

Alternative Jinchuuriki Rules

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Contents

JINCHUURIKI	3	The Powers	5	Hachibi	10
General Rules	3	The Bijuu	6	Kyuubi	11
The Temptation	3	Ichibi	6	The Seals	12
The Jinchuuriki-Bijuu Form	3	Nibi	7	Bijuu no Souin	12
The Bijuu in Control	4	Sanbi	7	Gyakuen Fuuin	12
Contacting and Control- ling the Bijuu	4	Yonbi	8	Shishou Fuuin	12
The Gifts	4	Gobi	9	Tekkou Fuuin	12
The Mark	5	Rokubi	9	Example Jinchuuriki	13
		Shichibi	10	Ni'i Yugito	13

JINCHUURIKI

GENERAL RULES

In this section alternative rules for the tailed beasts, the bijuu, and their hosts are presented. Is a Bijuu sealed within a creature, that creature is called a Jinchuuriki, meaning Human sacrifice. This name comes from the fact that when a Jinchuuriki is born someone dies for it.

Normally it is the previous Jinchuuriki, but the original sealing method that has been used, the Gyakuen Fuuin, requires the sacrifice of the mother, to make the child a Jinchuuriki. The Jinchuuriki, once he is aware that a Bijuu is sealed within him, he can contact that Bijuu and make trade-offs for power, but even before he can be tempted by the Bijuu.

When contact has been established thinks can easily go out of hand, as the Bijuu can force it's Jinchuuriki to enter the Jinchuuriki-Bijuu Form. Though for access to the Jinchuurikis Mind to force him into this dual form comes for a price, the Bijuu has various abilities to offer his Jinchuuriki, to gain this access. Normally Jinchuuriki are unaware that they give the Bijuu access to their minds, thus they just ask them for power, and it is the Bijuus choice which Gifts they bestow upon their Jinchuuriki.

Here is then a short explanation of the terms used:

Bijuu Tails: Means the Number of Tails a specific bijuu has. Ichibi has 1, Hachibi has 8.

Number of manifested Tails: Means the Number of Tails a Jinchuuriki are displayed in his Jinchuuriki-Bijuu Form.

THE TEMPTATION

A Bijuu can try to influence its host as long as it is not completely controlled by the Jinchuuriki, as it has always at least limited access to their Jinchuuriki's mind, except for it has been sealed completely, see Four Images Seal for that. When contact has not been established, a Bijuu can tempt its Jinchuuriki when:

- The Jinchuuriki's Chakra Pool reaches 0
- The Jinchuuriki's Reserves drop below 50%
- The Jinchuuriki becomes highly emotional (especially angered)

When the Jinchuuriki fails a Will Save (DC 5 + Bijuu Tails), the Bijuu has the option of doing one of the following:

- Increase the Jinchuurikis Chakra Pool with Demonic Chakra by up to 10% of the Jinchuurikis Chakra Pool, this avoids the Jinchuuriki suffering from Chakra Depletion.

- Take full control for up to the Number of Tails the Bijuu has in rounds.
- Nothing

When contact has been established, the Bijuu has a greater access to the Jinchuuriki's mind, and thus can tempt him much easier, he can do so when:

- The Jinchuuriki's Chakra Pool reaches 25%
- The Jinchuuriki draws Chakra from his Reserves.
- The Jinchuuriki becomes highly emotional (especially angered)
- The Jinchuuriki wants to be tempted

When the Bijuu tempts him now, the Jinchuuriki must succeed a Will Save (DC 10 + Bijuu Tails), or the Bijuu has the Option to do one of the following:

- Use any Gift for the Benefit of the Jinchuuriki, that the Jinchuuriki qualifies for, that means that the Bijuu could heal the Jinchuuriki.
- Increase the Jinchuurikis Chakra Pool with Demonic Chakra by up to 10% of the Jinchuurikis Chakra Pool, this avoids the Jinchuuriki suffering from Chakra Depletion.
- Take full control for up to the Number of Tails the Bijuu has in rounds.
- Let the Jinchuuriki enter the Jinchuuriki-Bijuu Form or increase the number of tails by one, that the shroud displays. For a full description of the Jinchuuriki-Bijuu Form see the associated subsection.
- Nothing

THE JINCHUURIKI-BIJUU FORM

The Jinchuuriki-Bijuu Form is also referred to as Chakra Cloak, Cloak or Shroud. It has its Name because the Bijuus Chakra starts oozing out of the Jinchuuriki's body, and remains being wrapped around the Jinchuuriki like a Cloak or Shroud.

The Jinchuuriki may enter this Form out of his free will, doing so he needs to make a Chakra Control Check (DC 15 + Bijuu Tails + Number of Tails he wants to manifest), failing the check results in the Bijuu attempt to tempt the Jinchuuriki.

While in this Form, the Jinchuuriki must succeed a Will Save (DC 10 + Bijuu Tails + 3 × Number of manifested Tails) everytime the Bijuu successfully tempts him for take over or the Bijuu takes over, this replaces the Will Save specified in the Temptation subsection.

Should the Jinchuuriki want to reduce the number of Tails he has currently in his Jinchuuriki-Bijuu Form active by one, it requires him succeeding a Chakra

Control Check (DC Bijuus Will Save - Number of not manifested Tails) as a move action. Should the percentage of the manifested tails \times the bijuus chakra pool is higher than the users chakra pool. The hosts starts taking 1 damage per tail per turn. When all possible tails are manifested the Jinchuuriki resembles a miniature version of his Bijuu.

THE BIJU IN CONTROL

Should the Bijuu happen to take over, because its dissatisfied with its Jinchuurikis actions, or because it wants to break free, the Jinchuuriki faces a real crisis. The Jinchuuriki can attempt to reduce the number of tails as in the Jinchuuriki-Bijuu form, or wrest back control from the Bijuu.

Wresting Back Control requires a successful Will Save (DC Bijuus Will Save+3 \times Number ofManifested Tails). When successful, the control of the Bijuu is ended, and the Jinchuuriki leaves the shrouded state.

While the Bijuu is in control it has the following benefits:

- An enhancement bonus to the following ability scores: Str +8, Dex -2, Con +4;
- A +2 enhancement bonus to Fort, Ref and Will Saves.
- It uses Demonic Reach, Resilience, Speed and Strength automatically, as well as Genjutsu Resilience.
- It can use Demonic Health and Demonic Chakra until their own Chakra Pool runs dry.
- For every 3 tails beyond the first, it gains a size category, annihilating the body of its Jinchuuriki temporarily. When it leaves this state, the Jinchuuriki is stable at -Bijuu Tails hitpoints.
- If it has a Bijuudama ability, the Bijuu can use it in a size increased state, but the the ability takes 3 rounds to fire.
- Should the Bijuu be able to force the Jinchuuriki into a tailed state with a number of Tails that is equal to his Tails, the Bijuu can attempt a full take over, killing the Jinchuuriki in the process, and releasing himself. This is a full-round action and can be avoided by the Jinchuuriki by passing a Will Save (DC 10 + Bijuu Tails).

CONTACTING AND CONTROLLING THE BIJU

Asking the Bijuu for Gifts and Chakra is difficult. Controlling the Bijuu completely is even more difficult.

To just contact the bijuu within you, you must spend a Full Round-Action and make a Chakra Control check (DC 20), and of course you must know of its presence.

Then you can ask the Bijuu for power, but that is

also the first step of losing yourself forever.

If someone who has already full control over his bijuu helps the host or is otherwise accustomed to the nature of the bijuus, no checks for contacting or initiating the inner battle must be made.

To gain control over a Bijuu, you must release it, so you can engage into a mental one on one combat with it, the combat is played out like any other combat, but the Jinchuuriki cannot use any demonic chakra while in combat. Then you must draw out its entire chakra, before it draws out yours or kills you in combat.

Drawing out Chakra is a Standard Action that provokes and attack of opportunity.

You make a Chakra Control check (DC 10+The Bijuus Will Save+Damage Taken between your last turn and the drawing attempt-damage the bijuu has taken in this turn).

If you succeed pulling out chakra, you pull out as many chakra, as the result of the die roll. Should the Bijuu be unable to defend himself double that amount.

If you pulled out an amount of chakra greater or equal than the bijuus total chakra pool, you win this fight and can control the bijuu from now on.

Should you lose the fight, the Bijuu takes over your body, as per Bijuu Control, but you have no chance of regaining your body, you are dead. Pulled out Chakra is still usable, it just represents the amount of control you can exert over the one whose Chakra you pulled out.

example

The Kyuubis has a Pulling DC of 36, modified by damage. Naruto decides to try his luck with pulling out the Kyuubis Chakra, so he needs to pull 604 CP out without dying or the Kyuubi pulling out his chakra, to win this fight. In which he succeeded and recieved control over the Kyuubi.

THE GIFTS

A Bijuu gives certain Benefits to its host. These Benefits are 'bought' with some kind of Point-Buy and the associated Points are the Jinchuuriki-generation points, short JGP. For every 500 JGP, rounded up, a Jinchuuriki has spend, he gains +1 ECL.

The amount of JGP a Jinchuuriki gains is controlled by the GM. Ideally the abilities a Jinchuuriki gains are negotiated with his Bijuu. To name some values, for just contacting the Bijuu a value of about 150-350 is appropriate. The Bijuu may increase that amount whenever it wishes to do so. Additionally when gaining full control over the Bijuu another 500-1500 JGP can be awarded to the Jinchuuriki.

THE MARK

The Mark of the Jinchuuriki is always visible, like whisker-like marks on the cheek. The more a host feeds upon the Bijuu power the more dominantly the mark of the bijuu shows, and maybe some other side effects like red eyes manifest.

THE POWERS

The bijuu can bestow various powers on the hosts, they range from special abilities over feats to speed, strength and chakra. These Gifts are buyable via JGP, and must be negotiated with the bijuu directly. Some of these abilities are about the usage of a demonic chakra pool. This chakra pool does not exist, it is a virtual chakra pool to separate your normal chakra and the demonic chakra of the bijuus. Remember you buy these abilities with JGP, so the JGP used for that ability is spent.

Complete Bijuu Transformation

The Host is able to transform completely into the Bijuu and has perfect over control him.

Prerequisite: Complete Control

Costs: 500 JGP

Demonic Chakra

The bijuu is willing to give the host a bit of his chakra. The host can draw out this chakra anytime, as per Chakra Control check for drawing his reserves. Chakra drawn this way will be transferred into a Demonic Chakra Pool. The Bijuu lacks this Chakra now and regenerates it when the Jinchuuriki regenerates his Chakra. Your demonic chakra pool is reduced to zero, everytime you lose consciousness or sleep. You cannot draw out more Chakra than the Bijuu has in its Chakra Pool.

Costs: 1 JGP per Chakra Point

Demonic Healing

The demonic chakra is compatible with the users cells, and can be exchanged for HP.

As a move action, the host can spend 1 Demonic Chakra in his Demonic Chakra Pool, to gain 1 HP. He can only regain a certain Number of HPs per day.

Costs: 2 JGP per HP/day

Demonic Reach

The Jinchuuriki can make Reach attacks with his Chakra alone while being in his Shrouded Form. The host is able to change any physical unarmed attack (even all attacks in a full-attack action) to a Demonic Reach Attack. To hit a normal touch attack is needed and the attack deals damage that bypasses chakra damage reduction appropriate for the Jinchuurikis current size, and is modified the Strength modifier of the Bijuu, or whoever is in control.

A Medium-size Jinchuuriki would deal 1d4 + Str mod-

ifier damage, A large one 1d6 + Str modifier damage, etc.

Costs: 100 JGP

Demonic Resilience

When using Demoinc Chakra (if your Demonic Chakra Pool is greater than 0), the Jinchuuriki can spend one Demonic Chakra point as a reaction to gain a temporary Damage Reduction for one round. During that time the Hosts Damage Reduction increases to 1/Chakra.

Additionally if the Jinchuuriki is in Cloak Mode, he gains a point of Damage Reduction for every tail.

Costs: 50 JGP

Demonic Speed

When using Demoinc Chakra (if your Demonic Chakra Pool is greater than 0), the Hosts Speed Rank increases by one. Additionally if the Jinchuuriki is in Cloak Mode, he gains a Speed Rank bonus of one speed rank for every 2 tails. You still have to pay chakra normally for it.

1 Tail / Demonic Chakra = Speed Rank +1

2 Tails = Speed Rank +2

4 Tails = Speed Rank +3

6 Tails = Speed Rank +4

8 Tails = Speed Rank +5

Costs: 50 JGP

Demonic Strength

When using Demoinc Chakra (if your Demonic Chakra Pool is greater than 0), the Hosts Strength Rank increases by one. Additionally if the Jinchuuriki is in Cloak Mode, he gains a Strength Rank bonus of one speed rank for every 2 tails. You still have to pay chakra normally for it.

Costs: 50 JGP

Elemental Immunity

By selecting this ability you can invoke the Elemental Immunity of your Bijuu, so you have it, for one round. This is a reaction and costs you two points of demonic chakra.

Costs: 250 JGP

Elemental Proficiency

You gain another Primary or Secondary Elemental Affinity, but it must be selected from the "Associated Elements" list in the Bijuu section.

Selecting this ability lets you switch your primary elemental affinity, which becomes a secondary in turn.

Costs: 25 JGP per Element

Elemental Protection

By selecting this ability you can invoke the Elemental Immunity of your Bijuu, so it seeps partially over to you. You can spend up to the number of tails your Bijuu has in demonic chakra points to gain a Resis-

tance of 10×chakra spend of the Element your Bijuu has as an Immunity to.

Costs: 50 JGP

Genjutsu Resilience

The Jinchuuriki can cancel or negate any Genjutsu that is targetting him, by spending Demonic Chakra equally to 50% of the Genjutsu's Chakra Costs. Using this ability is a swift action.

Costs: 100 JGP

Increased Ability Score

All Bijuus have an associated ability score. By picking this Gift, that ability increases permanently by 1.

Costs: 50 JGP per Score point.

Partial Bijuu Transformation

The Jinchuuriki is able to transform into any Cloaked form, with Size increases as per Bijuu. But he is still limited to the Abilities he has gotten as a Gift from his Bijuu.

While having the size increased, the Jinchuuriki is able to use its Bijuu's Bijuudama ability, if it has one, while wearing the Shroud. Using the blast takes three rounds and counts as a rank 12 technique.

Prerequisite: Complete Control, Complete Bijuu Transformation

Costs: 750 JGP

THE BIJUU

The Bijuu Powers listed in the Bijuu section work as normal powers. Additional the specific Bijuu can use these powers at will while in their full Bijuu-Form.

ICHIBI

The tanuki is species of dog found in Japan. The species has been called "raccoon dog" because of their similar appearance. The tanuki has been renowned for its mischievous nature and ability to shape shift and bring good fortune. The Naruto Shukaku has ties to several tanuki archetypes. One is the Bunbuku Chagama tale, where a tanuki transformed into a tea kettle. In the series Shukaku was reported to have been sealed within one. Some tales state of shrine priests being tanuki in disguise, which ties into how early in the series Shukaku was reportedly a corrupted Sand priest.

Associated Ability Score: Constitution

Associated Elements: Wind



Sand Shield

As long as your demonic chakra pool is not smaller than 1 and at least some Sand is in 30ft range of you, you gain +1 Deflection bonus to defense for every demonic chakra point in your demonic chakra pool of up to a total bonus of +1 per Sand Shield Score Point.

Costs: 50 JGP per Score Point.

Sand Manipulation

You are proficient with manipulating Sand at will. You can use Sand techniques that need the Sand Manipulation ability. Additionally one can create objects that are up to one size category larger than the user of this Ability from Sand.

The Sand can also carry weight, which costs 1 point of chakra per round for every 5 strength score points needed to carry the weight at medium capacity. Moving an object upwards with this ability is particularly more straining and costs for every 5ft. an object should be moved upwards the price for just statically levitating it.

This levitation ability has a range of up to 6 times the natural reach of the creature using it. 30ft for medium size 90ft for Ichibi.

Costs: 125 JGP.

Ichibi no Shukaku

Colossal Magical Beast (Demonic)

Init -2; **Senses** Listen +13, Spot +13; **Darkvision**, **Low-Light Vision**

AL Evil, **Power**, **Self**

Defense 14 (-2 Dex, -8 Size, +14 Natural), **Touch** 0, **Flat-footed** 14

Saves Fort +24, Ref +16, Will +19; **Mas** 50

HD 32d10+192; **hp** 368; **CP** 258; **Res** 73

FS 40ft by 40ft; **Reach** 15ft (40ft with tail)

Speed 50ft

Melee Slam +40 (2d6+16)

Melee Tail +40 (2d6+16)

Base Atk +32; **Grp** +64;

SQ Bijuu Regeneration, **Damage Reduction** 12/chakra and epic, **Darkvision** 120ft, **Fast Healing** 11, **Fear Aura**, **Low-Light Vision**, **Sand Immunity**, **Technique Mastery**

Abilities Str 43, Dex 7, Con 23, Int 10, Wis 12, Cha 9

Feats Cleave, **Epic Chakra Pool** (3), **Improved Chakra Pool** (3), **Power Attack**

Skills Chakra Control +17(16), **Intimidate** +11(12), **Listen** +13(12), **Spot** +13(12)

Challenge Rating 32

Bijuu Regeneration (Ex): Ichibi regenerates lost limbs (except the head) so long as it has 0 or more hit points. The regeneration takes 9 rounds.

Fear Aura (Ex): Any creature that finds itself within

50ft of Ichibi must make a Will Save (DC 27) or be Shaken for 2d6+2 rounds.

Technique Mastery: The Ichibi can perform any Futon or Sand Technique that is neither epic nor a Hijutsu or Kinjutsu, but it can use all Sand Techniques that need the Sand Manipulation ability even when they are a Hijutsu or Kinjutsu. While doing so Ichibi ignores the need for Hand Seals and Material Components, but he still has to pay Chakra normally.

NIBI

The feline is a common species throughout the world and stories of cat bakemono (monsters) are popular throughout Japan. In myth the neko-mata (forked-cat) is said to be an older cat that has had its tail split in two. Reportedly large in size, these cats are said have the ability to manipulate the dead like puppets and have been associated with strange fires and occurrences. This may be related to the Nibi's ikiryō (living ghost) nickname and fire-breathing abilities.

Associated Ability Score: Dexterity

Associated Elements: Fire

Extended Chakra Senses

You can See-Through Chakra and have a really sharp Chakra Sense. The Chakra Sense works like the Scent ability, you can even Track the Chakra-Trail of creatures, given that the Trail is not older than 8 hours.

Costs: 300 JGP.

Nibi no Nekomata

Colossal Magical Beast (Demonic)

Init +2; **Senses** Listen +11, Spot +11; Darkvision, Low-Light Vision

AL Evil, Power, Self

Defense 18 (+2 Dex, -8 Size, +14 Natural), Touch 4, Flat-footed 16

Saves Fort +25, Ref +20, Will +19; **Mas** 50

HD 33d10+231; **hp** 412; **CP** 297; **Res** 77

FS 40ft by 40ft; **Reach** 15ft (40ft with tails)

Speed 50ft

Melee Bite +41 (4d6+16)

Melee 2 Claws +41 (2d8+16)

Melee 2 Tails +41 (2d6+16)

Base Atk +34; **Grp** +64

SA Fire Blasts; **SQ** Bijuu Regeneration, Damage Reduction 13/chakra and epic, Darkvision 120ft, Fast Healing 12, Fear Aura, Low-Light Vision, Body of Fire, Extended Chakra Senses

Abilities Str 43, Dex 15, Con 24, Int 10, Wis 12, Cha 7

Feats Epic Chakra Pool (4), Improved Chakra Pool (3), Power Attack, Track

Skills Balance +10(8), Chakra Control +13(12), Jump +21(5), Listen +11(10), Spot +11(10), Survival +9(8)

Challenge Rating 33

Bijuu Regeneration (Ex): Nibi regenerates lost limbs (except the head) so long as it has 0 or more hit points. The regeneration takes 8 rounds.

Body of Fire (Su): The Nibi's Body is covered in unnatural Flames, granting Nibi an Immunity for Fire, even Healing it by the amount of Fire Damage it takes. Anyone grappling the Nibi takes 4d6 Fire damage per round.

Fear Aura (Ex): Any creature that finds itself within 50ft of Nibi must make a Will Save (DC 27) or be Shaken for 2d6+2 rounds.

Fire Blasts (Sp): Instead of attacking the Nibi can use its Full-Round Action to shoot multiple Fire Blasts with a range of up to 180ft. The Nibi can spend up to 22 points of Chakra for every 1d6 points of fire damage and must pay additional one point of chakra for every blast. It then can freely distribute the dices among the blasts. The Nibi cannot shoot more than 22 Blasts with every blast dealing 1d6 points of fire damage. Every blast is targeted on a 10ft square, and opponents caught in the blast can make a Reflex Save (DC 26) for half damage.

SANBI

The turtle is a common species throughout the world and stories of turtle and sea bakemono (monsters) have spread throughout Japan. In one myth, the Suppon no Yurei is the spirit of an eaten turtle. In the story three men were haunted by the spirit of a turtle they had eaten. The experience harmed them so much they were put into a state of shock for three days. Other sea monsters like the Umibouzu have been described as a green turtle, which is huge in size and is said to attack fisherman.



Associated Ability Score: Constitution

Associated Elements: Water

Shell of the Turtle

You can spend once every 5 rounds up to Shell Points of demonic chakra to increase your Natural Armor bonus by +1 for 5 rounds, as a move action.

Costs: 25 JGP per Shell Point.

Sanbi no Isonade

Colossal Magical Beast (Demonic)

Init -1; **Senses** Listen +11, Spot +11; Darkvision, Low-Light Vision

AL Evil, Power, Self

Defense 23 (-1 Dex, -8 Size, +22 Natural), Touch 1, Flat-footed 23

Saves Fort +26, Ref +18, Will +20; **Mas** 50

HD 34d10+238; **hp** 425; **CP** 307; **Res** 77

FS 40ft by 40ft; **Reach** 15ft (40ft with tails)

Speed 50ft; **Swim** 50ft

Melee Slam +40 (3d6+14)

Melee 3 Tails +40 (3d6+14)

Base Atk +34; **Grp** +64;

SQ Bijuu Regeneration, Breathe Underwater, Damage Reduction 14/chakra and epic, Darkvision 120ft, Fast Healing 13, Fear Aura, Low-Light Vision, Suiton Immunity

Abilities Str 39, Dex 8, Con 25, Int 8, Wis 13, Cha 12

Feats Epic Chakra Pool (4), Improved Chakra Pool (1), Improved Natural Attack (Slam, Tails), Multiattack, Power Attack

Skills Chakra Control +16(15), Listen +11(10), Spot +11(10), Swim +29(15)

Challenge Rating 34

Bijuu Regeneration (Ex): Sanbi regenerates lost limbs (except the head) so long as it has 0 or more hit points. The regeneration takes 7 rounds.

Fear Aura (Ex): Any creature that finds itself within 50ft of Sanbi must make a Will Save (DC 28) or be Shaken for 2d6+2 rounds.

YONBI

The great ape family includes chimpanzees, gorillas, humans and orangutans. In one myth, the Satori is mountain-dwelling ape-like creature. In another classic Chinese folk novel, Journey to the West, a young monkey named Sun Wukong goes on an adventure. This story would later inspire other authors, including Akira Toriyama in his Dragon Ball



series. Dragon Ball would feature a main character who could transform into a large ape-like creature.

Associated Ability Score: Dexterity

Associated Elements: Earth, Fire

Youton

By taking this ability one gains the ability to use Youton techniques, as per Kekkei Genkai. Additionally one gets Earth and Fire as Primary Affinities and skip

gain another Elemental Affinity by Level 11. The primary affinity you had before is lost.

Costs: 75 JGP

Yonbi no Saru

Colossal Magical Beast (Demonic)

Init -1; **Senses** Listen +11, Spot +11; Darkvision, Low-Light Vision

AL Evil, Power, Self

Defense 18 (+1 Dex, -8 Size, +15 Natural), Touch 3, Flat-footed 17

Saves Fort +27, Ref +20, Will +20; **Mas** 50

HD 35d10+280; **hp** 485; **CP** 345; **Res** 77

FS 40ft by 40ft; **Reach** 15ft (40ft with tails)

Speed 50ft; **Climb** 50ft

Melee 2 Claws +44 (2d8+17)

Melee 4 Tails +44 (2d6+17)

Base Atk +35; **Grp** +68;

SA Youton Blast; **SQ** Bijuu Regeneration, Damage Reduction 15/chakra and epic, Darkvision 120ft, Fast Healing 14, Fear Aura, Low-Light Vision, Youton Immunity, Scent

Abilities Str 45, Dex 13, Con 26, Int 10, Wis 12, Cha 11

Feats Alertness, Epic Chakra Pool (3), Epic Toughness, Improved Chakra Pool, Multiattack, Toughness, Track

Skills Chakra Control +21(20), Climb +28(11)*, Listen +11(10), Spot +11(10), Survival +5(4)

Challenge Rating 35

Bijuu Regeneration (Ex): Yonbi regenerates lost limbs (except the head) so long as it has 0 or more hit points. The regeneration takes 6 rounds.

Fear Aura (Ex): Any creature that finds itself within 50ft of Yonbi must make a Will Save (DC 28) or be Shaken for 2d6+2 rounds.

Youton Immunity: Yonbi is immune to all Damage from Youton sources. Additionally Yonbi takes half Damage from all Earth and Fire attacks.

Youton Blast: This attack is a cone shaped 120ft long blast, that deals up to 1d4 Earth and Fire Damage in equal parts for every chakra point spent, up to 24d4. Creatures caught in the area of effect can half the damage by succeeding on a Reflex Save (DC 27).

*Yonbi can always take ten on Climb checks.

GOBI

Condylarth, the first hoofed animals, would later split into many different lineages, including Perissodactyla, the order containing horses and Cetacea, containing whales, dolphins and porpoises. In myth, the Sagari was a horse's head which dangled in the branches of a nettle tree. The Bake-kujira was an enormous skeletal whale.



Associated Ability Score: Strength
Associated Elements: Wind

Chakra Reflection

Should a technique or chakra based ability target you specifically, you can try to deflect it. To deflect it you must pay the chakra costs that has been paid to perform the technique and win or equalize an opposed Chakra Control check if it is a Chakra Control technique, an opposed Ninjutsu check if it is a Ninjutsu or an opposed Genjutsu check if it is a Genjutsu against the performer of the technique. If you beat the compared check by 10 Points you reflect the technique, and now it targets the original user.

A taijutsu technique cannot be subject to this ability.

Costs: 500 JGP

Gobi no Irukauma

Colossal Magical Beast (Demonic)

Init +0; **Senses** Listen +7, Spot +7; Darkvision, Low-Light Vision

AL Evil, Power, Self

Defense 17 (-8 Size, +15 Natural), Touch 2, Flat-footed 17

Saves Fort +28, Ref +20, Will +23; **Mas** 50

HD 36d10+288; **hp** 486; **CP** 363; **Res** 82

FS 40ft by 40ft; **Reach** 15ft (40ft with tails)

Speed 50ft

Melee 2 Hooves +43 (2d6+15)

Melee 5 Tails +43 (2d6+15)

Base Atk +36; **Grp** +67

SA Bijuudama; **SQ** Bijuu Regeneration, Damage Reduction 16/chakra and epic, Darkvision 120ft, Fast Healing 15, Fear Aura, Low-Light Vision, Scent

Abilities Str 40, Dex 11, Con 27, Int 16, Wis 16, Cha 16

Feats Endurance, Epic Chakra Pool (4), Improved Chakra Pool (2), Multiattack, Run

Skills Chakra Control +19(16), Genjutsu +23(20), Listen +7(4), Ninjutsu +23(20), Spot +7(4), Survival +7(4)

Challenge Rating 36

Bijuudama (Su): The Gobi can spend up to 25 points

of chakra, to make a 10ft wide and 270ft long line attack, that deals 1d6 points of damage per 1 points of chakra spend. Creatures caught in this line can make a Reflex Save (DC 31) to take half damage. Gobi can only use that ability every 1d4 rounds.

Bijuu Regeneration (Ex): Gobi regenerates lost limbs (except the head) so long as it has 0 or more hit points. The regeneration takes 5 rounds.

Fear Aura (Ex): Any creature that finds itself within 50ft of Gobi must make a Will Save (DC 31) or be Shaken for 2d6+2 rounds.

ROKUBI

Gastropoda are a class of animals second only to insects in its number of known species. They live in a diversity of habitats, including rivers, deserts, oceans and caves. some slugs excrete a thick coating of mucus around their bodies. The mucus secreted helps prevent the slug from slipping down vertical surfaces. The mucus also



provides a method of protection, as it can make the slug hard to pick up and hold. In myth, the Sazae-oni was a turban snail demon who could change form.

Associated Ability Score: Constitution

Associated Elements: Water

Acidic Bubbles

You can release acidic bubbles from your body that cover one 5ft. square per 2 demonic chakra points spent. A character moving through this area must succeed a Reflex Save (DC 10 + 1/2 your HD + Constitution modifier) or take 2d4 acid damage.

Costs: 150 JGP

Rokubi no Namekuji

Colossal Magical Beast (Demonic)

Init -2; **Senses** Listen +19, Spot +19; Darkvision, Low-Light Vision

AL Evil, Power, Self

Defense 15 (-2 Dex, -8 Size, +15 Natural), Touch 0, Flat-footed 15

Saves Fort +29, Ref +18, Will +22; **Mas** HD 37d10+333; **hp** 536; **CP** 419; **Res** 87

FS 40ft by 40ft; **Reach** 15ft

Speed 30ft

Melee Slam +46 (2d6+17 and 2d6 acid)

Melee 6 Tails +46 (2d6+17 and 2d6 acid)

Base Atk +37; **Grp** +70

SA Acid, Improved Grab; **SQ** Bijuu Regeneration, Damage Reduction 17/chakra and epic, Darkvision 120ft, Fast Healing 16, Fear Aura, Low-Light Vision, Scent

and Acid Immunity

Abilities Str 45, Dex 6, Con 28, Int 14, Wis 14, Cha 3
Feats Epic Chakra Pool (5), Improved Chakra Pool (3), Power Attack, Multiattack
Skills Chakra Control +27(25), Intimidate +16(20), Listen +12(10), Spot +12(10)
Challenge Rating 37

Acid (Ex): The Rokubi secretes acid that dissolves organic material and metal quickly. Additionally Rokubi deals with any melee hit acid damage, and when hit it deals 2d6 acid damage too. The acid even destroys stone at a rate of 20 points of damage per round, when in contact with Rokubi. A metal or wooden weapon that strikes Rokubi dissolves unless it succeeds at a Reflex Save (DC 37).

Improved Grab (Ex): If Rokubi hits a Huge or smaller opponent with its Slam attack, he deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Each successful grapple check Rokubi makes during successive rounds automatically deals Slam and Acid damage.

Bijuu Regeneration (Ex): Rokubi regenerates lost limbs (except the head) so long as it has 0 or more hit points. The regeneration takes 4 rounds.

Fear Aura (Ex): Any creature that finds itself within 50ft of Rokubi must make a Will Save (DC 30) or be Shaken for 2d6+2 rounds.

Suiton and Acid Immunity: Rokubi is immune to all Acid and Water damage.

SHICHIBI

The rhinoceros beetle is among the largest of beetles found in the world. They are also among the strongest animals on the planet in relation to their own size. The rhino beetle's penchant for fighting



other males of the species has made them a popular gambling subject in Asia. Beetles are characterized by a hard exoskeleton and forewings, which creates a flexible armored defense. The forewings are not used for flight, but tend to cover

the hind part of the body and protect the second pair of wings that are used for that purpose. Some beetle families are not capable of flight.

Associated Ability Score: Strength

Associated Elements: Lightning, Water

Ranton

By taking this ability one gains the ability to use Ranton techniques, as per Kekkei Genkai. Additionally one gets Lightning and Water as Primary Affini-

ties and skip gain another Elemental Affinity by Level 11. The primary affinity you had before is lost.

Costs: 75 JGP

Shichibi no Kabutomushi

Colossal Magical Beast (Demonic)

Init -1; **Senses** Listen +19, Spot +19; Darkvision, Low-Light Vision

AL Evil, Power, Self

Defense 23 (-1 Dex, -8 Size, +22 Natural), Touch 1, Flat-footed 24

Saves Fort +30, Ref +20, Will +23; **Mas** 50

HD 38d10+342; **hp** 551; **CP** 429; **Res** 91

FS 40ft by 40ft; **Reach** 15ft (40ft with tail/wings)

Speed 50ft, Fly (Poor) 150ft

Melee Gore +49 (4d6+19)

Melee 6 Wings +49 (2d6+19)

Melee Tail +49 (2d6+19)

Base Atk +38; **Grp** +73

SA Bijudama, Trample; **SQ** Bijuu Regeneration, Damage Reduction 18/chakra and epic, Darkvision 120ft, Fast Healing 17, Fear Aura, Low-Light Vision, Ranton Immunity

Abilities Str 47, Dex 8, Con 29, Int 14, Wis 14, Cha 13

Feats Alertness, Epic Chakra Pool (5), Improved Chakra Pool (3), Power Attack

Skills Chakra Control +25(23), Listen +19(15), Gamble +14(12), Spot +19(15)

Challenge Rating 38

Bijudama (Su): The Shichibi can spend up to 27 points of chakra, to make a 10ft wide and 300ft long line attack, that deals 1d6 points of damage per 1 points of chakra spend. Creatures caught in this line can make a Reflex Save (DC 31) to take half damage. Shichibi can only use that ability every 1d4 rounds.

Bijuu Regeneration (Ex): Shichibi regenerates lost limbs (except the head) so long as it has 0 or more hit points. The regeneration takes 3 rounds.

Fear Aura (Ex): Any creature that finds itself within 50ft of Shichibi must make a Will Save (DC 31) or be Shaken for 2d6+2 rounds.

Ranton Immunity: Shichibi is immune to all Damage from Ranton sources. Additionally Shichibi takes half Damage from all Lightning and Water attacks.

Trample (Ex): Shichibi can trample Huge or smaller creatures for opponents 2d6+28 points of damage. Opponents who do not make attacks of opportunity against Shichibi can attempt a Reflex Save (DC 47) to half the damage.

HACHIBI

In some myths, the Ushi-Oni is sea creature commonly seen with an ox head and the body of another

multi-limbed creature. The Hachibi appears based on this creature. The Cephalopod (class including squid and octopi) is an animal seen throughout the oceans and stories of giant sea creatures have been seen in Japan and throughout many



cultures. In other non-Japanese myths, the Kraken is a giant squid capable of terrorizing large ships. The mysterious giant squid itself was finally seen in its natural habitat only recently by researchers.

Associated Ability Score: Strength

Associated Elements: Lightning

Ink Jet

You can spit and spew out Ink. You can make a ranged attack roll, and spit ink against an opponent. Should it hit, he is blinded for one round.

Additionally you can spew out massive loads of Ink underwater that takes the sight in a 30ft sphere, that keeps growing. Using this ability in either way is an attack action.

Costs: 50 JGP.

Hachibi no Kyogyuu

Colossal Magical Beast (Demonic)

Init -1; **Senses** Listen +3, Spot +3; Darkvision, Low-Light Vision

AL Chaos, Evil, Self

Defense 26 (-8 Size, +16 Natural, +8 Deflection), Touch 10, Flat-footed 26

Saves Fort +32, Ref +21, Will +25; **Mas** 50

HD 40d10+400; **hp** 620; **CP** 493; **Res** 94

FS 40ft by 40ft; **Reach** 20ft (125ft with tails)

Speed 50ft

Melee Gore +55 (4d6+23)

Melee 8 Tails +55 (2d6+23)

Base Atk +40; **Grp** +79

SA Bijuudama; **SQ** Bijuu Regeneration, Damage Reduction 19/chakra and epic, Darkvision 120ft, Fast Healing 18, Fear Aura, Lightning Immunity, Low-Light Vision

Abilities Str 56, Dex 8, Con 30, Int 13, Wis 17, Cha 13

Feats Epic Chakra Pool (5), Improved Chakra Pool (4), Power Attack

Skills Chakra Control +21(18), Listen +18(15), Spot +18(15), Swim +41(18)

Challenge Rating 40

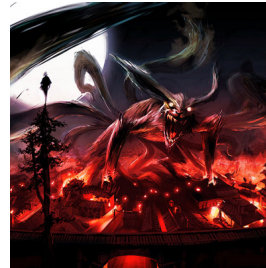
Bijuudama (Su): The Hachibi can spend up to 28 points of chakra, to make a 10ft wide and 330ft long line attack, that deals 1d6 points of damage per 1 point of chakra spend. Creatures caught in this line

can make a Reflex Save (DC 31) to take half damage. Hachibi can only use that ability every 1d4 rounds.

Bijuu Regeneration (Ex): Hachibi regenerates lost limbs (except the head) so long as it has 0 or more hit points. The regeneration takes 2 round.

Fear Aura (Ex): Any creature that finds itself within 50ft of Hachibi must make a Will Save (DC 33) or be Shaken for 2d6+2 rounds.

KYUUBI



The Kyuubi is a kitsune or fox. In myth the fox was said to change shape and have long life and use magic. The number of tails the kitsune possesses is said to tie into their length of life, with one tail said to be gained for every 100 years of life. Their

powers will also grow as they age. At 1,000 years and nine-tails, the fox attains near-deity like powers.

Associated Ability Score: Constitution

Associated Elements: Fire

Sense Alignment

You are able to sense the nature of ones chakra, may it be light or dark and sinister.

If a person within it's Chakra Sensing Range of the user should have any of the following allegiances a creature with this ability will know instantly. The allegiances are: Balance, Chaos, Evil, Good, Law. And anything further that describes the characters alignment.

Prerequisite: Sense Chakra

Costs: 50 JGP.

Kyuubi no Youko

Colossal Magical Beast (Demonic)

Init +0; **Senses** Listen +15, Spot +15; Darkvision, Low-Light Vision

AL Chaos, Evil, Self

Defense 25 (-8 Size, +15 Natural, +8 Deflection), Touch 10, Flat-footed 25

Saves Fort +35, Ref +23, Will +26; **Mas** 50

HD 42d10+504; **hp** 735; **CP** 604; **Res** 99

FS 40ft by 40ft; **Reach** 20ft (125ft with tails)

Speed 50ft

Melee Bite +51 (4d6+17)

Melee 2 Claws +51 (2d8+17)

Melee 9 Tails +51 (2d6+17)

Base Atk +42; **Grp** +75;

SA Bijuudama; **SQ** Bijuu Regeneration, Chakra Deflection, Damage Reduction 20/chakra and epic, Darkvision 120ft, Fast Healing 19, Fear Aura, Fire Immunity, Low-Light Vision, Scent

Abilities Str 44, Dex 11, Con 34, Int 17, Wis 17, Cha 14
Feats Epic Chakra Pool (6), Improved Chakra Pool (3), Power Attack, Track
Skills Chakra Control +23(20), Jump +29(10), Listen +15(12), Spot +15(12), Survival +23*(20)
Challenge Rating 42

Bijuudama (Su): The Kyuubi can spend up to 29 points of chakra, to make a 15ft wide and 360ft long line attack, that deals 1d6 points of damage per 1 points of chakra spend. Creatures caught in this line can make a Reflex Save (DC 34) to take half damage. Kyuubi can only use that ability every 1d4 rounds.

Chakra Deflection (Su): As long as the Kyuubi's Chakra Pool is at least over 280 Chakra Points, it gains a Deflection Bonus of +8 to Defense.

Bijuu Regeneration (Ex): Kyuubi regenerates lost limbs (except the head) so long as it has 0 or more hit points. The regeneration takes 1 round.

Fear Aura (Ex): Any creature that finds itself within 50ft of Kyuubi must make a Will Save (DC 34) or be Shaken for 2d6+2 rounds.

* The Kyuubi has a +4 racial bonus on Survival checks when tracking by scent.

THE SEALS

In this sections the variety of sealing methods to seal a Bijuu into a living being are described.

BIJU NO SOUIN

Where are sealed Bijuus, before they are sealed into a Jinchuuriki. The answer is easy, they are contained in a vessel that has been prepared for holding masses of demonic chakra.

Bijuu no Souin (Bijuu Containment Seal)

Ninjutsu (Sealing) [Hijutsu of All Ninja Villages]

Rank: 13 (S-Class); **Learn DC:** 29, 6 success; **Perform requirements:** 17 ranks (DC 33); **Time:** 10 minutes; **Components:** C, H, F; **Range:** Close (10 ft. + 5 ft/2 levels); **Effect:** Seals a Bijuu; **Duration:** Instantaneous; **Saving Throws:** Fortitude negates (see text); **Chakra Cost:** 45.

The technique banishes a Bijuu which is close by into a prepared vessel. For being sealed the Bijuu has to be free, the Jinchuuriki completely transformed, or sealed inside another Bijuu Containment Seal.

The Bijuu has no save against the technique, but if he is already bound to a Jinchuuriki, the Jinchuuriki can roll a Fortitude save to negate the effects of the technique.

Material Focus: One prepared Bijuu Containment Seal.

The Bijuu Containment Seal

Any object, that is at least large and can be used as a container for a Bijuu, can be made into a Bijuu Containment Seal, so that it can hold a Bijuu. To create such an object, one requires to have the Feat *Craft Sealed Item*, and the Skills *Chakra Control 14 ranks* and *Craft (calligraphy) 20 ranks*. Then he can create such an item, by rolling Craft (calligraphy) checks (DC 35) and get 4 successes before 2 failures. Every roll takes 1 week to conduct.

If he succeeds he has created an object which can hold a Bijuu for up to two years. A Bijuu Containment Seal, used for the Bijuu no Souin technique.

If he fails, he will have to start over again, and the object he tried making to a containment seal is unusable for this purpose.

GYAKUEN FUJIN

This seal was used for sealing Ichbi into Gaara.

Gyakuen Fuuin (Infant Funeral Seal)

Ninjutsu (Sealing) [Kinjutsu of All Ninja Villages]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform requirements:** 19 ranks (DC 39); **Time:** 1 hour; **Components:** C, H, X; **Range:** Touch; **Effect:** Seals a Bijuu in an infant; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 50.

Using this technique one can Seal a Bijuu into an infant that is still in the mothers womb. The mother dies in this process and the ceremony to do so is usually executed shortly before birth, to gurantee the survival of the Jinchuuriki. The Bijuu itself has to be sealed in an unanimated object prior to the sealing ceremony. Whereas the meaning of Jinchuuriki is misleading, as it's first victim was it's own mother. A Jinchuuriki born this way gains access to the "Predator in the Dreams" Power and has at least one Predator Point in it. Additionally the Jinchuuriki gets its Gifts instantly as the Child and the Bijuu have no barriers between them.

Expendable Components: The living mother of the child.

Predator in the Dreams

For every four hours you sleep, you have to make a Will Save (DC Will Save of the Bijuu+Predator Points) or your Bijuu takes over and goes rampage.

Costs: -25 JGP per Predator Point

SHISHOU FUJIN

TEKKOU FUJIN

This seal was used for Sealing Hachibi into B, it is an Kumogakure Kinjutsu.

Tekkou Fuuin (Iron Armour Seal)

Ninjutsu (Sealing) [Kinjutsu of Kumogakure]

Rank: 13 (S-Class); **Learn DC:** 29, 7 success; **Perform requirements:** 17 ranks (DC 33); **Time:** 4 hours; **Components:** C, H; **Range:** Touch; **Effect:** Seals a Bijuu into a target; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 225 or 100.

The Iron Armour Seal is more of a ritual than a technique. It can be performed by multiple characters at the same time, which can share the Chakra Costs equally among them, as they do with the perform time. For every three characters participating in the ritual, except for the willing or unwilling target, the perform requirements is increased by 1 rank.

Thus five characters performing the Tekkou Fuuin have to spend each 45 chakra points and 48 Minutes to conduct the ritual and need at least 18 ranks in Ninjutsu to do so.

The Bijuu that is being sealed has to be either free, in some free state (such as a completely transformed Jinchuuriki), or sealed into an unanimated object. Upon finalizing the technique the Bijuu is sealed into the target, and any previous host, who contained the sealed Bijuu when the technique started dies, except for unanimated objects.


EXAMPLE JINCHUURIKI

In this section example Jinchuuriki are presented.

NI'I YUGITO

Ni'i Yugito is a kunoichi from Hidden Cloud. She appears to be in her twenties. She contains the two-tailed cat demon.

Personal Data	
Registration ID	?
Birthday	July 24th
Blood Type	A
Height	170.2cm
Weight	50.8kg
Rank	Jounin



Missions	
D-Rank	190
C-Rank	185
B-Rank	356
A-Rank	260
S-Rank	34

Ni'i Yugito

Medium Human Fast Hero 3/Dedicated Hero 3/Ninja Scout 8/Shinobi Adept 3/Technique Analyst 5

AP 22; **Rep** +7; **Wealth** +18

Init +4; **Senses** Listen +19, Spot +19

AL Village, Self

Defense 32 (+4 Dex, +16 Class, +2 Armor), Touch 30, Flatfooted 32

Saves Fort +11, Ref +17, Will +17; **Evasion X** Mas 50

HD 11d6+11d8+44; **hp** 130; **CP** 91; **Res** 92

FS 5ft by 5ft; **Reach** 5ft

Speed 40ft

Melee Ninja-to +14/+9/+4 (1d8+1/19-20 ×2)

Ranged Kunai +17/+12/+7 (1d4+1/19-20 ×2)

Base Atk +12; **Grp** +13;

SQ Sealed Bijuu (Nibi; Tekkou Fuuin), Lightning Resistance 15

Abilities Str 12, Dex 18, Con 14, Int 14, Wis 18, Cha 14

Occupation Academy Student (*Class Skills:* Chakra Control, Genjutsu, Ninjutsu; *Feat:* Armor Proficiency (light))

Talents Chakra Theory, Empathy, Evasion, Evasion X, Hide in Plain Sight, Meta Chakra Application, Meta Chakra Specialization (Efficient Technique, Empower Technique, Maximize Technique), Skill Emphasis (Chakra Control), Sneak Attack +2d6, Technique Adept, Uncanny Dodge 1

Feats Armor Proficiency (light), Chuunin (Ninjutsu), Combat Expertise, Combat Tactics, Defensive Martial Arts, Epic Harmony, Empowered Resilience, Genin (Sense Chakra), Harmony, Jounin (Chakra Control, Suppress Chakra), Light-Sleeper, Ninjutsu Adept, Nin Weapons Proficiency, Track, Unbalance Opponent Meta-Chakra Feats ChakraWeaving, Efficient Technique, Empower Technique, Heighten Technique, Maximize Technique

Skills Balance +12(8), Chakra Control +41(25), Genjutsu +14(12), Hide +19(15), Jump +9(8), Knowledge (ninja lore) +18(16), Listen +19(15), Move Silently +19(15), Ninjutsu +28(20), Spot +19(15), Survival +12(8), Taijutsu +13(12), Tumble +16(12)

Possessions standard ninja outfit, ninja-to, battle vest, belt pouch (20 kunai, 2 smoke bombs, 5 Exploding Tags) (2), various personal gear

Challenge Rating 22; **ECL** 24

Elements Fire, *Lightning*, Water, Wind

Chakra Control Chakra no Kogasu, Kai, Kakusu Nioi, Kinobori, Ryokujun no Jutsu, Shinobi Hiken: Sakki Jutsu, Tadayou

Genjutsu Jougenzou no Jutsu, Kangenjou no Jutsu, Magen: Jibaku Satsu, Shitsukentou no Jutsu, Shougenjou no Jutsu, Taibakudou no Jutsu

Ninjutsu Bunshin no Jutsu, Dai Kamaitachi no Jutsu, Enga no Jutsu, Goukakyuu no Jutsu, Henge no Jutsu, Hidama no Jutsu, Housenka no Jutsu, Jigen Ugoku no Jutsu, Kawarimi no Jutsu (+34; 5), Mashouheki, Mizu Bunshin no Jutsu (+32; 4), Raikousen no Jutsu, Rairyu-uretsu no Jutsu, Raisoku no Jutsu (+34; 5), Shunshin no Jutsu

Taijutsu Nidan Jyouyoku, Nidan Kousoku, Shodan Jyouyoku, Shodan Kousoku, Sandan Kousoku, Taijutsu: Todomoe

Sealed Bijuu Nibi; **Status** Controlled

Bijuu Powers Complete Bijuu Transformation, Demonic Chakra (50), Fire Immunity, Increased Dexterity (3)