

Naruto D20 Homebrew Compendium



PART II

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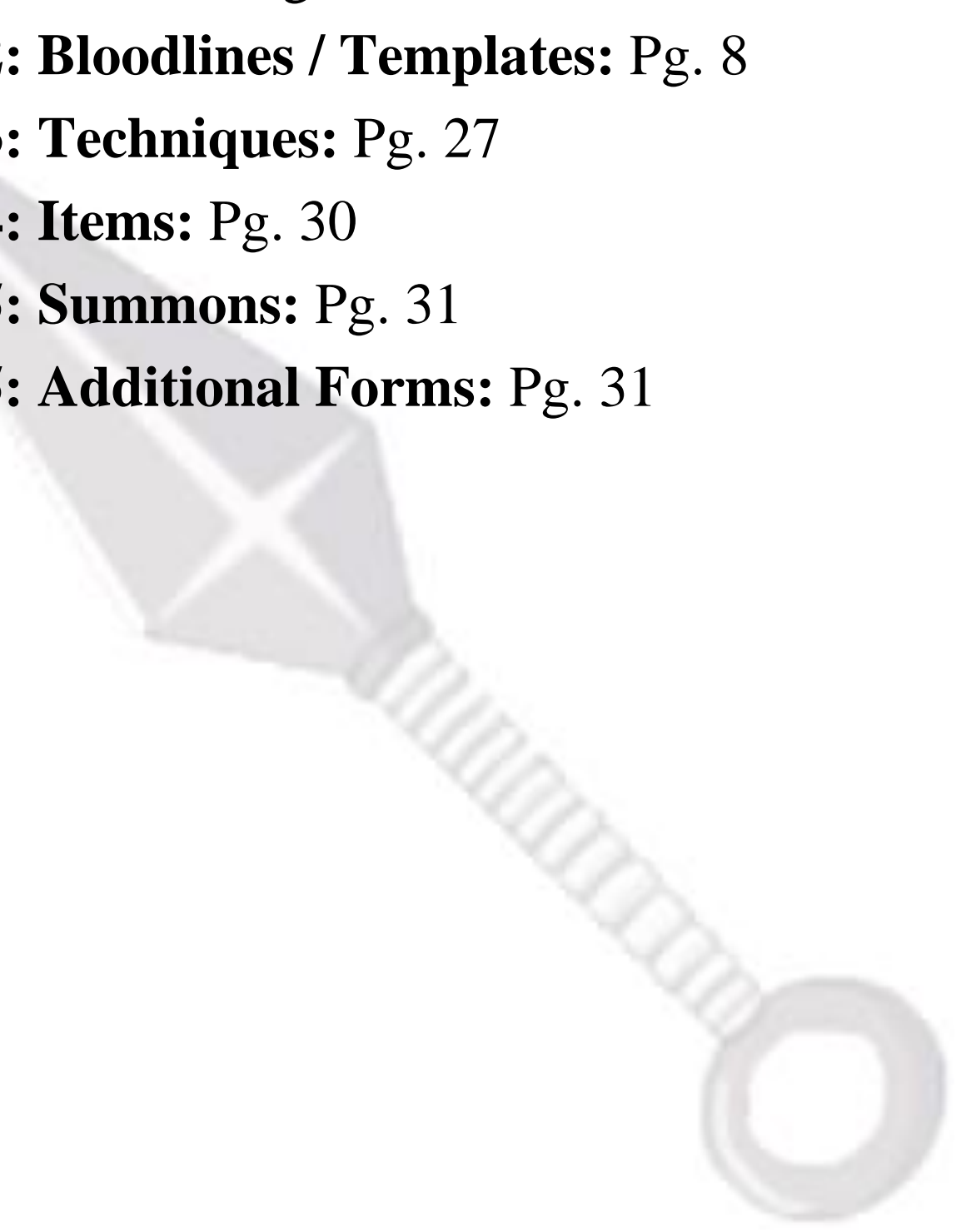
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Disclaimer: This book is a collection of our homebrew material. A significant amount of it may not be balanced for use in your own game. Please consider the repercussions of this material in your own game. It is not our fault if your game spirals out of control due to the inclusion of this material, it is your GM's for allowing it...

That being said a good amount of the material in this book has been subjected to heavy balancing on our parts for our own setting but some of it may be left vague or not completely fleshed out. This book is intended to add supplementary rules and content for Frankto's D20 adaptation and is not meant to be taken as 100% law. Bending the rules and RAW in this supplement is not only allowed it is *encouraged*.

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CHAPTER 1 CLASSES

Hatred Warrior

HD: 1d10

SP: 4+INT

AP: 5+1/2 Character Level

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense
1st	+1	+2	+0	+0	Hatred Strike, Bonus Chakra	+1
2nd	+2	+3	+0	+0	Hatred Suppression	+2
3rd	+3	+3	+1	+1	Demonic Manifestation	+2
4th	+4	+4	+1	+1	Smothering Presence	+3
5th	+5	+4	+1	+1	True Power	+3

Hatred Strike

This ability allows the user to add his current hatred pool to a melee damage roll as a free action. The activation of this ability must be declared before damage is rolled.

Using this ability increases his hatred pool by 1.

Bonus Chakra

The Hatred Warrior gains a certain amount of bonus chakra and bonus reserve from taking levels in this class. The amount of bonus chakra or chakra reserve gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount gained every level from gaining an additional hit dice.

The amount of bonus chakra or reserve doesn't stack, simply choose the appropriate value based on the character's class levels.

Multiple instances of Bonus Chakra and Reserve, such as from various classes, do stack with each other.

1st: 1 / 2

2nd: 2 / 4

3rd: 3 / 6

4th: 4 / 8

5th: 5 / 10

Hatred Suppression

The character can suppress his hatred pool by an amount up to half his Hatred Warrior class levels (rounded up). This ability requires concentration.

Demonic Manifestation

The user's command over demonic energies has slowly lead him to become more like the creatures he hunts. The user may select one extraordinary or supernatural ability for each demon within himself to add to his "Demonic Manifestations List"

At any time as an attack action he may increase his hatred pool by 1 to manifest an ability from this list for 1 minute, he may only have 1 ability active at a time.

Smothering Presence

The user has become the ultimate demon hunter and his mere presence is often enough to slay a demon on the spot like a candle blow out by the force of a bonfire. Any demon that comes within 50ft of the Hatred Warrior must succeed a fortitude saving throw equal to $10 + \frac{1}{2}$ his level + his CHA modifier or become stunned for 1d4 rounds (staggered on a successful saving throw). A demon with 5 or more HD less than the user is instantly slain on a failed saving throw (stunned for 1d4 rounds on a successful saving throw).

True Power

The user has completely embraced the hunt. He may now select two abilities to add to his Demonic Manifestations List from his absorbed demons instead of just the one. Also he may now have 2 active at one time.

Additionally, anyone who can see his fiendish chakra while his demonic manifestation ability is active with the "see chakra ability" must succeed a saving throw equal to $10 + \frac{1}{2}$ the user's level + his CHA modifier or become shaken. Those who have the "sense chakra" ability must succeed the same saving throw or become nauseated for as long as they continue to sense his chakra, on a successful save they become sickened.

Jinchuriki: The user has become a jinchuriki and as such he gains the *Demonic Subtype*.

Seething Rage: The user gains the ability to fill himself with profane energy from his inner demon, doing so grants him 10 temporary chakra and a single point of hatred. This ability can only be used once per day for every 4 HD the user possesses.

Hatred: A resource that taints the user body with demonic energy. This taint empowers the user's sharingan and strength but it is harmful to his physical and mental health. Additionally the more the user embraces his demons the more like them he becomes. The user's hatred pool is reduced by 1 at sunrise each day. The bonuses and penalties for excessive *hatred* can be found below.

1: +1 Sharingan Eye Bonus, -5hp

2: +2 Strength, -2 Wisdom

3: User's irises turn blood red, sclera turn jet black, chakra becomes purple

4: +1 Sharingan Eye Bonus, -5hp, the user gains a 50ft aura that reduces the size of all flames by 1 size category and candles will become instantly extinguished.

5: +2 Dexterity, -2 Charisma

6: User grows horns, claws, fangs, and his chakra becomes scarlet red

7: +1 Sharingan Eye Bonus, -5hp, receives ½ healing from all sources

8: +2 Strength, -2 Wisdom, the user gains a 50ft aura that will crack all nearby mirrors, granting them the "broken" condition

9: User grows a prehensile tail, his chakra becomes crimson red

10: +1 Sharingan Eye Bonus, -5hp

11: +2 Dexterity, -2 Charisma

12: User's horns emanate a cold black flame and his skin turns dark, additionally the user's hair grows longer and turns snow white, and the user's chakra becomes blood red. Also the user gains a 50ft aura that spoils all food within in with the exception of meat (the user gains the ability to sustain himself on meat alone).

13: +1 Sharingan Eye Bonus, -5hp

14: +2 Strength, -2 Wisdom

15: The user instantly awakens the mangekyo sharingan if has not done so already. If he has the mangekyo sharingan, an advanced kaguya bloodline, and a zetsubo arm he will immediately awaken the rinnegan. The user gains a negative energy aura that deals 10 points of damage to all living creatures within 10ft of himself, this aura cannot be turned off. The user grows long black bat wings that give him a fly speed equal to twice his base land speed with good maneuverability. Finally the user's chakra turns jet black.

Shinobi Vanguard (My take on keksmuzh's class)

Hit Die: 1D10

Skill Points: 4+Int

Action Points: 7+1/2 Class Level

Prerequisite: Frightful Presence

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+1	+2	+0	+2	Bonus Chakra, Reckless Gambit	+1	+2
2nd	+2	+3	+0	+3	Bonus Feat	+2	+2
3rd	+3	+3	+1	+3	Inner Strength 1/Day	+2	+2
4th	+4	+4	+1	+4	Grand Entrance	+3	+3
5th	+5	+4	+1	+4	Twin Reckless Gambit, Legend Status	+3	+3
6th	+6	+5	+2	+5	Mettle, Inner Strength 2/Day	+4	+3
7th	+7	+5	+2	+5	I Can't Die Here!	+4	+4
8th	+8	+6	+3	+6	Bonus Feat	+5	+4
9th	+9	+6	+3	+6	Inner Strength 3/Day	+5	+4
10th	+10	+7	+3	+7	A Light in The Dark, Triple Reckless Gambit	+6	+5

Reckless Gambit

The Shinobi Vanguard is an expert at drawing attention to himself. In combat he can choose to leave openings in his defense and increase his presence to make himself almost impossible to ignore.

Whenever he deals damage to a target he may, as a free action, activate this ability. That target becomes his focus target until he uses this ability on a new target or he ends the ability as a free action. The vanguard's focus target suffers a -2 to all attack and damage rolls against any targets other than the vanguard and any area of effect attacks that do not include the vanguard have their saving throw reduced by 2 due to the target's attention being pulled towards the vanguard. However, due to the openings left in the vanguard's defenses he suffers a -2 to his defense against attacks made by his focus target.

At 5th level the penalty to attack, damage, and saving throws increases to -3 and at 10th level it increases to -4.

Bonus Chakra

The Shinobi Vanguard gains a certain amount of bonus chakra and bonus reserve from taking levels in this class. The amount of bonus chakra or chakra reserve gained is shown on the table below. It is not influenced by ability scores, and is in addition to the standard amount gained every level from gaining an additional hit dice.

The amount of bonus chakra or reserve doesn't stack, simply choose the appropriate value based on the character's class levels. Multiple instances of Bonus Chakra and Reserve, such as from various classes, do stack with each other.

1st: 1 / 2

2nd: 2 / 4

3rd: 3 / 6

4th: 4 / 8

5th: 5 / 10

6th: 6 / 12

7th: 7 / 14

8th: 8 / 16

9th: 9 / 18

10th: 10 / 20

Bonus Feat

Gain a bonus feat

Inner Strength

The Shinobi Vanguard can tap on inner reserves of power in times of need. A number of times per day equal to the ability level the user may, as a swift action, gain twice his class level in temporary hit points and chakra. He may reduce the action required to use this ability to a free action by expending an action point. These temporary hit points and chakra fade after 1 minute per point of the user's constitution modifier passes.

Grand Entrance

So long as the Shinobi Vanguard is not flat-footed, at the start of an encounter he may announce his presence in a dramatic fashion that draws everyone's attention towards himself. On the first turn of an encounter the vanguard may dramatically announce himself to draw people's attention to himself as a move action. Anyone who was not prepared for this will be counted as flat-footed against attacks made by anyone other than the vanguard until their next turn. Additionally; if the vanguard's reputation bonus is greater than that of his enemies he may make a free intimidate check as a part of this ability against all those targets.

Twin Reckless Gambit

The Shinobi Vanguard may now have 2 focus targets at one time.

Legend Status

The Shinobi Vanguard's presence is often described as suffocating. Whenever he targets a foe with his Reckless Gambit or Grand Entrance abilities for the first time in an encounter he may force them to make a saving throw against his frightful presence. If they have already succeeded their saving throw against his frightful presence today this ability provokes a new saving throw.

Additionally, the saving throw for his frightful presence ability is increased by an amount equal to his reputation bonus.

Mettle

Evasion for fortitude saves.

I Can't Die Here!

The Shinobi Vanguard has an indomitable will to survive. Not for himself, but for some other cause. Once per day when the vanguard falls below 0 hit points he may, as a reaction, expend an action point to draw on his powerful will to survive and stabilize at 1 hit point.

Optional Rule: This ability cannot be activated if the damage suffered exceeds the user's Mass Damage Threshold.

Triple Reckless Gambit

The Shinobi Vanguard may now have 3 focus targets at one time.

A Light in The Dark

So long as the Shinobi Vanguard is at their side, the vanguard's allies would walk through Hell and back. Those who view the shinobi vanguard as an ally may use his will saving throw bonus in place of their own against any moral or fear effects so long as he is in conscious.

CHAPTER 2 BLOODLINES AND TEMPLATES

Hiraishin (Edited)

Requirements:

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

Skills: Acrobatics 2 ranks

Feats: Advanced Bloodline (Hiraishin)

TABLE: HIRAISHIN BLOODLINE TRAITS

Character Level	Major
1st	
2nd	Movement Speed (5ft)
3rd	
4th	Hiraishin 1
5th	—
6th	Movement Speed (10ft)
7th	—
8th	Hiraishin 2
9th	—
10th	Movement Speed (15ft)
11th	—
12th	Hiraishin 3
13th	—
14th	Movement Speed (20ft)
15th	—
16th	Hiraishin 4
17th	—
18th	Movement Speed (25ft)
19th	—
20th	Hiraishin 5

Hiraishin (Su): Whenever the character activates his speed ranks he may increase his effective speed rank by up to this Hiraishin ability bonus.

In addition, the character can activate his Speed rank ability (fully or non) up to a number of rounds per day equal to his Hiraishin ability plus his Dexterity modifier, without paying any Chakra. This stacks with Speed rank training techniques mastery.

Movement Speed (Su): The character's base movement speed increases by an amount equal to the ability bonus.

Kasairyu (Edited)

Requirements:

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

Affinity: Fire Affinity

Feats: Advanced Bloodline (Kasairyu)

TABLE: KASAIRYU BLOODLINE TRAITS

Character Level	Major
1st	Fire Adept, Fire Starter
2nd	
3rd	Dragon Soul Summoning (Small)
4th	Fire Resistance: 5
5th	
6th	Dragon Soul Summoning (Medium)
7th	Fire Resistance: 10
8th	
9th	Dragon Soul Summoning (Large)
10th	Fire Resistance: 15, Burn Out
11th	
12th	Dragon Soul Summoning (Huge1)
13th	Fire Resistance: 20
14th	
15th	Dragon Soul Summoning (Huge2)
16th	Fire Resistance R: 25
17th	
18th	Dragon Soul Summoning (Huge3)
19th	Fire Immunity, Consume Flame
20th	

Fire Adept (Su): The Hien have always been masters of fire techniques and as such they gain a +2 to Learn checks made to learn or create techniques with the [Fire] subtype.

Fire Starter (Su): The user gains the ability to ignite any flammable object that she is touching with any part of her body simply by willing it to ignite. Using this ability is a standard action that produces heat equivalent to a flint and tinder for a short period of time.

Warm Blooded (Su): The Hien's bodies naturally run hotter than most. As such they can handle colder temperatures with little problem. The temperatures at which the user begins suffering negative effects are reduced by 11°C (20°F).

Dragon Soul Summoning (Su): Once a Hien has reached a certain point in their development they gain the ability to ignite a dragon soul. The first time this is done is usually an accident caused by a powerful emotion or traumatic experience. This single small fire dragon is certainly something to be feared however. As a full-round action that does not provoke attacks of opportunity the user may summon her fire dragon to her side. Each round after the first that the dragon remains summoned costs her 1 chakra. As she becomes more powerful as does her dragon as noted on the bloodline progression chart (statistics for these fire dragons can be found below).

Feat: Tri-Dragon Brand- (Must be taken at 1st level and cannot be taken with Genius Nin); Born with the tri-dragon brand this Hien is capable of summoning three fire dragons at one time at the costs of 2 chakra per round total. Also when she selects this feat she must choose either Ninjutsu, Taijutsu, or Fuinjutsu. She counts as one level higher for the purpose of learning [Fire] subtype techniques of that type.

Size: Small**Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11****Hp:** 10 **AC** 16, touch 13, flat-footed 14 (+1 Dex, +1 dodge, +3 natural, +1 size)**Saving Throws:** Fort +3, Ref +4, Will +0**Resistances:** Fire Immunity**Weaknesses:** vulnerability to water**Speed:** 50 ft.**Combat:** Base Atk +2; CMB +1; CMD 13**Melee:** Claw +4 (**1d4** plus burn; 1d4, DC 11)**Ranged:** Shoot Fire +4 (**1d4** plus burn; 1d4, DC 11) (30ft)**Feats:** Dodge, Improved Initiative, Weapon Finesse**Skills:** Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Perception +4**Special Abilities: *Burn*:** In addition to damage dealt on a successful hit. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.**Size: Medium****Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11****Hp:** 20 **AC** 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)**Saving Throws:** Fort +6, Ref +7, Will +1**Resistances:** Fire Immunity**Weaknesses:** vulnerability to water**Speed:** 50 ft.**Combat:** Base Atk +4; CMB +5; CMD 19**Melee:** Claw +7 (**1d6+1** plus burn; 1d6, DC 14)**Ranged:** Shoot Fire +7 (**1d6** plus burn; 1d6, DC 14) (40ft)**Feats:** Dodge, Improved Initiative, Weapon Finesse, Mobility**Skills:** Acrobatics +8, Climb +5, Escape Artist +8, Intimidate +5, Perception +7**Special Abilities: *Burn*:** In addition to damage dealt on a successful hit. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.**Size: Large****Str 14, Dex 21, Con 14, Int 6, Wis 11, Cha 11****Hp:** 35 **AC** 19, touch 15, flat-footed 13 (+5 Dex, +1 dodge, +4 natural, -1 size)**Saving Throws:** Fort +8, Ref +11, Will +4**Resistances:** Fire Immunity, DR 5/-**Weaknesses:** vulnerability to water**Speed:** 50 ft. **Fly:** 25 ft. (Poor)**Combat:** Base Atk +8; CMB +11; CMD 27**Melee:** 2xClaw +12/+12 (**1d8+2** plus burn; 1d8, DC 14)**Ranged:** Shoot Fire +12/+12 (**1d8** plus burn; 1d8, DC 14) (50ft)**Feats:** Dodge, Improved Initiative, Weapon Finesse, Mobility, Iron Will, Spring Attack**Skills:** Acrobatics +14, Climb +9, Escape Artist +12, Intimidate +9, Perception +11**Special Abilities: *Burn*:** In addition to damage dealt on a successful hit. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Size: Hugel**Str** 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11**Hp:** 50 **AC** 21, touch 16, flat-footed 13 (+7 Dex, +1 dodge, +5 natural, -2 size)**Saving Throws:** Fort +10, Ref +14, Will +5**Resistances:** Fire Immunity, DR 5/-**Weaknesses:** vulnerability to water**Speed:** 60 ft. **Fly:** 30 ft. (Average)**Combat:** Base Atk +10; CMB +16; CMD 34**Melee:** 2xClaw +15/+15 (2d6+4 plus burn; 2d6, DC 18)**Ranged:** Shoot Fire +15/+15 (2d6 plus burn; 2d6, DC 18) (60ft or 15ft cone)**Feats:** Dodge, Improved Initiative, Weapon Finesse, Mobility, Iron Will, Spring Attack, Combat Reflexes**Skills:** Acrobatics +16, Climb +13, Escape Artist +16, Intimidate +9, Perception +13**Special Abilities: *Burn:*** In addition to damage dealt on a successful hit. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.**Size: Hugel2****Str** 24, **Dex** 27, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11**Hp:** 65 **AC** 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, -2 size)**Saving Throws:** Fort +12, Ref +16, Will +6**Resistances:** Fire Immunity, DR 10/-**Weaknesses:** vulnerability to water**Speed:** 60 ft. **Fly:** 30 ft. (Average)**Combat:** Base Atk +13; CMB +22; CMD 41**Melee:** 2xClaw +19/+19 (2d8+7 plus burn; 2d8, DC 20)**Ranged:** Shoot Fire +19/+19 (2d8 plus burn; 2d8, DC 20) (70ft or 30ft cone)**Feats:** Dodge, Improved Initiative, Weapon Finesse, Mobility, Iron Will, Spring Attack, Combat Reflexes**Skills:** Acrobatics +23, Climb +20, Escape Artist +21, Intimidate +15, Perception +16**Special Abilities: *Burn:*** In addition to damage dealt on a successful hit. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.**Size: Hugel3****Str** 26, **Dex** 29, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11**Hp:** 80 **AC** 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, -2 size)**Saving Throws:** Fort +14, Ref +19, Will +7**Resistances:** Fire Immunity, DR 10/-**Weaknesses:** vulnerability to water**Speed:** 60 ft. **Fly:** 60 ft. (Average)**Combat:** Base Atk +16; CMB +26; CMD 46**Melee:** 2xClaw +23/+23 (2d8+8 plus burn; 2d10, DC 22)**Ranged:** Shoot Fire +23/+23 (4d6 plus burn; 2d10, DC 22) (70ft or 30ft cone)**Feats:** Dodge, Improved Initiative, Weapon Finesse, Mobility, Iron Will, Spring Attack, Combat Reflexes**Skills:** Acrobatics +28, Climb +27, Escape Artist +28, Intimidate +19, Perception +19**Special Abilities: *Burn:*** In addition to damage dealt on a successful hit. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Fire Resistance (Su): The user gains fire resistance of the designated amount. This resistance becomes immunity at 19th level.

Burn Out (Su): The Hien can, in times of need, use their life force as an ignition source. Whenever the user attempts to cast a technique of the [Fire] subtype or whenever she pays for her bloodline abilities she can reduce the cost of the technique or ability by reducing her hit-points instead of her chakra. Ex: If a fire technique costed 10 chakra and she expended 6 hit points to reduce the overall cost of the technique, the final cost of the technique would be 4 chakra.

Flame Armaments (Su): The powerful Hien are never without a weapon. As a swift action the user can wreath her forearms in fire. While on fire she counts as armed and her fists deal an additional 1d6 fire damage on a successful strike. If she is holding a weapon that weapon will ignite in flames and deal an additional 1d6 points of fire damage on a successful strike. Also; as a part of a move action while her arms are on fire she can manifest flame weapons or a flame shield in either or both of her free hands. The weapons deal normal damage for their type except the user does not add her strength to damage and the attacks count as touch attacks. If the user choses to summon a shield it grants her a +4 shield bonus to defense. This ability costs 2 point of chakra each round that it is active.

Empowered Flames (Su): The Hien's fire techniques have become more potent as her chakra becomes more infused with natural flame. Whenever she deals fire damage with a technique the total damage is increased by +1 for every 2 dice of fire damage rolled. This bonus increases to +1 for every die at 17th level.

Fire Armor (Su): The user may, as a full round action, while her fire armaments ability is active, wreath her entire body in fire armor. This armor covers her entire body and grants the *fire aura 5* ability. Also if she is struck by a melee attack the attacker suffers 5 points of fire damage and must succeed a reflex save to avoid catching on fire (DC 10 + 1/2 her bloodline level + her Cha modifier). She must be unarmored to use this ability and doing so increases the cost of her Flame Armaments ability to 4 chakra per round.

Consume Flame (Su): Whenever the user suffers fire damage from a hazard or technique not created by herself she instead heals for half the negated damage.

Kasutoki (Edited)

Requirements:

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

Feats: Advanced Bloodline (Kasutoki)

TABLE: KASUTOKI BLOODLINE TRAITS

Character Level	Major
1st	Kasutoki
2nd	Time Slivers
3rd	—
4th	Save/Load 1
5th	Improved Time Slivers
6th	—
7th	If at First You Don't Succeed
8th	Save/Load 2
9th	—
10th	Greater Time Slivers
11th	—
12th	Save/Load 3
13th	Borrowed Time
14th	—
15th	Advanced Time Slivers
16th	Save/Load 4
17th	—
18th	Temporal Anomaly
19th	—
20th	Master Time Slivers, Save/Load 5

Kasutoki (Su): The user gains access to Time Manipulation techniques and gains the following minor spell like abilities that can be performed with extreme focus and strain as a full-round action;

- Minor Temporal Lock – The user can focus on a tiny inanimate and stationary object and freeze its relative time. If the object has moving parts they will stop moving and the object will be frozen in time. Any external force will break the effect.
- Fast Forward – As above except the relative time will increase by two times.
- Rewind – As above except time will decrease by two times and the ability can only rewind an object's time by up to 1 minute per level (this allows non-magical broken objects to be repaired).

Upon the user's death he will be consumed in prismatic fire until nothing remains. Immediately afterwards every instance of his name in books or other records will burn away, doing no damage to the text itself, and any memory of his existence is wiped from anyone who ever met him. Those that attempt to recall the user must succeed a DC 30 will saving throw anytime they try to remember the user (-10 to the DC if they were extremely close). Even on a successful saving throw these memories are dull and hazy.

Finally; the user gains an invisible time spirit that only he can see. This time spirit assists in his growth with the Kasutoki and feeds on the energy released from manipulating timelines.

Time Slivers (Su): With enough focus he can begin to remove moments of time from his life to use at later dates to augment time. The user may at any time attempt to create a time sliver, which is a solidified prismatic crystal made of compressed space-time. These slivers are incomparably beautiful and can be set into jewelry upon their creation if the user wishes.

The user can attempt to craft a time sliver once per day as a full-round action, doing so knocks him out of sync from the current time stream and he will slowly vanish like a faded photograph. The user will cease to exist for 1d4 hours and return with a single time sliver made of this lost time. While the user will feel as if no time has passed, his body will still have aged appropriately, additionally because the time slivers are temporally connected to the user, he may only have a number of time slivers equal to 1 plus his wisdom modifier at any time. The slivers will turn to dust if the user wishes them away or they fall outside of 10ft of the user.

Feat: Extra Time Slivers: The user may increase his maximum time sliver pool by 2.

At any time, the user can will the time slivers to shatter, thus restoring a portion of their stored time back to himself to augment his own timeline. He may use any of the following abilities as a free action to modify his turn. *Note: Only 1 time sliver may be used per turn.*

- **Positive Time: Speed-** The user may double his own time flow relative to the world around him until his next turn by expending a time sliver. Doing so grants him a +1 bonus on attack rolls, a +1 dodge bonus to AC and Reflex saves, and doubles his movement speed.
 - At 5th level These bonuses can be extended any extra round.
 - At 10th level the user's relative time is quadrupled and the bonuses to attack rolls, AC, and Reflex saves increase by 1, his movement speed increases by x4 instead of x2, and he may make an extra attack as a part of a full attack action.
 - At 15th level these bonuses can be extended by another round.
 - At 20th level his relative time in multiplied by 6 and the bonuses to attack rolls, AC, and Reflex saves increase by another 1, his movement speed increases by x6 instead of x4, and he gains two additional attacks as a part of a full attack action.
- **Positive Time: Burnout-** The user may expend a time sliver to rapidly age his own body to quicken conditions or calm himself. The expending a time sliver he may reduce the duration of all effects on himself by 1 round.
 - At 5th level he may reduce them by 5 rounds.
 - At 10th level he may reduce them by 1 minute.
 - At 15th level he may reduce them by 5 minutes.
 - At 20th level he may reduce them by 1 hour.
- **Positive Time: Action-** The user gains the ability to expend a time sliver to gain more actions in combat. By expending one time sliver the user may gain a single swift action.
 - At 5th level he may gain a move action.
 - At 10th level he may gain a standard action.
 - At 15th level he may gain a full-round action.
 - At 20th level he may take another turn (thus allowing him to use another time sliver). However, he may not use this ability on that turn.
- **Positive Time: Heal-** It is said that time heals all wounds, well for the Kautoki user this is true. By expending a time sliver the user can accelerate his own healing process. By expending a time sliver he may heal himself as if he received 2 full nights of rest instantly. This ability rapidly drains his energy and using it grants him the exhausted condition.
 - At 5th level this ability only grants him the fatigued condition.
 - At 10th level this ability can be used once per day without gaining the fatigued condition.
 - At 15th level this ability persists slightly; granting him fast healing 1 for 1 minute.
 - At 20th level this fast healing increases to fast healing 3.

- Negative Time: Phase-** By expending a time sliver the user may send an object into the future. He may send a tiny unattended object that he is touching 1 minute into the future, where it will appear next to him.

At 5th level this object can be up to a small object.

At 10th level he may send it 1 hour into the future.

At 15th level this object can be up to a medium object.

At 20th level he may send the object 1 day into the future.
- Negative Time: Avoid-** The user may shoot himself instantly out of sync with this timeline. If he uses this ability to avoid an attack he automatically succeeds, however it still reduces his remaining avoidance maneuvers for the day by 1. By expending the time sliver he will knock himself 2d4 rounds into the future.

At 5th level he may reduce this time by 1 round if he wishes.

At 10th level he may reduce this time by up to 2 rounds if he wishes.

At 15th level he may reduce this time by up to 3 rounds if he wishes.

At 20th level he may reduce this time by up to 4 rounds if he wishes.
- Negative Time: Delay-** The user gains the ability to expend a time sliver to push a personal event into the future. Whenever the user suffers any negative effect such as damage or negative conditions (DM discretion) he may delay the onset by 1 round. This ability may be used as an instant action immediately after taking damage or failing a saving throw but before the damage is calculated or the effect occurs. The user may only have 1 effect pushed into the future at a time.

At 5th level he may delay it by up to 2 rounds.

At 10th level he may delay it by up to 4 rounds.

At 15th level he may delay it by up to 8 rounds.

At 20th level he may delay it by up to 16 rounds.
- Negative Time: Hop-** The user may delete a small portion of his near future to “hop” in space to another location. By expending a time sliver he may turn a single move action into teleportation movement. The user must be able to normally move the distance on his own and he still suffers the effects of difficult or hazardous terrain he is attempting to teleport through.

At 5th level he may move twice his speed when using this ability.

At 10th level he may move four times his speed when using this ability.

At 15th level he may move eight times his speed when using this ability.

At 20th level he may move sixteen times his speed when using this ability.

Save/Load (Su): The user has gained the ability to create save points that he can “reload” himself to. Creating a save point is a full round action that leaves a prismatic translucent image of himself at that moment behind.

Starting on his next turn for number of rounds equal to his Save/Load bonus he may send himself back to that save point at the cost of 2 time slivers. If he returns to his save point he reverts back to exactly the way he was when he made the save point with the exception of his expended chakra and is teleported to the location the save point was created in the same stance he was in when he created it (effectively going back in time). After the time runs out the translucent clone will fade away.

Feat: Save Scumming – The time required to make a save point is reduced to a move action.

Feat: Improved Save Scumming – (requires Save Scumming) Creating a save point now only costs 1 time sliver.

If at First You Don't Succeed (Su): The user gains the ability to gain glimpses into the near future to see the results of his immediate actions in the form of probabilities. A number of times per day equal to his Wisdom modifier the user may roll twice and choose one of the results. The use of this ability must be declared before the roll is made.

(The DM may wish to limit what types of rolls this ability can be used on, or use it as written)

Borrowed Time (Su): The user may attempt to steal time from anyone he comes into contact with as a standard action. At 13th level, once per day, as a melee touch attack he may attempt to steal someone's future to create a time sliver. The user may make a melee touch attack, if successful the target must succeed a will saving throw (DC 10 + ½ the user's bloodline level + his Wis modifier) or they will be sent out of sync with reality on the following round and they will not return for 1d4 rounds, at which point they will suffer 1d8 points of force damage for each round they were out of sync for. If the target is sent out of sync the user will gain a single time sliver. This ability cannot be used on the same target twice in one day due to the temporal distortion it causes. Every 2 levels after 13th level this ability may be used an additional time per day.

Temporal Anomaly (Su): Once the user has reached a certain pentacle of time ninjutsu he may even rewind or fast-forward his own age. As a full-round action the user may expend a time sliver to change his age to whatever he wishes it to be.

Feat (Epic): Time Lord – The user may use his temporal anomaly on a willing target once per year in a ritual that required 5 time slivers, 12 hours, and complete silence. If any of these requirements are not met for the entirety of the ritual, it will fail and cannot be performed again for a full year.

Shinku

The *Shinku* bloodline is said to have existed before the word “shinobi” even existed. The progenitors of the *shinku* were said to have refused the gift of elemental ninjutsu from the Zetsubo clan as it binds the user’s soul into their body. Over the last few hundred years the Saishi have moved more and more away from ninja society as it spread. Eventually they ended up on the Vesuvian Islands where they built a town sized monastery in the mountains that worships nature.

The Saishi have a unique ability that stems from their lack of ninjutsu; their Shinku. When activated the Saishi can shift parts of their body into the spirit world to touch the spirits of things both animate and inanimate. Doing so allows them control certain spirits as well as bind parts of their essence into masks made from the sacred reiaki trees.

These trees are notoriously difficult to care for and the secrets of their care are closely guarded by the Saishi family, who view them as holy bridges into the spirit world. The trees only grow to about 10 feet in height and have white wood when properly cared for (red bark when not properly cared for). They have red leaves and each tree produces only a single fruit every five years that contains between 10 and 20 seeds. After producing two fruits the tree will never produce anymore fruit. The fruit is extremely rich in both physical nutrients and spiritual energy. The Saishi family brews these fruits into a sweet juice that is consumed by the children of the clan to improve their connection to the spirit world and foster a healthy growth. Rumors claim that the juice can cure any ill, either physical or spiritual and will bring your family 100 years of good luck. The sap of the tree is also a crimson red, but is extremely poisonous. A single dish of the sweet sap will cause the person’s body to stop producing chakra and cause them to wither away and die.

The Saishi family keeps a large grove of fifty trees which exist in ten plots of five trees each. Each year the oldest plot is cut down and a new plot is planted in its place. The wood is used to craft masks and bows for the clan members. A single tree produces enough wood for 10 masks and 5 bows.

Any arrow fired from these sacred bows is said to also be able to strike evil spirits or purify those possessed by them. The masks are crafted in a ritual that takes five days and are crafted with a portion of the person’s essence as well as some of the essence of whatever they are trying to seal into the mask. Once complete the mask can store chakra the Saishi places inside of it. When worn this chakra slowly fades and the Saishi gains amazing powers while wearing the mask based on what it was crafted around.

The Saishi also have a lesser known style of ninjutsu referred to as Yuton (phantom style) that revolves around the manipulation of spirits and ghosts.

Requirements:

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

Skills: Knowledge (E/L Sciences) 4 Ranks, Craft (Mask) or Craft (Arms/Armor) 4 Ranks

Feats: Advanced Bloodline (Shinku)

Special: This bloodline removes any and all elemental affinities

TABLE: SHINKU BLOODLINE TRAITS

Character Level	Major
1st	Craft Mask, Shinku
2nd	Materialize Mask
3rd	Masks (+2)
4th	Persona Mask
5th	Masks (+3)
6th	Extraordinary Masks
7th	Masks (+4)

8th	Persona Mask
9th	Masks (+5)
10th	Blood Masks
11th	Masks (+6)
12th	Persona Mask
13th	Masks (+7)
14th	Class Masks
15th	Masks (+8)
16th	Persona Mask
17th	Masks (+9)
18th	Master of Faces
19th	Masks (+10)
20th	Way of the Hydra

Craft Mask (Su): The Saishi gains the ability to craft magical masks from the wood of the reiaki tree using his Shinku ability. The crafting process requires five days of work (halved with a feat) and a cubic foot of reiaki wood. The first three days of this process is simply used to prepare the base template for the mask from the wood. To begin the next two days the user must decide what kind of mask he would like to craft from the following list;

- Affinity Mask – The user gains the desired elemental affinity while wearing this mask. This mask must be crafted in an area rich with the desired element.
- Skill Mask – The user gains a bonus to the selected skill equal to his mask bonus, this mask must be crafted from the essence of a creature that exemplifies this skill.
- Ability Score Mask – The user gains a bonus to an ability score equal to his mask bonus, this mask must be created from the essence of a creature that exemplifies this score.

The Saishi may only have a number of masks bound to himself equal to his mask bonus. Additionally, the masks only grant bonuses when they are both worn and “charged” with chakra. Putting chakra into a mask is a swift action, each mask may hold an amount of chakra equal to the Saishi’s bloodline level. This chakra only decays while the mask is worn; it loses 1 point of chakra each round that it is in use.

At any time the user may choose to permanently destroy one of his masks and unbind it to himself. Doing so with a Persona Mask frees the bound spirit.

Shinku (Su): The Saishi gains the ability to move his arms into the ethereal plane to touch and manipulate spirits. This is a swift action that only requires concentration. Additionally, anything within the Saishi’s light load that he is holding is also transferred into this plane while he is holding it. While in the ethereal plane the Saishi’s arms can pass through solid objects, however if he ends this ability while phasing through something, the arm will be severed at the point of phasing.

Materialize Mask (Su): The Saishi gains the ability to dematerialize his masks and store them within an extradimensional space within the user. As a standard action the user may hold his hand over his face to materialize one of his masks. When destroyed or out of chakra the mask will automatically dematerialize and return to its safe realm, fully intact.

Persona Mask (Su): At 4th, 8th, 12th, and 16th level the Saishi gains the ability to use one of his mask slots to craft a persona mask. Persona masks do not require chakra to function and require only a mask template to craft. A persona mask is created when the Saishi binds the entire essence of a spirit into a mask. The mask retains the mental scores of the sealed creature and can telepathically communicate with the wearer while the mask is worn. The blank mask automatically forms artistic features that represent the personality of the spirit within.

To seal a creature within the mask the Saishi must have his Shinku active and he must succeed a touch attack against the creature to grab its spirit. While the mask is in his off-hand he may then attempt to bind the creature’s spirit into the mask. The creature must succeed a DC 10 will saving throw or be bound within the mask, if the creature is already a spirit the DC is instead 10 + 1/2 the Saishi’s bloodline level + his Cha modifier.

Once the spirit is bound the mask will become one of the following persona masks based on its personality.

When donned the user may choose to shapeshift into the person or creature who is bound to the mask. This change does not grant any proficiencies or ability score bonuses.

Angel: As an immediate action, you can use *feather fall* as a spell-like ability any number of times per day, but only on yourself. Once per day as a swift action, you can use *fly* as a spell-like ability; the effect lasts for 5 rounds. He may use this ability twice per day at 8th level, three times per day at 12th level, and four times per day at 16th level.

Your alignment appears to be lawful good while you wear an angel mask.

Archmage: You can use each of these spell-like abilities once per day: *charm person*, *dancing lights*, *detect magic*, and *magic missile*. As your bloodline strengthens you can use additional spell-like abilities, each once per day: 8th level, *invisibility* and *scorching ray*; 12th level, *lightning bolt* and *slow*; and 16th level, *dimension door* and *ice storm*. Your caster level is treated as two higher for the purpose of casting ninjutsu.

Your alignment appears to be chaotic good while you wear an archmage mask.

Assassin: You can deliver a sneak attack that deals an extra 1d6 points of damage when you are flanking an opponent or at any time when the target would be denied its Dexterity bonus (as per the ninja scout ability). This extra damage improves to 2d6 points at 8th level, 3d6 at 12th level, and 4d6 at 16th level. If you get a sneak attack bonus from another source the bonuses on damage stack.

In addition, you gain a +2 competence bonus on Hide and Move Silently checks. This bonus improves to +4 at 8th level, +6 at 12th level, and +8 at 16th level.

Your alignment appears to be lawful evil while you wear an assassin mask.

Demon: Once per day, you can use *summon monster III* as a spell-like ability, only to summon creatures of chaotic evil alignment. At 8th level, you can instead use *summon monster IV*; at 12th level, *summon monster V*; and at 16th level, *summon monster VI*.

Your alignment appears to be chaotic evil while you wear a demon mask.

Dragon: Three times per day you can breathe a cone of fire as a standard action. The cone is 30 feet long and deals 2d8 points of fire damage. A successful Reflex save (DC 10 + ½ your bloodline level + your Cha modifier) halves the damage dealt. Once you use this ability, you can't use it again for 1d4 rounds. This damage increases to 4d8 points at 8th level, 6d8 at 12th level, and 10d8 at 16th level.

Your alignment appears to be neutral evil while you wear a dragon mask.

Faceless: You gain a +5 competence bonus on saves against mind-affecting spells and abilities. Additionally; you leave no footprints, have no reflection or shadow, have no scent, you may choose to produce no sound, and cannot be seen with the "See chakra" ability.

Your alignment appears to be neutral while you wear a faceless mask.

Gladiator: You gain proficiency with all martial and exotic weapons. You also gain a +1 competence bonus on attack rolls and weapon damage rolls. This bonus improves to +2 at 8th level, +3 at 12th level, and +4 at 16th level.

Your alignment appears to be neutral while you wear a gladiator mask.

High Priest: You can use each of the following spell-like abilities once per day: *bless*, *cure light wounds*, *protection from evil*, and *sanctuary*. At 8th level, you can use *aid* and *lesser restoration*; at 12th level, *cure serious wounds* and *remove curse*; and at 16th level, *death ward* and *neutralize poison*.

Anytime you would restore a creature's hit-points you may increase the healing by 2 per die.

Your alignment appears to be neutral good while you wear a high priest mask.

Jester: You gain a +2 competence bonus on Balance, Perform, Sleight of Hand, and Tumble checks. This bonus improves to +4 at 8th level, +6 at 12th level, and +8 at 16th level.

Your alignment appears to be chaotic neutral while you wear a jester mask.

Lich: Once per day you can use *cause fear* and *detect undead* as spell-like abilities. At 8th level, you can use *false life*; at 12th level, *halt undead*; and at 16th level, *fear*.

Additionally, you gain resistance to cold 10.

Your alignment appears to be neutral evil while you wear a lich mask. Furthermore, you register as an undead creature with Hit Dice equal to your character level to any form of magical divination.

Lord: Once per day, you can use *remove fear* as a spell-like ability. At 8th level, you can use *eagle's splendor*; at 12th level, *heroism*; and at 16th level, *dispel chaos*.

In addition, you gain a +2 competence bonus on Diplomacy and Gather Information checks. This bonus improves to +4 at 8th level, +6 at 12th level, and +8 at 16th level.

Your alignment appears to be lawful neutral while you wear a lord mask.

Savage: Your hands transform into claws, granting you two primary natural weapon attacks, each dealing 1d4 points of damage (assuming you are Medium), plus your Strength modifier. You are considered to be proficient with your natural weapons and count as if possessing the multiattack monster feat. Your claws overcome damage reduction as if they were chakra enhanced weapons.

Your claw damage increases to 1d6 points at 8th level, 1d8 at 12th level, and 2d6 at 16th level.

Your alignment appears to be chaotic neutral while you wear a savage mask.

Extraordinary Masks (Su): The Saishi gains the ability to craft masks that replicate the extraordinary abilities of certain creatures. This functions similarly to the crafting of skill and ability score masks. During the crafting process the Saishi chooses one of the creature's extraordinary abilities to mimic (DM discretion); while the mask is worn the Saishi gains the benefit of this ability. For abilities that rely on certain anatomical features; the saishi may grow these appendages or physically shift into a form that permits the ability to function.

Blood Masks (Su): This is a forbidden ability among the Saishi. It allows the user to craft a mask from the corpse of an enemy. This mask is crafted from bone instead of wood and grants the wearer any bloodline the subject naturally possessed in life. The user counts as if he possessed half of the subject's bloodline levels.

Class Masks (Su): Similar to blood masks these masks are also crafted from bone. They allow the user to gain one class ability to subject possessed in life.

Master of Faces (Ex): The Saishi gains the ability to cast [polymorph](#) on himself at will with no duration and [Greater Polymorph](#) once per day.

Way of the Hydra (Su): A mythical talent that only the most legendary of all Saishi ever possessed. This power allows the user to materialize all of his masks as floating companions around himself. While active he gains the benefits of all of his masks; however only the one he is wearing loses chakra.

Feats:

Swift Masks: Meta Chakra Feat: The user may expend a meta chakra charge to materialize his mask as a swift action.

Crafting Prodigy: The user may craft masks in half the normal time.

Invisible Masks: The masks the user wears are invisible.

Persona Mask Master: (Epic): Allows the user to gain all of the memories and abilities of the sealed spirit, effectively becoming that person at will.



GRIM

Death Wears White

While mortals may breed through more mundane means, spirits reproduce in a much more intimate and visceral way, through soul splintering and soul fusion. The inheritor of this bloodline specifically heirs from Death himself. While there have been a few humans in the past who have managed to infuse their blood with death like properties only 1 true Grim line exists.

Requirements:

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

Heritage: Descended from Death

Affinity: Those within Death's lineage bear no elemental affinity

Feats: Advanced Bloodline (Grim)

TABLE: GRIM BLOODLINE TRAITS

Character Level	Major
1st	Hallowed Soul, Grave Touch 1d4
2nd	Eldritch Affinity 1
3rd	—
4th	Grave Touch 1d6
5th	Antiquarian Soul
6th	Eldritch Affinity 2
7th	—
8th	Grave Touch 1d8
9th	Ethereal Form
10th	Eldritch Affinity 3
11th	—
12th	Grave Touch 1d10
13th	Improved Ethereal Form
14th	Eldritch Affinity 4
15th	—
16th	Grave Touch 1d12
17th	Greater Ethereal Form
18th	Eldritch Affinity 5
19th	—
20th	Grave Touch 3d6, Destroy Soul

Hallowed Soul (Su): The descendant of this bloodline passively attracts spirits to himself which fill him with spiritual energy. This infusion grants him the ability to see and interact with spirits as well as cast phantom style Ninjutsu. Additionally; the true paternal descendant of this clan is haunted by a powerful phantom that protects him. This phantom is the ancient grandmother of the clan that first won Death's heart. The statistics for this spirit can be found below.

Long ago Death created the first bloodline scroll. This scroll unwillingly bound the spirits of humanity's greatest heroes. However the binding scroll was stolen from him by Kurama, a mischievous demon fox. Sense then it has been lost to Death and any human that signs the scroll gains the ability to summon these powerful souls. The War Heroes are sealed to the scroll and are forced to obey anyone who has signed the scroll, regardless of their own opinions. This often drives the heroes to madness or depression.

The inheritor of this bloodline can however call these spirits to himself instinctually in times of need as he is related to the progenitor of the bloodpact. Thus he does not require the "*Bloodpact: War Hero*" feat to summon members of the bloodpact.

Grave Touch(Ex): The user's ancient blood courses with innate spiritual power. The user may as a part of drawing his weapon deal its base weapon damage to himself to cover it in his own blood to start the ritual. After doing this the user may spend 1 point of chakra to cause the blood to seep into the weapon. From then on the weapon will shed a slow but continuous black fog.

As long as this ability is active the weapon will deal extra damage die that become more potent as the user gains bloodline levels. This counts as negative energy damage as it steals the life force from what it touches and temporarily ages the target. Each round this ability is active drains the user's blood and deals 1 point of negative energy damage to him. He may choose to end this effect at will.

If the user is unarmed, he may activate this ability as a free action. Additionally; he may deal his grave touch damage as a melee touch attack without hurting himself.

At 20th level if someone is reduced to negative hit points by this ability they will be instantly slain and their soul burned away forever.

Eldritch Affinity (Su): At 2nd level and every 4 levels thereafter the user may choose to gain a new elemental affinity. However when used to activate jutsu the jutsu becomes twisted and colored in hues of black, gray, and white.

Antiquarian Soul (Su): Normally members of the War Hero bloodline will willingly serve anyone who has signed the War Hero bloodpact scroll. The user's command of the undead has given him the ability to shatter a spirit's bond to this binding scroll. Once freed the spirit may pass onto the afterlife or pledge its loyalty to the possessor of this bloodline as thanks.

Once bound to the user they will never resist his summoning and cannot be convinced to betray him.

Ethereal Form (Su): The Grim has gained the ability to manifest his dark heritage even further. As a move action he may enter an ethereal form, effectively becoming incorporeal. While incorporeal he may not touch or interact with any physical object, and thus he may pass through walls. Additionally, he may levitate as gravity no longer affects him, this movement counts as flying with perfect maneuverability equal to half his base movement speed. The user may maintain this form for a number of rounds per day equal to his bloodline level plus his CHA modifier.

At 13th level the user may make physical attacks with his grave touched weapons as though they were physical. They still however cannot be touched by corporeal creatures. Additionally the user may now fly at his full movement speed.

At 17th level he doubles the number of rounds per day the ability may be active and his speed increases by 50%.

Phantom Chart 1-1

Class Level	HD	BAB	Good Saves	Bad Save	Skills	Feats	Armor / Dodge Bonus	Enhance Bonus	Dex / Cha Bonus	Special
1st	1	+1	+2	+0	2	1	+0	+1	+0	Dark Vision, Link, Transform
2nd	2	+2	+3	+0	4	1	+2	+1	+1	—
3rd	3	+3	+3	+1	6	2	+2	+1	+1	Phantomlord
4th	3	+3	+3	+1	6	2	+2	+1	+1	Touch Spells (30ft)
5th	4	+4	+4	+1	8	2	+4	+2	+2	+1 Ability Score
6th	5	+5	+4	+1	10	3	+4	+2	+2	Devotion

7th	6	+6	+5	+2	12	3	+6	+2	+2	—
8th	6	+6	+5	+2	12	3	+6	+2	+3	—
9th	7	+7	+5	+2	24	4	+6	+3	+3	Flight
10th	8	+8	+6	+2	16	4	+8	+3	+4	+1 Ability Score
11th	9	+9	+6	+3	18	5	+8	+3	+4	—
12th	9	+9	+6	+3	18	5	+10	+3	+5	Touch Spells (50ft)
13th	10	+10	+7	+3	20	5	+10	+4	+5	—
14th	11	+11	+7	+3	22	6	+10	+4	+5	—
15th	12	+12	+8	+4	24	6	+12	+4	+6	+1 Ability Score
16th	12	+12	+8	+4	24	6	+12	+4	+6	—
17th	13	+13	+8	+4	26	7	+14	+5	+7	—
18th	14	+14	+9	+4	28	7	+14	+5	+7	—
19th	15	+15	+9	+5	30	8	+14	+5	+7	—
20th	15	+15	+9	+5	30	8	+16	+5	+8	—

Suppressed (Su)

The phantom is suppressed within the subconscious of the spiritualist and he may not even be aware of its presence for a time. Once the spiritualist undergoes a moment of extreme emotional distress or is placed in fatal danger the phantom will manifest itself as a free action for the first time to remove the perceived threat. This initial appearance also heals the spiritualist back to 50% hit points if she were below that point.

After the initial appearance the spirit can commune mentally with the spiritualist when not manifested. The phantom shares the sense of the user and thus some phantoms may dislike their host if they are often uncomfortable. This bond works both ways however and sometimes the phantom's powerful emotions can seep into the mind of the spiritualist.

Additionally, at the cost of 1 chakra the spiritualist may manifest her phantom as an incorporeal creature as a full-round action that provokes attacks of opportunity. While manifested the physical and emotional link between the two of them is severed, although the thoughts transferred by the Link ability still apply. The phantom may attempt to manifest itself by dealing its host 2 points of negative energy damage per HD it possesses. The host may resist this as a full-round action that provokes attacks of opportunity; this provokes an opposed Charisma check between the two. If successful the phantom is caged inside the host's mind, she suffers no negative energy damage, and the phantom cannot attempt to manifest itself again for 1d4 days

Transform (Su)

While manifested the phantom may attempt to shape parts of its body into magical weapons as a part of a move action. These weapons follow the normal rules for incorporeal creatures (they deal half damage to corporeal creatures). These weapons must be of the same size category of the phantom and cannot be firearms. Alternatively, the phantom may choose to transform its entire body into an ectoplasmic (solid) weapon to be wielded by the spiritualist. This weapon has a hardness of 10 and shares a hitpoint pool with the phantom. This

weapon slowly sheds ectoplasm in the form of black vapor as it is swung around that can condense onto objects making them slightly heavier. These weapons possess an enhancement bonus as noted on Chart 1-1.

While wielding her phantom as a weapon the spiritualist's eyes will glow brightly and she will gain darkvision as well as the ability to see invisible creatures.

Darkvision (Ex)

The phantom has [darkvision](#) out to a range of 60 feet.

Link (Su)

A spiritualist and her phantom share a mental link that allows for communication across distances (as long as they are on the same plane). This communication is a [free action](#) that can be performed even when it isn't the spiritualist's turn, but the spiritualist and the phantom must both be conscious to communicate in this way. This allows the spiritualist to give orders to her phantom at any time. Magic items interfere with a spiritualist's connection to her phantom; as a result, the spiritualist and her phantom share magic item slots.

For example, if the spiritualist is wearing a magic ring, her phantom can wear only one magic ring. In the case of a conflict, the items worn by the spiritualist remain active, and those worn by the phantom become dormant.

The phantom must possess the appropriate appendages to utilize a magic item.

Phantomlord (Su)

Functions as per the *beastlord* moujuu aishou ability with the exception that all taijutsu techniques and bonuses are instead applied to genjutsu.

Beastlord (Ex): This enables the animal companion to learn a Ninjutsu or Taijutsu technique the user may teach it. The animal companion can learn one technique per 3 level of the users, and it takes double the time for an animal to learn a technique.

The animal companion's bonus to Ninjutsu or Taijutsu are equal to the character's ranks in the skill - 2 + the animal companion's bonus in the relevant ability score. The animal's companion Learn bonus is equal to its total hit dice.

Deliver Touch Spells (Su)

The phantom can deliver [touch](#) spells for the spiritualist when fully manifested. The spiritualist and the phantom need not be in contact to accomplish this, but the phantom must be within 30 feet and the spiritualist must be able to see the phantom. If the spiritualist is 12th level or higher, the phantom can deliver [touch](#) spells within 50 feet of the spiritualist. The spiritualist can cast the spell, and then the phantom can deliver the [touch](#) as an [immediate action](#). If the [touch](#) spell deals damage, the phantom must make the [attack roll](#). The phantom can't hold the [charge](#) of a [touch](#) spell cast by the spiritualist using this ability. If the spell is delivered to the phantom, it must [touch](#) a target or the spell is lost. If the spell allows you to [touch](#) up to six willing targets, the phantom can accomplish this with an [immediate action](#), but all of the willing targets must be within the phantom's melee reach at the time.

Devotion (Ex)

The phantom gains a +4 [morale bonus](#) on [Will](#) saves against [enchantment](#) spells and effects.

Incorporeal Flight (Su)

When the phantom manifests in [incorporeal](#) form, it has a fly speed of 40 feet (good).

Phantom Statistics

A spiritualist's phantom is typically the same size as the spiritualist. A spiritualist can have a phantom that is one size category smaller than her, and if she is Small or smaller, she can have a phantom one size category larger than her. A phantom is always a [humanoid](#)-shaped creature, and looks somewhat like it did in its past life while manifested, though the emotional turmoil of its existence usually warps its appearance in some way.

Every phantom has the following base statistics, which are then modified by its size and emotional focus.

Phantom Starting Statistics: Type [Outsider](#) (phantom); Medium; Speed 30 ft. (floats slightly from the ground and ignores difficult terrain); AC +2 [dodge](#) (attacked by corporeal) or +2 [natural armor](#) (attacked by incorporeal); CP: HD*(2+Cha) / HD*2

Ability Scores [Str](#) -, [Dex](#) 14, [Con](#) -, [Int](#) 7+2d6, [Wis](#) 10, [Cha](#) 13+1d4.

Class Skills The following skills are class skills for the phantom: [Bluff](#) ([Cha](#)), [Craft](#) ([Int](#)), [Fly](#) ([Dex](#)), [Intimidate](#) ([Cha](#)), [Knowledge](#) (planes) ([Int](#)), [Perception](#) ([Wis](#)), [Sense Motive](#) ([Wis](#)), and [Stealth](#) ([Dex](#)). In addition, at 1st level, the spiritualist can choose one additional skill as a class skill for her phantom. The phantom also gains two class skills based on its emotional focus. The phantom automatically gains bonus ranks in these two skills as the spiritualist increases in level—its number of ranks in these skills is always equal to its number of [Hit Dice](#).

Emotional Focus: Dedication

Either through a sense of love or the desire to finish some unfinished task, a phantom with this emotional focus has an undying devotion to something or someone in the world. It's often the case that a phantom with this emotional focus has a strong familial tie with its spiritualist master. A dedication phantom most often appears as a strong and stern protector with a watchful [gaze](#), and its service to its spiritualist is unwavering. These spirits exude auras of blue, or sometimes rose if their love for their spiritualist masters in life was great. Many times these auras manifest as a halo, giving these phantoms a divine appearance, no matter their actual [alignment](#) or opinions on matters of religion.

Skills: The phantom gains a number of ranks in [Diplomacy](#) and [Sense Motive](#) equal to its number of [Hit Dice](#). While confined in the spiritualist's consciousness, the phantom grants the spiritualist [Skill Focus](#) in each of these skills.

Good Saves: [Reflex](#) and [Will](#).

Iron Will: The phantom gains [Iron Will](#) as a bonus feat. Furthermore, When the phantom is within its master's consciousness, it grants the benefits of [Iron Will](#) to its master if its master doesn't have that feat.

Dutiful Strike (Su)

When a creature makes an attack against the phantom's master, the phantom gains a +2 bonus on [attack rolls](#) against that target, and deals damage against that target as if the phantom were one size category larger.

For the purposes of this ability, an attack includes any harmful spell targeting the spiritualist master of whose area or effect includes the spiritualist master.

Dutiful strike lasts for 1 minute, until another creature attacks the phantom's spiritualist master (at which point this effect transfers to the new attacker), or until the attacking creature is reduced to fewer than 0 [hit points](#), whichever occurs first.

Defending Aura (Su)

When the spiritualist reaches 7th level, the phantom can emit a 10-foot-radius aura that grants protection to nearby allies. It can activate this aura at will as a [swift action](#). Allies within the aura gain a +2 deflection bonus to AC and a +2 bonus to [CMD](#) and on all saving throws.

Deactivating the aura is a [free action](#).

Devoted Servant (Su)

When the spiritualist reaches 12th level and is caught unawares by an attack (such as an attack made in a [surprise](#) round or while the spiritualist is asleep or an attack by a creature using [Stealth](#)), if the phantom is not fully manifested, it automatically fully manifests from the spiritualist's consciousness to protect its master.

Steadfast Devotion (Su)

When the spiritualist reaches 17th level, the phantom becomes immune to detrimental [mind-affecting](#) effects and all forms of possession, such as [magic jar](#) and possession. Furthermore, the phantom is immune to [banishment](#), [dismissal](#), and similar effects.



CHAPTER 3: TECHNIQUES

Reiha (Phantom Blast)

Ninjutsu [Phantom]

Rank: 1 (A-Class); **Learn DC:** 16, 1 success; **Perform requirements:** 1 rank (DC 14); **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Duration:** 1 minute / level; **Saving Throws:** None; **Chakra Resistance:** No; **Chakra Cost:** 2 + 1/additional bullet

By using this technique, the user creates one marble sized glowing sprite that floats behind his dominant hand and appears to be burning with a light green fire. The user may expend an extra point of chakra to create more spheres that slowly rotate in a circle around the back of his hand. He can create a maximum of 5 spheres on either hand. For the duration of this technique the user can expend that sprite to fire a ray of ectoplasmic energy from his index finger. This is a ranged touch attack that deals 1d6 points of negative energy damage.

Empower: The user can increase the damage of the bullets by 1d6 each by expending 1 additional point of chakra for each bullet the user created up to a maximum of 1d6 per level.

Mastery: At the third step of mastery the user can empower a single unarmed attack with one of these orbs to increase the damage of the attack. Doing so reduces the damage die to d4s.

At the fifth step of mastery when this technique is used to empower an unarmed attack it deals normal damage.

Zanzori (After Image Cage)

Taijutsu (Requires: Speed Rank 5, Shunpo (5))

Rank: 10 (A-Class); **Learn DC:** 25, 4 successes; **Time:** Attack Action, (See Text); **Duration:** (See Text); **Area:** 15ft radius; **Saving Throws:** None **Chakra Cost:** 2 per round

[\[See Here\]](#) *This technique combines the user's shunpo with his uncanny ability to change velocity and direction to confuse his opponent. By running around an area in a circle he can effectively create a wall of afterimages that is near unpassable by his opponent.*

The user must be moving at speed rank 5 or faster to use this technique. While this technique is active it will appear as if several clones of the user are quickly running around the target area in different directions, but in reality the user is just moving at an extremely fast speed and changing both his speed and direction at an extremely fast pace. When activated the user targets a 15ft radius and begins quickly circling it with this technique, for all targeting purposes the user counts as if he were occupying all the outer spaces of this area and threatens adjacent areas as normal. However, he only suffers damage from an area attack once. This technique remains active for as long as he spends at least 1 move action per round maintaining it.

While the technique is active the user provokes no attacks of opportunity from this movement. If any creature tries to enter or leave the area of effect the user may make an attack of opportunity against the target to, if it hits, knock it back 5ft and immediately end its move action. On his own turn the user may make attacks or cast techniques with his remaining standard action from any of the spaces he counts as occupying.

The user counts as though invisible while moving or attacking, however a Spot check opposed to the user's Hide check +20 may be made to determine which space the user is in, but the miss chance due to concealment still applies. This invisibility is negated by anyone with high speed sight of 3 or higher, and thus they may ignore the effects of the technique.

If the user possesses the Hiraishin bloodline the chakra cost for this technique can be negated for the same number of rounds he can negate the cost of speed ranks for.

Mastery

At the first, third, fifth ranks of mastery in this technique the user may choose to increase or decrease the radius of effect by 5ft.

At each step of mastery, the high speed sight required to negate this ability's invisibility is increased by 1.

Shunka (Flash Cry)

Ninjutsu (Raiton, 16 ranks Taijutsu) [Roku Kamuza Hijutsu]

Rank: 14 (Super S-Class); **Learn DC:** 31, 6 successes; **Time:** Attack Action; **Duration:** 1 round/level; **Range:** Movement Speed Line **Saving Throws:** Reflex Half **Chakra Cost:** 15

Once activate the user is covered in shimmering lightning that arcs to the objects around himself dealing damage. The wreath of lightning also provides him with protection from damage and amplifies his movements.

While active the user gains an electricity aura that deals 5 points of damage to anyone that ends their turn adjacent to him or strikes him in melee (once per round). Additionally; the user gains DR5, his base movement speed increases by 15ft, and whenever he strikes an opponent with an unarmed attack it deals an additional 1d6 point of electricity damage.

At any point the user may choose to end this technique and discharge its remaining power in a single powerful bolt of lightning. This attack deals 1d6 points of electricity damage for each round remaining in its duration and can be delivered as a part of an unarmed attack as a free action against a single opponent or as a line attack with a length equal to his current movement speed as a standard action, reflex half.

Shunkami (God of Flash)

Stance (Requires Speed Rank 6, Taijutsu 15 ranks, Zanzori (5), Swift Fists: Secret Skill - Body Flicker Combo (5), Shundo (5), Shunpo (5), Mugen Shunpo (5)) [Roku Kamuza Hijutsu]

Rank: 14 (Super S-Class); **Learn DC:** 31, 6 successes; **Time:** Swift Action; **Chakra Cost:** 2

This stance allows the user to make attacks between shunpo leaps. As a full-round action the user may make up to a number of attacks equal to his current speed rank between leaps. The user can only make a single attack per leap and must make at least one leap between attacks. The user provides flanking from each space he attacks from and may effectively flank with himself however the user may not occupy any space that he previously occupied on this turn.

Zanzo Bunshin no Jutsu (After Image Replication Technique)

Training: Taijutsu (Requires: Speed Rank 6+, Mugen Shunpo (5))

Rank: 12 (Super S-Class); **Learn DC:** 29, 6 successes; **Time:** Free Action; **Duration:** 1 round per 5 levels; **Chakra Cost:** 4 (maximum of 1 plus 1 per 4 levels)

Like *Kage Bunshin*, this technique creates live clones of the user. The clones are created by adding chakra to an afterimage the user creates by using the shunpo technique. This technique may only be activated when the user makes a shunpo leap; he may then expend 5 chakra and 1 shunpo leap to create an after image clone. Unlike most clones these clones are permitted to act on the round they were created. The clones weigh roughly half of what the user weighs and are made entirely of chakra.

While the replicas are not capable of sentient thoughts, they share a one-way bond with the user that allows him to communicate thoughts and orders with them, but not the other way around. The clones follow the user's

orders to the letter, and are their own person. If caught in a genjutsu, only the clone will be affected and not the user and/or entire group of clones.

The clones have one hit point per level of the user, share the user's saving throws and attack bonus with a -4 penalty, and are unable to make more than two attacks in a full-round action. It also shares the user's defense with a -5 penalty, as well as all feats, talents and special abilities (bloodlines and templates excluded). It does not benefit from any temporary bonus the user may have (such as bonuses from the eight gates or speed ranks) and cannot stray further than 1 mile from the user. The clones cannot use any techniques. The clones are genuine and carry the very same equipment as the user except chakra dependent items such as exploding tags or sunburst tags. Any items carried by the clones have no hardness and only half the original's hit points. Poison, mastercraft, and enhancement bonuses are not carried over to the clone's equipment. Lastly, the clone cannot normally perform any activities requiring particular attention, such as sensing chakra, setting off an exploding tag or carrying a serious conversation. Once the clone reaches 0 hit points it flickers away in a similar fashion to shundou.



CHAPTER 4 ITEMS

[EDITED] Nuibari, the Threading Needle [Sealed Item, Weapon]

This long, thin sword resembles a needle. A long thread of flexible iron wire extends from a ring at the hilt, the eye of the needle.

Sealed Item (ninja-to, uncraftable)

Legendary (Lv 35) +3 DC 67

Enhancement: Attack and damage rolls

Property: Nuibari can deal either piercing or slashing damage and counts as a light weapon when using the Weapon Finesse feat if the wielder can use it with one hand.

Property: When the wearer deals sneak attack damage, the sneak attack damage is dealt in d8 instead of d6.

Power (At-Will, swift action): After a successful attack roll the user may “stitch” that target by running the battle wire through the target.

Power (1/round, attack action): Throw Nuibari in a 30-ft. long line, and make a separate attack roll against each creatures in the line. Each target takes full damage. Nuibari is recovered at the end of this maneuver and each target struck becomes stitched.

Power (1/round, attack action): The user may deal standard battle wire damage to all stitched targets.



CHAPTER 5 SUMMONS

SALAMANDERS

Chakra Cost: Soldier—1.5/level; Protector—2/level plus 3; Guardian—3/level plus 10; Noble—3.5/level plus 15; Champion—5.5/level plus 20.

Level 1 Salamander Soldier: Small magical beast (aquatic); HD 2d8; hp 9; Init +2; Spd 30 ft., swim 30 ft.; Defense 16, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 natural); BAB +2; Grap +0; Atk +2 melee (1d2-1, slam); Full Atk +2 melee (1d2-1, 2 slams) and -3 melee (1d3-1, tail whip); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ amphibious, salamander regeneration; AL summoner; SV Fort +3, Ref +2, Will +1; CP 6; Rep +0; Str 8, Dex 14, Con 10, Int 6, Wis 12, Cha 5.

Skills: Listen +7, Spot +7, Swim +8. **Feat:** Improved Grapple

Summon Level	Fortitude Save	Other Saves	BAB
1	+3	+0	+2
2	+4	+1	+4
3	+5	+2	+6/+1
4	+6	+2	+8/+3
5	+7	+3	+10/+5
6	+8	+4	+12/+7/+2
7	+9	+4	+14/+9/+4
8	+10	+5	+16/+11/+6/+1
9	+11	+6	+18/+13/+8/+3
10	+12	+6	+20/+15/+10/+5

Amphibious (Ex): The salamander is amphibious, meaning that it can breathe both water and air normally.

Breath Weapon (Su): The salamander can blow a cloud of steam as a breath weapon attack that deals 2d4 points of damage per summon level, half fire and half water damage. The breath is a 30-ft cone and the damage can be halved with a Reflex save DC 10 + summon level + summon's Con modifier. The summon is immune to his own breath weapon. The salamander can use this ability once every 1d6 rounds.

Natural Weapons: The salamander has 2 slam and 1 tail whip attack.

Salamander Regeneration (Ex): The salamander is able to regenerate lost limbs with enough time to recuperate. A single lost limb can be regenerated in one day to one week, depending on the limb (at the GM's discretion).

The salamander cannot regenerate a lost head.

Swallow Whole (Ex): All salamander of Large size or larger gain this ability.

The salamander can try to swallow a grabbed opponent two size category smaller than itself with a successful grapple check. Once inside, the opponent takes 2d8 points of damage, half water and half fire, each round from the salamander's breath weapon.

A swallowed creature can cut itself free by dealing the salamander's innards 5 points of damage per summon level (Defense 16).

The salamander can swallow one creature two size category smaller than itself, or four creature three size category smaller.

TABLE: SALAMANDER SUMMONS BY RANK

Rank	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Bonus Feat	Speed
Protector	S	2d8+2 (11 hp)	12	14	12	6	13	5	—	30 ft., swim 30 ft.
Guardian	M	2d8+4 (13 hp)	17	12	14	7	14	5	Improved Natural Attack (tail whip)	30 ft., swim 30 ft.
Noble	L	2d8+8 (17 hp)	26	12	19	8	15	7	—	30 ft., swim 40 ft.
Champion	H	2d8+12 (21 hp)	36	10	22	8	16	9	Multiattack	30 ft., swim 40 ft.

TABLE: SALAMANDER SUMMON ABILITIES BY RANK

Rank	Initiative	Defense	Special Abilities
Protector	+2	17, touch 13, flat-footed 14 (+1 size, +2 Dex, +3 natural)	—
Guardian	+1	18, touch 11, flat-footed 17 (+1 Dex, +7 natural)	Breath Weapon
Noble	+1	20, touch 10, flat-footed 19 (-1 size, +1 Dex, +10 natural)	Swallow Whole (see text)
Champion	+0	22, touch 8, flat-footed 22 (-2 size, +14 natural)	Fire and Water resistance 15

Size > Slam + Tail Whip

Slam: Small: 1d2 Med: 1d3, Large: 1d4, Huge: 1d6, Garg: 1d8

Tail Whip: Small 1d3. Med: 1d4, Large: 1d6, Huge:2d4, Garg: 2d6

Elites and Paragons

- *Elite (Chakra Cost: +1/level):* The Elite summon gains 1 bonus feat when summoned, and an additional feat every 4 HD. It gains an ability score increase every 4 hit dice, and an additional skill point every level of summoning in addition to its Intelligence bonus once, if any.

The Elite summon is able to take [Summon] and [Summon Multiclass] feats may take ranks in the Chakra Control, Genjutsu, Knowledge (ninja lore), Ninjutsu and Taijutsu skills, and gains one elemental affinity (secondary). The Elite loses 1 point of Chakra every 20 minutes when it is summoned.

- *Paragon (Chakra Cost: +2/level):* The Paragon summon also gains a bonus feat when summoned, and a feat every 3 hit dice. The Paragon gains an ability score increase every 4 hit dice, and two additional skill points every level of summoning in addition to its Intelligence bonus once, if any.

The Paragon may take [Summon] and [Summon Multiclass] feats and may take ranks in the Chakra Control, Genjutsu, Knowledge (ninja lore), Ninjutsu and Taijutsu skills, and gains either one primary elemental affinity or two secondary elemental affinities. The

Paragon loses 1 point of Chakra every 30 minutes when it is summoned.

FEATS (1 Feat/Summon Rank + Paragon/Elite Feat(s))

Summon Rank	Primary Damage	Secondary Damage	Area
Soldier	1d3	1d2	Cloud spread 10-ft. wide, 10-ft. high
Protector	1d4	1d3	Cloud spread 15-ft. wide, 10-ft. high
Guardian	1d6	1d4	Cloud spread 20-ft. wide, 10-ft. high
Noble	1d8	1d6	Cloud spread 20-ft. wide, 20-ft. high
Champion	2d6	1d8	Cloud spread 30-ft. wide, 20-ft. high

Bear (Kuma)

This powerful animal is one of the strongest of mother nature's creation. Bane of hunters and even fierce woodland creatures, its pride forces it to charge head first and tear apart any enemy that stands in its way. This feared animal will not accept a coward for a master, but can be otherwise a very dependable and loyal ally.

Dog (Inu)

A dog is a loyal and dedicated animal. It is a kind, loving, and protective soul that will defend its friends and family when the situation calls for it. It will serve anyone that will treat it with kindness and respect. If neither of these qualities are found within a person then the dog will not serve them.

Dragon (Ryuu)

These mythical creatures are thought to nothing but legends. The oldest are often gifted with vast intelligence and power. A dragon values values courage as well as honor. It is a beast to be feared and will not serve a coward, or one who lies to save themselves. Once their service, and friendship, is gained it is a bond that will not easily be broken. There are six types of dragon: Earth, Fire, Ice, Lightning, Water and Wind. The user must specify which type he makes a pact with when he does; the Dragon's breath weapon and resistance are based on this type.

Hare (Usagi)

A hare is a swift and agile creature that has been known to elude even the most tenacious of pursuers. Although the hare is not an animal that is good in combat, it however makes an excellent messenger. It will serve those that find the spreading of knowledge that will help others to be a great service. They will however not serve those that seek to horde information for themselves.

Hawk (Taka)

Swift, silent, and deadly are the methods and tools for survival that a hawk employs. They are known for their keen eyesight and ability to strike without warning on their unsuspecting prey. A hawk is also fierce when guarding its home and family. A hawk will serve anyone who embodies its methods when on the battlefield or when protecting those that are considered close and family.

Hivemind (Mushigokoro)

The creatures of this bloodpact are mindless soldiers that follow their masters' orders without questions or concern to their personal safety, if loyalty is earned. A commanding presence is all that is required of most summoners of the Hivemind blood pact.

Imperial Wyrn (Tenryuu)

The imperial wyrn is a serpentine, wingless dragon that possesses astonishing healing abilities. It is generally regarded as a symbol of strength and good luck, and associated with many monarchs and generals. The imperial wyrn values integrity, loyalty and strength of character.

Lizard (Tokage)

The lizard is a patient and combat-able animal. It can be both a biped and quadruped, and is able to perform a large number of tasks. The Lizard is often used as a substitute for the rare dragon-type summon, and they tend to dislike being compared to them. It does not consider itself a silver medal, and will not obey a master who looks down on the weak.

Monkey (Saru)

Normally a playful, intelligent and shy animal, it can become a fierce combatant when angered. The closest rival to humans in terms of intelligence, monkeys are able to use almost any weapon or tool that a human could. This means that a monkey will be a fierce opponent for any enemy to deal with. A monkey will only take a creative master that also likes to have fun, as they have little patience for those without imagination.

Ogre (Oni)

This extremely rare type of summon obeys only to the strong and those evil to the core. It likes nothing more than to rip apart and inflict havoc and destruction on those it consider weak. It is a long forgotten blood pact and rarely answers to the call of a human. The Ogre will not answer to a master who is either weak willed, lacks power or wishes for the well being of others before his own.

Ox (O-ushi)

The most notable characteristic of an ox is its great fortitude and strength. These creatures can push themselves for many long hours without tiring. Oxen are quite slow to anger, but are powerhouses once enraged. The frail have no chance of being accepted by an ox, only the hearty are accepted.

Rat (Nezumi)

A rat is a creature that lives on the fringes of human society. Almost like parasites they create their nest in our homes and eat our food. A rat's greatest quality is its stealth, as often the only sighting of a rat is by what it has done. Rat's are feared by many, not for their combat prowess, but for the fact that they are often disease carriers. A brash and loud person has no chance of being accepted as a master, as they have little to no use for sneaking by an enemy.

Raven (Karasu)

Often considered bad omen, the Raven is used to being chased and shunned, looked down upon as a worthless critter. In truth, ravens are quite clever and sturdy, proficient at both detecting sneaky foes and taking a few hits. A Raven will not answer to a master who looks down on it. (Switch Champion and Noble Str and Int Scores)

Salamander (Hanzaki)

The salamander is an aquatic, steam-breathing lizard. Though not very intelligent, the salamander is very loyal and flocks towards strong personalities. A salamander summoner is usually a commanding or has a forceful personality.

Shark (Same)

There are few aquatic predators more dangerous than the shark. Though it is limited to the seas, the shark has always been a creature that strikes fear and awe in the hearts of those it crosses. The shark will not accept a complacent or cowardly master; they are ruthless creatures of a single mind.

Slug (Namekuji)

This creature is often looked down upon by the others because of its appearance and lack of defense mechanism. While its greatest weapon may not be its body, it is a knowledgeable and kind hearted creature, with a compassionate heart that knows not hate. It will refuse to serve a master that goes against its principles and way of life. The slugs also grow unusually large in size.

Snake (Hebi)

These treacherous creatures serve only the most foul of humankind. They are good at sneaking past an enemy's defense and strike them in the back, even going as far as backstabbing their own masters if the reward is good enough. A snake will not serve a master that either does not bow to their wills, or fail show equal power and promises of greatness.

Spider (Gumo)

There are few creatures as feared as a spider. Its appearance is one from the darkest nightmares of mankind. However, the spider should not be feared for its looks alone, many spiders are able to inject powerful venoms and trap creatures in its webs. The preferred master of a spider is one that can see through appearances and are able to see the power within the unusual.

Tiger (Tora)

This fierce creature is feared by even the most vicious predators. Its excellent hunting and hiding ability make it a dreadful opponent, and its strength will see to it that even if it falls, its opponent will not come out unscathed. It is very prideful and despise weakness and cowardice, and will refuse to serve a master that does not possess true strength of heart.

Toad (Gama)

Despite all appearance, a toad is an intelligent creature and tends to show more respect to the knowledgeable. It appreciates an easy life, and can show true patience and cunning given a good reason to. It will not serve an inconsiderate master who does not have any strength of will and determination.

Turtle (Kame)

Often looked down upon, Turtles are known to be weak creatures. While they might not possess strength or agility, they certainly have endurance, the wisdom to know their own weakness, and the cunning of judging its opponent's strength. They will not accept a master who will lead them needlessly into danger, and cannot stand for himself.

Apes

The two ape summons featured in this book are an elite named Shuumaru who, despite his impressive size, is an excellent tracker. The second, a paragon named Sarusouji, is an adept warrior who wields two axes in combat.

Bats

The two bat summons from this books are both elites. Henshin, a terror in the sky, is an extremely dangerous nocturnal predator who likes to fly high in the sky and dive down upon his prey in a devastating surprise attack, while Kawago, a smaller but still formidable creature, has sharp senses that enable it to spot prey others would have missed.

Boars

Umabuta and Yamabuta are both sides of the same coin. Where Umabuta is small and powerful, Yamabuta is massive and powerful. Both share the same keen insight of strategy: if it moves, charge it. Repeat.

Cats

The two cat summons are Nekojiro, a champion paragon, and the Temple Guardian, a non-unique guardian elite. The Temple Guardian is a quick and deadly predator, particularly adept at playing guardian for places and individual. Nekojiro is a proud, clever cat that rarely backs down from a fight.

Elephants

The two elephant summons, Araku and Daaru, protector elite and noble paragon respectively, are two sides of the same coin. Despite his young age, Araku is a clever animal, while Daaru is an ancient, enormous animal capable of buffeting enemies away with a blast of air from his trunk or simply crushing them under his mighty stamps.

Horses

Umafushi is a black horse, skeletal and with hollow, blood-red eyes. He is clearly dead and has a sinister air to him. Umahiko, on the other hand, is a stallion in his prime, fast, strong and enduring, perfect to carry a rider into combat or across a small country in a short time.

Octopuses

The featured two octopus summons are the Hunter Killer, a non-unique guardian elite and the Depth Stalker, a noble paragon. The Hunter Killers are dangerous for their poisonous bite, while the Depth Stalker can lay in wait, perfectly camouflaged, and rend a foe apart with its mighty tentacles.

Raccoons

Araihoji, a guardian elite, is a curious creature, but an adept tracker. Hitoguma, a noble paragon, is a much larger, more powerful raccoon summon and capable wrestler.

Crocodile (Wani)

The crocodile is an aquatic predator well-known for its surprise attacks and its ability to be almost impossible to detect when it lies still in water. The crocodile will prefer a summoner who can take its time when hunting, and understands the value of patience.

Rhinoceros (Sai)

The rhinoceros is a headstrong and dangerous animal. It will only accept a summoner who shows pride in himself and his accomplishments.

Tyrant (Kyouryuu)

The creatures of this bloodpact are ancient reptilians and animals from an age where the predators to look out for were routinely the size of a small house, with jaws or claws perfectly capable of tearing through even steel. Creatures of the Tyrant bloodpact obey only charismatic individuals, or persons of great individual power and presence.

Wolf (Okami)

The wolf is fast, enduring and dangerous, easily deserving its reputation as a dangerous predator. A pack animal, the wolf is always strongest when fighting along with its pack. The wolf will only accept a summoner who knows the value of putting his faith in another, and who knows his place in the pack.

CHAPTER 6 ADDITIONAL FORMS

Begin on Next Page



Ninja Record

Mission Rank	Completed	Failed
D		
C		
B		
A		
S		

Alignment	Amount	Bonus (Amount / 10)
Fame		
Infamy		
Totals:		

Ryo in Wallet	
Ryo in Bank	

Nindo/Motivations

Additional Character Notes

Puppet Name: _____ Engineer: _____

Basic Info		
Size	Type	Minimum Thread Quality

Weapon Name:			
Type:	Range:	To Hit:	DMG:
Weapon Name:			
Type:	Range:	To Hit:	DMG:
Weapon Name:			
Type:	Range:	To Hit:	DMG:

Special Weapon:			
Type:	Range:	To Hit:	DMG:
Sp:			Critical:

Hit Points (1d10/HD + Size)	HD	BAB		HD	BAB
		1	+0		11
	2	+1		12	+9/+3
	3	+2		13	+9/+3
	4	+3		14	+10/+4
	5	+3		15	+11/+5
	6	+4		16	+12/+6/+1
	7	+5		17	+12/+6/+1
	8	+6/+1		18	+13/+7/+2
	9	+6/+1		19	+14/+8/+3
	10	+7/+2		20	+15/+9/+4

Notes

Components

Core Points		
Power	Utility	Free
/	/	/

Part Name:		Body Slot:	
Minimum Thread Quality:		Weight:	Point Cost:
Description:			

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Minimum Thread Quality:		Weight:	Point Cost:
Description:			

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Minimum Thread Quality:	Weight:	Point Cost:
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