



MODERN

ROLEPLAYING GAME ♦ SUPPLEMENT



OH SNAP!

IT'S THE RINNEGAN

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INTRODUCTION

Merry Christmas, people of Naruto d20! I would like to take this as an opportunity to remind you, as a sort of disclaimer, that this version of the rinnegan, while mostly completed, is still lacking in several areas, namely the two epic feats I did not include in this file, as well as Rinnegan (read: God Path) techniques.

That being said, I hope you like this little something extra. Please enjoy this present responsibly. Now, without further ado...

Heir of the Six Paths

You possess the rinnegan, a special inherited trait that often skips several generations. Though the rinnegan's power stems from the eye, it is not dependant on sight.

The heir of the six paths template is an inherited template that can be applied to any living, humanoid creature. It can also be obtained in part or completely by transplanting the primordial creature's eyes into another creature.

This template can be added to any humanoid creature. The base creature's type does not change, and it retains all statistics, special abilities and class levels except as noted here. This template cannot be used in conjunction with a Doujutsu bloodline unless the base creature only has one rinnegan and one doujutsu eye.

Type: The base creature's type does not change.

Hit Dice: The heir gains maximum hit points for each Hit Dice.

Defense: The heir gains a +4 insight bonus to Defense and a +4 divine bonus to Defense. These bonuses are halved with only one eye.

Attacks: The heir gains a +10 insight bonus to all attack rolls. This bonus is halved with only one eye.

Damage: The heir gains a +8 divine bonus to weapon damage rolls. This bonus is halved with only one eye.

Special Attacks: The heir's special attacks gain a +5 insight bonus, if applicable. This bonus can only apply to a special ability once and is halved with only one eye, round down.

Special Qualities: The heir gains the sense chakra ability, as though gained through a basic class talent, and can always see chakra and see through chakra.

In addition, the heir gains a number of the Rinnegan's special abilities it can invoke once per round as a swift action, and it lasts until the start of his next turn. The heir can only invoke one of those abilities each round. The heir may lose some of those abilities with only one eye (see below).

Animal Path (Su): The heir can summon creatures of any blood pact using the *Kuchiyose no Jutsu* technique or a similar ability. This ability is stored in the left eye.

Any creature summoned with the animal path gains a +4 insight bonus to attack rolls, a +2 insight bonus to Defense, a +2 divine bonus to saving throws, a +4 divine bonus to weapon damage rolls for the duration of the summoning and is considered a special creature that can only be summoned by the heir. An elite or paragon creature can still be

summoned, but is also considered only accessible to the heir. The creatures summoned do not belong to any tribes or clans.

Asura Path (Su): The heir is immune from any outside form-altering effects and gains the ability to shapeshift into other creatures once per day every 5 levels. This ability is stored in the left eye.

Shapeshifting is a full-round action that can provoke an attack of opportunity and allows the heir to take the form of a creature of any gender, size or type that he is familiar with. He may also change his own creature type and gain the traits of that type instead of his own, while retaining this template. Any creature the heir changes into is notable for its Rinnegan.

The transformation lasts for up to 1 minute per level, but ends at the beginning of any turn in which the heir does not invoke the Asura Path ability. The duration is halved with only one eye.

Ghost Path (Su): The heir is immune to chakra drain, chakra damage, chakra coil damage and energy drain. This ability is stored in the right eye.

When fighting defensively, the heir gains a chakra resistance 12 plus one-half his character level (round down).

When taking a total defense action, the heir gains a chakra resistance 12 plus his character level and gains temporary chakra equal to one-half the rank of any technique negated by chakra resistance (round down).

God Path (Su): The heir is immune to fatigue, exhaustion, sleep, energy drain and death effects and gains damage reduction and energy resistances to cold, earth, electricity, fire, holy, negative energy, water and wind as shown on the table below. The heir is able to use God Path techniques. This ability is stored in the right eye.

Character Level	Damage Reduction	Energy Resistance
1st–4th	5/epic	—
5th–8th	5/epic	5
9th–12th	10/epic	10
13th–16th	10/epic	10
17th–21st	15/epic	15
21st and higher	20/epic	20

Hell Path (Su): The heir gains a +10 divine bonus to Sense Motive checks and a +10 insight bonus to Sense Motive checks. This ability is stored in the left eye.

As an attack action, the heir can touch a creature or object to restore hit points or repair the object, and heal 5 hit points per level per day, but no more than 20 hit points per round. This ability can be spread over multiple uses.

Human Path (Su): The heir gains a +4 resistance bonus to Will saves against compulsion, charm, enchantment and mind-affecting effects. This ability is stored in the right eye.

Once per day (or twice per day at 21st level or higher), the heir can use a gaze attack with a range of 30 feet to read as much as 10 minutes of the subject's memories. This attack can be resisted with a Will save (DC 10 + half the heir's level + Cha modifier) or saved against every round, though this does not stop the ability, simply prevents the heir from reading memories during that round.

The memories come in no particular order and the heir must know exactly what to search for in order to trigger a memory. Both the heir and the subject relive the memory as though it were fresh. The subject is fascinated while under the effect of this ability, and suffers 1 point of damage per character level per round. The ability ends instantly when

the gaze is broken or when the heir takes damage.

Techniques: The heir can learn techniques from any type or subtype without penalty and gains a +2 insight bonus to Learn checks and a +2 divine bonus to Learn checks.

Furthermore, the heir only needs one-half the ranks in any required skill to learn a technique (round up).

The heir performs all techniques as though it was 4 levels higher, and gains a +4 divine bonus to dispel checks to dispel Genjutsu. These bonuses are halved with only one eye.

Saves: The heir gains a +4 divine bonus to all saving throws. This bonus is halved with only one eye.

Ability Scores: All ability scores are 6 points higher than the base creature's. This bonus is halved with only one eye.

Skills: The heir gains a +5 competence bonus to all skill checks and a +20 insight bonus to Decipher Scripts checks to decipher ancient languages and interpret the meaning of text. This bonus is halved with only one eye, round down.

Feats: Same as base creature, plus two bonus feats (or one bonus feat with only one eye).

Challenge Rating: As base creature +12, or +8 (right eye) or +7 (left eye).

Rinnegan Feats

The following bloodline feats can only be selected by a character with at least one rinnegan eye. The loss of any related ability makes any of the following feats useless.

Animal Path Mastery [Bloodline]

Prerequisite: Animal Path supernatural ability.

Benefit: You count as though two level higher than normal to determine the maximum summon level of creatures you can summon when manifesting the Animal Path ability.

Asura Path Mastery [Bloodline]

Prerequisite: Asura Path supernatural ability.

Benefit: You can increase or decrease the size category of any form you take by up to one size category above or below normal when manifesting the Asura Path ability. You incur the normal bonuses and penalties for increasing or decreasing your size category as usual.

Embodiment of the Six Paths [Bloodline]

You can manifest the six paths of the Rinnegan by animating dead bodies.

Prerequisite: Any 3 rinnegan bloodline feat.

Benefit: You can create a number of Avatars that allow you to be in more than one place at the same time. The Avatar can sense and knows everything you know and vice versa. Each Avatar counts as a remote location where you can sense and communicate. Creating an Avatar requires a body with a number of hit dice equal to at least one-half your hit dice or higher, and takes 1 day per level to create (as though creating a sealed item, at no XP cost). This is a possession effect.

The Avatar has one-half your maximum hit points and gains one-half the bonus of your rinnegan (round down), as well as only one special quality from the following list, which

they manifest continually: Animal Path, Asura Path, Ghost Path, God Path, Hell Path or Human Path. The Avatar can use a single type and subtype of technique that is in direct alignment with the special ability it has, or in the case of the God Path, only God Path techniques. Normal rules for possession otherwise apply (see Possession supernatural ability). You can create a number of avatar equal to the number of the Rinnegan's special qualities you possess, but no avatar can share the same path ability.

The Avatars share a collective chakra pool which is equal to the sum of your chakra pool and chakra reserves. This chakra pool is separate from your own, and you can transfer chakra from your own chakra pool to the avatars' chakra pool at any time, over any distance, as a free action.

Ghost Path Mastery [Bloodline]

Prerequisite: Ghost Path supernatural ability.

Benefit: You can make a melee touch attack as an attack action to chakra drain as shown on the table below when manifesting the Ghost Path ability.

Level	Chakra Drain
1-4	1
5-8	1d3
9-12	1d4
13-16	1d6
17-20	1d8
21 or higher	2d6

God Path Mastery [Bloodline]

Prerequisite: God Path supernatural ability.

Benefit: You gain a +2 resistance bonus to all saving throws when manifesting the God Path ability.

Hell Path Mastery [Bloodline]

Prerequisite: Hell Path supernatural ability.

Benefit: Up to three times per day when you manifest the Hell Path ability, you can spend an additional attack action to recover a number of hit points equal to a full evening of rest.

Human Path Mastery [Bloodline]

Prerequisite: Human Path supernatural ability.

Benefit: You can read as much as 1 hour of the subject's memory instead of 10 minutes when manifesting the Human Path ability.

Primordial Technique [Bloodline, Meta-Chakra]

Prerequisite: Any 2 meta-chakra feats, any rinnegan bloodline feat, chakra pool 150.

Benefit: This meta-chakra feat increases the range, as well as the size or effect of a Genjutsu or Ninjutsu technique tenfold, as shown below. The technique must have a Close, Medium or Long range to be affected.

The Primordial Technique feat can have one effect described below, with the following limitations: a creature cannot receive more effect than a single, normal use of the

technique would yield. A technique that affects a certain number of hit dice, the total number of creatures or hit dice affected increases by 10 but any limit on the hit dice an affected creature may have remains the same. The saving throw for a primordial technique decreases by 5.

Area: A single dimension of the area is multiplied by 10.

Targets: The number of targets you can select is multiplied by 10, over an area 10 times as large.

Effects: Either one dimension of the area is multiplied by 10, or the technique produces 10 times as many effects, as applicable by the technique.

The technique's perform requirements increase by 6 and the perform time is multiplied by 10 (a technique requiring an attack action to perform would thus take 10 rounds), and it cannot be reduced by any means. Any material component or XP cost is also multiplied by 10. The chakra cost is increased by 5 plus 2 per rank. You will be unable to perform any technique of that type for 1 minute afterwards.

Six Paths of Pain [Bloodline]

Prerequisite: Embodiment of the Six Paths, any 3 rinnegan bloodline feat.

Benefit: You can deal yourself 1 point of damage to give 1 point of chakra to your avatars' collective chakra pool as a free action.

Rinnegan Classes

The following classes can only be accessed by a heir of the six paths.

Demigod

The demigod is a scion of the Sage of the Six Paths, a god amongst his peer and the creator of modern ninjutsu. The Demigod is a shinobi naturally equipped with all the tools one needs to achieve unparalleled power.

Requirements:

To qualify to become a *demigod*, a character must fulfill all the following criteria.

Skills: Chakra Control 6 ranks, Genjutsu 6 ranks, Ninjutsu 6 ranks, Taijutsu 6 ranks.

Feats: Any rinnegan bloodline feat.

Special: Heir of the Six Paths template.

Class Information

The following information pertains to the Demigod advanced class.

Hit Die

The Demigod gains 1d8 hit points per level. The Constitution modifier applies.

Action Points

The Demigod gains a number of action points equal to 6 + one-half his character level, rounded down, everytime he attains a new level in this class.

Class Skills

The Demigod's class skills are as follows.

Balance (Dex), Chakra Control (Wis), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Genjutsu (Cha), Intimidate (Cha), Knowledge (history, ninja lore) (Int), Ninjutsu (Int), Read/Write Language (none), Speak Language (none), Taijutsu (Str).

Skill Points at Each Level: 3 + Int modifier.

TABLE: THE DEMIGOD

Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+2	+2	+2	Cunning god	+1	+2
2 nd	+1	+3	+3	+3	Omniscient god	+1	+2
3 rd	+2	+3	+3	+3	Highborn god	+2	+2

Class Features

The following features pertain to the Demigod advanced class.

Cunning God

The Demigod gains a +1 enhancement bonus to his effective skill threshold with Chakra Control, Genjutsu, Ninjutsu and Taijutsu techniques.

Omniscient God

The following feats always figure in the Demigod's list of bonus feats: Animal Path Mastery, Asura Path Mastery, Ghost Path Mastery, God Path Mastery, Hell Path Mastery and Human Path Mastery.

The following feats always figure in the Demigod's list of epic bonus feats: Secrets of the Outer Path and Six Paths Supremacy.

Highborn God

Once per day, the Demigod can invoke two of the Rinnegan's special abilities at once for 1 round as a swift action.

Technique Analyst

The technique analyst hold an additional Meta-chakra Specialization for the Heir of the Six Paths.

Meta-Chakra Specialization

The analyst must have taken the meta-chakra feat to specialize in it. Some specializations have requirements, and they are specified parenthetically.

- *Primordial Technique (any 2 meta-chakra specialization)*: The perform time increases only by 5 times.