

## Living Weapon

Once believed to be a legend based solely on superstition, this bloodline has recently reemerged in the shinobi world. The wielders of this powerful bloodline are said to be able to manifest spiritual weapons from marked points on their bodies. Although these living weapons are beginning to resurface, they are still extremely rare to see.

### Requirements:

To qualify to gain *Living Weapon* bloodline levels, a character must fulfill all the following criteria.

**Skills:** Chakra Control, Concentration 4 ranks.

**Feats:** Advanced Bloodline (Living Weapon).

**TABLE: LIVING WEAPON BLOODLINE TRAITS**

Character Level	Intermediate
1st	Small Weapon Manifestation
2nd	—
3rd	Weapon Transformation 1
4th	
5th	Weapon Mastery +1
6th	
7th	
8th	Medium Weapon Manifestation
9th	Weapon Transformation 2
10th	Weapon Mastery +2
11th	
12th	Quickened Manifestation
13th	
14th	
15th	Weapon Mastery +3
16th	Large Weapon Manifestation
17th	
18th	Weapon Transformation 3
19th	
20th	Weapon Mastery +4

**Small Weapon Manifestation (Su):** The living weapon has the ability to manifest chakra-enhanced weapons, size category small or lower, that are physically drawn out from marked points on the wielder's body. These weapons are considered physical objects that have appropriate hardness, critical hit range and HD. However the wielder must be proficient with any weapon he chooses to form. This ability requires an attack action to perform. In addition, the wielder suffers 1d4 points of damage per use of this ability.

The wielder may possess up to 3 weapon marks on his body. He may choose any of these points of his

body to extract the weapons from, but only once per round.

If the wielder is disarmed, incapacitated or forced to drop his weapon for any reason, it immediately shatters and dissipates into nothingness.

If this ability is used a number of times a day equal to or greater than 1 + his Constitution modifier, the character must succeed a Fortitude save (DC 20) or else become *fatigued* until he is able to get proper bed rest (8 hours of sleep). If he is already *fatigued*, he becomes *exhausted* instead. If he is already *exhausted*, he suffers a cumulative -1 penalty to Strength and Dexterity. The character must make this save again each time he uses the Weapon Manifestation ability after reaching his limit.

**Weapon Transformation (Su):** In addition to manifesting weaponry, the Living Weapon also possesses the ability to transform marked areas of his body into weapons for a short time. For a number of rounds equal to the indicated number in the chart, the wielder may transform a marked area of his body into a slashing, piercing or bludgeoning weapon that deals 2d6 damage. This transformation is considered drawing a weapon and thus requires a move-equivalent action to perform but may be combined with a regular move action if the character has a base attack bonus of +1. This ability costs 2 chakra per round to maintain.

*Instant Action:* A character may use this ability as an instant action once per day on an enemy's turn to block a melee or ranged attack that specifically targets him. The user gains a +2 bonus to his defense for the duration of that turn. This ability can only be used when the user is targeted, and not after the enemy makes his attack roll or rolls for damage. Once the turn has been completed, the weapon transformation ends instantly. This ability costs 4 chakra points.

**Weapon Mastery (Su):** The living weapon quickly becomes a master of his bloodline abilities and thus is granted a bonus to attack rolls and damage rolls with his weapon manifestation or transformation weapon.

**Medium Weapon Manifestation (Su):** Just like the Small Weapon Manifestation, the wielder may now extract a weapon of size category Medium or lower. This ability also requires an attack action to perform; however, the damage the wielder suffers becomes 2d4 per use of the ability.

**Quickened Manifestation (Su):** Twice per day, the wielder of this bloodline may shorten the time it takes to manifest a weapon. For size category medium or lower, the wielder may manifest the weapon as a swift action. For size category Large, the wielder may manifest the weapon as an attack action.

**Large Weapon Manifestation (Su):** Just like the Small Weapon Manifestation, the wielder may now extract a weapon of size category Large or lower. This ability requires a full-round action to perform and the damage becomes 2d8 per use of the ability.