to increase it. The base stats are as follows:

Name: Each Jutsu should have a name of the user's creation.

Rating: A Jutsu possesses a rating that measures its power relative to other jutsu.

Cost: A Ninjutsu costs a certain amount of Chakra. This contributes to its Rating.

Seals: A Ninjutsu requires a basic number of seals to use correctly. A shinobi can a number of seals in a partial action equal to their Rank.

Range: A Ninjutsu has a certain range of effectiveness.

Speed: A Ninjutsu moves at a certain speed. This contributes to its Rating.

Damage: A Ninjutsu deals this much damage when it hits its target.

Effect: A Ninjutsu has the following effects.

The available Seals for Jutsu are as follows. You must apply a minimum number of seals to your Jutsu equal to its Rank, but you may add as many as you wish. A shinobi completes a number of seals in a partial action equal to their Rank. When adding Seals you may not add the same seal consecutively. You cannot, therefore, have your seals "Boar-Boar-Boar", but you may have "Boar-Dragon-Boar". If a second effect is listed it is only available to Jutsu that are of the element designated before the slash. Finally, an Advanced Element Ninjutsu must have at least one seal of both of its base elements.

Bird- Adds 2*Ninjutsu to Damage

Boar- Damage up by 15.

Dog- Increase existing Burst by 2.

Dragon- Increases existing Line by 5.

Ox- Destroys mundane objects in the area of effect, excluding equipment.

Tiger- Increases Damage by 5 per affected Target

Snake- Opponent gains a "Stagger" condition.

Rat- Opponent gains -X ASP for the next Turn where X is 1/2 your Rank.

Horse- Gain Grit at the end of the round equal to your Rank.

Monkey- Opponent gains -X ASP to "Dodge" where X is your "Ninjutsu Knowledge" when hit by the Jutsu.

Hare- Speed up by 1, decrease damage by 20.

Ram- Increases the Range of the Jutsu by 5.

Determining Rating:

D->C->B->A->S

A Jutsu begins at D Rating. For every 3 Chakra it increases beyond its starting point it increase its Rating by one step. For every 5 Seals in the Jutsu increase its Rating by one step.

When a shinobi uses a Jutsu as a "Defend" against another Jutsu the Jutsu with the higher Rating gains +3 ASB per step of Rating between them. If the Jutsu has a superior element it gains +5 ASB.

Name of Ninjutsu: [Rt: /C: 3/Se: /R: 20/S: /D: /E:]

Additionally, a Ninjutsu has a Rank equal to the Rank it was purchased. This Rank only applies to calculating the BP of the Jutsu.

A shinobi has an amount of BP to spend on their Jutsu equal to 2*the Rank of the Jutsu. They may be spent in the following ways. The following effects are for Ninjutsu only.

Elemental Effect (Requires Chakra Control 3)- Adds an Elemental Effect to your Jutsu. You may only have one Elemental Effect, unless you add an Advanced Elemental Effect in which case you must add both component effects, if applicable. Costs 3 BP.

Increase Damage- Increases the damage value by 4. Cost 1 BP.

Reduce Chakra Cost- Reduces the Chakra Cost of the technique by 1 to a minimum of 1. Costs 3 BP.

Amplifiable: The Jutsu can actually be increased by pushing more chakra into it, yielding a more damaging technique. Add "+X" to the Chakra Cost of the Jutsu. Then add "+5X" to the Damage of the Jutsu. You may decide what X is each time you use the Jutsu. Costs 4 BP.

Stun (Requires Chakra Control 6)- Stuns the target for a number of turns equal to your Rank. Costs 9 BP.

Immobilize (Requires Chakra Control 6)- Immobilizes the target for a number of turns equal to your Rank. Costs 5 BP.

Prone (Requires Wind Element or Water Element)- Knocks the target Prone. Costs 3 BP.

Nauseated (Requires Sound Element)- Nauseates the target. Costs 4 BP.

Blinded (Requires Lightning Element or Fire Element)- Blinds the target for a number of rounds equal to your Rank. Cost 6 BP.

Airborne (Requires Earth Element)- Knocks the target airborne. Costs 5 BP.

Item Reliant (Requires Chakra Control 4)- The Jutsu is unusable without the listed item present and readily available. Refunds 2 BP. The Kage may increase or decrease this refund based on the prevalence of the item.

Knockback (Requires Chakra Control 5)- The target is knocked back a number of squares equal to your Rank. Cost 3 BP.

Ritualistic (Requires 5 Chakra Control)- Your Jutsu demands a preparation of some sort, be it scroll based or otherwise. As such you must spend a turn preparing an area equal to 1 square during which time you cannot take damage. If you do take damage you lose the Chakra and the technique is canceled. Refunds 4 BP.

Shredding (Requires Chakra Control 7 and Ninjutsu of 7)- Your attack is vicious to the point where you rend apart armor. With each application of this technique you reduce the DR of the target by an amount equal to your Rank. If a piece of armor is reduced to 0 DR it is broken and the item is ruined. Cost 4 BP.

Shielding (Requires Chakra Control 6)- Your Jutsu doesn't deal damage, but instead prevents it. You gain Chakra Based DR equal to double the total damage your technique would normally deal. Reusing this Jutsu restores the Shield, but doesn't increase it past the maximum. The amount of Chakra Based DR granted by this effect is doubled if the Jutsu is "Earth Element". Cost 3 BP.

Continuous (Requires Chakra Control 5 and Ninjutsu 6)- The nature of your technique allows it to keep applying its effect over time. You must spend a partial action to maintain the Jutsu and cannot use other Jutsu during this time. Costs 5 BP.

Barrage- Rather than aiming for a single powerful shot you aim for many attacks to wear down a target. Use your Jutsu as normal, however, for this attack you suffer X+1 ASP where X is a number of your choosing to a maximum of your Rank. For each success over your opponent you may hit them an additional time. Your first hit deals 0.5x damage, your second deals 1x damage, your third deals 1.5x damage and so on to a maximum number of hits equal to X. If the opponent uses a "Defend" action that is not Evasion or Shinobi Movement they must have a number of successes over your "Attack" action equal to your X value. For each success they fall short of this number you deal damage as if you had hit with that many attacks. Costs 4 BP.

Slow- In the world of hand seals this Jutsu requires a great deal of seal work and is interruptible. You cannot use this Jutsu with a foe adjacent to you. Additionally if you use this Jutsu a number of squares away equal to an enemy's Shinobi Movement or Evasion Ranks they may move adjacent to you as a free action, but it does not stop your technique. Refunds 3 BP.

Modify Area - You may add a 1 Burst area at the end point of your Jutsu, or a 3 Line area at the end point of your Jutsu. They are not mutually exclusive. Cost 4 BP.

Increase Area - You may increase the numeric value of the Range by 3, including any Blast or Lines. Cost 1 BP.

Reduce Area- You may reduce the numeric value of the Range by 3, including any Blast or Lines. Refunds 1 BP.

Torrent (Requires Water Element, Chakra Control 7 or Higher)- Water element is unique in one very notable way. When you increase your chakra output you exponentially increase the weight and impact of your attacks. For each point of Chakra you pay for your Jutsu add a bonus 3 damage to the total damage. Additionally, if you pay 4 or more, the target automatically suffers "Knockback", and if you pay 5 or more the target automatically suffers "Prone". Costs 6 BP.

Clinging (Requires Earth Element and Chakra Control 7 or Higher): Your earth techniques are not only massive displays of primal force, but are also tricky and insidious. If the target uses "Shinobi Movement" or "Evasion" to successfully escape your technique you may pay (10-Ninjutsu Stat) in Chakra, to a minimum of 1, to reactivate the Jutsu as a free action at the end of the Round, having placed a piece of it on their person in their escape. The target's may use only 1/2 their ASB for "Shinobi Movement" or "Evasion" on this second roll. However, if they are successful the "Clinging" effect is not applied again. Costs 6 BP.

Sweltering (Requires Fire Element and Chakra Control 8 or Higher): The power of your fire element techniques is not only in its raw flames and force, but in the unbelievable heat that saps the energy from all who it is even close to. You may pay 2 Chakra once your Jutsu hits. If you do so, the target's Grit gain is reduced by your Rank+Fire Element Training for this turn. Additionally, the target has their total number of actions on their next turn reduced by $\frac{1}{2} * (\text{Rank} + \text{Fire Element Training})$ to a minimum of one. 6 BP.

Devastating Damage (Requires Wind Element Effect + Chakra Control 10): Multiply the amount of chakra-based DR you reduce with your "Wind Element" effect by your Rank as well as the bonus damage granted from the "Wind Element" effect. 6 BP.

Penetrating (Requires Lightning Element and Chakra Control 7 or higher): Instead of turning the power of your lightning into a shock that numbs and chars the system you convert it into pure piercing power, often impaling a foe outright. For each X you paid into the "Amplifiable" effect of your Lightning Element Technique and each success you have over your opponent's "Defend" action you may instead increase the damage by 6 and reduce any Mundane DR they possess by 2. If you reduce their Mundane DR to 0 or less your attack rips a hole in their body and they suffer the "Pierce" effect. Cost 6 BP.

Weaponized Jutsu (Requires Range: Engaged-0, Chakra Control 6 or higher, and Chunin or Higher): You have created a modification of your Jutsu that allows you to hold it in one or both hands and deliver it point blank. When you add this Effect to the Jutsu you must decide upon if the Jutsu is "One Handed" or "Two Handed". You must have that many hands free to create and maintain the Jutsu. Once used, the Jutsu counts as a weapon. You may "Attack" and "Counter" with this Jutsu using your Ninjutsu as if it were a melee weapon. The Weaponized-Jutsu lasts a number of turns equal to your Rank, however, it is consumed the first time you are dealt damage. Additionally, if you are "Disarmed" you lose the Jutsu due to your control over it being lost. Your opponent gains the ability to "Defend" with a weapon-based Taijutsu Skill or Martial Arts. However, if a foe uses a "Defend" action that is not "Evasion" or "Shinobi Movement" without "Channeling Elemental Chakra" they are automatically hit. You may treat this Jutsu like a Maneuver, if you desire, and may also use a Maneuver with this Jutsu, though you count as Unarmed.

Finally, any Speed Ranks your Jutsu possesses are conferred to you for the duration of you holding the Jutsu. Costs 4 BP (Two Handed) or 6 BP (One Handed)

The principle of two Ninjutsu of the same element meeting one another in direct conflict; Ninjutsu Sousai, allows a shinobi to "Defend" or "Counter" a Jutsu of the same element as their own. If both techniques have the same Chakra cost as the other both techniques are canceled as they negate one another. However, if one technique meets another and one has more chakra it will consume the other, adding 1/2 of the Base Damage+Elemental Base Damage to its own damage, and then rebound upon the weaker Jutsu's user, hitting automatically.

Maneuvers

Taijutsu shinobi are trained in the art of various Maneuvers rather than Jutsu to perform their arts. When a shinobi is created they may choose a number of Maneuvers rather than Jutsu.

Disarm (Discipline of the Defender, Requires 4 Taijutsu): Make a Taijutsu basic attack as a full-round action. If you are successful the target no longer holds any weapons in their hands and you may send any weapons removed this way a number of squares away equal to your Taijutsu and you deal no damage.

Repossession (Discipline of the Defender, Requires Disarm, Requires Taijutsu 6): When you Disarm a target you may instead choose to take the weapon from their hand and equip it to an open Hand slot of yours. You may drop an item you're carrying as a free action.

Wrest (Discipline of the Defender, Requires Taijutsu 7): When you succeed on a Parry action you may attempt to Disarm them automatically.

Elegant Parry (Discipline of the Defender, Requires Wrest): When you succeed on a Parry action your attacker loses a partial action.

Block (Discipline of the Defender, Requires 5 Taijutsu): Instead of making a defensive action against your opponent's Ninjutsu-based attack you may use the "Block" action and multiply the DR granted by the base damage of your weapon.

360 Degree Defense (Discipline of the Defender, Requires Wrest, Requires Taijutsu 9): When you acquire this Maneuver you are considered immune to "Flanked". Additionally, each time you use "Parry" in the same Round you gain +1 ASB to the use of it.

Drive Counter (Discipline of the Defender, Requires 360 Degree Defense): You are capable of packing a wallop after a successful Counter. If you succeed on a "Counter" with a melee Taijutsu Counter you may have the target suffer "Knockback". If they would already suffer "Knockback" from your damage you may automatically follow them.

Trip Attack (Discipline of the Aggressor, Requires 4 Taijutsu): Make a basic melee Taijutsu attack. If you are successful you deal 1/2 damage but afflict the target with the "Prone" status.

Hurricane Smash (Discipline of the Aggressor, Requires Taijutsu 6): As a full-turn action make a basic melee Taijutsu attack. If you are successful you deal damage as normal and the target is affected by the "Knock Back" status. At the end of the Knockback they are "Prone".

Powerful Attack (Discipline of the Aggressor, Requires Hurricane Smash, Requires Taijutsu 8): As a full-turn action make a melee Taijutsu attack. If successful you deal 1.5x damage and "Stagger" the target.

Charge (Discipline of the Aggressor, Requires Taijutsu 4): As a partial action you may move in a single direction a number of squares equal to half of your Taijutsu. You must move the full distance. At the end of the movement you may make a basic melee "Taijutsu" attack with -1 ASP. When your Taijutsu is 6 this maneuver now moves a distance equal to your full Taijutsu score, but you must still move at least 2

squares. If you do so you may make a basic melee Taijutsu based "Attack" action with no penalty. When your Taijutsu is 8 or higher you may use a melee Maneuver which allows an "Attack" or a Gambit based on a melee Taijutsu skill at the end of at least two squares of movement. You gain a +1 ASB to this attack in this case. Finally, if you move the full distance of your Taijutsu score you come in with great force, allowing you to add double the bonus damage granted by your Taijutsu score to the damage of the "Attack" you use at the end of the Charge.

Blitz (Discipline of the Aggressor, Requires Trip Attack, Requires Taijutsu 7, Requires Speed Rank 2 or higher): As a full-round action you may make a basic Taijutsu Attack. For this attack you suffer X+1 ASP where X is a number of your choosing to a maximum of your Rank. For each success over your opponent you may hit them an additional time. Your first hit deals 0.5x damage, your second deals 1x damage, your third deals 1.5x damage and so on to a maximum number of hits equal to X. If the opponent uses the "Parry" maneuver they suffer -X where X is the ASP you gained from using this Maneuver. If the opponent uses a "Defend" action that is not Evasion or Shinobi Movement they must have a number of successes over your "Attack" action equal to your X value. For each success they fall short of this number you deal damage as if you had hit with that many attacks.

Furious Attack (Discipline of the Aggressor, Requires Taijutsu 8 or Higher, Requires Injured or Wounded Status): Like a wounded animal you lash out with fury and power. As a full-round action make a melee Taijutsu attack. You suffer double your Injured or Wounded penalties in ASP, however, if you hit, you deal double damage and knock the target "Prone".

Shepherd of War (Discipline of the Aggressor, Requires Taijutsu Mastery 1): You are capable of directing foes and moving them where they do not want to go. If you would inflict "Knockback" with your "Attack" action you may send them flying in a direction of your choice, including behind you. If you use a "Follow-Up" and would not inflict "Knockback" you may move to another square that is adjacent to the target.

Leap Attack (Discipline of the Aggressor, Requires Taijutsu 7, Taijutsu Knowledge 4, Speed Rank 2): As a full-round action you may hop up into the air and rotate yourself to bring down the power of an aerial attack against a foe directly next to you. You gain the benefit of being 3 squares in the air for the next "Attack". Make a basic melee "Attack" action. This costs 2 Grit per use. If you wish to use this at the end of a "Charge" maneuver you may do so but pay 3 Chakra to do so as well as the Grit. If you do not do it as part of a "Charge" and you hit the target you may inflict "Prone" if you deal enough to trigger a "Knockback". The target's Stability is considered to be 1/2 for the purposes of this attack.

Endurance of Stone (Discipline of the Defender, Requires Taijutsu 6, Requires Stony Resistance): Shinobi from the Hidden Stone are regarded as being unremarkable, but that low profile belies a nobility and unity of purposes that makes them extremely resilient. Your Stability is doubled and you receive half damage from all sources of "Knockback" and may ignore the first 10 squares of falling damage, instead of the usual 5.

Silent Killing Jutsu (Discipline of the Armed, Requires Taijutsu 8 or Higher, Requires Greatsword, Kunai, or Chokuto, Requires Mist Brutality): The fabled technique of the Seven Swordsmen, the Silent Killing Jutsu does gruesome damage to a foe. The shinobi must spend 6-Rank number of partial actions, to a minimum of 1, studying his target uninterrupted. The target must be suffering from the "Obscured Sight" effect. If he then attacks, with a +X bonus where X is his Rank, and if he successfully hits the target then the target is lowered an Injury Level and then you deal 2x damage.

Butchery of War (Discipline of the Armed, Requires Taijutsu 6, Requires Greatsword, Requires Mist Brutality): In the world of shinobi none have mastered the joy of cleaving men in half with large pieces of steel like the shinobi of the Hidden Mist Village. When you use an "Attack" with your Greatsword and you deal enough damage to inflict "Knockback" you may instead choose to simply slice through as much of them as possible. This massive gaping wound causes the target to immediately suffer X "Stagger" and

“Bleed” conditions where X is your Rank. If you reduce the target to their “Wounded Pool” you may instead Defeat them.

Blood on the Sand (Discipline of the Armed, Requires Taijutsu 6 or Higher, Requires Kunai, Nekote, or Kama (including Kusarigama Kama), Requires Cruelty of the Desert): A rather simple flick of the knife that causes some serious damage. Make a basic Taijutsu attack, not a thrown attack. If you hit the target receives no damage. However, if the target uses Evasion, Shinobi Movement, or Shunshin in the next X turns where X is your rank the wound ruptures and they suffer 10 damage per square they move with Shinobi Movement or Evasion. A use of Medical Jutsu will remove this effect, but Grit cannot remove the effect.

Twist the Blade (Discipline of the Armed, Requires Taijutsu 6, Requires Kunai, Tanto, Chokuto (that used Stab), or a Yari, Requires Cruelty of the Desert): A Sand Shinobi does not need a massive show of cruelty, even the smallest acts of malice are enough for you. Whenever you deal damage that doesn't cause “Knockback” you may increase the weapon's base damage by 1.5x. The increased damage does not cause “Knockback”. If you would cause “Knockback” you may choose instead to impale them, causing them to experience massive trauma, reducing their Speed Ranks to 1, their Base Movement to 0 for the duration of the Round, and increasing the damage dealt to 2x the weapon's base damage.

Pinning Throw (Discipline of the Armed, Requires Shuriken or Kunai, Requires Taijutsu 5): Make a basic Taijutsu thrown attack. If you are successful the target takes no damage and is afflicted with the “Immobilized” status.

Projectile Barrage (Discipline of the Armed, Requires Kunai or Shuriken, Requires Taijutsu 4): As a full round action make a ranged Shuriken or Kunai attack. Your opponent suffers -X ASP where X is your Rank or Rank+1 if you use a Shuriken. For each hit success over the defender you make deal damage as a basic kunai or shuriken attack. Finally, you may hit one additional time for free if you use a shuriken. The target cannot use "Parry" and if they use "Block" you may hit them a number of times equal to your Kunai or Shuriken Training skills.

Great Cleave (Discipline of the Armed, Requires Greatsword): Make a basic Taijutsu attack. The attack gains Burst 1 and you gain Grit immediately equal to the targets hit.

Snipe (Discipline of the Armed, Requires Yumi): Declare a number of partial actions you want to spend aiming. For each partial action you spend aiming you gain +X Damage, where X is your Ninjutsu+Taijutsu. When you are out of partial actions spent aiming you immediately make a basic Ranged Taijutsu Attack using your Yumi.

Overhead Strike (Discipline of the Armed, Requires Staff): Make a basic Taijutsu Attack. The attack gains Line X where X is your Rank. Additionally, the target closest to you becomes Prone.

Taijutsu Frenzy (Disciple of the Armed, Requires Nunchaku): Your training with the Nunchaku allows you to make a flurry of kicks, punches, and Nunchaku attacks to disorient and batter your opponent. As a full-round action you may "Attack" an enemy shinobi adjacent to you. You may make a number of "Attack" actions equal to your Taijutsu. The first hit deals .25x damage. For each consecutive hit double the damage and impose a -1 cumulative ASP on the opponent. If you miss you reset both your damage and their ASP.

Tempest (Discipline of the Armed, Requires Kusari-Gama): You use the length and unique nature of your weapon to turn the area around you into a field of death. As a full-round action you may “Attack” all shinobi within Burst X where X is your Taijutsu. Any who you hit receive damage from the kama end and the weighted end. They all also suffer a “Staggered” condition. You deal +5 damage per target hit by this effect. You may choose the order of targets you deal damage to.

Impact of the Blade (Discipline of the Armed, Requires Naginata): The Naginata serves as an excellent force multiplier. When you use the “Charge” maneuver at the full distance and use this Maneuver at the end

of your “Charge” the target suffer $-X$ ASP to “Parry” where X is your Rank. Add the weapon’s damage an additional time to your damage for every two successes over the target’s “Parry” or “Dodge”.

Zen Stab (Discipline of the Armed, Requires Yari): While the Yari originated as a weapon that samurai pressed into the hands of peasants, and thus did it work its way into the hands of shinobi. Though the Yari is best suited to rejecting charges with authority it is a very adept weapon at stabbing against foes who have remained standing motionless. As a full-round action the user may roll Taijutsu+Yari Training. They may take half of these successes and save them, targeting a single foe within their Yari’s range. If that target is still within your range during your next turn you may add the saved ASP to all uses of your Yari against that target during that next turn. If you activate a “Follow-Up” your Yari’s damage is tripled.

Hemorrhage (Discipline of the Armed, Requires Nekote): The Nekote possesses the ability to cause death by a thousand cuts, but a particularly vengeful shinobi can accelerate this process. Make a basic “Attack” action with your “Nekote” against a foe who has at least three “Bleeding” conditions. If you deal damage all of your “Bleeding” conditions become “Deep Bleeding” and deal damage equal to your Taijutsu Score + the target’s Taijutsu score.

Smack Them Silly (Discipline of the Armed, Requires Tonfa): While the Tonfa can be wielded in such a way as to smash the opponent’s body and head until they are hardly capable of fighting you are equally capable of turning simple defenses into violent reprisals. Whenever you “Parry” while holding your Tonfa in “Traditional Style” and would deal damage the Tonfa’s base damage is doubled. Additionally, if a target would receive enough damage to cause “Knockback” during their turn you may negate the “Knockback” and instead inflict “Prone”. Then, take a basic “Attack”.

Rein in the Beast (Discipline of the Armed, Requires Iron Chain): The Iron Chain is not an excellent weapon for dealing damage, but when it comes to frustrating foes who wish to fight it is excellent. If a target makes an “Attack” against your Chain while suffering a “Constrict” effect you may immediately make an “Attack” at -2 ASP. If successful, you may cause the target to lose their action and become “Prone”.

Death Needle (Discipline of the Armed, Requires Senbon): Among the many tricks a senbon is capable of doing is piercing a vital acupuncture point or a nerve which leads to death. As a full-turn action make a melee “Attack” action with your senbon against a “Stunned” target. If you deal damage equal to the target’s Taijutsu*5 they are Defeated automatically.

Shoulder Tackle (Discipline of the Armed, Requires Shield): Not known for its usefulness in combat, at least when it comes to dealing damage, the shield is good at being a big heavy piece of wood or metal. This specialized talent allows the user to put their whole body behind it, forming a very durable battering ram. When you “Charge”, if you go the full distance, you may make a basic “Attack” with the Shield. If you are successful and deal enough damage to cause “Knockback” you may also inflict “Prone”, “Stagger”, and if you are “Large” you also inflict “Disable-Arm” from the massive impact of your charge.

Grapple (Discipline of the Empty Hand, Requires Taijutsu 6 or Higher): Make a basic Martial Arts attack. Instead of dealing damage you and your opponent become “Immobilized”, all items are removed from both of your hands, neither of you can use Jutsu, and they suffer damage at the end of the Round equal to your Taijutsu+ Martial Arts + Taijutsu Mastery. This condition costs double the normal amount of Grit to remove and removes it from both parties. Alternatively, if the opponent attacks and beats you with a basic Martial Arts attack you no longer deal damage and they are given the option of reversing this condition on you, or negating it and becoming free to move. A foe may only be affected by a single instance of “Grapple” at a time.

Nerve Strike (Discipline of the Empty Hand, Requires Taijutsu 6 or Higher, Requires Ninjutsu 6 or Higher): Make a basic Martial Arts attack. You deal $\frac{1}{2}$ damage, however, your opponent also suffers $-X$ ASP where X is your $\frac{1}{2}$ your Rank to all actions they perform. Additionally, they are reduced 1 Speed Rank.

Liver Shot (Discipline of the Empty Hand, Requires Taijutsu 7 or Higher): Make a basic Martial Arts attack. Instead of dealing damage the target suffers the “Nauseated” effect.

Dragon Kick (Discipline of the Empty Hand, Requires Taijutsu 7 or Higher, Requires Speed Rank 2 or Higher): Move a number of squares equal to your Taijutsu score, you must move this total distance to use the maneuver. Then make a basic Martial Arts attack. The target suffers damage as normal +3X where X is the number of squares you moved this turn, as well as “Knockback”.

Joint Snap (Discipline of the Empty Hand, Requires Taijutsu 8 or Higher, Requires Grapple): Instead of sustaining the choke of your grapple you go for a more immediate result. While in a “Grapple” make a full-turn basic Martial Arts attack with $-X$ ASP where X is the target’s Rank. You deal no damage, but reduce the target to their next Injury level. Additionally, the victim suffers double the ASP from being Injured or Wounded. Your Grapple ends immediately after using this.

Hip Toss (Discipline of the Empty Hand, Requires Grapple): With a flick of your opponent’s weight over your hip you slam them onto their back. Make a basic Martial Arts attack. If you are successful you deal triple the damage a turn of being in the Grapple would have dealt and the opponent becomes “Prone” for the normal duration and “Stunned” for a single turn. You need to be in a “Grapple” with your target to use this Maneuver.

Nose Smash (Discipline of the Empty Hand, Requires Taijutsu 10 or Higher): Using your superior training in the ways of the fist you smash your fist into the bridge of your opponent’s nose, filling them with pain and their eyes with blood. Make a basic Martial Arts attack with -2 ASP. You deal half damage, but the target becomes “Blinded” and their Jutsu gain the “Slow” effect. Removing one of these effects with Grit will remove both effects.

Iron Bane (Discipline of the Empty Hand, Requires Taijutsu 9 or Higher, Requires Taijutsu Mastery 3 or Higher): The highest form of unarmed training, this allows a martial artist to shatter the weapon of his foes. Make a basic Martial Arts attack with -2 ASP. If you are successful you deal damage to the weapon equal to $\frac{1}{2}$ your normal damage. If your damage dealt exceeds the weapon’s damage the weapon is destroyed and completely useless.

Lariat (Discipline of the Empty Hand, Requires Taijutsu 8, Requires Insular Culture): You must move a number of squares equal to your Taijutsu to build up enough force for this attack as well as be carrying no weapons. As a full-round action move that many squares and roll Taijutsu + Martial Arts +2 +4 (If Large). If you hit you deal damage as normal, but Stun the opponent from the force and they suffer Knockback equal to your Taijutsu.

Bolt of the Raikage (Discipline of the Empty Hand, Requires Base Movement of 25, Taijutsu 9, Requires Insular Culture): A shinobi who attacks from the sky is dangerous, but you attacking from the skies is a nightmare. If you moved at least 6 squares up in the air you may use the “Charge” Maneuver to attack directly beneath you with a Martial Arts attack. Doing so gives your Jutsu Burst X where X is your Taijutsu and deals bonus damage equal to your Martial Arts Training*3. This bonus damage is doubled if you are “Large”.

Leaf Whirlwind (Discipline of the Empty Hand, Requires Taijutsu 7, Requires Speed 2 or Higher, Requires Will of Fire): Jumping into the air you unleash a whirlwind kick that sends your foes soaring in all directions. Roll Taijutsu + Martial Arts + X ASB where X is the number of foes adjacent to you. If you hit one target they take $\frac{1}{2}$ your basic Taijutsu attack damage. Then all foes in a Burst X area around you, where X is $\frac{1}{2}$ your Rank suffer Knockback equal to your Rank, and become “Prone” at the end of the Knockback.

Dancing Leaf Shadow/Hidden Lotus (Discipline of the Empty Hand, Requires Taijutsu 5, Requires Speed Rank 2 or Higher, Requires Will of Fire): As a full-round action move a number of squares up to your Taijutsu score. Triple any penalty the target receives from the difference between your Offensive Speed and their Defensive Speed. If there is none they suffer -2 ASP. Make a Martial Arts Attack action.

This attack deals ½ damage but launches the target up into the air a number of squares equal to your Taijutsu. If you pay 2 Chakra you may double this distance. If you pay 2 Grit you may move up with them, appearing behind them. Once behind them, if you have at least 7 Martial Arts, you may make another Martial Arts attack, which the target suffers the same ASP inflicted by the first part of this technique. You deal no damage but instead grab them and corkscrew your body, drilling the two of you towards the ground. At the last moment you release them. They suffer damage as if they had suffered “Knockback” towards the ground with only 1 square between them and the ground as well as bonus damage equal to your Martial Arts Skill as well as 10 damage for every “Fist of” Perk you possess. This Maneuver cannot inflict greater or additional “Knockback” by its own damage. You may use the second half of this Jutsu against a foe who is already in the air.

Hammerfist (Discipline of the Empty Hand, Requires Taijutsu 6, Requires Ninjutsu 6, Requires One of the Masses): Often used with a stone-covered fist, the shinobi of the Hidden Stone village smash down on the heads of their foes with a vengeance. Make a basic Taijutsu attack. If you are successful the target is Prone. For each instance of the “Earth Element” effect they have on them the damage is doubled.

Stances-

Stances are a special form of Maneuver that provide a constant benefit at a cost. You gain 1 less Grit/Turn than you normally would outside of the Stance. You may use your first Stance as a free action in the first round combat, but changing into a new stance is a full-action, or a partial action if you have Taijutsu Knowledge of 4 or higher. If you purchase a Stance during character creation it counts as purchasing 3 Maneuvers.

Iron Fist (Stance, Requires Speed Rank 3 or Higher, Requires Taijutsu Knowledge 5, Requires Martial Arts 6, Requires Taijutsu Mastery 1, Requires Fist of Iron, 21 MP/15 MP with Martial Training): You are trained in the art of rapid kicks, punches, and spinning attacks typical of the monks who once roamed the land. Your purity of kung-fu allows you to apply Burst 1 to all of your Attack actions. You may select which targets in the area of your Burst are affected, as your training is excellent. Additionally, when granted additional "Attack" actions you gain an extra "Attack" action for each one added from a source outside of this Stance. Finally, if you have a number of "Passion" counters equal to your Rank or Higher you may deplete your "Passion" counters, setting them to 0, before you use an "Attack" action to deliver a "Finisher", a devastating final attack. This attack allows you to apply your Taijutsu+Passion Counters spent as base damage to all Martial Arts damage you do for the duration of the round, which also ignores Mundane DR.

Ogre (Stance, Requires Greatsword Training 6, Requires Taijutsu 8 or Higher, Requires Large and Battle Sense, 21 MP/15 MP with Martial Training): Your use of the Greatsword has given you not only the drive to sunder your foes, but coupled with your massive size lets you bully your victims around. A foe that uses "Parry" against you suffers -X ASP to the action where X is your Taijutsu stat. Additionally, if you use a "Follow-Up" on an "Attack" action that requires at least 2 or more successes, you may use a "Charge" action, if you possess the Perk, as a free action. You may only use this effect once per Round. Finally, if an opponent uses a "Defend" action that uses a Weapon, and you win the "Attack", they become automatically disarmed. If they are unarmed, instead, they suffer "Knockback".

Brawler (Stance, Requires Taijutsu 9 or Higher, Requires Martial Arts 6 or Higher, Requires “Charge” Maneuver and Fists of Stone, Costs 21 MP/15 MP With Martial Training): Your style of martial arts features heavy slow blows that try to overwhelm the foe with raw power. For every two points of difference in your Taijutsu and your opponent's you gain +1 ASB to all "Attack" action, excluding "Parry". Additionally, you may add double the Taijutsu value you would normally add to all Martial Arts damage you deal. If you ever reduce a foe to their next Injury Pool they become "Prone" Automatically due to the massive power of your attack. Finally, you may reduce any Chakra-Based DR the target has by 1/2 before applying your damage.

Grappler (Requires Taijutsu 10 or Higher, Requires Grapple Maneuver, Requires Redirected Violence, 21 MP/15 MP With Martial Training): Your style of Taijutsu is rare and very odd. Instead of delivering blows you seek to draw foes into your iron-strong grip and then suffocate, throw, break, or control them through your raw force and grappling techniques. When you and a foe are "Grappled" you are not immobilized and may move, though at 1/2 your normal speed and you cannot Shunshin. You also gain +X ASB where X is 1/2 your Rank to "Defend" actions when someone tries to free themselves from your "Grapple". Additionally, you may use the "Grapple" Maneuver while already maintaining a single Grapple, though you may only have two "Grapple" maneuvers happening at once. Finally, all foes affected by your "Grapple" become Unnerved immediately, Flat-Footed after two turns of this effect, and finally Exhausted after three rounds.

Heron (Stance, Requires Kunai Skills 6, Requires Quick Draw, Requires Speed Familiarity 1, 21 MP/15 MP With Martial Training): You are a veteran of kunai combat, and you are capable of using two kunai at the same time to deliver maximum power, speed, and security for yourself. If you are holding a kunai in both hands you gain immunity to the "Flanked" and "Flat Footed" status effects, as your reflexes are beyond superhuman. Additionally whenever you deal damage with a Kunai you may automatically deal 1/2 the damage you dealt as you do a follow-up attack with the second kunai. Finally, when a foe attempts to "Disarm" you in melee they become automatically "Disarmed" as you take advantage of their over-extension and strike a counter.

Raider (Stance, Requires Guerilla Warfare, Requires High Speed Combatant, Requires Shunshin Familiarity, 21 MP/15 MP with Martial Training): Your combat style is highly mobile, featuring an "ambush through speed" tactic that leaves most foes scrambling to Defend against you as they bleed their last and you move on to the next target. You may "Shunshin" in addition to making a standard move to gain the benefits of the "Guerilla Warfare" Perk. If you do so, you do not need to move in a straight line, but you may only move horizontally or downwards if you are in the air, your target cannot use the "Parry" Maneuver against you, you may use a Maneuver that does not require a full-round action, and finally you deal normal damage on the attack. Additionally, if you have Taijutsu Knowledge 5 you may make a number of "Attack" actions during this movement equal to your Speed Rank, and may divide it up as you wish amongst targets you move over, though you may attack no target more than once. Using these additional "Attack" actions increases the duration of Guerilla to an action that takes the entire turn.

Vanguard (Stance, Requires Speed Familiarity of 3 or Higher, Requires Shunshin, Requires Battle Sense, Requires Taijutsu Knowledge 4 or Higher, 21 MP/15 MP with Martial Training): You are trained in the art of protecting your fellow shinobi. While in this Stance you may designate a shinobi you are in Formation with as your "Ward". If your Ward becomes the Defender of an "Attack" action while they are within the same Combat Zone and you are not "Stunned" or "Immobilized" you may move next to them for double the cost of a Shunshin Jutsu as a free action. You may choose to "Defend" with them, in which case both of you roll your "Defend" as normal and you add 1/2 your successes to their total successes. You may also choose to take the hit for them, though you may "Block" before you do so. Any foe who targets your "Ward" with an "Attack" action while you are within X Squares of your Ward, where X is your Rank+Taijutsu, and the target is within the same distance you may move adjacent to them for the same cost as moving next to your ward, double the cost of your Shunshin Jutsu, and may make a "Counter" even if you do not have Knowledge. However, you must have the same effective Speed as them for defensive purposes to use this ability.

Chakra Scalpels (Stance, Requires Medical Training 5): You enter a state where you use your chakra as a ripping and slicing implement, much like a physical scalpel, though much more dangerous. This occupies both of your hands. Your "Medical Training" "Attack" actions give you a base damage equal to your Chakra Control. Additionally, when you hit a target, and succeed with at least two successes over the target you may inflict "Disable-Arm" or "Disable-Leg". If you succeed with at least four successes over the target you may inflict "Disable-Nerves". If you succeed with at least six successes over the target you may inflict "Disable-Torso". When you hit a target that has at least two "Disable" conditions you may inflict a "Severed" condition that acts as "Staggered". When the target has accumulated at least three "Severed" conditions your next hit drops them to their "Wounded" Pool automatically. A shinobi cannot remove the "Disabled" or "Severed" conditions inflicted by use of this Stance with Grit and can only have it removed

by the use of the "Medical Jutsu".

Genjutsu Twists

Disfigure (Twist, Requires Intimidate 3 or higher): You warp and painfully twist at the flesh of a shinobi, causing them to suffer a sense of dread at seeing their body morphed like this. The target becomes "Unnerved". If they are already "Unnerved" they become "Terrified". WARP- The target's body gets phantom pains from the damage they suffered. They gain a number of "Stagger" conditions equal to your Rank. These conditions continue even if they leave the effects of your "Genjutsu", though they disappear at a rate of 1 per Round.

Sleeper's Paralysis (Twist, Requires Ninjutsu 4, Genjutsu 4): This effect takes hold immediately of a number of targets equal to 1/2 your Rank. The target believes themselves to be moving, but in truth they are rooted to the ground. They are considered "Immobilized" for all purposes. Additionally, their limbs are heavy, and they suffer -4 ASP to a successful "Genjutsu Release" attempt. WARP- The target drops to their knees from the staggering feeling of helplessness. They become "Prone". Additionally, their body is heavy when they return to full control, they deal 1/2 damage from all "Taijutsu" sources and they require an additional partial action to complete seals until the end of the Round.

Time Lapse (Twist, Requires Genjutsu 5): The target sees themselves as frozen by impediments of your choosing; chains, ropes, and other such devices are common themes. They see the battle happening all around them and are left feeling helpless. The target becomes "Immobilized" so long as they are under the effects of the Genjutsu. Additionally, they see their allies dying around them, causing them to be "Nauseated". This increases the cost of the Genjutsu by 2. WARP- Their perception of time is ruined when they break your Genjutsu. Any ranks of "Speed Familiarity" instead of adding to their Speed Rank subtract from it, to a minimum of SR1. Additionally, their movement is reduced to 1/2. This effect lasts a number of rounds equal to your Rank.

Illusory Damage (Twist, Requires Genjutsu Knowledge 3 and Ninjutsu Knowledge 3): Ripped flesh, metal weapons impaling them, burning flames licking at their flesh, these are but a few samples of what you can do with this technique. The target takes damage equal to 2*your Genjutsu Stat. Additionally they lose 1 partial action from their next turn due to the traumatic pain they suffer. Adds 4 to the Genjutsu's cost. WARP- The target's current action is ended and any resource used is wasted. This consumes their partial action if applicable. Additionally, the damage suffered is doubled.

Kitsune Trick (Twist, Requires Stealth 3 or higher): Your body breaks away to the perception of all inside your Genjutsu, making you effectively in "Stealth". Though someone with "Chakra Sight" can see you and you can be found with "Bloodhound" you are invisible completely and leave no trace of your passing when you move. Adds 2 to the Cost of the Genjutsu. WARP- You become invisible even to the methods of detection listed; in your world no one can find you.

Pinwheel Eyes (Twist, Requires "Kekkei Genkai: Sharingan Eye" or "Kekkei Genkai Sharingan Eye (Acquired)"): Instead of an ostentatious display of light or something like that you choose to hypnotize with your clan's eyes. This effect changes the range and is not usable as a Twist unless you use it as a Warp. You may use your Genjutsu on a single target that you can clearly see and that can see you. If you pay double the cost of your Genjutsu you may use it as a "Counter" with a successful "Genjutsu Training" roll against their "Attack", so long as you are not suffering any penalties from their enhanced speed. WARP- While this Twist cannot be used like a Twist normally, if you pay the Warp cost you may cause them to feel horrific dread of your powerful ocular techniques. You are considered to have "Aura of Malice" against the target for the duration of the encounter and whenever you meet this shinobi again.

Enchanting Lullaby (Twist, Requires Chakra Control 5): This effect changes the range of your Genjutsu and is not usable as a Twist unless you use it as a Warp. You use the power of your voice or an instrument to capture those who hear you in a Genjutsu. The range increases to the Combat Zone you are in and the next one. However, the Chakra Cost increases by 6 unless you have an instrument of some time to

increase the effectiveness of the sound, reducing the Chakra Cost increase to 2. The nature of your Genjutsu allows you to automatically hit a target an additional time if you were in "Stealth" when you used the Genjutsu initially. WARP- While this Twist cannot be used like a Twist normally, if you pay the Warp cost the victims of your Genjutsu hear ethereal sounds throughout the Genjutsu realm, causing them to be unable to think as clearly. They suffer a -4 ASP to all uses of "Counter Genjutsu Training".

Hallucinations (Twist, Requires Clone Technique Perk): Inside the world of your Genjutsu your position is pretty relative, but you also can create clones at your will. This effect takes hold immediately as the Genjutsu is cast. You have a number of "Clones" available equal to your Genjutsu, which allow you to use the "Replacement Jutsu" for free against any target in your Genjutsu. Using your "Replacement Jutsu" and not paying for it reduces the number of "Clones" you have. WARP- You create a number of clones equal to your "Clones" granted by this effect that are active combatants. Though they deal no damage, as they are made of nothing, the enemy reacts to them as if they were real. You may "Flank" a target automatically and if you deal damage with a "Twist" or with an attack which had its damage boosted by "Mind Killer" they suffer 1/2 the amount of damage again.

Selective Culling (Twist, Requires Chakra Control 6): This effect changes the range of your Genjutsu and is not usable as a Twist. Genjutsu are very hard to aim and control. However, if you possess this Twist on your Genjutsu you may exclude a single shinobi who would be affected by your Genjutsu from its effects. This Twist has no Warp and cannot be activated. It is entirely passive.

Mind Scour (Twist, Requires Genjutsu Stat 5): Aimed purely for the purpose of causing damage you subject the victim of your Genjutsu to psychological damage. The target suffers damage equal to your Genjutsu Training Stat *10. WARP: The shock of leaving the Genjutsu causes flashbacks to the torment they suffered. The target suffers 1/2 of all damage they suffered from "Mind Scour".

Betrayal (Twist, Requires Deception 3): One of the more subtle uses of your Genjutsu, you may change the appearances of any shinobi on the battlefield to any other shinobi to the perception of all shinobi under the effects of your "Genjutsu". If the change is in such a way that it is entirely impossible, such as everyone becoming a single person, up to the Kage's discretion, they realize immediately that they are in a genjutsu. This reduces the cost of the Genjutsu by 2. WARP: This change includes sound, smell, and even touch, allowing the copies to appear fully lifelike.

Silence the Dreamer (Twist, Requires Diplomacy 3): You still the tongues of those inside of your "Genjutsu". They believe that they are still speaking, but in truth you have made their mouths incapable of moving. This reduces the cost of your Genjutsu by 2. WARP: You also have extended this ability to trump any uses of Jutsu, including Genjutsu release. You may negate a Jutsu that has a number of seals which can be completed in a partial action.

Fleeting Images (Twist, Requires Taijutsu Knowledge 3): This effect takes hold immediately on all shinobi affected by your Genjutsu. All shinobi in Formation with you, including you and all Clones you may possess or come to possess while the target is in the Genjutsu appear to be moving 1 Speed Rank higher, though it does not impact their damage at all. WARP: Their perceptions are sharply reduced while they escape the Genjutsu as they try to recover. They use 1/2 ASB on all uses of "Knowledge" and lose any "Knowledge Bonuses" they gained during the course of this encounter.

Realm of the Mad God (Twist, Requires Genjutsu Mastery 3): Some Genjutsu are more subtle than others, but yours is loudly obvious. This effect is automatic and cannot be used as a Twist, unless it's used as a Warp, as it changes the cost. The sky changes color, Genjutsu effects are clearly impossible and disturbing. You may use each Twist other than this one an additional time. Adds 2 Chakra to the minimum cost of the Genjutsu, this cost does not get reduced by the Adept Ability of Genjutsu Training. WARP: The impossibility of this world causes a feeling of complete isolation. The target is removed from any Formation they are in and reduces all resources or bonuses attributed or gained from being in Formation to 0.

Break their Minds (Twist, Requires Determination 5): You subject the target to a draining and demoralizing effect that presses down on them with images of doom. They lose an amount of Grit/Turn equal to your Grit/Turn in addition to being Grit Locked. WARP: The target suffers "Grit Lock" for an additional turn even after being freed from the Genjutsu, and for the remainder of the encounter they gain - 1 Grit/Turn.

ADVANCED SHINOBI RULES

Elemental Interactions

In the World of Five Nations chakra can manifest itself in five different Elements; Fire, Water, Wind, and Lightning. Additionally, when directly interacting with one another, the Elements react thusly. Fire < Water < Earth < Lightning < Wind < Fire, and so on. When two Jutsu meet, due to either a Jutsu used as a “Counter”, or a prepared action creates a simultaneous release, the elementally superior Jutsu washes over the lesser element and deals 1.5x damage because of the advantage. This means even a Genin with a superior element can harm a Kage who uses the weaker element.

It should be noted that, in addition to the elemental advantages each element possesses many of them could also combine with another element through one or more shinobi using a “Ready” action to trigger on an allied shinobi’s attack. The first shinobi shoots his Jutsu at a target, and his ally, who was waiting, releases his Jutsu intercepts the first and the effects mingle. The following elements may interact in the following ways.

Lightning+Water= The electricity runs through the water and deals incredible damage. Add the damage of the “Lightning Element” Jutsu with the “Water Element” Jutsu and multiply the damage by 2.

Earth+Fire= The earth catches fire and superheats, causing the “Fire Element” residual damage Effect to gain a number of instances equal to the “Earth Element” Jutsu user’s Rank.

Wind+Fire= The “Wind Element” feeds the “Fire Element” causing an explosive blowback. The Jutsu gains Burst X where X is the Rank of the “Wind Element” Jutsu user. Additionally, the damage of the “Wind Element” Jutsu is added to the “Fire Element” Jutsu’s effect and multiplied by 1.5.

Additionally, shinobi of great skill can “Channel Elemental Chakra” if they have at least 7 Ranks in an “Elemental Training” Skill and pay 3 Chakra. Chakra can only be channeled through a weapon that has the “Receptive” Property. The following also apply to adding “Elemental Effects” to a Jutsu.

Fire: +12 Damage. Additionally, the target suffers 4*X damage at the end of the Round where X is each instance of Fire damage they received this turn.

Water: +20 Damage.

Wind: +15 Damage. Reduces Mundane DR of a piece of equipment by 2 permanently for each instance of damage. If the target has 0 Mundane DR from equipment they gain an instance of “Bleeding”. If a piece of armor has its DR reduced to 0 by this effect it is destroyed and unusable. The DR reduction lasts until the end of combat.

Lightning: +10 Damage. Jutsu have Amplifiable.

Earth: +10 Damage. Reduces the target’s Speed by 1 Rank to a minimum of 1.

Elemental Combine

Certain Kekkei Genkai use “Advanced Elements”, elemental chakra that are a combination of two of the basic elemental types. However, using both your advanced element as well as its basic components is extremely difficult. You must have the following:

- 1) Chakra Control 8 or higher
- 2) Your “Kekkei Genkai: X Element Training” at Rank 7
- 3) Both of your Advanced Element’s basic components at Rank 6.
- 4) Ninjutsu 8 or Higher.
- 5) Path to Power

However, the bonus for reaching this level of mastery is quite significant. You may add 1/2 the Ranks of both basic component element’s ASB to any use of the Advanced Element. Additionally, you may add all effects, ranks in the base element training as damage, as well as the elemental damage from each of the basic elements to all uses of the Advanced Element.

Black Ops

Each Great Village keeps a special cadre of shinobi who are trained and armed to directly counter shinobi from both their own village and from other villages. These shinobi are called Black Ops agents and are Special Jonin, drawn from the community at large for their desire to serve their village in the most direct capacity. A Black Ops Agent is only compelled to obey their Kage, and by extension their Captain, who received authority of command. A shinobi can only be a member of Black Ops by taking the “Black Ops Agent” Perk at Special Jonin level. At that time their character’s records are eliminated from the village records system, their families and friends are told that they are being sent away on a long term mission, and they are hidden away from the village and subjected to training and indoctrination to make them effective Agents. When a shinobi takes this Perk they undergo a huge number of changes.

All Shinobi who take this Perk have their non-Mode or Gambit UA’s replaced with the UA’s from the desired school of training which the Kage places them in. They are stripped of armor and all unique items, but are allowed to keep their weapons which they are trained with, and instead are given standard issue equipment so as to ensure anonymity and a sense of unity amongst the team. Finally, they are given a Hunter Mask, which they wear with their Tactical Advanced Combat Armor. If they achieve the Rank of Captain they are given the Blackout Cloak so that they can better operate from stealth. An agent becomes a Captain through his actions in the field.

Black Ops Agents may be trained to be Hunter-Nin, ANBU Black Ops, and Sealing and Interrogation Squadron. The Agent may voice his desire when he takes the Perk on which discipline he wants to be trained in. Depending on your Discipline you gain one of the following sets of Unique Abilities.

Man Hunters

Cat and Mouse (Requires 0 Grit): You and your Squadmates pursue your designated targets with tireless energy. For each member of the team with the “Stealth” skill at least at Rank 3 you may begin the battle 1 Combat Zone closer than usual. If two members of your team possess the “Stealth” skill at Rank 3 or higher you begin in Engaged range.

Superior Flanking (Requires 0 Grit): When you and another shinobi you are in Formation with flank a target you negate their "Battle Sense" Perk if they have it. Additionally, double the Flanked penalty the target suffers. If you and at least two other shinobi in Formation with you inflict the “Flanked” status on the target you may also inflict the “Flat-Footed” status.

Jutsu Negation (Requires 5 Grit): So long as you are in the same combat zone as another Black Ops Agent and you are flanking a target all of their Jutsu gain the "Slow" effect. If a shinobi receives damage while using a Jutsu with the “Slow” effect the Jutsu is lost.

Stealth and Assassination Squadron

Lurking Figures (Requires 0 Grit): Each member of your Squadron may enter the battle Invisible as the “Commando” Perk so long as you all either have ANBU Cloaks or Pay 4 Chakra. Any member that does have “Commando” may add their Ranks in “Stealth” and “Taijutsu Knowledge” to their first Taijutsu-based Attack action in ASB when they break the Stealth from “Commando”.

Critical Damage (Requires 4 Grit): Whenever you attack a target that hasn't noticed you from invisibility you may automatically activate a level 8 Follow Up if the attack is successful without paying Grit. Whenever you activate a “Follow-Up” on the target you may inflict a “Stagger” condition on the target as well.

Death Strike (Requires 5 Grit): If you are adjacent to a shinobi you are in Formation with and you activate a “Critical Hit” Follow-Up the target is instead Defeated instead of suffering the effect of the Critical Hit.

Sealing and Interrogation Squadron

Target Acquisition (Requires 0 Grit): You gain the benefits of “Tremorsense” if at least two members of your Formation have Intuition of 5 or higher. If one of you has “Chakra Sight” he may “Lockdown” an additional shinobi.

Mind-Wrenching Grasp (Requires 4 Grit): Whenever you or another shinobi you are in Formation with uses the “Grapple” maneuver on a target another shinobi you are in Formation with may make a special melee “Attack” action using Martial Arts or Fuuinjutsu Training. If the attack is successful you Stun the target and reveal their most recent memories, at the Kage's discretion. They are stunned so long as you maintain your hold.

Torture (Requires 5 Grit): While holding someone in a stun with Mind-Wrenching Grasp you may deal damage to them, destroying their mind and rending their memories apart. At the end of each turn deal damage to the target equal to your Rank+Ninjutsu+Deception. This damage is doubled for each Black Ops member adjacent to you.

Puppetry

To build a puppet generally takes a Downtime action dedicated to creating your puppet, if you begin play with the Puppeteer Trait you are assumed to have built a Puppet before the start of play. All puppets have the following Stats:

Rating: This stat is equal to your Rank at the time of the puppet's creation. If you increase in rank you can increase a puppet's rating by using a downtime action to improve your puppet. A Puppet may have a number of Traits equal to its rating.

Durability: This stat provides the puppet with Mundane DR and is equal to 3x Rating at the time of puppet creation. A Genin puppet would have a Durability of 6 while a Special Jonin Puppet would have a Durability of 12.

Injury: a puppet calculates it's Injury by Multiplying it's [Durability by its Rating] x 6. A puppet has no Injury levels but it is also immune to the Critical Hit follow up unless the attacker spends both 1 Nindo and 5 Grit on the attack. If a Puppet is reduced to 0 Injury it is removed from combat but not destroyed and can be completely repaired by the Puppeteer at the cost a single Downtime action.

A puppet may have any of the following Traits:

Hardy: The Puppet has Mundane DR = Durability x2.

Sleek: Moving the puppet around the battlefield no longer takes a move action but it now has DR = Durability/2. The puppet may still only move up to its movement rate per action taken. It only moves on your actions and only once per partial action.

Deceptive: This puppet is built full of tricks and traps. You may use the “Feint” action as a free action so long as you use your puppet to provoke it.

Versatile: The puppet is able to make an additional basic attack once per turn.

Cruel: This puppet's weaponry is designed with the intention of being truly sadistic in its nature. Its basic attacks deal double their base damage.

Skirmisher: Unlike normal puppets which feature a host of blades and spear-tips, this puppet houses a rare “Infinite Metal” Seal, which allows its owner to lock a truly insane amount of kunai and shuriken away inside the seal. The puppet may use a basic Taijutsu attack at a range equal to its master’s 2*Ninjutsu score.

Opportunistic: Whenever you use a Follow-Up on a “Puppeteer” Skill use you gain +X ASB to your next use of “Puppeteer” with this puppet.

Hollow Body: You may enter your puppet and manipulate it from within. You are immune to damage and negative effects so long as you are within this puppet. Reducing your puppet to 0 Injury makes you vulnerable again. However, you also cannot use Jutsu or do anything more than manipulate your puppet from within, though you can speak.

Special Ability: This is much like a UA specifically for the Puppet. Its potency is equal to one rank less than its rating. So a Chunin Puppet would have a single Special Ability that was the equivalent to a Genin UA. A Puppet can only have one Special Ability at a time though it can be changed when upgrading a Puppet to a higher Rating.

Controlling a Puppet: A puppet is an extension of its wielder, more so than any other shinobi tool. It has no skills itself, all attacks originating from the puppet use it's master's Stats and Skills. Melee Taijutsu attacks that originate from a puppet use the Puppets Durability to calculate damage though. Almost all Puppet actions are made with the Puppeteer Advanced Skill, and they almost always target Ninjutsu. Moving a Puppet requires a partial action, and the puppet can move an amount of squares = 5+Puppeteer+Nin Mastery. If you are damaged while controlling a puppet your Chakra Strings are considered severed and you must spend a partial action to reattach them in order to continue using your puppet.

Tricks, Tools, and Traps:

The art of puppetry is one based on deception, sleight of hand, and surprise; as such the puppeteer can be expected to install a host of nasty surprises on his puppets to augment his combat. These are known as Upgrades. During character creation instead of taking additional Jutsu the puppeteer may choose to add one of these Upgrades to any of his puppets. A puppet contains a number of “Slots” equal to their Rating. Adding an Upgrade to a Puppet costs the use of a single Downtime action. US= Upgrade Slot

Poisoned Weapons (1 US): All of the Puppets basic attacks cause the “Poisoned” effect on a foe.

Insidious Poison (1 US, Poisoned Weapons): The poison you use is truly vicious variety. The damage caused by your poison is doubled.

Sickening Poison (2 US, Insidious Poison): The poison you use doesn’t only wrack the body with pain but sends the target to their knees in revulsion at the poison’s noxious odor and taste. The target is affected by the “Nauseated” condition in addition to Poisoned any time you use an effect to cause “Poisoned”.

Chakra Barrier (1 US, Minimum Rating 2): Your puppet has advanced chakra technology engineered in its body that allows it to create a protective barrier equal to ¼ its Injury for 3 chakra that shields you as long as you spend 1 Partial Action per round to maintain the shield. The Puppet cannot be used for anything else during this time. The puppet also must be adjacent to you. If the barrier is broken it costs 3 chakra to restore.

Advanced Chakra Barrier (2 US, Chakra Barrier): The strength of the barrier is equal to ½ the Puppet’s Injury.

Set Piece (1 US): Your puppet is part of a group of puppets designed to work in concert with one another. For each turn that you use all of your Puppets that have this Upgrade at least once you gain a cumulative +2 ASB to all uses of Puppetry.

Hollow Body (0 US): The DR of your Puppet is reduced by ½. However, it can now store an amount of materials inside of it roughly equivalent to the size of an adult human. Shinobi with the “Large” trait cannot fit inside.

Extending Reach (1 US): Your puppet’s basic Taijutsu attack range increases by ½ your Rank.

Amazing Masterpiece (3 US): Your puppet gains an additional Special Ability at the highest rank possible.

Summoning Rules

Many years ago, the precursors to modern shinobi made pacts with their blood, called Summoning Contracts, with sentient animals that dwelled in well-hidden parts of the world. These animals were capable of amazing strength, size, and some of them even could learn to use the skills of a shinobi. Over time these animals would adapt and raise members of their family for service to the shinobi in return for equal service when they needed help.

In modern times, this is represented with the Trait “Summoning Contract”. Gaining the chance to sign a contract may be an adventure in and of itself, though some shinobi are blessed by having a teacher or family member give them a chance to use the contract. The culmination of a journey to sign a contract involves usually meeting the Grand Summon, the military leader and often times the Lord of the animals who will wish to see your worth. This is entirely a roleplaying adventure and doesn’t have any mechanical representations.

A shinobi may train the “Summoning Skills” and “Summoning Mastery” Skills, which allow a shinobi to increase the number of animals at their command and to raise their power, respectively. The total group of animals you can summon is called your “Menagerie”. The specifics of each skill are listed in the skill’s description. Below are the default stats for the Summoning Jutsu, which is granted for free when you sign the “Summoning Contract” as well as the base stats for all animal summons. Finally, all summoned creatures above “Chunin” have the “Summoning Jutsu” as well, but they may only use it on you, a process referred to as “reverse summoning”.

Summoning Jutsu- Cost: 2 Chakra +1/Rank of the Summoned Creature, Range: Adjacent Square, Time: 1 Partial action.

Toads:
Genin Rank

Injury: 6/12/24 Chakra: 4 Grit/Turn: 2

CC: 2
Nin: 2
Tai: 3
Gen: 2
Det: 4

Traits:

Oily: A Toad is capable of producing a stream of oil as a partial action. A Toad may train the "Oil Skills" Basic Skill which can use either Taijutsu or Ninjutsu, at its discretion. This attack has a range equal to its Taijutsu. Roll (Ninjutsu or Taijutsu)+Oil Skills for a basic Oil "Attack" action. The attack deals damage equal to Ninjutsu and reduces the target’s Speed to 5 and their Speed Rank to 1. Additionally, any

damage with the "Fire Element" effect is doubled. Finally, they may create Jutsu with the "Oil Element" which confers the same bonuses as their Oil Attack, but also deals a base 8 damage.

Trait of the Summoner's Choosing

Skills:

Oil Skills 1

Unique Abilities:

UA1 of the Summoner's Choosing

Perks:

Leaping: A Toad is capable of making a full-round move equal to 4x its Taijutsu, which is then added to its base movement. This distance is halved if leaping vertically.

Extendable Tongue: A Toad can use its tongue as an attack. To make a tongue attack a Toad rolls Rank+Oil Skills to hit the target. The damage dealt is equal to Rank+Taijutsu+Skill. Its range is equal to its Rank+Taijutsu Mastery.

Spiders:

Genin Rank

Injury: 16/8/4 Chakra Pool: 8 Grit/Turn: 1

CC: 4

Nin: 4

Tai: 2

Gen: 1

Det: 2

Traits:

Webbing: A Spider can create a thick nest of webs as a full-round action, these webs occupy a 1x1 square and each subsequent partial action spent increasing their size doubles it. Inside this webbing they are considered to be in Stealth with the maximum possible number of successes they can achieve with Ninjutsu+Stealth, discounting additional successes from 1's. Additionally, a Spider may create Jutsu with the "Web Element" using Ninjutsu + Web Training. A Jutsu with Web Training Immobilizes the target automatically.

Trait of the Summoner's Choosing

Skills:

Web Training 1

Unique Abilities:

UA1 Summoner's Choice

Perks:

Venomous: All Taijutsu-based "Attack" actions inflict "Poisoned" on the target. If the Spider is at least Special Jonin rank the "Poisoned" effect is cumulative.

Ambush Predator: When a Spider makes a Taijutsu-based Attack action while inside its web it may re-enter Stealth immediately.

Dogs
Genin Rank

Injury: 32/16/8 Chakra: 2 Grit/Turn: 2

CC: 1
Nin: 2
Tai: 4
Gen: 3
Det: 3

Traits:

Pack Hunter: A Dog gains all the benefits of the "Bloodhound" Trait. Additionally, when they focus and gain a target's specific scent, a partial action, they gain +X ASB where X is half their Rank to attacks against the target so long as they are in formation with at least one other summon or shinobi who has this Trait as well.

Trait of the Summoner's Choosing

Skills:

Martial Arts 1

Unique Abilities:

Summoner's Choice

Perks:

Pack Tactics: When a target who suffers from the "Flanked" condition, by this shinobi and at least one other that has this Perk, uses the "Block" action they are considered to have rolled 0 successes. Additionally, whatever bonus DR would have been granted to them instead subtracts from their Mundane DR.

Drag Down: A target that suffers from the "Grapple" effect takes double the damage. Additionally, you may use the "Grapple" maneuver on a target that is already suffering from it.

Snakes
Genin Rank

Injury: 24/12/6 Chakra Pool: 6 Grit/Turn: 1

CC: 3
Nin: 5
Tai: 3
Gen: 1
Det: 1

Traits:

Serpentine: A Snake is immune to the "Poisoned" effect. They may make a Basic Taijutsu Attack with the "Snake Training" skill, which they may purchase as a basic skill, and which counts as having a

weapon equipped as the snake strikes naturally or the summoner conjures snakes to attack. Additionally, they may add the "Snake Element" effect to their Jutsu which divides the damage a number of times equal to their Rank before applying it. Thus, a Genin that deals 10 damage with a Jutsu instead deals 5 damage twice.

Trait of the Summoner's Choosing

Skills:

Snake Training 1

Unique Abilities:

UA1 of the Summoner's Choice

Perks:

Viper: A Snake inflicts the "Poisoned" condition with each instance of damage from a basic Taijutsu Attack and Maneuver and Jutsu with "Snake Element". This stacks a number of times equal to the Snake's Ninjutsu.

Constrictor: A Snake that uses a Follow-Up after a Basic Taijutsu Attack or a Jutsu with "Snake Training" may automatically inflict the "Grapple" maneuver on the target. If they use a Jutsu, they do not become affected by the "Grapple" condition, though the target is.

Slugs

Genin Rank

Injury: 32/16/8 Chakra: 10 Grit: 1/Round

CC: 5

Nin: 4

Tai: 2

Gen: 1

Det: 1

Traits:

Acidic: A Slug is capable of spitting a highly focused acid that can even eat through stone and metal. A Slug may make roll Ninjutsu+Acid Skills. This attack suffers -3 ASP due to its awkward nature, but if it hits the target it deals damage equal to their Taijutsu*2 and ignores Mundane DR. Additionally, when a Slug receives enough damage to move down to the next Health Pool, or at their will, they may split into a number of smaller slugs equal to their Rank. These Slug pieces then will attempt to reassemble back into the whole. This is not given to the Summoner.

Healers: The slugs are not suited for combat, due to possessing no natural weapons and simply being flabby and weak. However, the slugs have mastered the arts of healing. When the Slug uses the "Medical Jutsu" it may add its Rank to the X Chakra Value of the Jutsu for free.

Skills:

Acid Skills 1

Unique Abilities:

UA 1 of the Summoner's Choice

Perks:

Purity of Healing: A "Medical Jutsu" used by the Slugs is more efficient, healing 12 Injury per X instead of 8.

Soul of the Savior: When a Slug uses the "Medical Jutsu" the slug gains +X Grit at the end of the Round where X is the amount of Chakra they paid into the X value of the Medical Jutsu.

Bears
Genin Rank

Injury: 48/24/12 Chakra: 8 Grit: 1

CC: 4
Nin: 1
Tai: 6
Gen: 1
Det: 1

Traits:

Hulking: Bears are some of the most stocky and bulky creatures in nature. You enjoy the benefits of the "Burly" Trait and are considered to be "Hulking" even at their smallest. Additionally, you gain Mundane DR equal to your Taijutsu due to the sheer thickness and mass you possess. Finally, you may add 1/2 that amount to your Martial Arts base damage.

Trait of Summoner's Choosing

Skills:

Martial Arts 1

Unique Abilities:

UA1 of Summoner's Choice

Perks:

Hibernate: A bear is a master of sleeping deeply and emerging fully rested. As a full-round action a bear may fall asleep and at the end of the Round it awakens and recovers an amount of Chakra equal to its Rank and Injury equal to 10*Rank. However, they do not gain Grit the round they are asleep, and if they are hit they wake up and do not enjoy the benefits of this ability.

Mauling: A bear's claws, while not as sharp as some animals, bring their massive strength and weight to a singular point. A target affected by a basic Taijutsu Attack or Maneuver bleeds, taking damage at the end of the Round equal to the bear's Taijutsu. If the Bear activates a Follow-Up they apply two instances of bleeding to the target. Bleeding is cumulative and ends after a number of rounds equal to the Bear's Rank, or upon the use of a Medical Jutsu.

Ravens:

Genin Rank

Injury: 8/4/2 Chakra Pool: 8 Grit/Turn: 1

CC: 4
Nin: 3
Tai: 1
Gen: 4
Det: 1

Traits:

Murder of Crows: Ravens cannot learn Jutsu, cannot use Maneuvers, and they cannot do much more than harass the target with their basic attack. However, when a shinobi summons a Crow of a specific Rank they receive a number equal to their Rank+1. For each Rank in Summoning Skills they may add two

ravens to their Summoning, rather than another unique Summoning. For each Rank in Summoning Mastery they may add yet another Raven. Ravens, also, can fly and move upwards a number of squares equal to their movement. This Trait is not given to the Summoner when they acquire the "Summoning Contract-Ravens" Trait.

Black Feathers: Ravens are masters at trickery and evasion. A Raven may become the origin point for any Genjutsu the shinobi wishes to use so long as they have at least 3 Ranks of Summoning Mastery. You are also immune to the "Feint" ability and gain 1 Speed Sight. Finally, when you use the Replacement Jutsu you may pay 1 additional Chakra and summon a number of Ravens equal to your Rank where you were.

Skills:

Martial Arts 1

Perks:

Diving Attack: If a Raven makes an "Attack" action on a target that is not currently in flight they may add their Genjutsu stat to the damage.

Murderous Flock: If a Raven is flanking the target on all sides they are considered "Flat-Footed" and the Raven gains +1 ASB per Raven adjacent to them plus an additional +X ASB where X is 1/2 their Summoner's Rank.

Sharks:

Genin Rank

Injury: 40/20/10 Chakra: 6 Grit/Turn: 1

CC: 3

Nin: 1

Tai: 5

Gen: 3

Det: 1

Traits:

Aquatic: You cannot survive on land for more than a single Round, after which you return to your home. You may not move on land. However, in the water your Speed is tripled, as well as your Charge distance. This is not conferred to the holder of the Summoning Contract.

Bloodseeker: You gain the benefits of "Bloodhound". In the water you may enjoy the benefits of this Trait an additional Combat Zone away. Additionally, whenever you deal damage to a target their blood drives you crazy with frenzy, giving you +1 ASB when attacking the same target. Finally, if you gain Passion Counters you gain 1 additional Counter for subsequent attacks against the same target.

Skills:

Martial Arts 1

UA:

UA1 Blah

Perks:

Hit and Run: When you use the "Charge" line of Perks you may move a distance equal to 1/2 your basic movement after the Attack, if you so desire. If you do so, you may pay 1 Grit, and in that case the target becomes Flat-Footed until the end of the turn.

Razorback: Sharks' scales are sharp and very hard, giving them a tough exterior. A Shark gains DR equal to its Rank, deals that much in damage automatically to any foe that attacks them adjacently, and it deals triple that much damage when it activates Hit and Run.

Owls:
Genin Rank

Injury: 16/8/4 Chakra: 4 Grit/Turn: 1

CC: 2
Nin: 4
Tai: 2
Gen: 4
Det: 1

Traits:

Soundless Flight: The Owl is a creature born of the wing and the night. As such, it is capable of flight-based movement, allowing vertical movement as well as horizontal. Additionally, the Owl is a master of flying without being noticed. It may remain in stealth while Flying, and gains Grit even while in Stealth. This bonus is NOT conferred to the holder of the Contract.

Perception of the Forest King: Lord of his nightly domain, the Owl surveys his kingdom with a keen eye. The Owl may reduce the required time of any "knowledge check" by a partial action so long as at least one foe is within his sight. Additionally, for each foe in the same Combat Zone as he is in, the Owl gains +X ASB against foes that he has a "Knowledge Bonus" against in addition to the standard amount he would receive where X is 1/2 the number of foes in the same Combat Zone.

Skills:
Martial Arts 1

Unique Abilities:

UA1 of the Summoner's Choosing

Perks:

Silent Abduction: The Owl is a master of stealth. When in "Stealth" if the Owl would activate a "Follow-Up" from a successful Taijutsu-based melee "Attack" action he may remain in Stealth even after successfully dealing damage with the attack.

Lordly Accumen: Graced with wisdom and thought far beyond the ken of its other avian kindred, the Owl is a master of holding knowledge. At the end of a session the Owl may choose to "Store" a Knowledge Bonus he has acquired during the course of the game. This allows him to bring the bonus to battle, automatically, whenever he fights the same shinobi again. An Owl may hold a number of "Stored" Knowledge Bonuses equal to his Ninjutsu.

Tigers:
Genin Rank

Injury: 40/20/10 Chakra: 4 Grit/Turn: 1

CC: 2
Nin: 2
Tai: 5
Gen: 2
Det: 1

Traits:

Hunter in the Shadows: The tiger is a master of attacking from hiding in a truly fatal fashion. When the tiger make a Taijutsu attack while under the effects of "Stealth" it brings its deadly power down with enough strength to drag down any prey. The Tiger's Taijutsu is considered doubled and its skill is considered to be tripled for the purposes of damage. Additionally, if the target is "Flat-Footed" the Tiger may add a bonus 10*Rank damage to the Attack.

Trait of the Summoner's Choosing

Skills:

Martial Arts 1
Stealth 1

Unique Abilities:

UA1 of the Summoner's Choosing

Perks:

Bound Through the Trees: A Tiger may move at maximum speed, even using Shunshin, without breaking their Stealth.

Lunging Predator: The Tiger is deadly even after it has missed its initial strike. It expects its prey to run, and that's their mistake. The "Hunter in the Shadows" bonus damage is applied on a successful "Charge" Maneuver.

Clams:

Genin Rank

Injury: 40/20/10 Chakra: 6 Grit/Turn: 2

CC: 3

Nin: 1

Tai: 2

Gen: 5

Det: 1

Traits:

Bivalve Anatomy: The Clam is a strange creature and a rare contract. Because it's a bivalve it has a natural shell enclosed around it. This shell is represented by a Chakra DR of 20*Rank and a Mundane DR of 20. Additionally, the Clam moves at 5* its base movement while in the water. This Trait is not given to the summoner.

Water Distortion: The water has an amazing ability to warp and distort the view of those not inside of it. All Genjutsu used by the Clam may add an additional Twist which it may use without paying the Chakra cost for its Warp effect. Additionally, it gains Water Element Affinity which it may use substituting Genjutsu in lieu of Ninjutsu.

Skills:

Genjutsu Training 1

Unique Abilities:

UA1 of the Summoner's Choosing

Perks:

Bed of Clams: When the Clam replaces itself, or has a foe under the effects of a Genjutsu, it has the ability to leave a replica of itself for 1 Chakra. This replica cannot move and is forced to mirror the actions of the Clam. Attacking the replica doesn't dispel it, but the attack simply passes through it.

Mussel Power: Clams grow to great sizes and surprising strength. They may use their Genjutsu in lieu of Taijutsu for the purposes of Injury. Additionally, when they reach Special Jonin or higher they gain the "Massive" Trait automatically. This Perk is never given to the Summoner.

Monkeys:
Genin Rank

Injury: 32/16/8 Chakra: 2 Grit/Turn: 1

CC: 1
Nin: 4
Tai: 4
Gen: 2
Det: 2

Traits:

Tail of the Ape: The Monkey is blessed with a long tail that allows it to do amazing things. This tail allows them to hang from objects and even manipulate items with it, in essence this tail can be used as a third hand. In areas of trees the Monkey gains +10 movement as it catapults itself. This is not given to the Summoner.

Simian Grace: The nimbleness of the monkey is unmatched in the shinobi world, as it leaps frivolously from surface to surface. The monkey may move in any direction and may change direction as often as it wishes with a successful "Dodge" or "Charge" Maneuver. While Airborne the Monkey is not considered to be "Flat-Footed".

Skills:
Martial Arts

Unique Abilities:

UA1 of the Summoner's Choosing

Perks:

Jungle Fighter: The monkey is used to fighting in crowded environments and relishes in them. The monkey is immune to "Flanked" and loses its "Flat-Footed" during the second Turn, regardless of if it is his turn or not.

Grip of Steel: The monkey, familiar with hanging from a tree with a single hand, possesses amazingly strong hands and feet. All damage dealt while unarmed by Taijutsu sources in melee is increased by 1.5x. A foe must exceed his "Grapple" roll by 5 to escape the Grapple.

Universal Jutsu

Throughout the wide world of shinobi there are a myriad of Jutsu, so many so it's almost impossible to master all of them. There are, however, several staple Jutsu that are the same no matter who uses them. They are as follows.

Shunshin Jutsu- Cost: 2 Chakra, Damage: None, Range: None, Speed: 1 Partial Action: The Shunshin, or High Speed Movement Jutsu, is a standard technique learned across the shinobi world. When a shinobi uses Shunshin they are not teleporting, despite what it may seem. The Shunshin Jutsu moves the shinobi a distance equal to their full-turn move action as a partial action.

Genjutsu Release- Cost: 2 Chakra, Damage: None, Range: Personal, Speed: 1 Partial Action: Shinobi eventually learn to release themselves from Genjutsu by creating a break in their chakra flow which disrupts any Genjutsu they are aware of being caught in. Genjutsu Release dispels and cancels the effects of any non-Kekkei Genkai or UA Genjutsu.

Water Walking Jutsu- Cost: 0, Damage: None, Range: Personal, Speed: Instant: The Water-Walking Jutsu is a display of chakra control that allows shinobi to walk on water. However, this technique is not limited to water, as this Jutsu can be used to scale any surface that they can place their feet onto; walls, ceilings, buildings, and many more. Once learned, this Jutsu is assumed to always be functioning unless the shinobi wishes otherwise.

Generic Sealing Jutsu- Cost: 2 Chakra, Damage: None, Range: Personal, Speed: 2 Full Actions: Taught at a young age to conceal and move items with stealth, the Generic Sealing Jutsu is used to seal items inside of scrolls using a universal seal. This technique may place up to X Resources in a small or medium scroll, never a large scroll, where X is your Rank.

Escape Artist Jutsu- Cost: 1 Chakra, Damage: None, Range: Personal, Speed: 1 Full Action: A shinobi sometimes may find himself restrained by mundane means, chains, ropes, and other such restraints are all employed to hold a shinobi back. The Escape Artist Jutsu allows even a Genin to free himself from the bonds imposed on him. Using the Escape Artist Jutsu allows you to escape any restraints put upon you by a non-shinobi or a shinobi of your Rank or lower including being "Immobilized" due to chains or wire, or Grapple. However, higher ranked Shinobi are capable of even holding back other shinobi with their restraints. You may use this Jutsu even while "Immobilized".

Replacement Jutsu- Cost: 5 Chakra, Damage: None, Range: Personal, Speed: Defensive Action Only: An emergency measure, when an attack is coming and you are incapable of defending yourself some shinobi are capable of replacing themselves with a mundane object, using the Disguise Jutsu, and having it take the hit instead. A shinobi must have identified the incoming attack with the relevant Knowledge skill to use this Jutsu. If they are aware of the attack and know the nature of it they may opt to use the Replacement Jutsu instead of taking any "Defend" action. They then move a number of squares up to their Ninjutsu away from their opponent.

Disguise Jutsu- Cost: 1 Chakra, Damage: None, Range: Personal, Speed: 1 Partial Action: A basic technique that all shinobi possess even at the Genin level. The Disguise Jutsu allows the shinobi to change their appearance to that of another person, even to a mundane object that can be no smaller than a shuriken. Despite its name belying a disguise, the true nature of this Jutsu is a shape shifting technique. However, the technique is dispelled with a single point of damage or upon any action. While under the effects of this Jutsu you cannot gain Grit.

Bunshin: [Cost: X/ Speed: 1/ Range: E-1/ Damage: 0] Effects: The Bunshin technique may create X amount of clones upon activation. These clones last until the End of your Next Turn. They may be used to Flank opponents and may grant you a +1 pool bonus to Feint attempts. These clones have the same movement rate as you but can deal no damage and have no Stats or Skills. They are destroyed upon receiving any damage, and may not use defensive actions. They are rendered ineffective against opponents

who have Chakra Sight or Chakra Detection and against opponents who succeed on a Genjutsu or Ninjutsu Knowledge check with your Rank as the difficulty.

Kage Bunshin: [Cost: 3/ Speed: 2/ Range: E-3/ Damage: 0] **Effects:** The Kage Bunshin is a Clone that acts as if it were another character on the field. A Kage Bunshin may make basic attacks and cannot become the user of Jutsu outside of “Genjutsu Release”, “Shunshin”, or “Disguise Jutsu”. It has the same Stats and Skills and Equipment as you do though only ½ your Rank. It may not use Grit and thus has no access to your non Aspect UAs and it has a Chakra Pool equal to yours at the time of its creation. A Kage Bunshin is automatically destroyed upon taking any Damage but it may use the Block action to defend itself, it may not use the Replacement Technique. Additionally, if a Genjutsu would affect a Kage Bunshin they are instantly destroyed. A Kage Bunshin is indistinguishable from the original and may only be recognized by Unique Abilities designed to see through high levels of deception, not even Chakra Sight or Chakra Detection are of any use against it.

Elemental Bunshin: Cost: 5/ Speed: 2/ Range: E-3/ Damage: 20] **Effects:** Similar to a Kage Bunshin except for the effects listed under each individual Element and that it may Dodge and use other defensive options instead of merely blocking. Upon destruction an Elemental Bunshin creates a Burst 1 attack that deals the listed Damage + Element. Additionally all Elemental Bunshin may use Ninjutsu of that Element.

Earth: An Earth Clone is amazingly durable and strong. It gains its Elemental Bonus to all melee Taijutsu attacks and to its DR. If an Earth clone is destroyed you may spend 1 chakra to reassemble it at the end of the Turn but you may only do this once per clone.

Fire: A Fire Clone is dangerous and deceptive. It gains a +2 Bonus to deception and adds +20 damage and +4 Burst when it detonates.

Lightning: A Lightning Clone is quick and difficult to catch. It gains a +2 ASB to all “Defend” actions and grants an additional -2 ASP to flanked opponents and may freely move +5 squares per action after the action is completed.

Water: A Water Clone is versatile and efficient. It costs 2 less chakra to create but requires a water source nearby and it may be canceled into any Water Release Jutsu its user knows.

Wind: A Wind Clone is exceedingly deadly and dangerous. It adds its Elemental Bonus to all of its attacks and gains a +2 ASB to all “Attack” actions.

Other: Advanced Elemental Natures are capable of producing clones as well as are some Kekkei Genkai, sadly we can't cover all of them here so we suggest working with your Kage to find a suitable effect similar to the ones listed above to give to your Advanced Element Clone.

Downtime

A shinobi's life is often very busy. Missions take a great deal of time and energy, and often leave the shinobi drained. After each mission all shinobi who participated gain the “Exhausted” Status Effect, which cannot be removed with Grit. When a shinobi has “Exhausted” they use ½ their ASB on all actions and can only do one partial action a turn regardless of speed. However, between missions, a shinobi is given what is called Downtime. During this time a shinobi may engage in one of several actions.

Rest: This action may represent any number of personal affairs to be tended to, time spent lazing around, eating at your favorite restaurant, or whatever you want. The purpose of this action is to remove the “Exhausted” Status Effect.

Bonding: Spending time with your fellow shinobi is important, and when you use the Bonding action you may increase your Bond level with a shinobi if you have at least “Bond” with them. If you do not have a “Bond” with that shinobi you must spend two actions on the “Bonding” action.

Remodel a Jutsu: Sometimes you realize your technique isn't working very well. When you undergo this action you may reset a Jutsu you currently use, though you must keep any Elemental Effects it currently has, and spend the remainder of the BP again to change it.

Training: A shinobi often finds that his missions, while granting him enough MP to help him progress, may be frustrated by his progress. Truly devoted shinobi turn to Training to boost their progress. See the Training entry in the Character Advancement Section for further details.

Character Advancement

MP from Missions: Completing missions, in addition to serving your Village best, and earning money, are also the most standard way a shinobi gains MP. As such, completing the mission grants you a standard rate of MP. A Kage also is highly encouraged to reward additional MP based on increased duration of the mission and any additional difficulties that were not in the mission parameters as follows.

Building Missions

When a team of shinobi are given missions they are ranked from D-S, with D being the lowest. A D Rank mission gives 1x the Base MP for its completion. A C Rank mission gives 1.5x the Base MP for its completion. A B Rank mission gives 2x the Base MP for its completion. An A Rank Mission gives 2.5x the Base MP for its completion. An S Rank Mission gives 4x the Base MP for its completion.

Additionally, Missions of C and up ranking have an MP bonus for secondary objectives assessed to the net reward should they be completed. A mission can also have multiple primary missions, which increase the Base MP gain dramatically.

Finally, there are universal objectives for the village that are established when a game begins as long-term goals or general goals that also grant an MP bonus. There are also universal bonuses that exist for characters to achieve, such as killing high-ranking criminals, or even defeating other shinobi in battle.

Base Mission Rewards

Base Completion MP: $(\text{Rank} \times 3) + 1$ Per Teammate in your Squad, discounting your Sensei (if applicable)

Days spent active in the field past Rank: +1 MP for each Day extra.

Extreme Difficulty: +2 MP per Rank of difference between the squad average and their highest-level opponent faced.

Force of Will: +3 MP to the entire squad per point of Nindo gained during the course of the mission.

Steps to Building a Mission

Pre-1) Choose what are the universal objectives available.

1) Assign the Mission's Difficulty, D-S. A Genin team should be doing D-C, a Chunin team C-B, a SJ team C-B, a Jonin team B-A, and higher than a Jonin team should be doing A-S class missions nearly exclusively, or doing very complex and long-term D-B missions.

2) Choose a Primary Objective. There can be more than one primary objective, but doing so increases the base multiplier from $3 \times \text{Ninja's Rank}$ to $4 \times \text{Rank}$ which increases again for each Primary objective.

3) Choose Secondary Objectives. These are optional objectives that, while positive for the village or client, are not needed. Each secondary objective awards 5 MP, regardless of Rank.

Sample Long-Term Objectives and Universal Rewards

These are granted whenever they are completed. Bonus MP is NEVER increased by anything, including Traits, multipliers from difficulty, or Unique Abilities.

Killing a Shinobi of Greater or Equal Rank: Rank of victim*5 MP Bonus MP (Multiplier becomes *7 if they are a Rogue from your village)

Acquiring Valuable Information: 10 MP (20 MP during a time of war)

Ruining another Village's Mission: 3 MP*Rank of mission disrupted.

Reaching a non-Combat Solution to a problem: 5 MP

Destroying a Strategic Area to another village: 10 MP (20 MP during a time of war)

Completing the Mission at any Cost: 20 MP (+5 MP per life of squadmate put at risk)

Taking a Captive from another village: Rank of Captive MP (*10 if they have a Kekkei Genkai)

Recovering a Kekkei Genkai from a shinobi of your village: 15 MP

Additionally, after completing a mission that has yielded bonus MP from the "Extreme Difficulty", if the Kage deems your squadron to have been sufficiently pushed to their limits, or "Days Spend Active" qualifiers all members of the squad gain the "Exhausted" status effect which cannot be removed by Grit. Instead, a "Rest" downtime action is required to remove the status. A Kage may add additional levels of "Exhausted" onto a character he feels was truly burdened, or if the squad was pushed to its limit. If a shinobi should choose to sortie while Exhausted they suffer the following. "Exhausted: You suffer -X ASB to all "Attack" actions and have your Speed Ranks reduced by 1. X is your Rank"

Training: A vital part of any shinobi's life is the difficult and strenuous training they must undergo as part of their constant war to keep themselves in tiptop shape and to grow. The very nature of training is such that a shinobi must burden themselves by focusing on a single realm of their training, lest they spread themselves thin and learn nothing. When a shinobi selects the "Train" downtime action they must decide whether they are training "Knowledge", "Fundamentals", or "Techniques". A shinobi who trains Knowledge gains MP that he may ONLY spend on Skills. A shinobi who trains Fundamentals gains MP that he may ONLY spend on Stats. A shinobi who trains Techniques gains MP that he may ONLY spend on Jutsu, Maneuvers, or Perks. You gain the flat rate of MP listed under each focus of your training. Additionally, if you are willing to work harder than usual, you may accept one level of "Exhausted" to gain double the listed amount of MP, which is called Hard Training. If you are willing to suffer two levels of "Exhausted" you gain triple the listed amount of MP, which is called Breakneck Training. Any Traits, Perks, or Unique Abilities that modify your MP gain from Training only modify the base number present beneath, not any flat bonuses granted in addition to the Training from other attributes; say from Team Training.

*Knowledge: Rank*2 MP Per Downtime Action*

*Fundamentals: Rank*3 MP Per Downtime Action*

*Techniques: Rank*3 MP Per Downtime Action*

Character Advancement

A shinobi can gain MP at a rather rapid rate. Once their MP spent this Rank equals the amount a shinobi the next higher Rank would begin play with as referenced in the Character Generation section, they may increase their Rank, though the Kage may require them to engage in a test or trial of some sort. Regardless, along the way, a shinobi gains MP and may spend it in several ways. Though they are referred to at several points of the book the costs of MP to anything are as follows. Unspent MP is saved.

Increasing a Stat by 1: MP equal to the numeric value you wish to purchase. (To gain Ninjutsu 2 costs 2 MP, to gain Ninjutsu 3 costs 3 MP.)

Increasing a Skill by 1: 1 MP for Ranks 1 and 6, 2 MP for Ranks 2 and 7, 3 MP for Ranks 3 and 8, 4 MP for Ranks 4 and 9, 5 MP for Ranks 5 and 10. At Rank 5 of a Core Skill a shinobi must pay 5 MP and a Downtime action in addition to the cost. At Rank 10 of a Core Skill a shinobi must pay 10 MP and a Downtime action in addition to the cost. All MP costs are doubled for Advanced Skills.

Purchasing A Perk: 3 MP unless otherwise stated.

Purchasing a New Jutsu/Learning a Maneuver: 6 MP

Path to Power

Path to Power (Stats)-

A shinobi can achieve greatness in many ways. One of these ways is training themselves, not in abilities, but in raw potential. In game terms, this is recognized by raising at Stat to 11+. To do such a thing a shinobi must purchase the new 5 MP Perk "Grandeur (X Stat)". A shinobi may only have Grandeur in 1 Stat. However, the "Power of" series of Traits will allow an addition stat to be raised to Grandeur. The stats have the following effects. All effects are cumulative and are applied when purchasing 11 in the Stat and each stat increase after.

Chakra Control: Add your Rank to your Chakra Pool.

Taijutsu: Gain a permanent "Power Rank".

Ninjutsu: Gain an additional Jutsu or Maneuver. Add Rank in BP to any Jutsu of your choosing.

Genjutsu: Select a Twist. Any Genjutsu that uses that Twist may be used an additional time.

Determination: +1 Nindo, +1 Grit/Turn, gain a permanent "Resolve".

NEW EFFECTS:

Power Rank- Your body is beyond the strength of lesser shinobi. Because of your titanic physical power you gain 15 Mundane DR which cannot be pierced. Increase the damage dealt from the "Knockback" effect caused by your Taijutsu-based actions by 1 per square and 2 per square when the target's flight is stopped. Add your Taijutsu an additional time to all damage caused by your Taijutsu-based actions. A Power Rank increases your Stability by 30.

Resolve- Your willpower and ability to tough through difficulties is legendary. You regenerate X Injury, where X is your Determination, at the start of each turn. Additionally, you may add your Determination to all damage. You may, as a free action, consume an instance of Resolve to remove any effects which can be removed through Grit expenditure. Doing so negates that instance of Resolve for the duration of the encounter.

Path to Power (Skill)

Once you have begun on the Path to Power you may begin training in the "Mastery" Advanced Skills. When you reach 5 in a "Mastery" skill you may select a single Skill of that Stat that you have at Rank 10 and may advance it to "Grandmaster" at the cost of a Downtime.

Reputation

Shinobi used to be operators in the darkness, agents for hire who slew samurai and their servants for pay. However, over time, the skills of these shinobi came to the attention of the tormented nobility who needed men and women capable of amazing things to do incredible deeds for them. Shinobi soon overtook the world and the current system began.

A shinobi's place in the world can be defined in many ways, but among the most potent of them is their Reputation. A famous shinobi receives the best missions, the best pay, is known for his power, and is often, if he is strong enough, a candidate for great positions of authority.

Reputation is a new statistic that shinobi earn through the course of play as well as having the chance to begin play in some small cases. Reputation is on a sliding scale of 1 to 99 as well as a number of descriptors which can be attached to that number to modify how people interact with it. A shinobi can

never lose reputation through their own actions, but through certain actions can have it reduced or have certain modifiers attached to it.

[1-9] Unknown: You are unknown in the shinobi world. Even inside of your village you are unremarkable. There are no penalties or benefits directly associated with anonymity.

[10-19] Unremarkable: You are known only to a small group of shinobi inside of your own village. You gain a slight bonus when dealing with other members of your village. You gain 5 more ryo upon successful completion of a mission.

[20-29] Face in the Crowd: You are known to your group of peers and are easy to forget about. The shinobi in the rank directly above you recognize your name, but often can't pair your face with it. You may have a single enemy outside of the village who remembers you. You gain 10 more ryo upon successful completion of a mission.

[30-39] Lesser Known: You are known by almost all shinobi in the village and are considered to be helpful member of the village. You definitely have at least a single shinobi outside of the village who remembers you and wants your misfortune. You gain 25 more ryo upon successful completion of a mission.

[40-49] Average: Many shinobi forever dwell in this level of reputation due either to their deaths or simple lack of progress. A shinobi at this level is respected within his village and may have a few enemies outside of the village. You gain 50 more ryo upon completion of a mission. You may make a rare (once per story) request to your Kage to increase your mission's difficulty by 1 grade.

[50-59] Stand Out: You are above the rest of the masses in your village. Other shinobi often think of you as a standard of above-average performance. You are very well respected in your village and are considered a very useful shinobi. You have several foes outside of the village who remember you and your deeds. You gain 100 more ryo upon completion of a mission. You may request (once per three sessions) the assistance of a lower ranking shinobi on a mission. Additionally, at this position in your career you may be considered to be made Captain of missions and to lead A-Ranked Missions, even if you aren't a Jonin.

[60-69] Excellent Shinobi: You are considered a valuable asset to your village. Shinobi aspire to be like you when they are in Academy and you have many foes outside of the village who want your death. You may request (once per two sessions) the Kage to increase your mission's difficulty by 1 grade. You gain 300 more ryo per completion of a successful mission. Additionally, you may be considered for positions such as Black Ops Agent, Kage's Bodyguard, or representative to your Land's Special Shinobi Corps (Twelve Guardians, Seven Swordsmen, etc). You gain the benefit of the Reputation Perk automatically and may create a moniker. Finally, at this level you gain an entry into the Bingo Book. The seat of Kage is within you grasp here, but it is a very very distant hope.

[70-79] Paragon Shinobi: In the world there are maybe twenty shinobi who you can call peers in terms of fame. You are unbelievably well known and are a common name amongst your village and all villages beyond it. You gain the Worldwide Renown Perk for free. You gain 1,000 additional ryo upon a mission's completion. At this point missions D rank and lower are beneath you and you may pass them on to lower shinobi. You may request a shinobi of lower Rank automatically to join you with any mission you desire. You may request (once per game) for your Kage to increase the difficulty of your mission by 2 Grades. Additionally, at this level you may be considered for key positions to the village such as Black Ops Captain, Advisor to the Daimyo, or even Bodyguard to the Daimyo. Though you are not first on the list people will often mention you when considering a new Kage.

[80-89] Legendary Shinobi: You are a shinobi that shapes the time you are alive. People recognize your name instantly above all others who share it. Parents name their children after you in hopes of them achieving a shred of the same glory you command. At this level of recognition you gain the "Legendary" Perk for free. You gain 50,000 additional ryo upon successfully completing a mission. You are qualified for S-Rank missions at this point and are well known by all. Missions lower than C rank are beneath you. You

will have a difficult time going around without people knowing you instantly. At this level you are a nearly unmatched candidate for any Kage position that opens in your village.

[90-99] Shinobi for the Ages: You are a shinobi that cannot be forgotten. Your actions mold and shape the world around you for decades to come. You are almost guaranteed for any Kage position that opens up and you command titanic amounts of followers and people who wish your demise. If you do undergo missions you receive well into the excess of 100,000 ryo upon completion of the mission. Missions lower than B Rank are beneath you and you may assign them to subordinate shinobi.

[100] Immortal Legend: Only one shinobi stands here, the Sage of the Six Paths. No other shinobi can become as renowned as the father of ninjutsu and the true god of shinobi. His influence would be unquestioned and many would hail him as a living god.

Reputation Modifiers

These modifiers affect how you are perceived by shinobi and have no direct bearing upon gameplay.

Noble: You are known for your sense of fair play, kindness, and general good nature. People the world over know that you hold a personal code of honor very close to your heart and it guides your actions. Some will seek to exploit this.

Wicked: You are feared for your traitorous ways, your cruelty, or your disregard for human life. Even shinobi have limits and you have crossed them. People fear you actively.

Overwhelming: In the world of your peers you are considered to be an especially dangerous person. You stand above others in terms of reputation in terms of combat and people will think twice before fighting you.

Rogue: You disregarded your village long ago. You may only gain this Modifier if you are a Rogue Ninja. All instances of Village in reputation texts are changed to "shinobi world" but your Reputation is considered to be -20 what it actually is. Additionally, you can never become a Kage.

Merciless: You aren't especially cruel, but you don't give quarter to enemies. You are known for being no-nonsense and fighting a good fight and ending it there and then.

Genius: People respect the knowledge you command. You are treated as a master of tactics and conceptual elements of warfare that elude many shinobi. In times of peace you may even be approached to publish your thoughts or give lectures.

Actions that Affect Reputation-

Mission Completion: +1 Reputation for every 5 D Rank missions. +2 Reputation for every 2 C Rank Missions. +3 Reputation for every B Rank Mission. +4 Reputation upon taking an A Rank Mission and another 4 at its completion. +5 Reputation upon taking an S Rank Mission and 10 for completing it.