

Kamui (Wrath of the Gods)

Ninjutsu (Requires Mangekyou Sharingan (a)) [Uchiha Kinjutsu]

Rank: 14 (Super S-Class); **Learn DC:** 31, 8 success; **Perform requirements:** 19 ranks (DC 39); **Time:** 1 attack action; **Components:** C, S; **Range:** Medium (20 ft. + 10 ft./2 levels); **Target:** One creature or object; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude partial; **Chakra Resistance:** Yes (see text); **Chakra Cost:** (See text).

This technique is one of the most fearsome aspects of the *Mangekyou Sharingan*, unknown to most everyone, including those who possess the abysmal ability. The technique uses an enormous amount of chakra and has two incredible abilities depending on which eye is in use. In order to use this technique, the user's Mangekyou Sharingan must be active.

Left Eye

The user must hit the target with a ranged touch attack that deals 2d4 points of damage per level (maximum 40d4) unless the target succeeds a Fortitude save. If the save is successful, the attack deals 2d6 points of damage plus 1 per level (maximum 2d6+20). If the target is killed by the technique, its body, along with all of the objects it is carrying, are destroyed without a trace. If the user fails to hit the target, the user can make a Concentration check (DC 30) to maintain the technique for an additional 1 round per Sharingan Eye bonus. Each round after the first, the user may only make one action and must pay an additional 5 chakra. If the user makes another ranged touch attack, he suffers a -1 penalty to his attack.

The base chakra cost for this variant of the technique is 30. It increases by 10 chakra for each size category above medium; however, this technique cannot completely destroy a creature of size category Huge or higher.

If the user is *dazzled*, the damage is halved. This technique cannot be used if the user is *blinded* or if his Sharingan is not currently active.

Right Eye

The user must make a ranged touch attack on the target that deals no damage. If the attack is successful, the user is able to warp himself and the target, or just the target, to another dimension. The target will disappear, along with all of the objects it was carrying, without a trace. If the target is aware of the user before the attack, he gets a +2 insight bonus to defense against the user's touch attack. The target can willingly allow the user to perform this variant of the technique on him, in which case the user automatically succeeds the touch attack.

The base chakra cost for this variant of the technique is 20. If the user teleports both himself and the target simultaneously, the chakra cost is increased to 30.

Similarly, the user can use this technique to warp in and out of reality as if teleporting. As a move-equivalent action, the user may teleport in any direction within twice his movement speed. Speed ranks apply to this ability. The base chakra cost for this variant of the technique is 12.

Alternatively the user can also temporarily warp all or select parts of his body to the other dimension, making his body intangible for a short time. The user must spend a full-round action to perform this ability. For 1 round per Sharingan Eye bonus, the user will become intangible and cannot be hit by any attacks, physical or chakra-based. However the user cannot make attacks or use additional techniques until the technique is deactivated. If the user was touching another creature or object (of size category Medium or lower), the effects are applied to that creature as well for as long as the user is touching it, plus 1 round. It is a swift action to deactivate this ability. The base chakra cost for this variant of the technique is 25.

Avoiding an Attack: The user performs Kamui as an instant action before an enemy's attack roll (melee or ranged attack, touch attack, or grapple attempt) targeting him specifically, and warps the designated part of his body to another dimension. To do so, the user must be aware of the attack.

Avoiding an attack costs 6 points of chakra, and can be done up to 1 time per Sharingan Eye bonus per day (maximum 5). The attack avoided must be from a creature of a Challenge Rating equal to or less than the user's level. Unlike techniques like Kawarimi, the character can use this technique to avoid attacks when immobilized as long as he is not *blinded*.

To avoid the attack, the user must make a Perform check (as per Kamui) opposed to the opponent's attack roll (add 5 if the attack roll is a Chakra Control or Ninjutsu effect, a natural 20 or a confirmed critical), minimum 15. Success means that the user becomes intangible and takes no damage. The effects last until the end of the round.

Avoiding an attack must be declared before knowing the result of the attack roll. Failure means that the chakra spent trying to avoid the attack is wasted, and the technique fails. The use of this ability only results in 1 point of mangekyou sharingan blindness per 2 uses.

After using either variant of this technique, the user gains 1 point of mangekyou sharingan blindness unless stated otherwise. See Mangekyou Sharingan for details on blindness.

This technique can only be learned if selected by the user when taking the Mangekyou Sharingan feat. The user gains a +4 bonus to checks to overcome chakra resistance.

Mangekyou Sharingan

Through effort and powerful blood, you unlock the ultimate Sharingan Eye.

Prerequisite: Advanced Bloodline (Sharingan Eye), Sharingan Eye +4.

Benefit: Selecting this feat enables you to learn two of the following techniques: Amaterasu, Kudake Chitta Kagami, Tokuten no Shunkan, or Tsukuyomi. You become able to learn the genjutsu *Magen - Kyouten Chiten*. You gain the Mangekyou Sharingan.

Special: The GM may require the character to accomplish some deeds in order to be able to select this feat (such as the assassination of a beloved one, for example).

Special: The character may learn both variants of *Kamui* instead of learning two of the techniques above.