

## Bewitching Eye [Doujutsu]

The origins of this bloodline are unclear: some say it comes from inhumane experiments involving snake and human DNA, others say it was a gift from an enlightened animal to a human who saved his mate.

### Requirements:

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

**Skills:** Diplomacy 4 ranks.

**Feats:** Advanced Bloodline (Bewitching Eye).

TABLE: BEWITCHING EYE BLOODLINE TRAITS

Character Level	Intermediate
1st	—
2nd	Bewitching Eye
3rd	Snakesight +1
4th	High Speed Sight 1
5th	—
6th	Charming Eye
7th	—
8th	—
9th	Snakesight +2
10th	High Speed Sight 2
11th	—
12th	Entrancing Eye
13th	—
14th	—
15th	Snakesight +3
16th	High Speed Sight 3
17th	—
18th	Mesmerizing Eye
19th	—
20th	—

**Bewitching Eye (Su):** When this bloodline manifests, it becomes permanently activated. The entire eye, white and iris included, turns a dull yellow, save for a slitted, snake-like pupil.

The character can concentrate for a full-round action and pay 1 point of Chakra that can't be converted to gain the *See Chakra* ability for as long as he concentrates, plus 1 minute.

This ability is always active but grants no bonuses while the character is blinded.

**Snakesight (Ex):** While the *Bewitching Eye* is active, the character gains a bonus to Diplomacy, Search and Spot checks as mentioned above, as well as a bonus to Will saves against compulsion and enchantment effects. See the table above.

Double the *snakesight* bonus to resist against *entrancing eye* and *mesmerizing eye*.

**High Speed Sight (Ex):** While the *Bewitching Eye* is active, the character gains a high speed sight of the specified amount (see above).

**Charming Eye (Ex):** The character's *Doujutsu* techniques and compulsion or enchantment gaze effects' saving throws DC increases by 1 while the *Bewitching Eye* is active.

**Entrancing Eye (Su):** A number of times per day equal to his *Snakesight* bonus, the character may use this ability as an attack action that may provoke an attack of opportunity. This ability shares a number of uses per day with *Mesmerizing Eye*. This ability is a compulsion mind-affecting effect.

The *entrancing eye* is a gaze attack with a range of 30 feet that can be used for two different effects, as described below. The *entrancing eye's* effect is negated with a Will save (DC 10+1/2 character's level+Cha modifier).

*Crowd Control:* The *entrancing eye* can affect up to 1 creature per level. The affected creature will become *fascinated* for 1 round. While it is fascinated, it will obey a single one-word command of the user (as per *Command* divine spell).

*Charm Person:* The *entrancing eye* affects a single creature of the character's choice. If the creature fails its saving throw, it will be *fascinated* for 1 round and will obey a single suggestion made by the character (limited to a sentence or two, as per *Suggestion* spell).

The suggestion continues for 10 minutes/level, until the character takes a threatening action against the subject, or until the suggested action is completed. Suicidal suggestions are not obeyed, and unreasonable suggestions may grant the target the ability to make an additional saving throw to resist the ability.

This ability is detected as an obscure *Genjutsu* effect that can be identified and dispelled with a Genjutsu and dispel check (DC 16+1/2 character's level+Cha modifier) respectively.

**Mesmerizing Eye (Su):** A number of times per day equal to his *Snakesight* bonus, the character may use this ability as an attack action that may provoke an attack of opportunity. This ability shares a number of uses per day with *Entrancing Eye*. This ability is a compulsion mind-affecting effect.

The *Mesmerizing Eye* only affects one target and lasts for a day. The character cannot attempt to mesmerize the same target more than once every 24 hours. It can be negated with a Will save (DC 10+1/2 character's level+Cha modifier).

The mesmerized creature is fascinated for 1 round, where the character can give the subject a suggestion or set of guidelines it must obey for 1 day without question. The subject's mind will adapt and fashion memories supporting the suggestion while memories of the character will remain vague, at his discretion. Once the duration expires, it will have only a very vague recollection of its past day and will be unable to recall specific information unless reminded.

The subject may resist this control when forced to take actions against its nature, and may make a new saving throw with a bonus ranging from +1 to +5 (GM's discretion). The subject will not take obviously suicidal actions.

This ability is detected as an obscure *Genjutsu* effect that can be identified and dispelled with a Genjutsu and dispel check (DC 16+1/2 character's level+Cha modifier) respectively.

## **Koimeigan [Doujutsu]**

Named after the fast movements of the domesticated carp, the koimeigan enables its wielder to track extremely fast movements and sometimes to react to it as adrenaline surges through his body.

**Requirements:**

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

**Skills:** Spot 4 ranks.

**Feats:** Advanced Bloodline (Koimeigan).

**TABLE: KOIMEIGAN BLOODLINE TRAITS**

Character Level	Minor
1st	—
2nd	Koimeigan +1
3rd	High Speed Sight 2
4th	Koimeigan +2
5th	Adrenaline Surge (1/day)
6th	Koimeigan +3
7th	High Speed Sight 4
8th	Koimeigan +4
9th	Adrenaline Surge (2/day)
10th	Koimeigan +5
11th	High Speed Sight 6
12th	Koimeigan +6
13th	Adrenaline Surge (3/day)
14th	Koimeigan +7
15th	High Speed Sight 8
16th	Koimeigan +8
17th	Adrenaline Surge (4/day)
18th	Koimeigan +9
19th	High Speed Sight 10
20th	Koimeigan +10

**Koimeigan (Su):** This ability can be manifested as an attack action that does not provoke an attack of opportunity. While active, the Koimeigan grants the character a bonus to Initiative checks and Spot checks against fast-moving objects, such as attacks or Taijutsu techniques that grant a Spot check to avoid additional effects.

While the Koimeigan is active, he cannot lose his dexterity bonus to Defense and cannot be flanked, unless the flanking creature has 2 or more hit dice more than the character.

Additionally, the character can concentrate for a move-equivalent action to *See Chakra* for as long as he concentrates, plus 3 rounds.

The Koimeigan costs 1 point of chakra every 2 rounds to maintain, and can be deactivated as a free action on the character's turn.

**High Speed Sight (Su):** While the koimeigan is active, the character gains a high speed sight of the specified amount (see above).

**Adrenaline Surge (Su):** A number of times per day specified parenthetically, the character is able to gain an adrenaline surge as an instant action. The adrenaline surge only remains available for the action it was declared for, and if left unused, is wasted.

The adrenaline surge grants the character a +1 circumstance bonus every two levels to a single attack roll, Reflex save or Defense against a single attack, or to any check made to use a technique as a *defensive maneuver* or while *avoiding an attack*.

If the adrenaline surge is used to gain a bonus to a Reflex saving throw or to Defense, the surge consumes a daily use of both *defensive maneuver* and *avoiding an attack*.

## Laser Eye [Doujutsu]

This bloodline enables its wielder to unlock several mode of vision.

### Requirements:

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

**Skills:** Spot 4 ranks.

**Feats:** Advanced Bloodline (Something Eye).

TABLE: LASER EYE BLOODLINE TRAITS

Character Level	Minor
1st	Laser Eye
2nd	Heat Vision +1
3rd	—
4th	Telescopic Vision
5th	—
6th	Heat Vision +2
7th	—
8th	Motion Senses +1
9th	—
10th	Heat Vision +3
11th	—
12th	Night Vision (60 feet)
13th	—
14th	Heat Vision +4
15th	—
16th	Motion Senses +3
17th	—
18th	Heat Vision +5
19th	—
20th	Night Vision (90 feet)

**Laser Eye (Su):** This ability can be manifested as an attack action that does not provoke an attack of opportunity, and costs 1 point of chakra every minute to maintain. It can be deactivated as a free action.

While the ability is active, the character gains low-light vision and the ability to activate a secondary mode of sight as a move-equivalent action that does not provoke an attack of opportunity.

**Heat Vision (Su):** This secondary mode of vision enables the character is able to spot living, warm-blooded creatures even in total darkness, and gains a bonus to Spot checks to spot such creatures.

**Telescopic Vision (Su):** This secondary mode of sight enables the character to make Spot checks at a distance and suffer a -1 penalty every 30 feet instead of every 10 feet. Ranged attacks made in this

manner are treated as though using a scope, though the ability does not stack with an actual scope.

The character suffers a -4 penalty to attack rolls and defense, and Search and Search checks against creature or objects within 30 feet.

**Motion Sense (Su):** This secondary move of sight enables the character to track fast movements. He gains a bonus to Spot checks against fast objects and a high speed sight equal to the Motion Sense spot bonus. This ability works in a similar manner to the *koimeigan* Doujutsu bloodline.

**Night Vision (Su):** This secondary move of sight enables the character to see in darkness as though with the darkvision extraordinary quality. The distance is specified parenthetically.

### Keirigan [Doujutsu]

The particularity of this particular bloodline is that it has the innate ability to spot weakness in all things: objects, people, attacks and defenses.

#### Requirements:

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

*Minor:*

**Skills:** Search, Spot or Treat Injury 2 ranks.

**Feats:** Advanced Bloodline (Keirigan).

*Intermediate:*

**Skills:** Search, Spot or Treat Injury 4 ranks.

**Feats:** Advanced Bloodline (Keirigan).

TABLE: KEIRIGAN BLOODLINE TRAITS

Character Level	Minor	Intermediate
1st	—	—
2nd	—	Keirigan +1
3rd	Keirigan +1	Deadly Insight +1
4th	—	—
5th	Deadly Insight +1	Keirigan +2
6th	—	High Speed Sight 1
7th	High Speed Sight 1	—
8th	—	Keirigan +3
9th	Keirigan +2	Deadly Insight +2
10th	—	Executioner's Mark
11th	Executioner's Mark	Keirigan +4
12th	—	High Speed Sight 2
13th	Deadly Insight +2	—
14th	—	Keirigan +5
15th	Keirigan +3	Deadly Insight +3
16th	—	—
17th	High Speed Sight 2	Keirigan +6
18th	—	High Speed Sight 3
19th	Keirigan +4	—
20th	—	—

**Keirigan (Su):** The character manifests this ability as an attack action that does not provoke an attack

of opportunity. He gains an insight bonus to Defense, Search and Spot checks.

In addition, the character can make a Spot check opposed to a creature's touch Defense to determine its current physical condition (as per *Iryou Ninjutsu: Iji - Shinryou Jutsu*). This use of the Keirigan is a move-equivalent action that may provoke an attack of opportunity.

The character can concentrate for a move-equivalent action to gain the ability to See Chakra for as long as he concentrates, plus 5 rounds. Concentrating this way is the same as if he were concentrating on a spell or technique.

The keirigan costs 3 point of chakra every 2 rounds to maintain. Deactivating this ability is a free action.

**Deadly Insight (Su):** The character gains an insight bonus to attack rolls and Reflex saves while the keirigan is active.

**High Speed Sight (Su):** When the keirigan is active, the character gains a high speed sight of the specified amount for as long as he can See Chakra.

**Executioner's Mark (Su):** The character may take a full-round action to study a creature or object before attacking to gain full understanding of its weaknesses. It applies its Deadly Insight bonus to weapon damage rolls to that attack.

While studying a mark, the character can only take action requiring no concentration and can only take a 5-ft. step. This ability also stacks with other similar abilities, such as the shade's Death Attack.

### **Battle Ready (Keirigan) [Meta-Chakra]**

You are quick in activating your Keirigan in battle.

**Prerequisite:** Advanced Bloodline (Keirigan), Keirigan +2.

**Benefit:** The character may spend 1 meta-chakra charge to activate the Keirigan ability as a swift action.

### **Destruction Mark [Meta-Chakra]**

Your attacks have a chance to deal devastating damage to opponents.

**Prerequisite:** Advanced Bloodline (Keirigan), Keirigan +2, Deadly Insight +2, Executioner's Mark.

**Benefit:** The character may spend 1 meta-chakra charge to empower any Executioner's Mark attack.

If the attack is a melee or ranged attack, its critical threat range increases by an amount equal to the character's deadly insight bonus. If the attack is an offensive spell, ability or technique, its saving throw DC increases by an amount equal to the character's deadly insight bonus. Attacks targeting an object or structure deal one-half again as much damage (+50%.)

This feat can only be used twice per day. The bonus granted does not stack with the bonus provided by other sources.