



# MODERN

ROLEPLAYING GAME ♦ SUPPLEMENT

## SAGE'S HANDBOOK

Frankto Vinneti





# C R E D I T S

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Thank you!

This Naruto: d20 supplement is designed for use with the Naruto d20 and d20 Modern Roleplaying Game published by Wizards of the Coast™. To be able to comprehend and use the game to its full extent, you should purchase the d20 Modern Core Rulebook as well as download, entirely free of charge, the Naruto d20: Scrolls of Knowledge, Volume I rulebook, if you have not already. An alternative solution would be to read the System Reference Document (SRD) which contains every OGC portion of the rulebook, minus any artwork and flavor text shown in the original product.

The Naruto d20: Sage's Handbook contains a brief overview of the Sage Arts concept presented in the Naruto™ Manga and Anime series.

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## OPTIONAL CONTENT—VOLUME I: SENJUTSU

This optional content booklet will detail the usage and consequences of *Senjutsu chakra* and the techniques corresponding to it.

### SECTION I: BASICS

The following section details the specifics concerning *senjutsu chakra* and how it behaves with the character's ability and environment.

**Senjutsu Chakra:** In game terms, *senjutsu chakra* acts as an auxiliary power source for the character to draw from. Add the amount of *senjutsu chakra* a character has to his current chakra pool to determine the strength of its chakra signature. *Senjutsu chakra* and techniques are completely unaffected by tenketsu damage.

A character cannot have more than his total maximum chakra pool as *senjutsu chakra*. In addition, unlike normal chakra, *senjutsu chakra* does not replenish on its own. Instead, *senjutsu chakra* decays at a rate equal to one-quarter of the character's maximum *senjutsu chakra* pool every hour.

Techniques other than Senjutsu techniques can be performed using *senjutsu chakra*. If the cost of the technique is paid in full with *senjutsu chakra*, it is considered to be affected by the Empower Technique meta-chakra feat. Multiple empower effects do not stack. If a technique's cost is paid in part with *senjutsu chakra* and regular chakra, it is not empowered.

In order to gather *senjutsu chakra*, the character must use the Balance skill to attain perfect stillness and gather natural energy, then mix it with his own chakra using the Chakra Control skill to create *senjutsu chakra*.

**Senjutsu Chakra 0:** The character suffers no adverse consequences from having its *senjutsu chakra* pool reduced to 0.

**Senjutsu Chakra Fatigue:** If the character converts more than his total maximum chakra pool in a 24 hours period, he becomes fatigued. This condition is known as *senjutsu chakra fatigue* and is not healed by normal rest. Rather, only a Sage Trance will allow the character to recover from *senjutsu chakra fatigue*.

**Nature Energy:** While nature energy is not a power source in itself, it fills the character with a sense of peace and wholeness that few will ever attain. Nature energy is half of the formula that creates *senjutsu chakra*.

While the character has at least 1 point of nature energy, he is able to *Sense Chakra* as long as he maintains perfect stillness (see Balance skill) without needing to concentrate.

Sages, Berserkers and Demons: While the character has any nature energy or *senjutsu chakra* in his system, and for 24 hours afterwards, he will be unable to enter rage or frenzy abilities, and any demonic subtypes and nature will be entirely suppressed.

**Nature Energy and Ability Damage:** There are many dangers to learning the sage arts, not the least of which is the mischannelling of nature energy. Improperly converting it to *senjutsu chakra* or simply accumulating too much of it slowly deals Charisma damage that will not heal, and slowly turn the character into an inanimate statue. This Charisma damage can also be accumulated by performing some *senjutsu techniques* without the Sageblooded feat.

When the character's Charisma score reaches 0 by taking damage from improperly converting nature energy, accumulating too much nature energy or using a technique with a drawback that is too strong, the character permanently turns into a stone statue matching his bonded spirit and dies.

**Sage Trance:** Instead of resting, a character may make a Concentration check (see New Skills below) to enter a sage trance. While in a sage trance, the character rests and recovers hit points, chakra coil and ability damage normally, but recovers chakra half as fast.

Instead, the character heals up to 2 points of Charisma damage taken from having failed a check to convert nature energy to *senjutsu chakra* and recovers from *senjutsu chakra fatigue*, and from tenketsu damage twice as fast. During a sage trance, *senjutsu chakra* does not decay, and the sage trance prevents *senjutsu chakra* decay for 1 hour after waking.

A sage trance lasts for 8 hours (or 4 hours with the Light Sleeper feat), but otherwise functions like normal sleep. During a sage trance, the character is able to unconsciously remain perfect stillness and will constantly channel nature energy through his body, though he will not be able to *Sense Chakra*.

## SECTION II: NEW SKILLS

This section details three new skill uses dedicated to the gathering and conversion of *senjutsu chakra*.

### **Balance (Dex) [New Use]**

*Trained Only.*

This skill allows you to gather nature energy by achieving total stillness and drawing it within.

**Check (Perfect Stillness):** Make a Balance check to achieve perfect stillness. Doing so provokes an attack of opportunity from adjacent opponents. When the character has perfect stillness, he is flat-footed and cannot move or attack, but gains a +4 bonus to checks to defend against trip attempts.

In addition, the character is able to *Sense Chakra* without having to concentrate while he retains 1 or more points of nature energy and perfect stillness.

<b>Distraction</b>	<b>DC</b>
Damaged during the action	10 + damage dealt
Undisturbed	20
Vigorous motion or normal conditions	25
Violent or extraordinarily violent motion or unsure footing	30

**Try Again?:** The character may try to achieve perfect stillness once per round only.

**Special:** The character can take 10 or take 20.

**Time:** Achieving perfect stillness is a free action on the character's turn.

**Check (Gather Nature Energy):** When the character achieves perfect stillness, he may begin gathering nature energy. The character decides on the amount of energy he wants to gather, and the GM provides the difficulty modifier of the environment the character is in. The character can only safely hold as much as one-half his maximum chakra pool in nature energy, rounded down (each unit is called a "point of nature energy"). Each 5 points above this limit bestows 1 point of permanent Charisma damage (see Convert Nature Energy below).

With the *Sage's Wisdom* feat, a physical clone may also gather nature energy, but suffers a -4 penalty to checks made to do so. Physical clones created by techniques or effects with element-based subtypes, such as *Suiton* or *Doton* instead gain a +4 penalty in their environment of choice (a lake or underwater for *Suiton*-based clones, or a mountain or cave for a *Doton*-based clone).

The character may have up to 1 clone per points of his Intelligence modifier performing this task (maximum 4). When the clone is dispelled, the nature energy gathered immediately fills the original, provided each were within 50 feet of one another.

Nature energy that isn't being maintained or converted to *senjutsu chakra* disperses after 5 minutes. It can however be released as a free action. The difficulty of this check depends on the amount of nature energy gathered and the environment the character is in.

<b>Location or Conditions</b>	<b>DC (round up)</b>
Rural or natural area	5 + 1/2 nature energy gathered
Small town or village	10 + 1/2 nature energy gathered
City or polluted area	15 + nature energy gathered
Metropolis or heavily polluted area	30 + nature energy gathered
No Sage's Wisdom feat	DC +15

**Try Again?:** The character may try to gather nature energy once per round.

**Special:** The character can't take 10 or take 20.



**Time:** Gathering nature energy is a move-equivalent.

**Check (Maintain Nature Energy—DC 10; requires Sage's Wisdom feat):** Make a check to maintain nature energy. Each check made refreshes the duration before the nature energy disperses.

**Try Again?:** The character may try to maintain gathered nature energy once per round.

**Special:** The character can take 10 but not take 20.

**Time:** Maintaining gathered nature energy is a full-round action.

### **Chakra Control (Wis) [New Use]**

*Trained Only. Requires Sage's Wisdom feat.*

Use this skill to convert gathered nature energy into *senjutsu chakra*.

**Check (Convert Nature Energy):** Make a check to convert nature energy into *senjutsu chakra*. To do so, the character must pay 1 point of chakra for every point of nature energy converted, the resulting mix creating 2 points of *senjutsu chakra*.

A physical clone can also convert nature energy to *senjutsu chakra*, drawing from the character's chakra pool, provided that both are within 50 feet of one another. If the clone is dispelled within that same distance, lingering *senjutsu chakra* returns to the character.

<b>Conversion Method</b>	<b>DC (round up)</b>
Attack action	15 + 1/2 nature energy converted
Move action	25 + 1/2 nature energy converted
Free action	50 + nature energy converted

**Try Again?:** The character may try to maintain gathered nature energy once per round.

A failed check means that the nature energy simply wasn't converted.

**Special:** The character can't take 10 or take 20.

In addition, a failed check causes the character to suffer 2 points of permanent Charisma damage. As the ability damage progresses, the character takes on more and more traits of its patron spirit.

Failure by more than 5 increases the ability damage to 4 points of Charisma damage.

This ability damage can only be healed by entering a Sage Trance or by a master's artifact or power. If the character's Charisma score reaches 0, the character permanently turns into a stone statue of its patron spirit and dies.

**Time:** The time to convert nature energy to *senjutsu chakra* varies on the method of conversion.

### **Concentration (Con) [New Use]**

*Trained Only. Requires Sage's Wisdom feat.*

Use this skill to enter a sage trance rather than sleeping.

**Check (Enter a Sage Trance—DC 20):** The character enters a Sage Trance (see Basics) instead of resting in a way typical to its race (generally sleep).

**Try Again?:** The character may try to enter a sage trance once per day only.

**Special:** The character can take 10 but not take 20 to enter a sage trance.

## SECTION III: NEW FEATS

This section contains new feats pertaining to the use of *senjutsu chakra* and its techniques.

### Sage's Song [Sage]

**Prerequisite:** Concentration 6 ranks.

**Benefit:** You gain a +4 bonus to Concentration checks made to enter a Sage Trance and only suffer half the normal penalties for failing to convert nature energy to *senjutsu chakra*.

### Sage's Wisdom

**Prerequisite:** Balance 9 ranks, Chakra Control 9 ranks, chakra pool 30.

**Benefit:** You gain the ability to use the new uses relating to *senjutsu* for the following skills: Balance, Chakra Control and Concentration.

The character may also select Sage feats and learn Senjutsu techniques.

**Normal:** A character without this feat cannot convert nature energy to *senjutsu chakra*.

### Sageblooded [Sage]

**Prerequisite:** Heroic character only.

**Benefit:** You gain a +4 bonus to checks Balance made to attain perfect stillness, gather and maintain nature energy, and a +4 bonus to Chakra Control checks made to convert nature energy to *senjutsu chakra*.

You may also perform Senjutsu techniques without suffering drawbacks.

## SECTION IV: SAGE'S ARTIFACTS

Certain artifacts around the world are strongly infused with nature energy, or even imbued with residual sage's chakra, granting them unusual and sometimes extraordinary properties. Their existence is often disputed and recipe for their creation has been lost, if it was ever possible for mortals, even sages, to craft them.

### Adamantine Staff [Sealed Item, Weapon]

*This black, gold-tipped staff has the power extend at will, and is extremely hard and durable.*

#### Sealed Item (heavy dark iron quarterstaff, uncraftable)

*Epic (Lv 21)* +3 DC 45

**Enhancement:** Attack and damage rolls

**Power (At-Will, swift action):** The adamantine staff can become a reach weapon for 1 round.

**Power (5/day, free action):** Use when dealing non-lethal damage with the adamantine staff. Heals 1 point of Charisma damage taken as drawback from Senjutsu techniques or Senjutsu chakra.

**Special:** This object cannot be crafted.

**Bear-tooth Necklace [Sealed Item]**

*This band of prayer bead alternates prayer bead and bear teeth, and conveys a strange sense of peace to anyone holding it.*

**Sealed Item (uncraftable)**

*Epic (Lv 21) DC 45*

**Power (At-Will, 1 minute):** Concentrate on this power for a full-round action each round. Heals 1 point of Charisma damage taken as drawback from Senjutsu techniques or Senjutsu chakra..

**Special:** This object cannot be crafted.

**Frog Sage's Cane [Sealed Item, Weapon]**

*This seemingly ordinary white oak club is in fact an ancient artifact passed down from generations of toad sages and mentors.*

**Sealed Item (club, uncraftable)**

*Epic (Lv 21) DC 45*

**Power (At-Will, free action):** Use when dealing non-lethal damage with the cane. Heals 1 point of Charisma damage taken as drawback from Senjutsu techniques or Senjutsu chakra.

**Special:** This object cannot be crafted.

**Hero Water [Sealed Item]**

*This substance is produced by the enormous tree hiding the Waterfall Village every hundred years. It bestows upon anyone drinking it amazing power, but at a cost.*

**Sealed Item (uncraftable)**

*Legendary (Lv 35) DC 63*

**Power (5 charges, attack action):** Drink the hero water. The character gains 25 temporary *senjutsu chakra*, and can automatically convert up to one-half of his chakra pool to *senjutsu chakra* and ignore the effects of negative levels. The temporary chakra and converted chakra decay after 5 minutes.

While the chakra lasts, the character counts as though under the effects of the *Sennin Mode* senjutsu technique. After the effects fade, the character gains 4 negative levels. The chakra converted to *senjutsu chakra* follows a 1 chakra for 1 *senjutsu chakra* ratio, unlike the normal nature energy and chakra mix.

**Special:** This object cannot be crafted.

**Jewel of Seven Seas [Armor, Sealed Item]**

*This ordinary sapphire mounted on a unremarkable silver necklace has the power to contain nature energy.*

**Sealed Item (necklace, uncraftable)**

*Greater (Lv 19) +2 DC 42*

**Enhancement:** Chakra Control checks to convert nature energy

**Power (3/day, attack action):** The necklace begins gathering nature energy for 1 minute. The energy decays after 1 hour.

The necklace gathers at a rate of 2 points per round in rural or natural areas, or 2 points per minute in a small town or village.

This power cannot be used in cities, metropolis or polluted areas.

**Power (At-Will, free action):** Absorb some or all of the nature energy contained by the necklace.

**Special:** This object cannot be crafted.

### **Master Scroll [Sealed Item]**

*This large scroll is held by the leader of its respective summon tribe, and every blood pact has one. It is sometimes given to sages in the leader's confidence.*

#### **Sealed Item (uncraftable)**

*Greater (Lv 19)      DC 42*

**Property:** The master scroll can be used to sign into a Blood Pact.

**Power (1/day, full-round action):** As *Kuchiyose no Jutsu*. Summon a creature with the master scroll at half its normal cost. The summoning technique always succeeds when using the master scroll.

**Power (1/year, 1 round):** Summon yourself to a grandmaster sage of your blood pact (choose randomly if there is several).

**Special:** This object cannot be crafted.

## **SECTION V: PRESTIGE CLASSES**

This section contains the few classes relating to the Sage.

### **Sage**

The sage posses frightening abilities completely outside the reach of most shinobi. Aided by its frightening senjutsu techniques, the sage is a legend in the making.

#### **Requirements:**

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

**Skills:** Balance 12, Chakra Control 12, Concentration 6 ranks.

**Feats:** Sage's Wisdom.

**Special (Optional):** The character must be or have been in possession of a Sage's Artifact or have a Sage mentor.

If the Sage has a mentor, that mentor may influence his patron spirit (see Sage Affinity.)

#### **Class Information**

The following information pertains to the Sage prestige class.

#### **Hit Die**

The Sage gains 1d6 hit points per level. The Constitution modifier applies.

#### **Action Points**

The Sage gains a number of action points equal to 7 +one-half his character level, rounded down, everytime he attains a new level in this class.

#### **Class Skills**

The Sage's class skills are as follows.

Balance (Dex), Chakra Control (Wis), Concentration (Con), Genjutsu (Cha), Hide (Dex), Knowledge (all skills taken individually) (Int), Listen (Wis), Ninjutsu (Int), Move Silently (Dex), Read Language (None), Speak Language (None), Spot (Wis), Survival (Wis), Taijutsu (Str).

**Skill Points at Each Level:** 5 + Int modifier.

**TABLE: THE SAGE**

Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 <sup>st</sup>	+0	+1	+1	+1	Sageblooded, Bonus Chakra	+1	+0
2 <sup>nd</sup>	+1	+2	+2	+2	Sage Affinity	+2	+0
3 <sup>rd</sup>	+2	+2	+2	+2	Senjutsu Reserves	+2	+0
4 <sup>th</sup>	+3	+2	+2	+2	Sage Affinity	+3	+0
5 <sup>th</sup>	+3	+3	+3	+3	Master Sage	+4	+0

### Class Features

The following features pertain to the Sage prestige class.

#### Sageblooded

The sage gains the Sageblooded feat for free.

#### Bonus Chakra

The Sage 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.

Class Levels	Bonus Chakra	Bonus Reserve
1st	1	4
2nd	3	8
3rd	5	12
4th	7	16
5th	9	20

#### Sage Affinity

At 2nd and 4th levels, the sage gains an affinity with a specific spirit type, as chosen below. If the sage also has the Blood Pact feat, his affinity is the same as his blood pact.

The Sage Affinities manifest while the sage's *senjutsu chakra* pool is 1 or higher, as well as some traits of his particular affinity (such as froglike eyes, webbed hands, etc.)

- *Ape* (see *Conjurer's Codex*):

2nd: The sage gains a climb speed equal to his land movement speed.

4th: The sage can gain a short burst of power once per encounter and gain a +2 bonus to

Strength and Fortitude checks for 1 round.

- *Bat (see Conjuror's Codex):*

2nd: The sage gains a +6 bonus to Listen checks.

4th: The sage can act as though possessing the Blind-Fight feat.

- *Bear:*

2nd: The sage can gain a short burst of power once per encounter and gain a +2 bonus to Strength and Fortitude checks for 1 round.

4th: The sage gains a free Grapple attempt once per encounter after hitting with a melee attack. The attempt does not provoke an attack of opportunity.

- *Boar:*

2nd: The sage gains a +8 bonus to Constitution checks made to endure long marches and running for prolonged periods of time.

4th: The sage may deal an additional 2d6 points of damage of the appropriate type while charging once per encounter. The additional damage is not multiplied by abilities or on critical hits.

- *Cat (see Conjuror's Codex):*

2nd: The sage gains a +2 bonus to Climb, Hide and Move Silently checks.

4th: The sage can use the Jump or Tumble skill to treat any fall as though it were 30 feet shorter.

- *Crocodile (see Conjuror's Codex):*

2nd: The sage gains a swim speed equal to his land movement speed.

4th: The sage can deal an additional 2d6 points of damage when first attacking an unaware opponent once per encounter.

- *Dog:*

2nd: The sage gains the Scent ability.

4th: The sage may make a free trip attempt once per encounter after hitting with a melee attack. The attempt does not provoke an attack of opportunity.

- *Dragon:*

2nd: +1 natural armor bonus to Defense (stacks with natural armor from other sources).

4th: The sage gains a cold, earth, electricity, fire, water or wind resistance 5, or his existing resistance increases by 5 (choose one).

- *Elephant (see Conjuror's Codex):*

2nd: The sage gains a +4 bonus to Strength checks made during bullrush and overrun.

4th: The sage can emit a loud trumpeting sound that can deafen creatures within 30 feet for 1d4 rounds (Fortitude save DC 15+sage's Con modifier negates). Any sleeping creature within 150 feet is automatically awakened.

- *Hare:*

2nd: Land movement speed increased by 5 feet.

4th: The sage gains a +4 bonus to Listen and Jump checks.

- *Hawk:*

2nd: The sage can gain a burst of speed while charging or running, increasing his movement speed by 20 feet for 1 round once per encounter.

4th: The sage gains a +6 bonus to Spot checks in daylight.

- *Horse:*

2nd: The sage gains a +8 bonus to Constitution checks made to endure long marches and running for prolonged periods of time.

4th: The sage benefits from the Run feat.

- *Imperial Wurm*:

2nd: The sage gains a +2 bonus to Diplomacy and Sense Motive checks.

4th: The sage can sense any hostile intent within 30 feet and gets a sense of the general direction, though it cannot pinpoint its distance precisely. The hostility does not have to be directed at the sage. This ability detects active aggression but not vigilance. The sage retains his Dexterity bonus to Defense when caught flat-footed by a creature susceptible to mind-affecting effects.

- *Insect*:

2nd: The sage gains a +1 natural armor bonus to Defense (stacks with natural armor from other sources).

4th: The sage gains a +2 bonus to Will saves against mind-affecting effects.

- *Lizard*:

2nd: The sage gains an Acid resistance 10 (or his existing resistance increases by 10).

4th: The sage is able to move normally and ignore penalties while prone.

- *Monkey*:

2nd: The sage gains a +1 bonus to Reflex saves.

4th: The sage gains a climb speed equal to half his land movement speed.

- *Octopus (see Conjuror's Codex)*:

2nd: The sage gains a swim speed equal to his land movement speed.

4th: The sage gains a free Grapple attempt once per encounter after hitting with a melee attack. The attempt does not provoke an attack of opportunity.

- *Ogre*:

2nd: The sage gains a +2 bonus to Will saves against fear.

4th: Once per day, the sage can summon a fear aura and gain the Frightful Presence ability for 1 round. The ability's duration is 1d6 rounds.

- *Ox*:

2nd: The sage gains a +5 bonus to checks made to perform or defend against opposed Bull Rush and Overrun checks.

4th: The sage may deal an additional 2d6 points of damage of the appropriate type while charging once per encounter. The additional damage is not multiplied by abilities or on critical hits.

- *Raccoon (see Conjuror's Codex)*:

2nd: The sage gains a +2 bonus to Climb and Move Silently checks.

4th: The sage gains the Scent ability.

- *Ram*:

2nd: The sage gains a +3 bonus to Balance, Climb and Jump checks.

4th: The sage may deal an additional 2d6 points of damage of the appropriate type while charging once per encounter. The additional damage is not multiplied by abilities or on critical hits.

- *Rat*:

2nd: The sage gains the Scent ability.

4th: The sage gains a +3 bonus to Balance and Move Silently checks, as well as Hide checks during nighttime.

- *Raven*:

2nd: The sage gains a +6 bonus to Hide checks during nighttime.

4th: The sage gains a Darkvision ability with a range of 60 feet.

- *Rhinoceros (see Conjuror's Codex)*:

2nd: The sage gains a +4 bonus to Strength checks made during bullrush and overrun.  
4th: The sage may deal an additional 2d6 points of damage of the appropriate type while charging once per encounter. The additional damage is not multiplied by abilities or on critical hits.

- *Salamander*:

2nd: The sage gains a +8 bonus to Swim checks and can take 10 on Swim checks even when distracted or threatened.

4th: The sage gains fire or water resistance 5 (or his existing resistance increases by 5, choose one.)

- *Shark*:

2nd: The sage gains a swim speed equal to his land movement speed.

4th: The sage is able to breathe water or air normally.

- *Slug*:

2nd: The sage gains a +6 bonus to Escape Artist checks.

4th: The sage gains an Acid resistance 10 (or his existing resistance increases by 10).

- *Snake*:

2nd: The sage gains a +2 bonus to Escape Artist and Grapple checks, and Fortitude saves against poison.

4th: The sage deals an additional 1d6 points of damage when dealing unarmed damage while grappling.

- *Spider*:

2nd: The sage gains a +2 bonus to Hide checks and Fortitude saves against poison.

4th: The sage is affected by a perpetual, non-magical *spider climb* ability.

- *Tiger*:

2nd: The sage gains a +6 bonus to Hide checks in tall grass or undergrowth.

4th: During the first round of combat, the sage is able to make a full-attack action against his foe even if he has already taken a move action.

- *Toad*:

2nd: The sage gains a +6 bonus to Jump checks.

4th: The sage is able to breathe water or air normally.

- *Turtle*:

2nd: The sage gains a +1 natural armor bonus to defense (stacks with other forms of natural armor).

4th: The sage is able to breathe water or air normally.

- *Tyrant (see Conjuror's Codex)*:

2nd: The sage gains a +6 bonus to Intimidate checks.

4th: The sage gains a +6 bonus to Listen and Spot checks to avoid surprise.

- *War Hero*:

2nd: Once per day, the sage is able to gain a hunch that something is wrong or that danger is approaching (GM's discretion.)

4th: Once per encounter, the sage is able to declare his attacks as empowered. He gains a +2 bonus to weapon damage rolls for 1 round.

- *Wolf (see Conjuror's Codex)*:

2nd: The sage gains the Scent ability.

4th: The sage, as well as any ally who threatens the same opponent, gain a +1 competence bonus to attack rolls when flanking, in addition to the normal flanking bonus, if applicable.



### **Senjutsu Reserves**

Once per day when converting nature energy to *senjutsu chakra*, the sage is able to increase his maximum and current *senjutsu chakra* pool by 5.

### **Master Sage**

Once per day, the sage can activate this ability to gain a +50 bonus to Balance and Chakra Control checks made to attain perfect stillness, gather nature energy and convert it to *senjutsu chakra* for 1 round.

## **SECTION VI: SENJUTSU TECHNIQUES**

This section contains techniques and additional rules pertaining to senjutsu techniques.

### **Technique Type**

A Senjutsu technique has its own type and subtypes.

### **Senjutsu**

A senjutsu technique is a technique that can only be performed using *senjutsu chakra*, sometimes supplemented by regular chakra. They are not life threatening for the user, but can be deadly when used correctly.

A senjutsu technique does not require the user to make a Perform check. To learn a Senjutsu technique, use the skill that supplements the appropriate subtype to determine the number of attempts. The key ability for a senjutsu technique's saving throw also depends on its subtype.

A senjutsu technique can only be learned by a character with the Sage's Wisdom feat.

**Combat:** Combat-type senjutsu techniques deal in martial arts and deadly combos and death. They are supplemented by the Taijutsu skill, and their key ability is Strength or Dexterity, whichever is higher.

**Energy:** Energy-type senjutsu techniques manipulate *senjutsu chakra* in a way that usually causes harm, property damage, alters the environment or all three. Energy-type senjutsu techniques are supplemented by the Ninjutsu skill and their key ability is Intelligence.

**Enhancement:** Enhancement senjutsu techniques serve to increase the user's proficiency in one field or another. Enhancement-type senjutsu techniques are supplemented by the Chakra Control skill and generally do not provoke saving throws. The key ability for Enhancement-type Senjutsu techniques is Wisdom.

**Illusion:** As the name suggests, Illusion-type senjutsu techniques are used to create illusions using nature energy. Illusion-type senjutsu techniques are supplemented by the Genjutsu skill, and their key ability is Charisma.

### **Components**

Some Senjutsu techniques require the user to meet special requirements while performing

them.

**Drawbacks (D):** The user suffers drawbacks immediately after performing the technique, while the technique is active, or after the technique's duration ends. A character with the Sageblooded feat does not suffer drawbacks.

### **Senjutsu Chakra Cost**

The technique's *senjutsu chakra* cannot be paid from the character's regular chakra pool.

### **Godai Ransatsu: Sennin Ryuu (Elemental Destruction: Sage Style)**

*Senjutsu (Energy) [Force, Varies]*

**Rank:** 12 (A-Class); **Learn DC:** 27, 4 success; **Time:** 1 attack action; **Components:** H, E; **Range:** Medium (20 ft. + 10 ft./2 levels); **Effect:** Ray (see text) or **Area:** 5-ft. or 15-ft. wide line from the user (see text); **Duration:** Instantaneous; **Saving Throws:** None or Reflex half (see text); **Chakra Resistance:** Yes; **Senjutsu Chakra Cost:** 8.

The user fires a cannon-like blast of elemental-natured chakra mixed with senjutsu chakra in a devastating ninjutsu attack.

The user makes a ray attack against a single opponent within range. If it hits, the attack deals 8d6 points of damage. Half of the damage is energy damage based on the elemental affinity this technique was learned for, and the other half is force damage. The user gains a +4 bonus to checks made against chakra resistance when using this techniques.

This technique can be learned multiple times; each time a new variant must be chosen. Each variant is different and must be learned or taught separately. Effects that empower ninjutsu techniques can also affect this technique, including meta-chakra feats and the elementalists abilities.

#### *Empower*

The user may spend 1 point of *senjutsu chakra* to increase the damage by 1 die, up to 1d6 per level or 24d6 (round down).

The user may spend an additional 2 points of *senjutsu chakra* to change the effect from a ray attack to a 5-ft. wide line. The technique requires a Reflex save against half damage rather than targeting a single creature.

The user may spend an additional 4 points of *senjutsu chakra* to change the technique's effect from a ray to a 15-ft. wide line, as above.

*Drawbacks:* The user suffers 1 point of Charisma damage for 1 minute.

### **Godai Ransatsu: Sennin Ryuu — Nihan (Elemental Destruction: Sage Style — Mark II)**

*Senjutsu (Energy) [Force, Varies]*

**Rank:** 14 (S-Class); **Learn DC:** 30, 5 success; **Time:** 1 full-round action; **Components:** H, E; **Range:** 0 feet (see text); **Effect:** Creates a wrecking ball; **Duration:** Instantaneous, plus 1 round/level or until discharged (D); **Saving Throws:** Fortitude partial or Reflex half (see text); **Chakra Resistance:** Yes; **Senjutsu Chakra Cost:** 10.

The user creates a small ball of senjutsu chakra which can be imbued with elemental chakra. The attack is versatile in that it can be used as-is, or thrown in the air and expanded, then brought down on the enemy in the form of devastating blast of senjutsu chakra and elemental energy.

The user creates a *wrecking ball*, a small sphere of pure *senjutsu chakra* that can be used in different ways. The wrecking ball itself can be used to deliver a touch attack as an attack action, which deals 10d8 points of force damage on a hit can knock the target back a number of feet equal to half the damage dealt on a failed Fortitude save.

Additionally, the *wrecking ball* can be sent airborne and brought down in a 40-ft. radius burst as an attack action, within **Long range (30 ft. + 15 ft./2 levels)**, dealing 10d6 points of force damage to any creatures in the area of effect, halved with a successful Reflex save.

The user gains a +4 bonus to checks made against chakra resistance when using this techniques. The *wrecking ball* is discharged after it is used once.

This technique can be learned multiple times; each time a new variant must be chosen. Each variant is different and must be learned or taught separately. Effects that empower ninjutsu techniques can also affect this technique, including meta-chakra feats and the elemental abilities.

#### *Empower*

The user can spend 1 point of *senjutsu chakra* to increase the damage dealt by 1 die, up to his level or 24 die.

Additionally, when attacking with the *wrecking ball*, the user can imbue it with elemental chakra, dealing half force damage, half of an energy damage type based on the affinity variant this technique was learned for, dealing. Doing so costs one-half again the technique's chakra cost, which must be spent from the user's normal chakra pool.

*Drawbacks:* The user suffers 2 points of Charisma damage for 1 minute.

### **Magen: Gamarinshou (Demonic Mirage: Toad's Funeral March)**

*Genjutsu (Compulsion) [Mind-Affecting, Mobyoku-zan Kinjutsu]*

**Rank:** 8 (A-Class); **Learn DC:** 23, 6 success; **Perform requirements:** 11 ranks (DC 25); **Time:** 1 round; **Components:** H, E, Mas; **Range:** Close (10 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** Concentration (up to 1 round/level); **Saving Throws:** Will negate; **Chakra Resistance:** Yes; **Chakra Cost:** 10.

For the duration of this technique, the target loses all perception of its surroundings and effectively becomes blind, deaf, unable to smell, feel or taste anything, and is unable to physically defend itself.

The user may target a new creature each round, or the same creature multiple times until it fails a saving throw. A creature that succeeds two saving throws against this technique is immune against it for 24 hours. Deaf creatures are immune to this effect.

Learning this technique is very difficult, and the user suffers a -8 penalty to Learn checks, and takes ten times as long for each attempt.

*Empower*

The user may spend an additional 5 points of chakra to target an additional creature, maximum 1 creature every 4 levels (up to 5).

**Mugen Ryuu: Senpo (Infinity Arts: Sage's Step)**

*Senjutsu (Combat)*

**Rank:** 10 (A-Class); **Learn DC:** 25, 4 success; **Time:** 1 swift action; **Components:** E, D; **Range:** 50 feet; **Senjutsu Chakra Cost:** 2.

The user dramatically increases his speed with senjutsu chakra for a split-instant

As Hiryuusen, except as above and as follow.

*Empower*

The user can spend 1 points of *senjutsu chakra* to increase the range by 20 feet (up to 150 feet total).

The high speed sight component increases by 1 every 20 feet increment.

*Drawbacks:* The user suffers 1 point of Charisma damage for 1 minute.

**Mugen Ryuu: Shinkuiken (Infinity Arts: Divine Void Slash)**

*Senjutsu (Combat) [Force]*

**Rank:** 10 (B-Class); **Learn DC:** 24, 3 success; **Time:** 1 attack action; **Components:** F, E, D; **Range:** Medium (20 ft. + 10 ft./2 levels); **Area:** Cone-shaped burst centered on the user (see text); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Senjutsu Chakra Cost:** 10.

The user fires a slash of chakra that explodes outward like the shockwave of a tremendous explosion. It cuts through everything in its path like butter.

The cone from this technique is very thin and 5-ft. in height. Each creature in the area suffers 6d6 points of damage, half slashing and half force. If the focus used was not mastercraft, it is destroyed after using this technique.

*Empower*

The user can spend 1 point of *senjutsu chakra* to increase the damage by 1 die, up to 1d6 per level or 24d6. Every 6 additional damage die increase the save DC by 1.

Material Focus: A held weapon.

*Drawbacks:* The user suffers 4 points of Charisma damage for 1 minute.

## Senjutsu Kanzurou (Sage Chakra Tracking)

*Senjutsu (Enhancement)*

**Rank:** 4 (C-Class); **Learn DC:** 16, 2 success; **Time:** 1 full-round action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** Until expended (D); **Saving Throws:** None; **Senjutsu Chakra Cost:** 6.

To perform this technique, the user must release all the nature energy he previously absorbed.

Whenever achieving total stillness, the user may gather no more than to 10 points of nature energy to gain a *Tremorsense* ability that extends 20 feet per level. The nature energy so gathered seeps out in the character's feet at a rate of 2 points per round.

The *Tremorsense* ability will also allow the user to immediately identify animals within its radius.

The tremorsense can only be enabled in a village, small town, a rural or completely natural area.

## Sennin Mode (Sage Mode)

*Senjutsu (Enhancement)*

**Rank:** 8 (A-Class); **Learn DC:** 23, 4 success; **Time:** 1 attack action (see text); **Components:** D, Mas; **Range:** Personal; **Target:** You; **Duration:** Until expended (D); **Saving Throws:** None; **Senjutsu Chakra Cost:** 0.

The user enters Sennin Mode and becomes an avatar of nature energy. The user can perform this technique normally, or automatically perform this technique as part of converting nature energy to *senjutsu chakra*.

When struck by an attack that would deal damage, the user is instead protected by his *senjutsu chakra*. The user expends up to 1 point of *senjutsu chakra* to soak 2 points of damage taken. The user is able to hold the ability back completely or partially.

Once per round as a free action, the user may also spend 2 points of *senjutsu chakra* to increase his carrying capacity by x4, and gain a +4 bonus to melee attack rolls and melee weapon damage.

For the duration of the technique, the user gains Sense Chakra as an active ability. If the user does have the Sense Chakra ability and concentrates on using it, its radius is multiplied by 3. This technique is expended when the user's *senjutsu chakra* runs out, or when the user soaks 150 damage using *senjutsu chakra*.

This technique can only soak up to 10 points of damage per level per day.

### *Mastery*

The third and fifth step of mastery in this technique allow the user to spend an additional

2 chakra in this technique to apply the carrying capacity and melee attack and weapon damage increase an additional time.

The second and fourth step of mastery in this technique increases the amount of damage negated by 1 point of *senjutsu chakra* by 1.

Each step of mastery in this technique increases the amount of damage the technique can soak before being dispelled and the amount it can soak per day by 20.

The fifth step of mastery in this technique eliminates the *Drawbacks* component of the technique.

*Drawbacks:* The user suffers 4 points of temporary Charisma damage while the technique lasts.

The user must make a Balance check (DC 25) when the technique ends to avoid expending his remaining *senjutsu chakra*.

### **Senpo: Kawazu Naki (Sage Art: Frog Call)**

*Senjutsu (Illusion) [Mind-Affecting]*

**Rank:** 6 (B-Class); **Learn DC:** 27, 4 success; **Time:** 1 instant action; **Components:** D, Mas; **Range:** 30 feet; **Area:** Cone-shaped burst; **Duration:** 1 round/level (see text); **Saving Throws:** Will partial; **Senjutsu Chakra Cost:** 8.

*The user emits a loud, toad-like croak that distracts and confuses the opponents.*

Any creature in the area of effect must make a Will save against the frog call. On a successful save, the target suffers a -8 penalty to Concentration checks and a -2 penalty to attack rolls, skill checks and ability checks for 2 rounds.

On a failed save, the subject is dazed and suffers a -4 penalty to Listen and Spot checks. The subject can make an additional save each round. Deaf creatures are immune to this effect.

*Drawbacks:* The user suffers 1 point of Charisma damage for 1d4 rounds.

### **Senpo: Senjutsu Kai (Sage Art: Sage's Unraveling)**

*Senjutsu (Energy)*

**Rank:** 12 (A-Class); **Learn DC:** 27, 4 success; **Time:** 1 instant action; **Components:** D, E, Mas; **Range:** Personal; **Target:** You; **Duration:** Instantaneous, plus 1 round/level or until discharged (D); **Saving Throws:** None; **Senjutsu Chakra Cost:** 8.

The user flushes a great deal of *senjutsu chakra* through his body.

This technique acts as a *Defensive Maneuver* that can be used once per day. He may make a secondary Will save against any *Genjutsu* technique currently affecting him, whether or not he is aware of them, and gain a +4 resistance bonus to each save.

For up to 1 round/level afterwards, the *Senjutsu Kai* will also grant the user a +4 resistance bonus to his next Will save against *Genjutsu*.

*Empower*

The user may spend an additional 4 points of *senjutsu chakra* to increase the resistance bonus by +1, up to a total of +6.

#### *Mastery*

With the third step of mastery in this technique, the user no longer suffers the Drawbacks component.

Each step of mastery after the first allows this technique to be used an additional time per day.

*Drawbacks:* The user suffers 2 points of Charisma damage for 1d4 rounds.

### **Summon Ally**

*Senjutsu (Energy; Summon only)*

**Rank:** 12 (S-Class); **Learn DC:** 28, 5 success; **Time:** 1 round; **Components:** H, Mas; **Range:** Close (10 ft. + 5 ft./2 levels); **Effect:** Summons one or more creature; **Duration:** Instantaneous; **Saving Throw:** Will negate (unwilling) **Senjutsu Chakra Cost:** 5 (see text).

The summon creature can summon to itself a single creature of its blood pact or that has signed its blood pact, as per *Kuchiyose no Jutsu* technique. Signatories of the creature's blood pact do not suffer from the loss of chakra as normal summon creatures do.

The technique's *senjutsu chakra* cost increases by 1 for each hit die of summoned creatures.

#### *Mastery*

The first, third and fifth step of mastery allow the summon creature to summon an additional creature.

### **Summon Self**

*Senjutsu (Energy; Summon only)*

**Rank:** 4 (C-Class); **Learn DC:** 17, 2 success; **Time:** 1 round; **Components:** H, Mas; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Senjutsu Chakra Cost:** 2.

*When learning this technique, the summon selects a specific place to summon itself to, like a ninja village it is loyal to, as well as a home.*

When performing this technique, the summon creature automatically transports itself to the location it chose when learning this technique or home. While summoned to a location other than its home in this manner, the summon creature, as well as any other summon creature it brought along, begins losing chakra as normal.

Signatories of the creature's blood pact are exempt from the loss of chakra as normal.

#### *Mastery*

At the first, third and fifth step of mastery, the summon creature can bring an adjacent

creature of its blood pact or that has signed its blood pact along with it. Doing so increases the technique's *senjutsu chakra* cost by 1 per hit dice of each creature.

## SECTION VII: SUMMONING

Every blood pact has at least some of its members capable of using *senjutsu chakra*. Those particular summons, always Broodlords, are considered among their peers to be champions, mentors and elder sages.

*Senjutsu Chakra and Summoned Creatures:* All summoned creatures able to gather *senjutsu chakra* are automatically immune to the adverse effects of poorly converting nature energy to *senjutsu chakra*.

Furthermore, summoned creatures able to use *senjutsu techniques* do not suffer drawbacks.

### Summon Feats

The following feats are dedicated to the few summon creatures able to access nature energy. Only Broodlord summons can select [Sage] feats.

#### Apprentice Sage [Sage, Summon]

**Prerequisite:** Summon level 2, Protector or higher.

**Benefit:** The summon gains the ability to gather nature energy and convert it to *senjutsu chakra* as per Balance and Chakra Control skills.

In addition, the summon gains 2 *Senjutsu* techniques of up to rank 4 or complexity rating "C-Class."

**Special:** The benefits of this feat do not stack with Grandmaster Sage or Master Sage.

#### Grandmaster Sage [Sage, Summon]

**Prerequisite:** Summon level 8, Noble or higher.

**Benefit:** The summon's is able to gather nature energy and immediately convert it to *senjutsu chakra* without requiring a Balance or Chakra Control check. The summon's *senjutsu chakra* pool does not decay.

The summon gains 6 *Senjutsu* techniques of up to rank 12 or complexity rating "S-Class" as well as 4 *Chakra Control*, *Genjutsu* or *Ninjutsu* techniques of up to Rank 12 or complexity rating "A-Class."

**Special:** The benefits of this feat do not stack with Apprentice Sage or Master Sage.

#### Master Sage [Sage, Summon]

**Prerequisite:** Summon level 6, Guardian or higher.

**Benefit:** The summon is able to gather nature energy and immediately convert it to *senjutsu chakra* without requiring a Chakra Control check. The summon's *senjutsu chakra* pool does not decay.

In addition, the summon gains 4 *Senjutsu* techniques of up to rank 8 or complexity rating



"A-Class" as well as 4 *Chakra Control*, *Genjutsu* or *Ninjutsu* techniques of up to rank 8 or complexity rating "A-Class."

**Special:** The benefits of this feat do not stack with Apprentice Sage or Grandmaster Sage.

### **Master's Touch [Sage, Summon]**

**Prerequisite:** Summon level 7, Champion only.

**Benefit:** As a full-round action, the summon may target a summoner of its blood pact and instantly restore 2 points of Charisma damage taken from failing to convert nature energy into *senjutsu chakra* properly.

### **Sage Artifact [Sage, Summon]**

**Prerequisite:** Summon level 4.

**Benefit:** The summon creature gains a piece of equipment that can be either a sealed item, or enhanced with an armor or weapon seal of a level up to twice his summon level. In some rare instances, this object can be a unique Sage Artifact (as per section IV). This piece of equipment can be given to any creature the summon chooses, and it is able to recall it as a free action. If it is destroyed, it cannot be recreated.

**Special:** This feat can be selected twice. The second time, the summon creature can gain a second object or add a weapon seal to its existing weapon.

The summon level requirement increases by 5 the second time it is taken.

## **Sage Summons**

The following summon creatures are sample sage summons that can teach or show off the sage system.

**Enma, Grandmaster Sage (Level 10 Monkey Champion Paragon):** Large magical beast; HD 20d6+120; hp 190; Init +2; Spd 40 ft., climb 40 ft.; Defense 21, touch 12, flat-footed 18 (-1 size, +3 Dex, +9 natural); BAB +20; Grap +35; Atk +30 melee (1d8+11, 2 claws); Full Atk +30 melee (1d8+11, 2 claws) and +25 melee (1d8+5, bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ alternate form, darkvision 60 ft., evasion, fire affinity, spell-like abilities; AL summoner; SV Fort +12, Ref +15, Will +15; CP 162; Rep +0; Str 32, Dex 16, Con 22, Int 16, Wis 16, Cha 12.

**Skills:** Balance +33, Chakra Control +23, Climb +33, Hide +11, Listen +15, Move Silently +17, Ninjutsu +21, Spot +15.

**Feats:** Alternate Form (adamantine staff), Erudite, Grandmaster Sage, Greater Alternate Form, Jounin Summon, Improved Natural Attack (claw), Power Attack, Powerhouse, Simple Weapons Proficiency, Weapon Finesse.

**Alternate Form (Su):** Enma can take the shape of the *adamantine staff* at will.

**Spell-like Abilities:** Enma can use *Henge no Jutsu* at will.

**Techniques Known:** Enma only knows the following techniques:

*Control- ki no bori*, tadayou.

*Ninjutsu-* bunshin, enga, gehidama, goukakyuu, henge, kawarimi, kage bunshin

*Senjutsu-* sennin mode (5 mastery), summon self (3 mastery), summon ally (5

mastery).

**Fukasaku, Grandmaster Sage (Level 8 Toad Champion Paragon):** Small magical beast (aquatic); HD 16d8+48; hp 120; Mas 50; Init +5; Spd 40 ft., swim 40 ft.; Defense 22, touch 16, flat-footed 17 (+1 size, +5 Dex, +6 natural); BAB +16; Grap +15; Atk +19 melee (1d6+6, frog sage's cane); Full Atk +19/+14/+9/+4 melee (1d6+6, frog sage's cane); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aquatic subtype, amphibious, constrict (1d2+3), darkvision 60ft., evasion, salt water vulnerability, tongue; AL summoner; SV Fort +9, Ref +15, Will +15; CP 85; Rep +0; Str 16, Dex 20, Con 18, Int 16, Wis 20, Cha 10.  
**Skills:** Hide +15, Jump +54, Knowledge (ninja lore) +19, Listen +15, Spot +15.  
**Feats:** Deceptive Size, Erudite, Evasion, Grandmaster Sage, Tiny Size (2).

**Techniques Known:** Fukasaku only knows the following techniques:

*Control-* tadayou.

*Ninjutsu-* gufuuken, mizurappa, suiseidan

*Senjutsu-* sennin mode (5 mastery), summon self (5 mastery), summon ally (3 mastery), godai ransatsu: sennin ryuu, sennin ryuu — nihan.

**Shima, Master Sage (Level 6 Toad Noble Elite):** Small magical beast (aquatic); HD 12d8+24; hp 64; Mas 50; Init +5; Spd 40 ft., swim 40 ft.; Defense 21, touch 16, flat-footed 16 (+1 size, +5 Dex, +5 natural); BAB +12; Grap +8; Atk +12 melee (1d2, slam); Full Atk +12 melee (1d2, slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aquatic subtype, amphibious, constrict (1d2), darkvision 60ft., salt water vulnerability, tongue; AL summoner; SV Fort +6, Ref +13, Will +12; CP 36; Rep +0; Str 10, Dex 20, Con 14, Int 14, Wis 18, Cha 10.

**Skills:** Hide +15, Jump +14, Knowledge (earth and life science) +10, Knowledge (ninja lore) +11, Listen +10, Spot +10.

**Feats:** Deceptive Size, Master Sage, Tiny Size.

**Techniques Known:** Shima only knows the following techniques:

*Control-* tadayou

*Genjutsu-* magen: gamarinsho

*Ninjutsu-* goukakyuu

*Senjutsu-* sennin mode, summon self (3 mastery), summon ally (5 mastery), senpo: kawazu naki.

**Water Dragon Grandmaster Sage (Level 10 Water Dragon Champion Paragon):** Gargantuan dragon; HD 20d10+220; hp 330; Mas 50; Init +1; Spd 30 ft., fly 30 ft. (poor); Defense 26, touch 7, flat-footed 25 (-4 size, +1 Dex, +19 natural); BAB +20; Grap +48; Atk +32 melee (6d6+16 bite); Full Atk +34 melee (6d6+16 bite) and +32 melee (4d6+8, 2 claws); FS 20 ft. by 20 ft.; Reach 10 ft.; SQ breath weapon (10d8 water DC 31), damage reduction 5/chakra, water affinity (primary), water resistance 25, darkvision 90 ft; AL none; SV Fort +23, Ref +17, Will +19; CP 250; Rep +0; Str 42, Dex 12, Con 32, Int 10, Wis 16, Cha 12.

**Skills:** Concentration +21, Listen +26, Spot +26.

**Feats:** Alertness, Chakra Armor, Grandmaster Sage, Improved Natural Attack (bite,

claw), Master's Touch, Multiattack, Power Attack, Sage's Artifact (master scroll: water dragon), Skilled.

**Techniques Known:** The water dragon grandmaster sage only knows the following techniques:

*Senjutsu*- sennin mode, summon self (1 mastery), summon ally, godai ransatsu: sennin ryuu, sennin ryuu — nihan.

## SECTION VIII: ICONIC CHARACTERS

This section contains a pair of iconic characters, a sage and his apprentice, complete with a short character background.

### Mizugiri Toshiro

Toshiro is an elite jounin ninja of the Hidden Steel village and is known as the Iron Sage. He usually fights using a combination of one-handed attacks with his large katana and rough, self-taught kenjutsu. In times of crisis or when fighting a difficult opponent, Toshiro likes to use a mix of proper kenjutsu, devastating strength and quickness, *senjutsu* techniques and his own Mugen Ryuu, a *senjutsu/taijutsu* hybrid style to turn himself into a deadly opponent well-deserving of his S-Class status and very capable of giving even Kage-level opponents a difficult time of simply trading blows without losing life or limb.

His most defining features would be his long, snow-white hair and a thick leather eyepatch covering a full one-quarter of his face over his left eye. He spends most of his time at his dojo, Seishan, tending to his students and teaching his understudy and part-time apprentice, Okuda Hachemon.

**Iron Sage, Mizugiri Toshiro:** Strong Hero 5/Shinobi Swordsman 10/Sage 5; CR 20; Medium-sized humanoid; **HD** 5d8+15 plus 10d10+30 plus 5d6+15; **hp** 166; **Init** +2; **Spd** 30 ft; **Defense** 24, touch 24, flat-footed 22 (+2 dex, +12 class); **BAB** +17; **Grap** +22; **Atk** +27 melee (2d6+15, large katana); **Full Atk** +27/+22/+17/+12 melee (2d6+15, large katana); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** fire affinity, speed rank 3, strength rank 5, water affinity (primary); **AL** friends and allies, village, good; **SV** Fort +16, Ref +9, Will +9; **AP** 20; **CP** 111 (60 reserve); **Rep** +3; **Wealth** +17; **Str** 20, **Dex** 15, **Con** 16, **Int** 12, **Wis** 14, **Cha** 13.

**Occupation:** Academy Student (*Bonus Class Skills:* Balance, Chakra Control, Ninjutsu; *Bonus Feat:* Nin Weapons Proficiency)

**Skills:** Balance +25 (+29 to gain perfect stillness and gather nature energy), Chakra Control +25 (+29 to convert nature energy), Concentration +8, Genjutsu +8, Hide +19, Knowledge (Ninja Lore) +19, Move Silently +19, Ninjutsu +26, Spot +12, Taijutsu +28.

**Feats:** Blood Pact (war hero), Chuunin (taijutsu), Exotic Melee Weapon Proficiency (large katana), Genin (taijutsu), Gift of Summoning, Heroic Surge, Jounin (ninjutsu, taijutsu), Monkey Grip, Nin Weapons Proficiency, Power Attack, Sage's Wisdom, Sageblooded, Simple Weapons Proficiency, Skilled, Stealthy, Talented Shinobi.

**Talent (Strong Hero):** Melee smash, improved melee smash, advanced melee smash.

**Talent (Shinobi Swordsman):** Weapon focus (large katana), quick draw, invisible strike, sneak attack +2d6, weapon specialization, greater weapon focus, power of the elite, improved critical, greater weapon specialization.

**Talent (Sage):** Sageblooded, sage affinity, senjutsu reserves, sage affinity, master sage.

**Equipment:** +3 soulbound greater containment large katana, swordsman's garb (seishan), standard shinobi equipment.

**Techniques Known:** Toshiro knows most techniques and mastery level appropriate for a jounin-level ninja, as well as the following techniques:

*Ninjutsu-* kuchiyose, mizurappa, shoukakyuu (5 masteries), suiryuudan, takitsuke, tsuufuka

*Taijutsu-* shundou (5 masteries)

*Senjutsu-* sennin mode (3 masteries); senpo: senjutsu kai; mugen ryuu: senpo (5 masteries), shinkuiken (5 masteries)

### **Okuda Hachemon**

Hachemon is a 15 years old Chuunin ninja of the Hidden Steel village who has been apprenticing under Mizugiri Toshiro for the past 3 years. He is moderately trained in the shinobi arts, but has already begun his training in the sage arts, and hopes to surpass his master some day.

Hachemon's defining feature is his dogged determination, bordering on outright stubbornness, and his impressive physical endurance. Toshiro jokingly calls him the Iron-headed Sage.

**Apprentice Sage, Okuda Hachemon:** Tough Hero 3/Shinobi Bodyguard 3; CR 6; Medium-sized humanoid; **HD** 3d10+9 plus 3d12+9 plus 3; **hp** 62; **Init** +1; **Spd** 30 ft; **Defense** 15, touch 15, flat-footed 14 (+1 dex, +4 class); **BAB** +4; **Grap** +6; **Atk** +8 melee (1d10+4, +1 katana); **Full Atk** +8 melee (1d10+4, +1 katana); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** fire affinity (primary), strength rank 2; **AL** village, mizugiri toshihiro and family, friends; **SV** Fort +10, Ref +3, Will +6; **AP** 6; **CP** 32 (12 reserve); **Rep** +2; **Wealth** +4; **Str** 14, **Dex** 13, **Con** 17, **Int** 12, **Wis** 14, **Cha** 12.

**Occupation:** Mentored (*Bonus Class Skills:* Balance, Chakra Control, Ninjutsu; *Bonus Feat:* Nin Weapons Proficiency)

**Skills:** Balance +10, Chakra Control +11, Concentration +7, Ninjutsu +7, Taijutsu +13.

**Feats:** Archaic Weapons Proficiency, Chuunin (taijutsu), Genin (taijutsu), Great Fortitude, Iron Will, Nin Weapons Proficiency, Sage's Wisdom, Simple Weapons Proficiency, Weapon Focus (katana)

**Talent (Tough Hero):** Robust, stamina.

**Talent (Shinobi Bodyguard):** Remain conscious, harm's way.

**Equipment:** Bokken (nonlethal katana), +1 katana, swordsman's garb (seishan dojo), standard shinobi equipment.

**Techniques Known:** Hachemon knows most techniques and mastery level appropriate

for a genin-level ninja, as well as the following techniques:

*Control-* genjutsu kai

*Ninjutsu-* goukakyuu no jutsu, shoukakyuu no jutsu

*Taijutsu-* shundou (1 mastery), taijutsu: tobinage, todome; hokojutsu: daibutsu;  
kenjutsu: iaijutsu (5 masteries), iainuki (5 masteries), nagetsuki, ougi - zankenteki,  
soutouryuusen