

# NARUTO D20

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## **Introduction**

Naruto: d20 is a supplement for the Roleplaying Game d20 Modern 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 if you do not already own it. 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 Guidebook contains in depth information about the Naruto™ world and its inhabitant, namely ninjas. It contains wealth of information about their different techniques, the famous "Chakra" and even the geography. With a proficient Game Master, one could even recreate the whole Naruto series if he so wished!

**Chapter I: Basics** of Naruto d20, as well as a small overview, will be covered here.

**Chakra** is a source of energy found in every living being. It is essential in the use of Ninjutsu, Genjutsu and Taijutsu techniques. Molding Chakra is a basic skill taught to apprentice ninja at a very young age at the Academy.

**Running out of Chakra:** Most people have a very small amount of Chakra, and when that Chakra is used up, one simply can't perform a technique of any sort or do anything else for that matter. Once the Chakra pool is reduced to 0, one must succeed a Fortitude save (DC 20) or be reduced to one tenth of his total hit points (or 1 hit point if current total is below that) and become Exhausted. If the save is successful, the person still becomes Fatigued and his total hit points are halved. Once a character's Chakra pool hit

0, it can only perform one attack action or move action and one free action per round. A character who suffers Chakra damage once his Chakra Pool is reduced to 0 is automatically reduced to -1 hit points and dying. Further Chakra damage is converted to Hit Points damage.

*Detect Emotions:* Some ability may grant a character the ability to sense a creature's mood and emotions. If a character is aware of a creature that is within 30 feet, he may make a Sense Motive check (DC 20) to determine whether or not the creature is hostile. Targets of this ability must have an Intelligence, Wisdom and Charisma score of at least 1.

*See Chakra:* Some ability may grant a character the ability to see Chakra. That means the character is able to see threads of Chakra around him and react to it better than most individuals. A character that can *See Chakra* gains a +4 bonus to *Genjutsu* checks to detect a Genjutsu technique and a +4 bonus to Will save to disbelieve them.

*See Through Chakra:* Even further than being able to *See Chakra* a character that can *See Through Chakra* is automatically able to detect a Genjutsu effect and gains a +6 bonus to Will save to resist any sort of Genjutsu. Furthermore, a character that can *see through chakra* is able to determine if a creature is a clone, real or summoned. If the creature is in fact a clone, the character will instantly know if it can cause harm or alter the surrounding (such as a Kage Bunshin's real body). While he can recognize that a creature is a clone, he will still be unable to make the difference between it and the original.

*Sense Chakra:* Some characters are also able to sense Chakra. If a creature's Chakra Pool is greater than 10, the character will gain a +3 competence bonus to Spot check to locate any creature in a 30 feet radius. If a creature's Chakra Pool is greater than 30, a character able to *Sense Chakra* gains an ability similar to *Scent*, which allows to him to detect hidden and invisible creatures, except that *Sense Chakra* functions as a sixth sense rather than using the *sense of smell* and works solely for creatures with full chakra pools. Heroic characters with at least 1 Chakra Pool can concentrate for a full-round and gain the ability to Sense Chakra for 1d3 rounds. The character may also determine if a Chakra Pool is greater, about equal or lower than his own if he spends a move-equivalent action concentrating. In addition, a character with the ability to *Sense Chakra* may make a Wisdom check (DC 15) to instantly be aware when a technique is used within 30 feet of his location, though he will not be able to determine the source automatically. A character with the ability to *Sense Chakra* can also recognize specific Chakra Signatures as humans do sight, providing he is well acquainted or at least familiar with the owner of said signature.

*Chakra Signature:* Every creature has a Chakra Signature. Being able to identify it instantly reveals the identity of the creature. Though one's Chakra Signature can be modified, those with that ability are rare. Some techniques and ability rely on one's Chakra Signature to be used. One should note that technique that modify one's appearance, such as Henge no Jutsu, will NOT modify one's Chakra Signature. Once a creature dies, its Chakra, along with its Chakra signature, disappears.

*Extreme Speeds:* Some ability may grant the character extremely high speed. There are many levels of said speeds, some well beyond what normal human eyes can see. A standard creature has a speed of Rank 0, and some ability may increase that ranking by a certain number, such as the *X Kyuu Sokuryoku* techniques. A creature suffers a -2 penalty to Spot checks per rank above his after 0 and -4 per rank above his after 5, though some ability may lessen or nullify that penalty. Speed Rank bonuses do not stack. When changing ranks, simply use the bonuses given by the new rank. There are 10 speed ranks; beyond that, a creature gains no additional benefit. Speed Ranks from 1 to 9 can be achieved through techniques or other such method, but a character cannot attain Speed Rank 10 without a special ability or feat. Multiple non-permanent Speed Rank increase do not stack.

An encumbered character suffers a -1 penalty to his speed ranks, and an heavily encumbered character -2, though the speed rank cannot go lower than 0. That means that a +3 Speed Rank increase to a heavily encumbered character with no natural or permanent speed rank would become a Rank 1 speed instead of Rank 3.

*Kawarimi Defense:* A Kawarimi defense means that a creature cannot avoid the character's attack using *Bakuretsu Kawarimi no Jutsu*, *Denkousekka Kaihi*, *Hijou Kawarimi no Jutsu* or *Kawarimi no Jutsu* unless it moves at a speed rank equal to the specified entry.

- *Rank 0:* This speed rank provide no bonus whatsoever and is simply regular human speed. Every creature start at Speed Rank 0 and very few ever permanently advance.
- *Rank 1:* Achieving this speed rank increases the character's base movement speed by 10 feet. In addition, the character gains a +2 bonus to Jump checks, Reflex saves and dodge bonus to Defense, as well as a +1 bonus to attack rolls while moving at *Rank 1* speed.
- *Rank 2:* This speed ranks grant a 15 feet movement increase, a +3 bonus to Jump checks, Reflex saves and dodge bonus to Defense, as well as a +2 bonus to attack rolls.
- *Rank 3:* Upon reaching the third speed rank, the character gains a 20 feet movement increase, +4 bonus to Jump checks, Reflex saves, dodge bonus to Defense, a +3 bonus to attack rolls and ranged attacks made against the user suffer a 5% miss chance.
- *Rank 4:* The fourth speed ranks grants the character a 25 feet movement increase, a +5 bonus to Jump checks, Reflex saves, dodge bonus to Defense and a +4 bonus to attack rolls. In addition, ranged attacks made against the character suffer a 10% miss chance, and he gains a kawarimi defense 1.
- *Rank 5:* This speed rank is at the very limit of human sight, bordering on godly speeds. The character gains a +6 bonus to Jump checks, Reflex saves, dodge bonus to Defense and a +5 bonus to attack rolls. His base movement speed increases by 30 feet, he gains a 15% concealment bonus against ranged attacks and he gains a kawarimi defense 2.

– *Rank 6:* Beyond the fifth speed rank, a character enters the realm of supernatural speeds defying the laws of gravity. Such speeds are impossible to achieve by human standards, and make it almost impossible to spot by the untrained eye. The character gains a +7 bonus to Jump checks, Reflex saves, dodge bonus to Defense and a +6 bonus to attack rolls. His kawarimi defense increases to 4, his concealment bonus against ranged attacks to 20% and his movement speed by 40 feet. In addition, the character gains an additional attack per round while making a full-attack action, at his highest attack bonus, but with a -5 penalty.

– *Rank 7:* Farther in the realm of impossible speeds, the character gains a +8 bonus to Jump checks, Reflex saves, dodge bonus to Defense and a +6 bonus to attack rolls, as well as a 45 foot movement increase. He also gains an additional attack per round at his highest attack bonus while making a full attack action, a 20% concealment bonus against ranged attacks and his kawarimi defense increases to 4.

– *Rank 8:* The character gains a +9 bonus to Jump checks, Reflex saves, dodge bonus to Defense and a +7 bonus to attack rolls. His base movement speed increases to 50 feet, kawarimi defense to 5 and he gains a 20% concealment bonus against ranged attacks and 5% against melee attacks.

– *Rank 9:* The character moving at speed rank 9 gains a +9 bonus to Jump checks, Reflex saves, dodge bonus to Defense and a +8 bonus to attack rolls. His base movement speed increases to 60 feet, kawarimi defense to 6 and he gains a 20% concealment bonus against ranged attacks and 10% against melee attacks.

– *Rank 10:* The final and most extreme speed rank. Nothing short of teleportation can accurately describe what this speed rank provides. The character, while moving at Speed Rank 10, gains a 80 foot base movement increase, +10 bonus to Jump checks, Reflex saves, dodge bonus to Defense and attack rolls. His kawarimi defense increases to 7 and all attacks directed at him have a 20% miss chance. In addition, when making a full-attack action, the character gains 2 additional attacks at his maximum attack bonus, the second taking a -5 penalty.

*Extreme Strength:* In a similar way to Extreme Speeds, the strength level of an individual can also increase beyond his normal potential. Though unlike its speed counterpart, Extreme Strength only has 6 ranks; beyond that, the character gains no further benefits. The Sixth Strength Rank cannot be attained without a special feat or ability. Non-permanent effects increasing one's Strength Rank do not stack.

A character with Strength Ranks gains a +1 bonus to opposed Strength checks per Strength Rank it has over his opponent (minimum +0, maximum +5.)

– *Rank 0:* This is the rank of strength of a normal, mundane individual. Every character starts at Strength Rank 0 and very few will permanently advance past this rank.

– *Rank 1:* The character, when attaining the first Strength Rank, gains a +2 bonus to his Strength score and all Strength-related skill checks and ability checks.

– *Rank 2*: Upon achieving the second Strength Rank, the character gains a +4 bonus to his Strength score and all Strength-related skill checks and ability checks.

– *Rank 3*: This level of strength borders on super-human strength and is at the limit of the normal human strength potential. At the third Strength Rank, the character gains a +4 bonus to his Strength score and all Strength-related skill checks and ability check and his carrying capacity increases as though he was one size category larger.

– *Rank 4*: The character gains a +4 bonus to his Strength score and all Strength-related skill checks and ability check and his carrying capacity increases as though he was one size category larger. In addition, he gains an additional +4 bonus to Strength checks during Bull Rush and counts as though he was one size category larger for the purpose of making an Overrun.

– *Rank 5*: At this level of quasi-godlike strength, the character gains a +6 bonus to his Strength score and all Strength-related checks, as well as a +6 bonus to opposed Strength checks during Bull Rush and counting as though he was one size category larger than in reality during Overrun. His carrying capacity increases as though he was one size category larger than in reality.

– *Rank 6*: The final and mythical level of Herculean Strength. When attaining this particular level of Strength, the character gains a +8 bonus to his Strength score and all Strength-related checks, as well as a +10 bonus to opposed Strength checks during Bull Rush and counting as though he was two size category larger than in reality during Overrun. His carrying capacity increases as though he was one size category larger than in reality, and he gains a Damage Reduction 5/- because of his rock hard muscles.

**Chakra Recovery:** Once a character loses some Chakra, probably through the use of a technique, it is recovered at the rate of one point per constitution modifier (minimum 1) per hour of rest. Complete bed rest doubles that amount.

**Chakra Pool:** Simply put in game terms, a character's Chakra Pool is the maximum possible amount of Chakra a character may have. It does not represent the Chakra Stamina of a character, nor its maximum potential, but is simply a source of energy that grows with experience. To any character, the Chakra Control skill is an extremely helpful mean to refine and add versatility to the mix. One cannot forever keep going on his Chakra alone, and will soon find that a healthy amount of Control will be a life saver over long lasting struggle.

A heroic character's base Chakra Pool is equal to his level plus his Constitution score, and ordinaries only have half that amount. It should be noted that some feats and abilities may increase that amount.

*Optional Rules:* A character may gain two times his level plus his constitution score to determine the base Chakra Pool, yet ordinaries still count only half that amount.

Essentially, Chakra is divided in 4 basic skills: Chakra Control, Genjutsu, Ninjutsu and Taijutsu. Below is an explanation of what each means and their uses in *Naruto: d20*.

**Chakra Control (Wis):** This skill is used to determine the character's ability to mold Chakra. A character with little to no ranks in this skill will have more trouble, and will be exhausted more easily than a character with a good control of the Chakra flow in his body. The Chakra Control skill is used in converting hit points into chakra points in order for their Chakra pool to decrease less drastically when using a technique. Definitely a must have for a skilled ninja.

**Genjutsu (Cha):** This skill is the character's ability at creating illusions, modifying his surroundings and such. Genjutsu can be used to create a noise, or to modify the scenery of a room or even trap the mind of an individual into an illusion that compels them to the user's wishes. The Genjutsu skill can also be used to detect certain form of Genjutsus, such as an illusionary sound.

**Ninjutsu (Int):** Most Ninja techniques use this particular skill, Ninjutsu. From creating a body double to breathing out a poison gas, this skill has it all. Most Ninjutsus require a fair amount of Chakra, so having a good Chakra Control helps. The Ninjutsu skill can also be used to identify the type of technique used, and determining the hand seals required for them. Please note that not only Ninja use Ninjutsu; some other individual may have trained in the use of their Chakra enough to use Ninjutsu. The name "Ninja Art" is used loosely here.

**Taijutsu (Str):** The most basic and underrated of all Ninja skills is covered with this skill, Taijutsu. Hand to hand combat being a basic skill, it is taught to young ninja at the Academy from the very beginning. And again, a good Chakra Control is required to be a proficient Taijutsu user.

**Action Points** can be used to serve quite a different purpose in *Naruto: d20*. If a heroic character chose to spend an action point, he may add 1d4 points of Chakra to his current amount for 1d3+1 rounds (the maximum amount of chakra cannot be exceeded by this mean). Also remember that a character can also spend an action point to enhance the result of his *Learn* check as he can with any d20 roll.

**Massive Damage Threshold**, as an optional rule is raised to 50. The reason for this is due to the high power of some attacks, including sneak attacks some classes may have. This is not enforced, but strongly recommended.

**Ability Pool:** it is suggested that you use 32 or 36-points buy for elite ninja (and Player Characters), 25-points buy for average ninjas (and low-powered PC) and 15-points buy for average civilian characters (NPC).

**Learn** checks are made to learn new techniques. To know one's learn bonus, use this formula: Character Level + Miscellaneous bonus (Genius Nin feat, a Master, a Scroll, etc). One can take 10 but not take 20 when making a Learn check. A character usually

begins with 1d4 techniques, +1 per character level or hit dice. In the case of ordinaries, they gain 1d4 techniques, +1 per two character level. As an optional rule, the GM may decide that a character starts with the three basic techniques: *Henge no Jutsu*, *Bunshin no Jutsu* and *Kawarimi no Jutsu*. Note that a character does *not* gain a new technique every level.

**Aiding Another:** One cannot Aid or receive help to perform or to identify a technique.

**Chakra Created Objects and Creature:** A chakra created creature or object only has so much Chakra as was spent during their creation, based on the technique's cost. For example, a standard *Kage Bunshin* has 2 point of Chakra, while a *Tajuu Kage Bunshin* only has one. When their "chakra pool" is reduced to 0, it is automatically destroyed, regardless of its physical condition. The fact that a creature or object has a Chakra Pool doesn't mean it can use technique or perform chakra-demanding activities, however. It simply to take account of another, sometimes faster, mean to destroy it.

**Optional Rule - Attacking an Object** is done a little differently in Naruto: d20. When a character attempts to destroy an object with an unarmed strike without the proper feats, the attack only deals half damage (before applying hardness).

**Optional Rule - Mastercraft Items:** Since Naruto: d20 is a completely non-FX setting, mastercraft bonus can go up to +5 at the cost of +7 to the Purchase DC per point above 3.

**Optional Rule - Movement:** Heroic characters running all-out can now run at 5 times their normal speed instead of 4 times. An encumbered character's maximum run speed is x4 instead of x5 using these rules.

**Optional Content - Power Units (PU):** Power units functions in such a way to allow a character greater freedom within a game. They serve to make the inexperienced prodigy stronger and still somewhat of a challenge to the seasoned veteran. A character with more power units is capable of greater prowesses, both mental and physical, but distinctly has less experience than a character of higher level.

The only true way to acquire a power unit is for the GM to give one or to benefit from a non-permanent effect that increase one's power unit. One should always be mindful of game balance when considering using power units, and they are a completely optional portion of the Naruto: d20 system. Nevertheless, implementing them can add distinct flavor to a game and add that edge combat needs to be just that much more interesting.

*Optional Rules:* Because of the obvious advantage a Power Unit grant to a character, it may be a good idea to increase the character's ECL and CR by 0.5 point per permanent Power Unit (rounded down).

**Power Units add up to each other and all bonuses listed below stack:**  
– +0.5 dodge bonus to Defense (rounded down)

- +0.5 hit points per level (rounded down)
- +1 to his Learn checks
- +1 bonus to Chakra Pool
- +1 bonus to attack rolls
- +1 bonus to saving throws
- +2 bonus to Balance, Climb, Hide, Jump, Listen, Move Silently, Spot, Swim and Tumble checks
- +2 bonus to Initiative
- +2 feet movement increase (rounded to the nearest 5-foot unit)

For example, a character with 3 Power Units (PU) would gain the following: a +1 dodge bonus to defense, +1 hit points per level, +3 bonus to his Learn checks, +3 bonus to his Chakra Pool, attack rolls, saving throws, +6 bonus to Initiative and Balance, Climb, Hide, Jump, Listen, Move Silently, Spot, Swim and Tumble checks as well as a 5 feet movement increase.

*Credits goes to Critical Strike Press for coming up with the original idea, although it was mostly modified by yours truly. They can be reached on their website ([www.criticalstrikepress.com](http://www.criticalstrikepress.com)). Note that the Power Units are not Open Game Content and cannot be used without permission of their respective owner, in this case Critical Strike Press and Frankto Vinneti.*

**Optional Rule - Create a True Ninja:** In the following paragraph, I will detail how to create a true Naruto ninja for a high powered campaign. Be warned that this can, and likely will, result in a very high powered game and should be used only by an experienced GM or a person seeking to play in that kind of universe.

A true Naruto ninja has to be strong, cunning, agile and have the ability to come up with thorough plan on the fly. He, or she, must be experienced and talented, wise and collected. He must always be prepared for the worst case scenario and have the ability to deal with anything life throws his way.

To be a true Ninja, one must:

- be built using 40-point buy.
- have at least 1 power unit.
- be able to learn techniques with only half the normal time.
- be able to move at up to 5 times his normal speed.
- begin play with the three basic techniques, Bunshin, Henge and Kawarimi, as well as 2d4 +1 technique per level.
- have Balance, Chakra Control, Climb, Disguise, Genjutsu, Hide, Listen, Move Silently, Ninjutsu, Search, Spot, Survival and Taijutsu as permanent class skills.
- be able to recover Chakra loss twice as fast.

Seeing how this can obviously unbalance the whole game, it should not be used unless one is looking for a "legal" way to create overpowered characters.



## Chapter II: Basic Classes

### Strong Hero

#### Taijutsu Talent Tree

By selecting a talent from this talent tree, the Strong Hero gains a bonus to hit with unarmed attacks and a bonus to his Taijutsu skill.

**Taijutsu:** The Strong Hero gains a +1 bonus to unarmed attack rolls and Taijutsu skill checks.

**Improved Taijutsu:** The bonus increases to +2 to unarmed attack rolls and Taijutsu skill checks.

*Prerequisite:* Taijutsu.

**Advanced Taijutsu:** The Strong Hero's bonus increases to +3 to unarmed attack rolls and Taijutsu skill checks, and he gains a +1 damage bonus to unarmed attacks. In addition, the Hero gains a +1 bonus to his Learn checks to learn taijutsu techniques.

*Prerequisite:* Taijutsu, Improved Taijutsu.

### Fast Hero

#### Deflection Talent Tree

By selecting a talent from this talent tree, the Fast Hero gains a bonus to defense against ranged attacks such as thrown weapons and arrows, but not against ballistic weapons.

**Deflect:** The Fast Hero, if he is aware of his enemy, gains a +1 deflection bonus to defense against ranged weapon (ballistic weapons don't apply). This bonus is denied if the Fast Hero is caught flat-footed or is denied his dexterity bonus.

**Improved Deflect:** Defense bonus against ranged weapons increases to +2.

*Prerequisite:* Deflect.

**Advanced Deflect:** The Fast Hero's deflection bonus against ranged weapon increases to +3.

*Prerequisite:* Deflect, Improved Deflect.

### Tough Hero

#### Stamina Talent Tree

By selecting a talent from this talent tree, the Tough Hero can increase his Chakra pool.

**Endurance:** The Tough Hero's Chakra pool increases by one point.

**Improved Endurance:** The Chakra Pool increases by one point, which stacks with the Endurance talent bonus.

*Prerequisite:* Endurance.

**Advanced Endurance:** The Tough Hero's Chakra Pool increases by one more point, and he gains a +2 bonus on Fortitude save to resist exhaustion when Chakra runs out.

*Prerequisite:* Endurance, Improved Endurance.

**Second Chance:** The Tough hero can spend 1 action point to gain a second chance. Once this talent is activated, the Tough Hero will recover a number of Chakra point equal to his Constitution modifier. The Tough Hero may not exceed his maximum Chakra Pool by this mean.

*Prerequisite:* Second Wind, Robust.

### **Smart Hero**

#### **Ninjutsu Talent Tree**

By selecting a talent from this talent tree, the Smart Hero gains a bonus to identify and perform Ninjutsu techniques.

**Ninjutsu:** The Smart Hero gains a +1 bonus to Ninjutsu to perform a technique, and a +2 bonus to identify techniques.

**Improved Ninjutsu:** The bonuses increase to +2 to perform and +4 to identify techniques.

*Prerequisite:* Ninjutsu.

**Advanced Ninjutsu:** The Smart Hero's bonuses increase to +3 and +6 to Ninjutsu skills. In addition, the Hero gains a +1 bonus to his Learn checks to learn ninjutsu techniques.

*Prerequisite:* Ninjutsu, Improved Ninjutsu.

### **Dedicated Hero**

#### **Chakra Control Talent Tree**

By selecting a talent from this talent tree, the Dedicated Hero gains a bonus to control the flow of Chakra within his body.

**Chakra Control:** The Dedicated Hero gains a +1 bonus to all Chakra Control checks.

**Improved Chakra Control:** The Chakra Control bonus increases to +3.

*Prerequisite:* Chakra Control.

**Advanced Chakra Control:** And finally, the Control bonus increases to +5. In addition, the Hero gains a +1 bonus to his Learn checks to learn Chakra Control techniques.

*Prerequisite:* Chakra Control, Improved Chakra Control.

### **Charismatic Hero**

#### **Genjutsu Talent Tree**

By selecting a talent from this talent tree, the Charismatic Hero gains a bonus to identify and perform Genjutsu techniques.

**Genjutsu:** The Charismatic Hero gains a +1 bonus to Genjutsu checks to perform a technique, and a +2 bonus to identify techniques.

**Improved Genjutsu:** The bonuses increase to +2 to perform and +4 to identify techniques.

*Prerequisite:* Genjutsu.

**Advanced Genjutsu:** The Charismatic Hero's bonuses increase to +3 and +6 to Genjutsu skill checks. In addition, the Hero gains a +1 bonus to his Learn checks to learn genjutsu techniques.

*Prerequisite:* Genjutsu, Improved Genjutsu.

## **Chapter III: New Occupations**

**Academy Student:** Fresh out of the Academy, you are ready to make your way into history as a Genin. You were assigned in a team of three with a Jounin supervisor.

**Prerequisite:** Age 8+.

**Skills:** Select any three skills from the following list as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill: Balance, Bluff, Climb, Chakra Control, Craft (chemical, writing), Disable Device, Disguise, Escape Artist, Gather Information, Genjutsu, Hide, Investigate, Jump, Knowledge (ninja lore), Listen, Move Silently, Ninjutsu, Search, Sleight of Hand, Survival, Taijutsu, and Tumble.

**Feat:** Select one of the following: Archaic Weapon Proficiency, Brawl, Combat Martial Arts, Defensive Martial Arts, Genin, Genjutsu Adept, Nin Weapon Proficiency, Ninjutsu Adept, and Taijutsu Adept.

**Wealth Bonus Increase:** +1

**Ninja Law Enforcement:** This occupation covers any type of ninja law enforcement, such as ANBU, the Ninja Police or even the Hunter-Nins.

**Prerequisite:** Age 15+.

**Skills:** Select any two skills from the following list as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill: Bluff, Climb, Chakra Control, Diplomacy, Gather Information, Genjutsu, Hide, Investigate, Knowledge (ninja lore), Listen, Move Silently, Ninjutsu, Search, Survival, Taijutsu, and Tumble.

**Feat:** Select one of the following feats: Archaic Weapon Proficiency, Armor Proficiency, Brawl, Combat Martial Arts, Defensive Martial Arts, Genin, Genjutsu Adept, Nin Weapon Proficiency, Ninjutsu Adept, Point Blank Shot, Precise Shot, Rapid Shot, Taijutsu Adept, and Trustworthy.

**Wealth Bonus Increase:** +2

## Chapter IV: New Skills

### **Bluff (Cha) [New Use]**

Being good at deceiving your foes has always benefited you when using Genjutsu.

**Synergy:** A character with 5 or more ranks in Bluff gains a +1 bonus on Genjutsu checks.

### **Chakra Control (Wis) [Dedicated]**

The Chakra flows through your body through each artery, vein and nerve. We call it the Chakra Network. To control the flow of Chakra through your body is an art; to master it enables you to perform more efficiently as a ninja, using techniques more often without tiring yourself out.

**Check:** Using the Chakra Control enables you to convert hit points into Chakra points to perform a technique without spending any, or spending less, Chakra points. The DC to convert hit points to Chakra is equal to  $5 + \text{the technique's rank} + \text{the number of Chakra Points to convert to HP}$ . Refer to the table below for DC adjustment.

TABLE 4-1: CHAKRA CONTROL

<u>Modifications</u>	<u>Adjustment</u>
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**TABLE 4-1: CHAKRA CONTROL**

5 HP for 1 Chakra Point *	-5
4 HP for 1 Chakra Point *	-2
3 HP for 1 Chakra Point *	0
2 HP for 1 Chakra Point *	+3
1 HP for 1 Chakra Point (equal rate) *	+8
Perform time doesn't increase <sup>1</sup>	+5
Perform time increases two step <sup>1</sup>	-4

\* Chose one. These modifiers don't stack.

<sup>1</sup> Chose one of the two.

You cannot, however, convert hit points to chakra points at any other time than to perform a technique. In case of failure, consider the option unavailable for this technique this round. In addition, you cannot increase the perform time of a technique to lessen the DC if the technique already takes up a whole round (full-round action or full-attack action) and nor can you increase the perform time of a technique requiring an attack action two step.

This skill is sometime used to perform some techniques. When using a technique that uses the Chakra Control skill, you still can convert hit points to chakra using the skill, which requires an additional roll.

Some techniques however don't allow converting hit points into Chakra. That will be specified in the technique's summary.

**Try Again?:** You cannot try again until you perform another technique.

**Time:** Converting Hit points into Chakra increases the time required to perform the technique by one category unless you increase the Chakra Control DC by 5. Thus, a free action would become a move action, a move action an attack action, and an attack action a full-round action. A full round action remains the same. This does not apply to *Martial Arts Taijutsu* techniques.

**Special:** A character can Take 10 but can't Take 20 when performing a Chakra Control technique. But he *cannot* take 10 or take 20 when converting Chakra to HPs.)

**Notes:** It is helpful to keep a listing of all of one's techniques with their base Chakra Control DCs and the character's modifier and possible changes to the DC to save time for both the player and the GM.

### **Craft (Chemical) (Int) [New Use]**

*Trained Only.*

This skill allows you to craft new chemicals and poison for the player and GM characters to use.

**Purchase DC:** This entry indicates the market price of the chemical.

**Material Cost:** This entry indicates the cost for the materials used to craft the chemical

**Craft DC:** This entry is the Craft check the character must succeed to successfully craft the chemical.

**Time:** Indicates the time required to craft the item.

**TABLE 4-2: POISONS**

Name	Type	Save DC	Initial Damage	Secondary Damage	Pur. DC	Material Cost	Craft DC	Time	Res.
Heartroot Powder	Inhaled	16	1d4 Con	2d4 Con	21	16	19	3 hr.	+2 (Res)

Nightlily Paste	Injury	18	1d3 Dex	1d6 Wis	17	14	17	2 hr. +1 (Lic)
Leach Dust	Ingested	15	1d6 Str	Paralysis	22	19	23	4 hr. +3 (Mil)
Ketsuekigyōko	Injury	17	1d4 Con	1d4 Con	18	18	21	2 hr. +2 (Res)
Nevoa Gas	Inhaled	14	1d3 Wis	Unconsciousness	21	20	22	5 hr. +3 (Mil)
Fireseed Spice	Ingested	18	2d4	2d4 Chakra	28	24	26	8 hr. +3 (Mil)
			Chakra					
Dokutengu	Contact	13	1d4 Str	1d4 Wis	17	15	19	3 hr. +1 (Lic)
Lotus Perfume	Inhaled	17	1d3 Cha	2d4 Cha	19	17	21	2 hr. +2 (Res)
Fireseed Essence	Ingested	12	1d6 Wis	1d6 Wis	16	13	17	1 hr. +1 (Lic)
Turtle's Dexterity	Injury	14	1d4 Dex	1d4 Str	15	12	16	1 hr. +2 (Res)
Saruhire	Inhaled	13	2d4 Int	1d6 Int	20	16	23	2 hr. +1 (Lic)
Oncean Breeze	Contact	14	Paralysis	Paralysis	18	15	19	3 hr. +2 (Res)
Chakra Sponge	Contact	19	1d4	1d6 Chakra	16	15	22	5 hr. +3 (Mil)
			Chakra					
God's Will	Ingested	16	1d6 Int	1d6 Cha	15	13	17	6 hr. +2 (Res)
Tosha Pills	Ingested	11	1d4 Cha	Nauseated	13	11	15	2 hr. +1 (Lic)
Byoukiyuge	Inhaled	14	1d2 Con	1 Con*	19	17	19	5 hr. +2 (Res)
Hachidoku	Injury	18	2d8 hit	1d4 Con	19	16	20	3 hr. +2 (Res)
			points					
Nemuri	Injury	16	Unconsciousness	Unconsciousness	20	16	19	2 hr. +2 (Res)

See *Craft Poisons* feat for details.

**Save DC:** The Difficulty Class of the Fortitude save to negate the effects of the poison.

**Initial Damage:** The damage a character takes immediately upon failing his or her Fortitude save. Chakra damage is recovered normally.

**Secondary Damage:** The damage a character takes after 1 minute of exposure to the poison if the character fails a second saving throw. Ability score damage is temporary, unless marked with an asterisk, in which case the damage is permanent ability drain. Unconsciousness lasts for 1d3 hours, and paralysis lasts 2d6 minutes. Chakra damage is recovered normally.

**Restriction:** The restriction rating for the poison, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the poison on the black market.

TABLE 4-3: NINJA MEDICINE AND CHEMICALS

Type	Purchase DC	Craft DC	Time
Adrenaline Boost	13	20	5 hr.
Blood Increasing Pills	11	19	4 hr.
Instant-Ice Bombs	13	23	4 hr.
Soldier Pills	8	17	3 hr.
Spirit Bottle	9	22	6 hr.

**Adrenaline Boost:** This chemical produces a sudden surge of adrenaline and allows you to remain conscious even near death. A successful check produces one syringe.

**Blood Increasing Pills:** These pills provoke a sudden surge of blood throughout the body and allows faster regeneration for the user on a short amount of time. A successful check produces 5 pills.

**Instant-Ice Bombs:** This chemical allows the quick formation of ice to form deadly spike to impale one's enemy and make short of a fight. A successful check produces 3 bombs.

**Soldier Pills:** These pills contain so much protein and boosts that it allows one to fight restlessly for as much as 72 hours. A successful check produces 5 pills.

**Spirit Bottle:** This potion allows a much faster recover of one's Chakra, but as a drawback makes Chakra Control nearly impossible while its effects last. A successful check produces one potion.

### **Craft (Writing) (Int) [New Use]**

*Trained Only. Requires Scribe Chakra Symbols*

Using this skill, a character can scribe symbols that can absorb Chakra, such as Scrolls or Explosive Tags.

**Purchase DC:** This entry indicates the prices of the material used, namely Ink and Paper.

**Craft DC:** This entry is the Craft check the character must succeed to successfully craft the inscriptions.

**Time:** Indicates the time required to craft the item.

TABLE 4-4: CHAKRA INSCRIPTIONS

Type	Purchase DC	Craft DC	Time
Advanced Seal (2)	4	20	1 hr.
Exploding Tag (4)	8	18	2 hr.
Exploding Tag, Greater (4)	14	25	4 hr.
Exploding Kunai	3	23	1 hr.
Scroll of Seals	5	15	2 hr.
Sunburst Tag (4)	10	20	3 hr.

**Advanced Seal:** Similar to Exploding Tags, the advanced seal serve as a Chakra Conductor for advanced Sealing Ninjutsu. The purpose of an advanced seal is only limited by its user's imagination and techniques. It is about the size of a gaming card, and bears complicated symbols that varies from one person to another. Because of its complexity and chakra signature, an advanced seal can only be used by a person of the same Chakra Signature as its creator. Creating 2 Advanced Seals takes an hour and 6 Chakra Point, which cannot be converted to HPs.

**Exploding Tag:** Creating a series of exploding tag requires 4 Chakra point (may not be converted to HPs) for every 5 created. Full description of the item can be found in the Equipment chapter.

**Exploding Tag, Greater:** Creating a series of those greater exploding tag requires 10 Chakra point (that may not be converted to HP) for every 5 tags created. Full description of the item can be found in the equipment chapter.

**Exploding Kunai:** Using a kunai as a base to add the power of a single greater exploding tag requires 1 hour and 5 Chakra point for every kunai.

**Scroll of Seals:** The user may inscribe 1d3 techniques known of him on a blank scroll, with enough information to allow one to teach himself the technique. The scroll can contain techniques from Rank 1 to 6.

**Sunburst Tag:** Similar to Exploding tags, those notes require 8 Chakra Points for every 5 tags created (cost which may not be converted to HPs). Full description of the item can be found in the Equipment chapter.

### **Genjutsu (Cha) [Charismatic]**

*Trained Only.*

This skill is used to perform a Genjutsu and analyze them.

**Check:** The DC to perform a Genjutsu is given with the technique itself. To detect and analyze a non-harmful Genjutsu (such as a noise or a modification of the surroundings), you must succeed a DC as though you were identifying it. A success grants you the ability to make a Will save to disbelieve the Genjutsu.

Also, when you witness a Genjutsu, you may attempt a Genjutsu check (DC 15 + Genjutsu's Rank) to identify the Genjutsu if it is one known to you.

**Try Again?:** You are not allowed a retry to analyze, perform or identify a Genjutsu.

**Time:** Analyzing a Genjutsu is a move-equivalent action, and identifying one is a free action.

**Special:** A character with the Genjutsu Adept feat gains a +2 bonus to Genjutsu checks.

**Synergy:** A character what 5 ranks in bluff gains a +1 bonus on Genjutsu checks.

A character can Take 10 but can't Take 20 when performing a Genjutsu technique.

### **Jump (Str)**

In Naruto: d20, the Jump mechanics have undergone a modification. The Jump check is still modified by the character's movement rate, and an untrained character still falls prone if he or she doesn't beat the DC by 5.

**Long Jump:** The DC calculation for long jump is basically the same, except that only a 10-foot move is required to make the jump.

**High Jump:** Again, only a 10-foot move is required to complete the Jump, and the DC calculation makes it easier for a character to jump higher. The DC for High Jump is now  $2 + (\text{height in feet} \times 2)$ .

<b>High Jump Height</b>	<b>DC<sub>1</sub></b>	<b>High Jump Height</b>	<b>DC<sub>1</sub></b>
1 foot	4	5 feet	12
2 feet	6	6 feet	14
3 feet	8	7 feet	16
4 feet	10	8 feet	18

<sub>1</sub> Requires a 10-foot move. Without a running start, double the DC.

The maximum height a character can jump has also been altered:

<b>Creature Size</b>	<b>Maximum Height</b>
----------------------	-----------------------

Colossal	256 ft.
Gargantuan	128 ft.
Huge	64 ft.
Large	32 ft.
Medium-size	24 ft.
Small	12 ft.
Tiny	6 ft.
Diminutive	3 ft.
Fine	1.5 ft.

**Jumping Down:** The Jump Down DC is exactly the same, except that its efficiency is doubled. A character jumping down will see his or her fall damage reduced as if he or she had dropped 20 feet fewer than he or she actually did.

### **Knowledge (Int) [All]**

*Trained Only.*

Same as the conventional Knowledge skill, except for a new topic: Ninja Lore.

Ninja Lore: The various ninja sayings and rules, the true definition of Chakra and any topic related to the Ninjas, except their history.

**Synergy:** Following synergies are cumulative:

A character with 6 or more ranks in Knowledge (ninja lore) gains a +1 bonus on his Learn check to learn a new technique.

A character with 10 or more ranks in Knowledge (ninja lore) gains a +1 bonus on his Learn checks.

A character with 15 or more ranks in Knowledge (ninja lore) gains a +1 bonus on his Learn checks.

A character with 20 or more ranks in Knowledge (ninja lore) gains a +1 bonus on his Learn checks.

### **Ninjutsu (Int) [Smart]**

*Trained Only.*

This skill is used to perform a Ninjutsu and analyze them.

**Check:** The DC to perform a Ninjutsu is given with the technique itself. Also, when you witness a Ninjutsu, you may attempt a Ninjutsu check (DC 15 + Ninjutsu's Rank) to identify the Ninjutsu if it is one known to you.

**Try Again?:** You are not allowed a retry to perform or identify a Ninjutsu.

**Time:** Identifying a Ninjutsu is a free action.

**Special:** A character with the Ninjutsu Adept feat gains a +2 bonus to Ninjutsu checks. A character can Take 10 but can't Take 20 when performing a Ninjutsu technique.

### **Sleight of Hand (Dex) [New Use]**

Being good with minor tricks, pick pocketing and such made it easier for you to perform hand seals.

**Synergy:** A character with 5 or more ranks in this skill gains a +1 bonus to any checks to perform a technique requiring hand seals.

### **Taijutsu (Str) [Strong, Fast, Tough]**

*Trained Only.*



This skill is used to perform Taijutsu moves.

**Check:** The DC to perform a Taijutsu move is given with the technique itself. Also, when you witness a Taijutsu, you may attempt a Taijutsu check (DC 15 + Taijutsu's Rank) to identify the Taijutsu if it is one known to you.

**Try Again?:** You are not allowed a retry to perform or identify a Taijutsu.

**Time:** Identifying a Taijutsu is a free action.

**Special:** A character with the Taijutsu Adept feat gains a +2 bonus to Taijutsu checks.

**Synergy:** A character with 5 or more ranks in Taijutsu gains a +1 bonus to unarmed attacks.

A character with 10 or more ranks in Taijutsu gains a +1 bonus to unarmed damage.

A character can Take 10 but can't Take 20 when performing a Taijutsu technique.

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

*Trained Only.*

Adept at taking falls, you are quick to tumble back on your feet.

**Stand from Prone:** By succeeding a Tumble check (DC 20), you are able to stand from prone as a free action that does not provoke an attack of opportunity.

## **Chapter V: New Feats**

### **A Sword that Never Kills**

By selecting this feat, a character is able to avoid the death of an opponent he is fighting.

**Prerequisite:** Wis 13, Heroic character.

**Benefit:** By taking a -2 penalty to attack and damage rolls, if the character's attack would drop a creature's hit point below 0, the creature is instead reduced to 0 hit points and unconscious until brought back to 1 hit point. The character must declare the use of this ability before making his attack roll.

### **Advanced Bloodline**

Your blood is stranger, stronger than the average human. You are the heir of a strong and ancient lineage, and as such possess special qualities and power that none other than your kin possess.

**Prerequisite:** Can only be taken at first level.

**Benefit:** Selecting this feat allows you to choose an advanced bloodline from the *Clans, Advanced Bloodlines and Templates* chapter. You may need to check with your GM first before taking this feat.

**Special:** Under very rare and unusual condition, the GM may allow a character to select this feat at a later time, but there must be special requirements and most likely limitations determined by the GM.

### **Advanced Seal Proficiency**

**Prerequisite:** Ninjutsu 6 ranks.

**Benefits:** With this feat, the character can learn *Advanced Seal* techniques without penalty, even though they are sealing technique. Selecting this feat also lessens the penalty to learn *Sealing* techniques by 2 for character who do not meet the requirements to learn sealing techniques without penalty.

**Normal:** Characters of 13th level and below character normally takes a -8 penalty to his Learn check when attempting to learn a *Sealing* technique.

### Advanced Two-Weapon Defense

**Prerequisite:** Advanced Two-Weapon Fighting, Improved Two-Weapon Defense, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting.

**Benefit:** Same as two-weapon defense and improved two-weapon defense, but the shield bonus to defense increases to +3.

### Blood Pact

**Prerequisite:** See Table 5-2: Blood Pact

**Benefits:** To sign a blood pact, you must first find the *Contract* of the desired creature type. The contract holds the signature of every other being to ever sign it before you, and can be found by summoning a *Contract Holder* of the desired creature type. In order to apply your signature, you must sign your name in blood and apply your fingerprints to the contract, after which your fate will be sealed. One cannot undo the contract, unless he is brought back from the dead, as the contract ends at your death. Different creature may have different requirements, as will be specified below. See *Summoning and Summoned Creatures* section for details and statistic on the creatures. Having made a blood pact grants the user a +4 bonus to any charisma-based skill checks towards his selected creature type.

**Special:** The Game Master may require a special event to make this feat available (See Quests and Event section for more details).

TABLE 5-1: BLOOD PACT

Creature Type	Minimum Size Category	Requirements
Bear (Kuma)	Large	Con 13, ECL 8+
Boar (Osu-butu)	Small	Str 13
Dog (Inu)	Small	Con 13
Dragon (Ryuu)	Small	Cha 14, ECL 10+
Hare (Usagi)	Tiny	Dex 13
Hawk (Taka)	Tiny	Dex 13, Wis 13
Horse (Uma)	Medium-size	Dex 13, Ride 6 ranks
Monkey (Saru)	Tiny	Dex 13, Int 13
Ox (O-ushi)	Medium-size	Str 13, Con 13
Ram (O-hitsuji)	Small	Str 13
Rat (Nezumi)	Tiny	Dex 13
Slug (Namekuji)	Tiny	Wis 13, Good allegiance
Snake (Hebi)	Tiny	Dex 13, Cha 13, Evil or Power allegiance
Spider (Gumo)	Tiny	Dex 13
Tiger (Tora)	Large	Str 13, Dex 13, ECL 8+
Toad (Gama)	Tiny	Int 13, Base Will Save +3
Turtle (Kame)	Tiny	Con 13, Wis 13

### Byakugan Sight

The character's eye of insight increases while using the Byakugan, never allowing one to catch him by surprise.

**Prerequisite:** Byakugan, Wis 13, Spot 6 ranks

**Benefit:** By selecting this feat, the user increases his vision range when using the Byakugan. Whenever the concentrates to increase the range of his sight, he adds 50 feet per character level to the total range attained. In addition, the user may concentrate for one full-round to activate his all-round sight ability. Doing so grants the character a 359° vision, thus being able to see anything happening around him in a range of 3 feet per character level or hit dice for the duration of his *Byakugan*. While this condition last, the character cannot be caught flat-footed, lose his Dexterity bonus to defense and all attacks of opportunity provoked while moving in and out of a character's threatened range suffer a -6 penalty to hit. The character is not, however, able to see invisible or hidden objects or creatures. Losing the ability to see or otherwise use his *Byakugan* disables this ability.

### **Chakra Affinity**

Your talent lies in a specific field of Chakra mastery, and you are at ease with technique falling in that category.

**Prerequisite:** Can only be taken at first level.

**Benefit:** Upon selection of this feat, the character must chose from one of the four technique type (Chakra Control, Genjutsu, Ninjutsu and Taijutsu) for which he will receive a +2 bonus to his Learn checks. He must also chose another type, which cannot be the same as his "good" type, for which he will suffer a -1 penalty to his Learn checks.

### **Chakra Restoration**

You recover Chakra faster than the common individual.

**Benefit:** The Chakra recovery rate increases to two points per constitution modifier per hour of rest.

**Normal:** The normal recovery rate for Chakra is one point per constitution modifier per hour of rest (minimum 1).

### **Chuunin**

**Prerequisite:** Heroic character level 6, Genin, Must know at least 9 techniques or have executed more than 8 C-Rank missions, Cha 12.

**Benefit:** Being a Chuunin grants a character automatically a "restricted" license in his Ninja village, a +3 bonus to their Wealth and +2 bonus to any one of the following skills: Bluff, Chakra Control, Diplomacy, Disable Device, Gather Information, Genjutsu, Hide, Investigate, Knowledge (ninja lore), Move Silently, Ninjutsu, and Taijutsu. A Chuunin is also put in control of a 4-man team, granting him 3 allies he may require a *Favor* from (see Ninja Ranks section for more details). *Note:* The Game Master may require a special event to make this feat available, such as a Chuunin Examination (See Quests and Event section for more details).

**Special:** One should note that a character may become a Chuunin without selecting this feat. If the GM judge they are sufficiently talented to become Chuunin, he may grant them the title without having them select this feat. This does not mean, however, that they gain any of the benefits of taking this feat.

## Craft Poisons

Your ability at mixing chemicals and creating new ones is such that you may craft poisons without risks.

**Benefit:** This feat allows you to craft Poisons (see Craft [Chemicals] new use for more details) without penalty. You may also apply poison to a weapon without risking poisoning yourself.

**Normal:** Crafting Poisons normally imply a -4 penalty on one's Craft checks. In addition, you normally always risk poisoning yourself when applying Poison to a weapon (on a roll of 1 on a d20).

## Determined Genius/Chakra Coil Disorder

This extremely rare medical condition causes a severe malfunction in your Chakra Circulatory system that creates an inability to use any standard ninja techniques. This only serves to fuel your determination, and you chose to focus more on your remaining possibilities, thus growing in leaps in those area. No medical technique or training that can be done on you can change that, and nothing short of a similar effect to *Edo Zetsumei no Jutsu*, which is beyond your capability, can cure this condition.

**Prerequisite:** Wis 13, can only be taken at 1st level.

**Benefit:** By taking this feat, the character become completely unable to learn and perform Chakra Control, Genjutsu or Ninjutsu technique. Instead, the character gains a +4 bonus to his Learn checks if he is willing to take one and a half time the required time to learn it, as well as a +4 bonus to perform and identify Taijutsu techniques and the DC of his Taijutsu techniques increasing by 2. In addition, the Determined Genius gains a +2 bonus to his Will saves. He will still be able to learn and use Hachimon Tonkou techniques and convert Chakra Cost to HPs during techniques normally.

## Eyes of Divination

**Prerequisite:** Sense Motive 8 ranks, Attentive

**Benefit:** Selecting this feat allows you to learn the *Kaigan* technique. You must still succeed the Learn check normally, and find a source to learn a *Hijutsu* from.

## Genin

**Prerequisite:** Must know at least 4 techniques.

**Benefit:** Being a Genin grants a character automatically a “licensed” license in his Ninja village, a +1 bonus to their Wealth and +1 bonus to any one of the following skills: Chakra Control, Gather Information, Genjutsu, Hide, Investigate, Move Silently, Ninjutsu, and Taijutsu. *Note:* The Game Master may require a special event to make this feat available, such as a Genin Examination (See Quests and Event section for more details).

**Special:** This feat is a bonus feat available to all basic classes.

## Genius Nin

Your natural ability allows you to learn faster than normal individuals.

**Prerequisite:** Can only be taken at first level, Heroic character, any stats at 16 or higher.

**Benefit:** Selecting this feat grants you a +2 bonus to your Learn checks to learn a new technique, and you may learn a technique one rank higher than your level. The age

requisite for any occupation may be lowered by 1d4+1 years. In addition to all this, a Genius Nin also gains a +2 reputation bonus in his home village.

### **Genjutsu Adept**

You master the subtle art of creating illusions and detecting them.

**Benefit:** You gain a +2 bonus to Genjutsu checks by selecting that feat and the DCs of your Genjutsu techniques increase by 1.

**Special:** This feat is a Charismatic hero class bonus feat.

### **Gift of Summoning**

**Prerequisite:** Ninjutsu 9 ranks

**Benefit:** This feat allows you to learn Summoning techniques without suffering a -8 penalty to your Learn checks.

**Special:** This feat is a bonus feat to any of the basic class.

### **Gouken**

The Iron Fist style is very popular in the fire country. Most Ninja who specialize in Taijutsu and live in the fire country know at least a technique from, or a variation of, the Gouken style.

**Prerequisite:** Taijutsu 4 ranks.

**Benefit:** You can learn *Gouken* taijutsu techniques without penalties to your learn check. In addition, the character may freely sunder an object with unarmed strikes.

**Normal:** A character trying to learn a technique with the *Gouken* entry in it takes a -4 penalty to his Learn check if he has not taken this feat, and normal rules for sundering apply (see Basics chapter for details).

### **Hachimon Tonkou**

**Prerequisite:** Can only be taken at first level.

**Benefit:** By selecting this feat, the character is able to learn techniques of the *Hachimon Tonkou* type and its subtypes.

**Special:** The GM is free to disallow usage of the gates and the selection of this feat. (*See Word of Warning by Frankto in the Technique Chapter for more details*)

### **Hand Seals Mastery**

Further increasing your mastery of seals, you are able to completely ignore them and still succeed a technique.

**Prerequisite:** Ninjutsu 16 ranks, Sleight of Hands 12 ranks, Genius Nin, One-handed Juunishi

**Benefit:** Upon selecting this feat, the character can use a *Ninjutsu* technique requiring hand seals even when he has no hand free, completely ignoring the restrictions of the component whatsoever. He provokes no attack of opportunity unless the technique has the C or M components also, but the Perform DC of the technique increases by 10. Usage of this ability must be declared making the Perform check.

**Normal:** A character is limited by the number of hands available to perform a hand seal.

**Special:** Techniques with the Hand Seals component coupled with Expendable Material Focus, Expendable Components or Empower components are also Affected.

### **Hand Seals Proficiency**

**Prerequisite:** Sleight of Hands 6 ranks.

**Benefit:** Selecting this feat enables a character to perform techniques requiring hand-seals component even while holding a Small size or smaller object in one hand (such as a weapon, like a kunai). Doing so increases the Perform DC by 3, however.

**Normal:** A character typically cannot perform hand seals while holding an object, regardless of its size.

### **Harmony**

Your body and spirit coexist in peaceful harmony.

**Prerequisite:** Chakra Control 5 ranks.

**Benefit:** You gain a +1 bonus to Chakra Control checks by selecting that feat and the DCs of your Chakra Control techniques increase by 1. In addition, you automatically learn and no longer need to make a check to perform the Kinobori and Tadayou techniques, though you still need to roll if you intend to convert the cost to hps.

**Special:** This feat is a Dedicated Hero class bonus feat.

### **Improved Chakra Pool**

Through training of both body and spirit, you have increased the flow of the Chakra through your body.

**Benefit:** Your chakra pool increases by 2 points at the selection of this feat.

**Special:** You can select this feat multiple times, its effects stack. This feat is a Tough Hero class bonus feat.

### **Improved Two-Weapon Defense**

**Prerequisite:** Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting.

**Benefit:** Same as two-weapon defense, but the shield bonus to defense increases to +2.

### **Jounin**

While making it a Chuunin is an achievement in itself, a sign of proficiency and skill even, achieving jounin is a sign of mastery. Jounins are exceptional fighters who operate on a completely different level than their lower ranked counterparts.

**Prerequisite:** Heroic character level 12, Genin, Chuunin, Must know at least 17 techniques or have executed more than 20 B-Rank missions, Cha 13.

**Benefit:** Being a Jounin grants a character automatically a “military” license in his Ninja village, a +4 bonus to their Wealth and +2 bonus to any two of the following skills: Balance, Bluff, Chakra Control, Demolition, Diplomacy, Disable Device, Disguise, Gather Information, Genjutsu, Hide, Investigate, Knowledge (ninja lore), Move Silently, Ninjutsu, Search, Sleight of Hand, Survival, Taijutsu and Tumble. A Jounin is also put in control of a whole platoon, granting him 9 allies he may require a *Favor* from (see Ninja Ranks section for more details). *Note:* The Game Master may require a special event to make this feat available, such as a Jounin Examination (See Quests and Event section for more details).

**Special:** One should note that a character may become a Jounin without selecting this feat. If the GM judge the characters are sufficiently talented to become Jounin, he may give them the title without having them select this feat. This does not mean, however, that they gain any of the benefits of taking this feat.

### **Keen Senses**

Your uncanny ability to Sense Chakra is beyond that of a normal ninja.

**Prerequisite:** Heroic character level 6+, Wis 13+.

**Benefit:** A character selecting this feat gains the ability to *Sense Chakra* by concentrating for a move-equivalent action. The duration also increases to 1d3+1 rounds, and he gains a +2 competence bonus to Wisdom and Spot checks made while using the ability.

**Normal:** A character must normally concentrate for a full-round in order to *Sense Chakra* for 1d3 rounds.

### **Mangekyou Sharingan**

As a true heir of the Uchiha Clan, you are able to develop the ultimate and most powerful sort of Sharingan.

**Prerequisite:** Advanced Bloodline (Uchiha Clan Sharingan), Ichiryuu Sharingan, Heroic character level 14

**Benefit:** Selecting this feat enables you to learn the ninjutsu *Amaterasu* and the genjutsu *Tsukuyomi*, in addition to developing this special Sharingan (As the specifics of the Mangekyou Sharingan are still unclear, it will not be included for the moment).

**Special:** The GM may require the character to accomplish some deeds in order to be able to select this feat (such as the assassination of a beloved one, for example).

### **Monkey Grip**

You are adept at using abnormally large weapons with ease.

**Prerequisite:** Str 13, BAB +1

**Benefit:** This feat grants the character the ability to wield weapons as though he was one size category larger than in reality without penalty. He may not, however, use a larger weapon in his off-hand.

**Normal:** Under normal circumstances, a character suffers a cumulative -2 penalty to attack rolls per size of the weapon greater than his. Note that a character can wield a weapon one size category larger than he two-handed without penalty.

### **Moujuu Aishou**

The spirit of the beast is in you. For as long as you can remember, your animal companion has been by your side, helping you through life's hardships.

**Prerequisite:** Can only be taken at first level.

**Benefit:** Selecting this feat grants the character access to the *Moujuu Aishou* template, and he must chose his animal companion between dog, hawk, owl and wolf (refer to the *Creatures and NPCs* chapter for more details on animal companion stats).

**Special:** The GM may deny a player the access to this feat as he see fit.

### **Ninjutsu Adept**

You are very good at performing hand seals and concentrating to perform Ninjutsus, and identifying them.

**Benefit:** You gain a +2 bonus to Ninjutsu checks by selecting that feat and the DCs of your techniques is increased by 1.

**Special:** This feat is a Smart hero class bonus feat.

### **Nin Weapon Proficiency**

**Benefit:** You gain proficiency with the following weapons: Fukiya, Garrote Wire, Hand Crossbow, Kunai, Ninja-to, Shuriken, Tessen and Throwing Needles.

**Special:** This feat is a bonus feat to all basic classes.

### **Ninja's Mimicry**

Using your keen and insightful Sharingan, you are able to pierce through your enemy's technique and copy them.

**Prerequisite:** Advanced Bloodline (Uchiha Clan Sharingan), Heroic character level 6

**Benefit:** With his uncanny ability and bloodline powers, the character is able to copy any technique used within his line of sight. See Sharingan Technique Copy in the *Clans, Advanced Bloodlines and Templates* chapter for more details.

### **One-handed Juunishi**

Your extreme ability and genius gives you the uncanny ability to perform *hand seals* one handed.

**Prerequisite:** Ninjutsu 9 ranks, Sleight of Hands 9 ranks, Genius Nin

**Benefit:** A character selecting this feat may use a *Ninjutsu* technique requiring hand seals even if he only has one hand free. Performing seals with only one hand allows the character to avoid provoking an Attack of Opportunity with any techniques with the H component, but not C or M. Doing so increases the Perform DC by 5 and must be declared before rolling the appropriate skill check.

**Normal:** A character cannot perform hand seals one handed without this feat.

**Special:** Techniques with the Hand Seals component coupled with Expendable Material Focus, Expendable Components or Empower components are also affected.



### **Rapid Shot**

**Prerequisite:** Dex 13, Point Blank Shot

**Benefit:** You may make an additional ranged attack from a bow or a thrown weapon. Every attack made in the same round will suffer a -2 penalty.

### **Resist Poison**

**Benefit:** You gain a +4 bonus to fortitude save to resist any kind of poison or disease.

### **Scribe Chakra Symbols**

Your expertise enables you to craft fine Chakra symbols, such as Exploding Tags or Scrolls of Seal



**Benefit:** You may use the Craft (Writing) skill to create items listed in Table 4-4: Chakra Inscriptions.

### **Shadow Arts**

You are a master at killing silently, using both your knives and Ninja techniques

**Prerequisite:** Hide 5 ranks, Ninjutsu 5 ranks.

**Benefit:** You can learn a *Shadow Art* without penalties to your learn check.

**Normal:** A character trying to learn a technique with the *Shadow Art* entry in it takes a -6 penalty to his Learn check if he has not taken this feat.

### **Skilled**

**Prerequisite:** Can only be taken at first level.

**Benefit:** The character selecting this feat gains an additional skill point per level.

### **Somukeru**

You have become adept at fighting creatures with dangerous gaze attacks, and trained yourself hard to find a proper counter.

**Prerequisite:** BAB 3+, Wis 13

**Benefit:** When *Averting One's Eyes* to defend against a gaze attack, you may re roll the success chance of the maneuver if you happen to fail. In addition, the opponent gain no concealment bonus from the maneuver.

**Normal:** The normal rules are as follow: Each round, the opponent has a 50% chance to not need to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains one-half concealment against that opponent.

### **Taijutsu Adept**

Your finely tuned body and extensive training of the hand to hand arts makes you a master of Taijutsu.

**Benefit:** You gain a +2 bonus to Taijutsu checks by selecting that feat and the DCs of your Taijutsu techniques are increased by 1.

**Special:** This feat is a Strong, Fast and Tough hero class bonus feat.

### **Talented Shinobi**

Taking studies seriously, you are more versed than normal in the ninja arts.

**Benefit:** Upon selection of this feat, you gain 5 + your intelligence modifier (minimum 4) skill points that can only be spent in the following skills: Balance, Chakra Control, Genjutsu, Hide, Knowledge (ninja lore), Listen, Move Silently, Ninjutsu, Search, Sleight of Hands, Spot, Survival, Taijutsu, Tumble. Class and cross-class skills are still taken in account when spending skill points acquired with this feats.

**Special:** A character can select this feat multiple times, its effects stack. If no more ranks can be spent upon selection of this feat, the character can save skill points until the next level up.

### **Technique Focus**

Practice makes it perfect, as they say. Through extensive training, you mastered the use of a single technique, making it easier for you to perform and identify.

**Prerequisite:** 6 ranks in the skill required to perform the chosen technique, the ability to perform the chosen technique.

**Benefit:** You gain a +4 bonus to any checks made to perform the chosen technique, and you can identify it without making any checks at all. The Save DCs for the chosen technique also increase by 2.

**Special:** You can chose this feat multiple times; its effect doesn't stack but you may choose a new technique at each selection of this feat.

### Training

**Prerequisite:** 4 ranks in the relevant skill.

**Benefit:** By selecting this feat, a character is able to learn a special type of training without taking a -8 penalty on his learn check. The character must choose between: Chakra Control, Genjutsu, Ninjutsu and Taijutsu and have 4 ranks in the skill required to perform techniques of the chosen type.

**Normal:** Without this feat, a character attempting the special training suffers a -8 penalty to his Learn checks.

**Special:** This feat may be selected more than once. Each time, it applies to a new technique type. The GM has the right to refuse access to this feat and any techniques of the *Training* subtype whatsoever.

### Two-Weapon Defense

**Prerequisite:** Two-Weapon Fighting.

**Benefit:** While wielding a secondary weapon, the character may decide to sacrifice his bonus attacks with the second weapon and gain a +1 shield bonus to defense. The standard penalties to attack rolls still apply to the primary weapon for fighting with two weapons.

## Chapter VI: Equipment

**Lexicon:** **Dmg:** Damage; **Incrm.:** Increment; **W:** Weight; **Pur.:** Purchase; **Res:** Restriction; **Nonprof.:** Non proficient; **Equip.:** Equipment.

TABLE 6-1: GENERAL EQUIPMENT

Object	Size	Weight	Purchase DC	Restriction
<b>Books and References</b>				
Encyclopedia Shinobi	Large	25	15	Res (+2)
<b>Containers</b>				
Belt Pouch	Small	1	4	—
Shuriken Holster	Tiny	1	3	—
<b>Clothing</b>				
Standard Ninja Outfit	Medium	3	9	—
Forehead Protector (any village)	Small	1	25	+4 (Illegal; see text)
<b>Ninja Tools and Medicine</b>				

Adrenaline Boost	Tiny	1	18	+2 (Res)
Blood Increasing Pills (5)	Tiny	-	14	+2 (Res)
Gas Mask	Small	2	9	+1 (Lic)
Kousen (20 feet)	Small	1	4	—
Makibishi	Small	2	5	+1 (Lic)
Poisons	-	-	(See text)	(See text)
Ration Pills (5)	Tiny	-	9	+1 (Lic)
Scroll of Seals	Tiny	1	7	+1 (Lic)
Soldier Pills (5)	Tiny	*	10	+3 (Mil)
Sound Amplifier	Small	1	14	+2 (Res)
Spirit Bottle	Tiny	1	10	+3 (Mil)

TABLE 6-2: WEAPONS

Weapon	Damage	Critical	Dmg. Type	Range Incrm.	Size	W	Pur. DC	Res.
<b>Ninja Weapons (require the Nin Weapons Proficiency feat)</b>								
Fukiya <sup>1</sup>	1*	20	P	10	S	0.5	3	—
Darts (5)	—	—	P	—	T	1	2	—
Fuuma Shuriken	1d8	19-20	S	5	M	2	5	+1 (Lic)
Garrote Wire	Special	—	See text	—	S	1	6	+1 (Lic)
Hand Crossbow	1d4	20	—	30	S	2	8	+1 (Lic)
Bolts (20)	—	—	P	—	T	2	4	+1 (Lic)
Hand Knife	*	19-20	S	—	T	0.5	3	+1 (Lic)
Kunai	1d4	19-20	P	10	S	0.5	3	+1 (Lic)
Exploding Kunai	1d4	19-20	P	10	S	0.5	7	+2 (Res)
Ninja-to	1d8	19-20	P	—	M	3	11	+1 (Lic)
Nunchaku	1d6	20	B	—	S	2	3	—
Shuriken (5)	1d3	20	P	15	T	1	3	+1 (Lic)
Tessen	1d4	20	B	5	S	1.5	4	—
Throwing Needle (5)	1	20	P	10	T	0.5	3	+1 (Lic)
<b>Archaic Weapon (requires the Archaic Weapon Proficiency feat)</b>								
Dagger	1d4	19-20	P	10	T	1	3	—
Katana (two handed)	1d10	19-20	S	—	L	6	12	+1 (Lic)
Greatsword	2d6	19-20	S	—	L	15	11	+1 (Lic)
Naginata	1d6	18-20	S	—	L	8	9	+1 (Lic)
Shortsword	1d6	19-20	P (see text)	—	S	2	5	+1 (Lic)
<b>Exotic Weapon (requires the Exotic Melee or Ranged Weapon Proficiency feats)</b>								
Katana (one handed)	1d10	19-20	S	—	L	6	12	+1 (Lic)
Katana, Large	2d6	19-20	S	—	L	9	12	+1 (Lic)
Kunai, curved	1d4	18-20	S	5	S	0.5	4	+1 (Lic)
Kusari-gama <sup>1</sup>	1d6	20	S	—	S	2	9	+1 (Lic)
Shuko and Ashiko <sup>1</sup>	1*	20*	P*	-*	S	1	7	—

<sup>1</sup> See weapon description for details.

TABLE 6-3: EXPLOSIVES

Weapon	Dmg.	Critical	Damage	Burst	Reflex	Range	Size	Wei.	Pur.	Res.
		Type	Radius	DC	Incrm.				DC	
Exploding Tag	1d6	20	Fire	5 feet	See text	—	Tiny	0	6	+1 (Lic)
Exploding Tag, Greater	1d8	20	Fire	10 feet	See text	—	Tiny	0	13	+3 (Mil)
Instant-ice Bomb	2d6	—	Cold and Piercing	10 feet	15	—	Tiny	0	16	+3 (Mil)
Poisoned Smoke Bomb	—	—	—	See text	—	10 feet	Tiny	0.5	(see text)	+3 (Mil)
Smoke Bomb	—	—	—	See text	—	10 feet	Tiny	0.5	4	+1 (Lic)
Sunburst Tag	See text	—	See text	15 feet	—	—	Tiny	0	12	+2 (Res)

TABLE 6-4: ARMORS

Armor	Type	Equip. Bonus	Nonpof. Bonus	Max Dex Bonus	Armor Penalty (30 ft.)	Spd (30 ft.)	Weight	Pur. DC	Res.
<b>Light Armor</b>									
Battle Vest	C	+2	+1	+4	0	30	5 lb	12	+1 (Lic)
Heavy Vest	T	+3	+1	+4	-2	25	10 lb	11	+2 (Res)
Light Vest	T	+1	+1	+6	0	30	4 lb	9	+2 (Res)
Ninja Vest	T	+2	+1	+5	-1	30	7 lb	10	+2 (Res)

## Books and References

**Encyclopedia Shinobi:** This book contains all the basic information a ninja needs to fare well in its profession. It contains a map of the continent, references to many old techniques and fallen ninjas and even tales of the Great Wars. A new version is released every 20 years in 6 volumes, thus discarding any obsolete information and updating what can be. With treasures of detailed explanation and helpful references, each volume is a must-have for every serious ninja.

*Volume I - Ninja Tools and Resources:* This first volume of Encyclopedia Shinobi contains a long introduction to Encyclopedia Shinobi and a quick summary of the content of this volume. Found in this volume are the various ninja weapons, tools and artifacts, as well as the many chemicals used in the shinobi world. It goes far in details about the various weapon used by ninjas, going so far as giving many historical reference and facts on each of them. It details the various use of puppets and traps and their basic mechanics, as well as the name of some of the most famous smith or builder and their location. This volume also touches, though barely, the many artifacts used by ninjas. It gives a few hints of their locations as well as their names and the name of famous ninjas who came in possession of one.

*Volume II - Tales of the Great Wars:* This volume is a treasure of informations on famous ninjas and summoned creatures used during the wars. If one has information or a description of a creature or ninja that took part in the war, one can make a Research check (DC 10 + character or creature's total hit dice at that time) to learn basic information

about their achievement and abilities at that time. This will of course not work using an out-dated version of Encyclopedia Shinobi to learn informations taken during a recent war.

*Volume III - The Continent:* This volume acts as a map and tour guide for the continent and gives out the basic information about many, if not all, city and the approximate location of large hidden village. It holds various maps and pictures or drawing showing different sites and attractions that may be useful or interesting to any ninja.

*Volume IV - The Clans and their Powers:* In this volume, one can find a wealth of information on the various bloodlines of the Ninja World. By succeeding a Knowledge (ninja lore) check (DC 10 + LA × 3 for basic information or DC 15 + LA × 4 for complete informations) and having a good idea of a bloodline's ability, one is able to find information in this book detailing its potential and various historical uses. For example, a character succeeding a DC 16 check, a character can know that the Sharingan is used to Copy or Counter techniques. A DC 23 check would reveal that the Sharingan can also be used not only to copy, but to predict one's movement and register the various pattern in one's Chakra flow.

*Volume V - Chakra and the Ninja Arts:* This volume contains large variety of basic technique a ninja should have. Using this volume, the character gains a +1 bonus to Learn checks, and the ability to learn the following techniques: Akiraka Genzou, Bunshin no Jutsu, Chouyaku no Jutsu, Furougan, Henge no Jutsu, Kai, Kawarimi no Jutsu, Keikai Butsu, Kinobori, Nawanuke no Jutsu, Shintai, Tadayou and Takitsuke. In some country, some technique may have been edited out (left to the GM's decision). In addition, if the encyclopedia was purchased in a different country, the following techniques are added to the list: Mizudama no Jutsu for the Water Country, Kuguru no Jutsu for the Earth Country, En'en no Shuriken for the Fire Country, Kyuuden Shuriken no Jutsu for the Lightning Country and Kaze Oogama for the Wind Country.

*Volume VI - Indexes:* This volume contains nothing but the indexes and table of contents for the five volumes of Encyclopedia Shinobi.

## **Containers**

**Belt Pouch:** This small belt pouch is usually worn on the back to avoid getting in the way. It can carry up to 5 pounds of material, and has 3 compartment. The most common equipment found in a belt pouch is: 5 shuriken or 15 throwing needles, 2 smoke bombs or kunai, and one or two blank scrolls.

**Shuriken Holster:** The shuriken holster is worn on one's thigh, left or right hand side. It has 2 subdivisions: one side can hold up to 4 kunai or 15 throwing needles, and the other can hold up to 5 shuriken.

## **Clothing**

**Standard Ninja Outfit:** These fatigue clothes are usually designed to help the user blend in the surrounding. Their color vary depending on which country the ninja is from. They grant the user a +2 bonus on his Hide check when he attempts to hide in the appropriate

setting (for example, a rock ninja outfit would grant him a +2 bonus if he attempts to hide in a stony field).

**Forehead Protector:** These armored forehead protector bear the sigil of the Ninja's village of origin. They are illegal in the fact that it is entirely forbidden to sell or buy them. They make the identification of a ninja easier.

### **Ninja Tools and Medicine**

**Adrenaline Boost:** This chemical is bought in a loaded syringe, ready to be injected in the user's body. As a move-equivalent action, the user may inject the chemical in his body and gains the following benefits: +2 Strength, +2 Dexterity and the user can fight until death at -10 hit points without penalty. This effect lasts for one hour; once it dissipates, the user will become Fatigued and suffer 1 point of temporary constitution damage. Adrenaline Boosts are sold individually.

**Blood Increasing Pills:** After eating one of those pills, the user will temporarily gain a fast healing of 1 and a +2 bonus to fortitude save against massive damage. The effects of those pills lasts for 1d4+1 rounds. The Fast Healing cannot heal HP loss due to Chakra being converted to HP Cost. If two pills are consumed within the same hour, the creature who ingested them must make a Fortitude save (DC 15 +1 per additional pill) or be nauseated for 1d4+3 rounds.

**Gas Mask:** This small iron-made device covers half its wielder face. Where the mask covers the mouth and nose are small holes to allow the user to breath normally while wearing the mask. The trick of this device is as such: the hole contains several layer of paper-thin fabric that purifies the air inhaled by the wielder, effectively granting him a +4 bonus to Fortitude saves against inhaled poison.

**Kousen:** These iron wires measure approximately 20 feet and are also considered an essential in the basic ninja toolkit. They are extremely resistant and can support up to 1,500 pounds. A creature bound or tied with *kousen* suffer a -5 penalty to Escape Artist checks when trying to free itself. In certain fighting style, wires can be used as a deadly weapon. *Kousen* have a hardness of 3, 4 hit points and cannot be damaged by bludgeoning attacks. Because of their thinness, they are very hard to notice and a creature must succeed a Spot check (DC 20) to notice them.

**Makibishi:** Makibishi, or caltrops, are four-pronged iron spikes designed so that one prong is pointing up when it rests on a surface. A character scatters caltrops on the ground to injure opponents, or at least slow them down. One bag of twenty-five caltrops covers a single 5-foot square. Each time a creature moves through a square containing caltrops at any rate greater than half speed, or each round a creature spends fighting in such an area, the caltrops make a touch attack roll (base attack bonus +0). A caltrop deals 1 point of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Treat Injury check, DC 15, or one day's rest removes this penalty). A charging or running creature must immediately stop if it steps on a caltrop.

**Poisons:** The one most favored Ninja tool since the feudal age, poison. It can take upon many forms, one more lethal than the other. The Purchase DC and Restriction are given with the poison itself (See Skill chapter [Craft] for more details).

**Ration Pills:** These pills were created to allow ninjas to perform at a constant level and to lower the encumbrance rate for long lasting missions. Consuming a Ration Pill allows the character to shrug off the effects of *Starvation and Thirst* for 6 days, or 144 hours. After its effects wear off, however, the character will suffer 1d4 point of temporary constitution damage that will either heal normally, or after he eats three full meal and rests a full day.

**Scroll of Seals:** These scrolls can be purchased in ninja shops. Each scroll of seal contains the know how about techniques, and can contain up to 1d3 techniques from Rank 1 to Rank 6. This enables the Ninja to Learn the technique and grants him a +1 bonus to his Learn check to learn a technique contained in the scroll. See Villages section for details on forbidden techniques.

**Soldier Pills:** After eating one of those pills, your Chakra Pool will be increased by 1d8+1 points (this amount may exceed your maximum Chakra Pool), and for the next 72 hours, you will be able to shrug off most of the effects of the Exhausted and Fatigued conditions, Starvation and Thirst and lack of sleep. When fatigued, you will still suffer the standard penalties, but retain the ability to run and charge. When Exhausted, the penalties are reduced to -4 to Strength and Dexterity, and you will still be able to run and charge, though you will suffer a 10 feet movement penalty. The user can also run at his maximum speed for twice as long as normal. Once the effects dissipate, however, you will be Nauseated for 2d6+2 hours (duration that can be halved by a Fortitude save DC 15), and all previously ignored conditions will come back. Because their effects is so strong, you cannot sleep for at least 36 hours after eating a Soldier Pill. The effect of soldier pills don't stack, so one cannot use two to increase his Chakra further than one would.

**Sound Amplifier:** This small gauntlet is quite popular in the *Sound Country* as it allows the wearer to focus Chakra and transform in into sound waves using the small set of crystals placed on the palm of the glove. The wearer cannot use a weapon with the hand wearing a *Sound Amplifier*, but he may still deliver unarmed attacks.

**Spirit Bottle:** This potions provoke a sudden reaction from the body and forces it to produce more Chakra. For 1d4+1 rounds, the user will recover 2 point of Chakra per round (cannot exceed the maximum Chakra Pool). Because of the sudden outburst of Chakra, however, the user suffers a -10 penalty to his Chakra Control checks for as long as the potion's effect last. Spirit bottles are sold individually.

**Ninja Weapons** (requires the Nin Weapon Proficiency)

**Fukiya:** This simple blowgun can be used to deliver poisons of the Injury type (see *Craft Chemical* for more details). This weapon cannot be used if the wielder cannot use his mouth (ie, is gagged). A fukiya can hold one dart.

**Fuuma Shuriken:** Fuuma Shuriken literally translates to "Evil Wind" Shuriken. This large shuriken is little more than four single-edged blades reunited in a cross-shaped, collapsible throwing weapon. Each blade is 15 inches long and 3/4 inch thick, and it can be collapsed into one single blade, 15 inches long and approximately 3 inches thick. Once collapsed, it can also be used as a small sized melee weapon, although its damage die is reduced by one die size (1d8 to 1d6).

**Garrote Wire:** This thin but extremely resistant steel wire is used to strangle unaware victims. It usually varies in length. At any time the wielder would catch a foe defenseless (a creature who has been denied her dexterity bonus to defense), he may attempt a grapple check with a +4 bonus to attempt strangulation. Use standard Strangulation and Grapple rules.

**Hand Crossbow:** This small crossbow fits comfortably in the palm of one's hand. It has been favored by assassins and spies in the feudal ages, and is still commonly used by Ninjas nowadays. You can draw a hand crossbow back manually. Loading a hand crossbow is a move action that provokes attacks of opportunity.

**Hand Knife:** This weapon is very similar to a *brass knuckle* in the sense that it can be affixed to one's hand easily. This weapon allows the user to deal lethal slashing damage with his unarmed attack while still keeping the same damage he would normally do. This does not apply to damage bonus gained from the *brawl* feat tree and would deal the standard 1d3 point of damage, though this time slashing damage. Feats and abilities like *weapon focus* can be applied to this weapon whether they are originally for *hand knives* or unarmed attacks, but they don't stack if taken for both. While fighting using a hand knife, the character does not benefit from critical range or modifier increase that applies only to unarmed attacks.

**Kunai:** These small knives, along with the Shuriken, are considered to be the basic ninja equipment. A kunai can be used for both melee and ranged combat, although some variations exist. A standard kunai has a 2 inch hilt with a small ring at its end, and a 4 inch blade. When thrown, the character adds his strength modifier to damage with a kunai. In addition, a character can draw one kunai as a free action if he intends to throw them right away, though he cannot make more attacks than he normally could in a round in this manner.

**Kunai, Exploding:** This odd-shaped kunai has an exploding inscription engraved in its hilt. Because of its odd balance and longer hilt, it is harder to throw and as such suffers a -1 penalty to attack rolls. The *Greater Exploding Tag* inscribed on its hilt can still be set off as long as the kunai is within range (see exploding tag entry for more details). Once it explodes, the kunai will be ruined.

**Ninja-to:** This straight, short sword is made of supple iron that does not break or bend easily, even under pressure. A ninja-to has a 28 inch long blade, and a 8 inch long hilt. The sheath of a Ninja-to can be used to conceal 5 throwing needles (with no check required, spot DC 15), and as scuba gear to swim close to the surface (or crawl at the bottom of a small fish pond), or blowpipe for powders and poisons. A character can select



the Weapon Finesse feat to apply his Dexterity modifier instead of Strength modifier to attack rolls with a ninja-to.

**Nunchaku:** A popular weapon used in many martial arts style. In its basic form, it can be described as "two sticks bound together by a small length of chain".

**Shuriken:** Shuriken translates from Japanese to "dagger hidden in the palm". A shuriken can be anything, from throwing stars to small blades. These, along with the Kunai, are the most common weapons to a ninja. It is an unspoken rule amongst their caste that one should always carry either, if not both, on one's self. When thrown, the character adds his strength modifier to damage with a shuriken. In addition, a character can draw up to two shuriken as a free action if he intends to throw them right away.

**Tessen:** Iron war fans are often used in ceremonial fights, though some female warriors (especially assassins) were often seen using them on the battle field. A *tessen* can be collapsed; a collapsed tessen is *tiny* and can still be used as a weapon, though its damage is reduced by one die size (1d4 to 1d3).

**Throwing Needle:** These needles aren't to be mistaken with normal sewing needles. They are wicked looking, 5 inch long and one quarter inch thick needles. Unlike normal thrown weapon, a character can throw two needles at once with one attack, although he must make 2 rolls at the same attack bonus (a character with 3 attacks at +15/+10/+5 could throw 6 needles at +15/+15/+10/+10/+5/+5). In addition, a character can draw up to four throwing needles as a free action if he intends to throw them right away, though he cannot make more attacks than he normally could in a round in this manner. A character doesn't add his strength modifier to damage with throwing needles.

**Archaic Weapons** (requires the Archaic Weapon Proficiency feat)

**Dagger:** This simple bladed weapon has a short blade, usually varying between 3 to 6 inches long. In feudal Japan, they were called *Tanto*.

**Greatsword:** This huge sword, including the Scottish claymore, can deal tremendous damage in the right hands. It is usually between 5 to 7 feet long.

**Katana:** This weapon was considered to be the "Soul of the Samurai" during the feudal ages. These swords are the pinnacle of Japanese smithery, and even in these days and age inspire awe and fear in the heart of men. A standard katana is about 40 inch long, with a 28 inch blade and 12 inch hilt. To wield a katana proficiently one handed, one must have the *Exotic Melee Weapon Proficiency* feat with the katana; otherwise it only requires an *Archaic Weapon Proficiency*.

**Naginata:** This spear-like weapon is commonly used by warriors and monks, and is a reach weapon. As such, the user can attack foes with a 10-foot reach, but not adjacent enemies with it.

**Shortsword:** These short swords are common weapons, very light and easy to use. The most common length for short sword is usually between 2 and 2 1/2 feet. In feudal Japan,

they were called *Wakizashi*; note that a *Wakizashi* may deal slashing damage by taking a -1 penalty to attack rolls.

**Exotic Weapons** (requires the Exotic Melee or Ranged Weapon Proficiency feat)

**Katana, Large:** This larger version of the katana does not quite qualify as a no-dachi. While it is not as large as the greatsword, it certainly bears the same kind of power. The Large Katana usually measures 5 and a half foot long. Due to its great length, it cannot be wielded one handed unless the wielder has the *Monkey Grip* feat.

**Kunai, curved:** This oddly shaped kunai is used as a slashing weapon due to its curved end. It can still be thrown, but with a -4 penalty to the attack roll.

**Kusari-gama:** This weapon consists of a *Kama* and a *chain* bound together, and is considered an exotic ninja weapon. The wielder can use the weapon to emulate either, though a character with the weapon focus or similar ability doesn't benefit from its effects when using a *Kusari-gama*. In addition, a Kusari-gama can be thrown at any enemy within 10 feet and recovered using its chain with a move-equivalent action.

**Shuko and Ashiko:** Claws-like apparel that go over the wielder's hand and feet. This weapon adds a +1 piercing damage bonus to the wielder's unarmed strike, in addition to making the user's unarmed attack count as armed and deal lethal damage. While the user wields *shuko and ashiko*, he can freely perform hand seals and hold objects, and gain a +2 bonus to Climb checks.

## Explosives

**Exploding Tag:** The most common explosives among ninja, it cannot explode unless someone focus his Chakra into it (free action, requires a Chakra Control DC 10 and has a 30 feet range). They automatically stick to any surface. More than one tag can be placed at the same times (+3 to the DC for every tag), each adding an additional die of damage (to a maximum of 6d6). Placing a tag can be done in many way: a melee touch attack against an opponent (one tag per attack maximum), and a tag with a confirmed critical hit deals double damage (placing a tag that way provokes an Attack of Opportunity); rolling them up around a Kunai and throwing them upon one's foe, or placing it on a wall, ground or surface to lay a trap for the enemy. Once a tag is set to detonate, it will do so on the user's next turn. If a tag was laid to explode on a creature's body, the Reflex save DC is equal to the attack roll of the attacker, in an attempt to remove the tag. Otherwise, the DC is 15. The Purchase DC given is for a pack of 4 exploding tags.

**Explosive Tag, Greater:** Very similar to their lesser counter part, the Greater Exploding Tags can add up to 6d8 points of fire damage, with a base Chakra Control check DC 12 (+4 per tag). They follow the very same rules as standard exploding tags for every purpose, except damage, which is now 1d8 per tag, burst radius of 10-feet and reflex save (DC 18). The Purchase DC given is for a pack of 4 greater exploding tags.

**Instant Ice Bomb:** This device is a small sphere holding a liquid that, once it makes contact with oxygen, creates sharp ice-spike. Any creature that finds itself within 10 feet of the target square suffers 2d6 point of cold and piercing (divided evenly) unless they

make a Reflex save (DC 15) for half. The spike may offer cover, but will melt after 1d4 minutes (or 1d4 rounds if the ambient temperature is greater than 50 degree Fahrenheit). An Instant-ice Bomb can also be used on water. The Purchase DC given is for a pack of 3 instant-ice bombs.

**Poisoned Smoke Bomb:** Just like the standard smoke bomb, this device can produce smoke of many colors. It has the very same effect as a Smoke Bomb, but also targets every creature that stands in its area of effect (see Poison for details) with any Inhaled or Contact poison used in its creation. The effects are the same, but the DC is reduced by 3. The Purchase DC for a Poisoned Smoke Bomb is equal to 3 + the poison's purchase DC. Poisoned Smoke Bombs are sold individually.

**Smoke Bomb:** A popular ninja tool that has been used since the old days to create a diversion and allow escape or simply conceal one's self. On the round when it is thrown, a smoke bomb fills the four squares around it with smoke. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. The smoke obscures all sight, including the darkvision ability. Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker can't use sight to locate the target). It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Smoke bombs are available in several colors, including white, red, yellow, green, and purple. As such, they can also be used as signal devices. Smoke Bombs are sold individually.

**Sunburst Tag:** Similar to exploding tags, these chakra embedded tags were designed to create a burst of light as sudden as it is strong and stick onto any solid surface. To make the tag explode requires a Chakra Control check (DC 15) and be within 30 feet of the tag. A creature caught in the burst radius must make a Fortitude save (DC 15) or be blinded for 1d6 rounds. Blind or creatures devoid of vision are immune to this effect. The Purchase DC given is for a pack of 4 Sunburst Tags.

## **Armors**

**Battle Vest:** This battle armor is nothing more than simple armor plating bound together. It can easily be concealed under one's clothing quite easily. It is popular amongst many ANBU. Concealable armors are modern body armor designed to fit underneath regular clothing. It can be worn for extended periods of time without fatiguing the wearer.

**Heavy Vest:** This vest is the heavier version of the Ninja Vest. It limits the movements more than a Ninja Vest, but offer greater protection against attacks. While it is called a *Heavy* vest, it is still a light armor by any standards.

**Light Vest:** This piece of armor is almost identical to the standard Ninja Vest, except that its armor plating are much lighter and do not limit the movements. One should be warned that it offers less protection, though.

**Ninja Vest:** This standard Ninja vest is usually worn by Chuunins and Jounin, but it is available to Genin all the same. This armor-plated vest offers the wielder 6 pockets that can hold up to one pound (each pocket is about 5 inch tall, 1 inch deep and 1 inch wide).

## Chapter VII: Ninja Ranks and GM Characters (NPC)

**Civilian:** These are your ordinary clerk, messenger, hot dog stand guy. The average person falls in this category, and most (if not all) of them are Ordinaries.

**Academy Students:** Are the young ones with potential sent to the academy by their parents to become Ninjas. The Academy is where Ninja learn their most basic skills, and usually lasts 3 years, but some, better ninjas, advance more quickly.

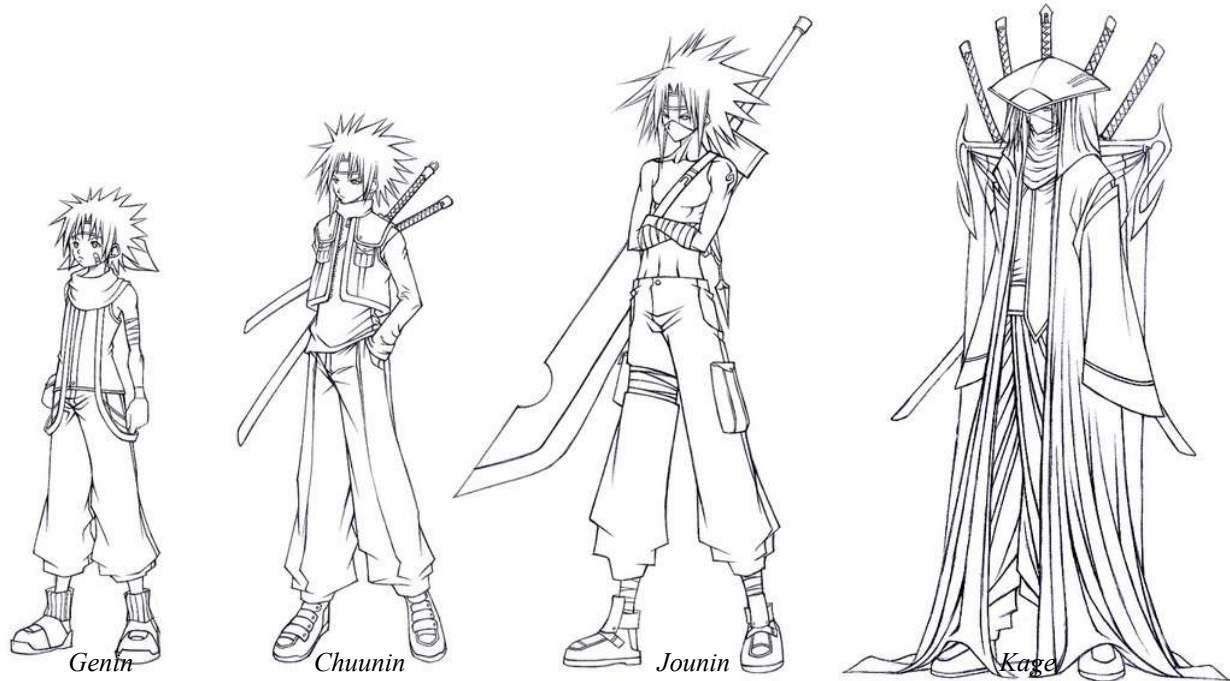
**Genin:** While these ninja are counted as true and valuable ninjas, they are the lowest rank among them. Genin are only assigned low risks missions, unless they are judged to be skilled enough to take on a most difficult mission.

**Chuunin:** These are most of the time 4-man (or sometimes greater number) team leader, and are full-fledged ninjas. Chuunins have the ability to call upon small favor from any individual of their team once per month, as long as the person is “friendly” toward the Chuunin. This works exactly as the Charismatic Hero talent, except that they add their Charisma Modifier and half their character level to the Favor check. Using this ability requires the expenses of an action point. **Jounin:** A Jounin is a class of top notch ninja in the village. They are few, and in charge of assassination missions, handling top-secret information and the formation of Genin teams. Like the Chuunins, they have the ability to ask a favor to any lower rank ninja with a friendly attitude toward the Jounin, once per week, at the expenses of an action point.

**Kage:** There is only one Kage in the village. It’s the village’s strongest ninja and ruler; he commands respects in every individual living in the village, allowing him to give order to any other ninja under his rule. He has the greatest authority, and his orders have priority. The Kage is also the leader of ANBU and the Hunter-Nins. A new Kage is chosen by the village’s Security Council. There are currently five known Kage: Hokage, Kazekage, Mizukage, Raikage, and Tsuchikage. When a person becomes a *Kage*, his name is erased from all archive and is not allowed to be spoken in public.

TABLE 7-1: AVERAGE RANK LEVEL

Rank	Average Level
Civilian	1-3 <sup>rd</sup>
Academy Student	1 <sup>st</sup>
Genin	1-5 <sup>th</sup>
Chuunin	6-12 <sup>th</sup>
Jounin	12 <sup>th</sup> +
Kage	20 <sup>th</sup> +
ANBU	10 <sup>th</sup> +
Hunter-Nin	12 <sup>th</sup> +
Younin	18 <sup>th</sup> +



**ANBU:** These special ninja are the cream of the crop, under the village's Kage direct rule. They perform missions that range from assassination to espionage that, most of the time, put their very lives at risk. They need not be any specific ranks, but one thing for sure, is that all of them are very skilled, especially the squad leader, ANBU Captains. They wear animal masks to conceal their faces while on duty.

**Missing-Nin:** Missing-Nins are Ninjas that betrayed the village. The village's Kage sent the Hunter-Nins after them to dispose of them and their body that might reveal a village's secret to another.

**Hunter-Nin:** The Hunter-Nin is a group of special ninjas, similar to ANBU, that are specifically formed to hunt down and kill renegade Ninjas, the Missing-Nins, and are under direct command of the village's Kage. They are formed to memorize and counter Ninja techniques, disable and dispose of the body and its secrets afterward. They are very secretive, and wear masks similar to ANBU's, except that theirs aren't animal masks.

**Younin:** This class of ninja is extremely secretive and efficient. Even above the ANBU and Hunter-Nin, a Younin is the epitome of the Ninja; the embodiment of everything a spy and assassin should be. Even in their own village, the name of this class is never spoken and is considered a top-secret revealed only on a need-to-know basis. Almost as talented as their one and only superior, the village's Kage, this group of ninja answers to none other than that person, and that person alone without any exception. Becoming a Younin equals to being declared MIA, or Missing in Action, having one's name stricken from the record and his identity completely erased. They go unseen, unheard and completely unknown to everyone, and even the most talented Jounin would have trouble noticing one. Younin do not carry a forehead protector or any proof of their identity or the lives they may have at one point lived. Younin is not a Rank that can be achieved by

selecting a feat; they lose any privilege of favor, but have a license allowing them to buy even *Illegal* material. If a Younin's identity is revealed, anyone in-the-know is thus executed, or the Younin is often cast aside in the rare instance where execution is impossible. Traitors are shown no pity and instantly executed, as a Younin's most important quality is his unwavering respect and loyalty to his leader and master. The Hunt of a Renegade Younin is top-priority.

## Chapter VIII: Advanced and Prestige Classes

### Elementalist

This elementalist specialize in Ninjutsu techniques of an element. The fastest path to this class is through the Smart Hero basic class.

#### Requirements:

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

**Skills:** Ninjutsu 9 ranks

**Feats:** Ninjutsu Adept

**Special:** Must know at least 4 Ninjutsu of the elements in which he wishes to specialize.

#### Class Information

The following information pertains to the Elementalist prestige class.

#### Hit Die

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

#### Action Points

The Elementalist 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 Elementalist's class skills are as follows.

Balance (Dex), Chakra Control (Wis), Concentration (Con), Craft (chemical) (Int), Knowledge (current events, history, ninja lore, physical science, popular culture) (Int), Listen (Wis), Ninjutsu (Int), Read Language (None), Speak Language (None), Spot (Wis), Tumble (Dex).

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

TABLE 8-1: ELEMENTALIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+0	+0	+1	+2	Element Specialization	+1	+1
2 <sup>nd</sup>	+1	+0	+2	+3	Elemental Fury	+1	+1
3 <sup>rd</sup>	+2	+1	+2	+3	Limitless Fury	+2	+1
4 <sup>th</sup>	+3	+1	+2	+4	Bonus Feat	+2	+2
5 <sup>th</sup>	+3	+1	+3	+4	Rage of the Elements	+3	+2

## **Class Features**

The following features pertain to the Elementalist prestige class.

### **Optional Rules**

A character may take this class more than once. Its effects don't stack, but he may chose another element that is not opposed to the ones he chose up to now (One can't specialize in *Katon*, and then *Hyoton*).

### **Element Specialization**

At first level, the elementalist may chose one element he wishes to Specialize in. He may chose from *Doton*, *Fuuton*, *Hyoton*, *Katon*, *Raiton* and *Suitor*. To perform and identify techniques which he specialize in, he gains a +2 bonus to his Ninjutsu checks. In addition, because of his aversion for the opposed element, he suffers a -2 penalty to his Ninjutsu and Learn checks to Perform, Learn or Identify a technique of the opposed element. *Doton* is opposed by *Fuuton*, *Katon* by *Hyoton* and *Raiton* by *Suitor*.

### **Elemental Fury**

At second level, the elementalist may use his specialized element with greater efficiency. If the technique used deals damage, the Elementalist adds one point of damage per die (damage dealt is that of the element, i.e. *fire* damage for *Katon* techniques; see technique description for details).

### **Limitless Fury**

By third level, the elementalist is able to increase the range of his specialized element. He may use any technique of his element and increase its range by 1.5 times. Techniques with a "Touch" range are unaffected.

### **Bonus Feat**

At 4th level, the Elementalist gets a bonus feat. The bonus feat must be selected from the following list, and the Elementalist must meet all the prerequisites of the feat to select it. Genin, Gift of Summoning, Increased Chakra Pool, Chuunin, Jounin, Technique Focus.

### **Rage of the Elements**

At 5th level, the elementalist may spend an action point to activate this ability. *Rage of the Elements* allows the user to deal increased damage with a technique of his specialized element. With his next elemental technique, he will deal 1.5 times his usual damage, and his saving throws DC will increase by one point per elementalist level.

### **Elite Shinobi Swordsman**

This caste of ninja follows the path of the sword, while embracing the shadow. The flash of the sword, the slight change in the air is the only clue one has before the shinobi swordsman's blade falls. If he choses to face a foe in direct combat, no matter the odds, men will fall before him like grain before a scythe. There are few things in this world as dangerous as these men and their swords. It is difficult to spot an Elite Shinobi Swordsman, even though they carry swords that can range in size from a ninja-to to an immense great sword. The fastest path to this class is through the Strong Hero basic class.

**Requirements:**

To qualify to become an *elite shinobi swordsman*, a character must fulfill all the following criteria.

**Base Attack Bonus:** +4

**Skills:** Hide 3 ranks, Move Silently 3 ranks, Taijutsu 7 ranks

**Feats:** Stealthy

**Special:** Must be proficient in the use of his chosen weapon.

**Special:** Must know at least 3 *Martial Arts* or *Stance* taijutsu technique.

**Class Information**

The following information pertains to the Elite Shinobi Swordsman advanced class.

**Hit Die**

The Elite Shinobi Swordsman gains 1d10 hit points per level. The Constitution modifier applies.

**Action Points**

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

**Class Skills**

The Elite Shinobi Swordsman's class skills are as follows.

Balance (Dex), Climb (Str), Drive (Dex), Hide (Dex), Jump (Str), Knowledge (ninja lore, streetwise, tactics) (Int), Listen (Wis), Move Silently (Dex), Read Language (None), Ride (Dex), Speak Language (None), Spot (Wis), Survival (Wis), Swim (Str), Taijutsu (Str) and Tumble (Dex).

**Skill Points at Each Level:** 3 + Int modifier.

TABLE 8-2: ELITE SHINOBI SWORDSMAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+1	+2	+0	+0	Weapon Focus	+1	+0
2 <sup>nd</sup>	+2	+3	+0	+0	Quick Draw	+1	+0
3 <sup>rd</sup>	+3	+3	+1	+1	Invisible Strike, Bonus Feat	+2	+0
4 <sup>th</sup>	+4	+4	+1	+1	Sneak Attack (+1d6)	+2	+0
5 <sup>th</sup>	+5	+4	+1	+1	Weapon Specialization	+3	+1
6 <sup>th</sup>	+6	+5	+2	+2	Greater Weapon Focus, Bonus Feat	+3	+1
7 <sup>th</sup>	+7	+5	+2	+2	Power of the Elite	+4	+1



8 <sup>th</sup>	+8	+6	+2	+2	Sneak Attack (+2d6)	+4	+1
9 <sup>th</sup>	+9	+6	+3	+3	Improved Critical, Bonus Feat	+5	+2
10 <sup>th</sup>	+10	+7	+3	+3	Greater Weapon Specialization	+5	+2

## Class Features

The following features pertain to the Elite Shinobi Swordsman advanced class.

### Weapon Focus

At first level, the Elite Shinobi Swordsman chooses a bladed weapon in which he will spend the rest of his levels specializing into. The Shinobi Swordsman will gain a +1 competence bonus to attack rolls with the chosen weapon, as per Weapon Focus feat. The bladed weapon must be more than one foot in length, and will henceforth be referred to as "chosen weapon".

### Quick Draw

An Elite Shinobi Swordsman must be prompt to react and handle most dangerous situations with ease. He can now draw his chosen weapon as a free action as though he had the Quick Draw feat.

### Invisible Strike

When the Elite Shinobi Swordsman strikes from the shadows, simply none can escape his blade. Whenever attacking a defender that cannot see or otherwise detect him (see *attacker invisible*), the bonus to attack rolls obtain is doubled.

### Bonus Feats

At 3rd, 6th, and 9th level, the Elite Shinobi Swordsman gets a bonus feat. The bonus feat must be selected from the following list, and the Elite Shinobi Swordsman must meet all the prerequisites of the feat to select it.

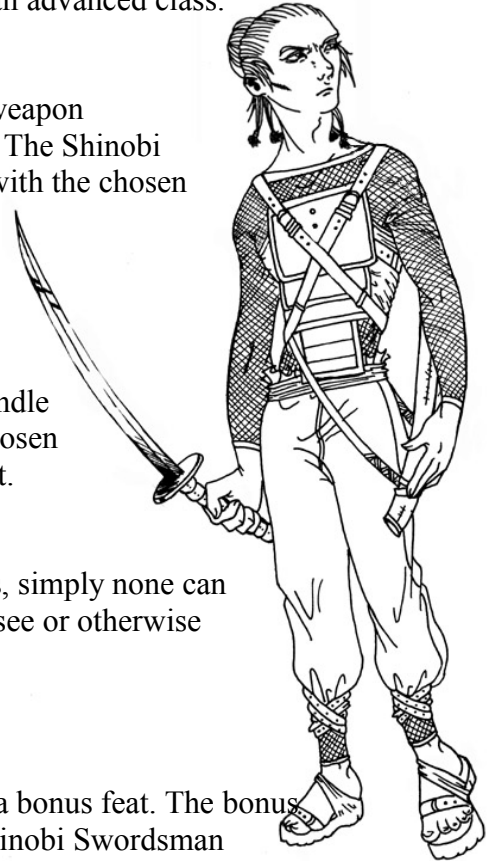
Athletic, Blind Fight, Blood Pact, Chuunin, Cleave, Combat Expertise, Combat Reflexes, Dodge, Genin, Monkey Grip, Nin Weapon Proficiency, Power Attack, Somukeru, Taijutsu Adept.

### Sneak Attack

If he can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The Elite Shinobi Swordsman's attack deals extra damage any time his target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when he flanks his target. This extra damage is 1d6 at 3rd level, and it increases to 2d6 at level 8th. Should the Elite Shinobi Swordsman score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With an unarmed strike, a Elite Shinobi Swordsman can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, even with the usual -4 penalty.



A Elite Shinobi Swordsman can sneak attack only living creatures with discernible anatomies-undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The Elite Shinobi Swordsman must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. He cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

### **Weapon Specialization**

At 5th level, the Elite Shinobi Swordsman's proficiency with his chosen weapon is taken further, and he gains a +2 bonus to damage rolls with it.

### **Greater Weapon Focus**

At 6th level, the Shinobi Swordsman gains greater proficiency with his chosen weapon, and the bonus granted by Weapon Focus increases to +2

### **Power of the Elite**

At the expenses of an action point, the 7th level Elite Shinobi Swordsman is able to give his all and double the strength in his attacks. For one round, the Shinobi Swordsman applies his strength bonus to attack and damage rolls two times (or 2.5 times to damage if he wields his weapon two handed).

### **Improved Critical**

The affinity between the Shinobi Swordsman and his weapon is taken to further height. The threat range of his chosen weapon is increased by one.

### **Greater Weapon Specialization**

As per ability obtained on 5th level, the Elite Shinobi Swordsman's bonus to damage with his chosen weapon increases to +4.

### **Medical Specialist**

A medical specialist is a ninja that is adept at focusing his chakra for healing purposes. He knows the human anatomy perfectly, making him a dangerous opponent in combat situations as well.

A medical specialist needs a perfect control over his Chakra, as well as a flawless knowledge of the human body. The fastest path to this class is through the Dedicated Hero basic class.

### **Requirements:**

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

**Base Attack Bonus:** +3

**Skills:** Chakra Control 7 ranks, Knowledge (earth and life science) 7 ranks, Treat Injury 7 ranks.

**Feats:** Harmony, Medical Expert

**Class Information**

The following information pertains to the Medical Specialist advanced class.

**Hit Die**

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

**Action Points**

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

**Class Skills**

The Medical Specialist's class skills are as follows.  
 Balance (Dex), Chakra Control (Wis), Concentration (Con)  
 Craft (chemical, pharmaceutical) (Int), Genjutsu (Cha),  
 Hide (Dex), Jump (Str), Knowledge (earth and life science, current events, ninja lore, popular culture) (Int),  
 Listen (Wis), Move Silently (Dex), Read Language (None),  
 Speak Language (None), Spot (Wis), Survival (Wis),  
 Treat Injury (Wis), Tumble (Dex).

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

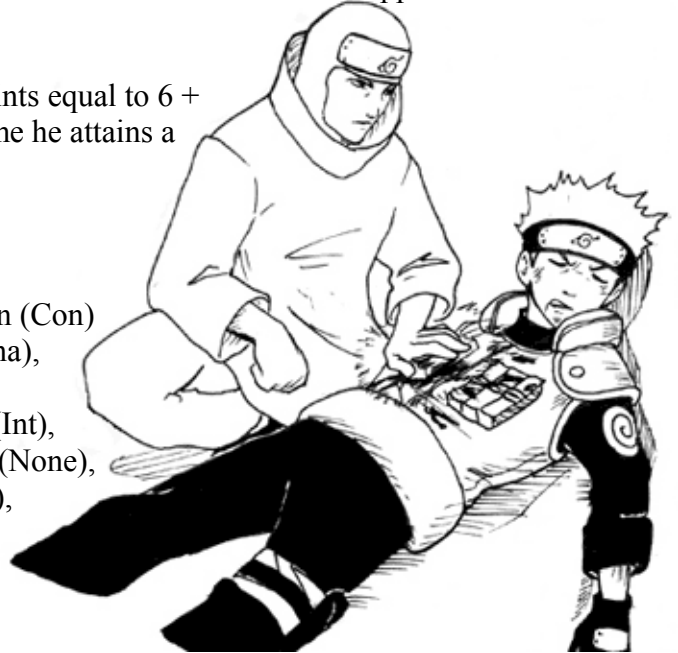


TABLE 8-3: MEDICAL SPECIALIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+0	+0	+1	+2	Medical Ability, Chakra Scalpel (1d4)	+1	+1
2 <sup>nd</sup>	+1	+0	+2	+3	Expert Healer, Bonus Feat	+1	+1
3 <sup>rd</sup>	+2	+1	+2	+3	Sneak Attack (1d6)	+2	+1
4 <sup>th</sup>	+3	+1	+2	+4	Bonus Feat	+2	+2
5 <sup>th</sup>	+3	+1	+3	+4	Chakra Scalpel Expertise	+3	+2
6 <sup>th</sup>	+4	+2	+3	+5	Bonus Feat	+3	+2
7 <sup>th</sup>	+5	+2	+4	+5	Medical Mastery	+4	+3
8 <sup>th</sup>	+6	+2	+4	+6	Sneak Attack (2d6)	+4	+3
9 <sup>th</sup>	+6	+3	+4	+6	Chakra Scalpel (1d6)	+5	+3
10 <sup>th</sup>	+7	+3	+5	+7	Empower Healing	+5	+4

**Class Features**

The following features pertain to the Medical Specialist advanced class.

**Medical Ability**

This ability of the Medical Specialist enables him to learn Medical techniques with a rank equal to his level without suffering the usual -8 penalty to the Learn check. In addition,

the character gains a +1 bonus per two level to Chakra Control checks when performing *Medical* techniques (minimum 1).

### **Chakra Scalpel**

This ability of the Medical Specialist allows him to produce Chakra at the tip of his finger and use it as a sharp knife. As long as his Chakra Pool is at least 50% full (rounded up), he can create a Chakra Scalpel as a move action that does not provoke an attack of opportunity. The Chakra Scalpel deals 1d4 point of slashing damage at first level, and the damage increases to 1d6 at 9<sup>h</sup> level. A character cannot apply his strength modifier to damage rolls when attacking with a Chakra Scalpel. The Chakra Scalpel count as an unarmed attack, and ignores any armor and natural armor bonuses to defense.

### **Expert Healer**

At 2nd level, the Medical Specialist's ability to restore hit points with a medical kit or surgery kit and a successful use of the Treat Injury skill improves. In addition to the normal hit point recovery rate (1d4 for a medical kit, 1d6 per patient's character level for surgery), the Medical Specialist restores 1 hit point for every level he has in this advanced class.

### **Bonus Feats**

At 2nd, 4th, and 6th level, the Medical Specialist gets a bonus feat. The bonus feat must be selected from the following list, and the Medical Specialist must meet all the prerequisites of the feat to select it.

Builder, Cautious, Chuunin, Defensive Martial Arts, Dodge, Educated, Genin, Gift of Summoning, Improved Initiative, Nin Weapon Proficiency, Surgery.

### **Sneak Attack**

While the Medical Specialist is not a combat oriented class, he remains a ninja nonetheless. If he can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The Medical Specialist's attack deals extra damage any time his target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when he flanks his target. This extra damage is 1d6 at 3rd level, and it increases to 2d6 at level 8th. Should the medical specialist score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With an unarmed strike, a medical specialist can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, even with the usual -4 penalty.

A medical specialist can sneak attack only living creatures with discernible anatomies- undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The medical specialist must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. He cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

### **Chakra Scalpel Expertise**

At 5th level, the Medical Specialist's mastery of his Chakra improves even further. At the expenses of a Chakra point (which may be converted to HPs by succeeding a Chakra Control check DC 15), the Medical Specialist may imbue his Chakra Scalpel with more offensive energy. For the round in which this ability is used, all attack dealt using the Chakra Scalpel will inflict one point of temporary Strength or Dexterity damage upon its target if it doesn't succeed a Fortitude save (DC 10 + Medical Specialist's level + his or her Wisdom modifier). Using this ability is a free action that does not provoke an attack of opportunity; in addition, the ability cannot be used more than 5 times per day on the same target (ie, one target cannot lose more than 5 points of Strength or Dexterity per day).

### **Medical Mastery**

When making a Treat Injury skill check, a Medical Specialist of 7th level or higher may take 10 even if stress and distractions would normally prevent him from doing so.

### **Empower Healing**

For a Medical Specialist, focus and control enables him to go one step farther and exceed his limit. At 10th level, the Medical Specialist may, at the expenses of an action point, perform a Medical technique with doubled efficiency (number of hit points healed is doubled). In addition, the Medical Specialist gains a +10 bonus to his Chakra Control check to perform said technique. Using this ability is a free action that does not provoke an attack of opportunity.

### **Ninja Operations Counter**

The *Ninja Operations Counter* is a ninja that was trained in anti-ninja operations, such as hunting missing-nins or fight as squad support during ninja wars. These characters may be anything, from special Jounins to Hunter-Nin.

#### **Requirements:**

To qualify to become a *ninja operations counter*, a character must fulfill all the following criteria.

**Skills:** Genjutsu 6 ranks, Hide 9 ranks, Knowledge (ninja lore) 6 ranks, Ninjutsu 7 ranks, Move Silently 9 ranks, Survival 6 ranks.

**Feats:** Stealthy, Track

#### **Class Information**

The following information pertains to the Ninja Operations Counter prestige class.

#### **Hit Die**

The Ninja Operations Counter gains 1d6 hit points per level. The Constitution modifier applies.

#### **Action Points**

The Ninja Operations Counter 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 Ninja Operations Counter's class skills are as follows.

Balance (Dex), Chakra Control (Wis), Climb (Str), Concentration (Con), Disable Device (Int), Drive (Dex), Escape Artist (Dex), Genjutsu (Cha), Hide (Dex), Investigate (Wis), Jump (Str), Knowledge (current events, ninja lore, popular culture, streetwise, tactics) (Int), Listen (Wis), Ninjutsu (Int), Move Silently (Dex), Read Language (None), Pilot (Dex), Speak Language (None), Spot (Wis), Survival (Wis), Swim (Str), Taijutsu (Str), Tumble (Dex).

**Skill Points at Each Level:** 6 + Int modifier.

TABLE 8-4: NINJA OPERATIONS COUNTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+0	+1	+1	+1	Technique Counter, Trap Sense	+1	+0
2 <sup>nd</sup>	+1	+2	+2	+2	Plan X, Evasion X	+2	+0
3 <sup>rd</sup>	+2	+2	+2	+2	Swift Tracker, Tenketsu Freeze	+2	+0
4 <sup>th</sup>	+3	+2	+2	+2	Bonus Feat	+3	+0
5 <sup>th</sup>	+3	+3	+3	+3	Greater Technique Counter	+4	+0

## Class Features

The following features pertain to the Ninja Operations Counter prestige class.

### Technique Counter

The Ninja Operations Counter's technique analytical ability is so developed that he subconsciously find methods to counter it. When being the target of a technique that allows a save for partial, half or to negate the effects, which he already witnessed the effects, if the Ninja Operations Counter succeed in identifying it, he may roll an Intelligence check modified by his Ninja Operations Counter levels, with a DC equal to 10 + the technique's Rank. If the check is successful, he gains a bonus to saving throws against the technique equal to his Ninja Operations Counter levels. That does not affect the effects of a technique, such as the Nausea caused by *Irekawari Kaze* or the strain caused by *Itsutsu Kyuu*.

### Trap Sense

The Ninja Operations Counter, to do his duty, must be proficient at detecting and avoiding traps. He gains a +4 to bonus to search and spot checks to detect traps, and a +3 bonus to reflex saves and Defense to avoid being hit.

### Plan X

At second level, the Ninja Operations Counter's thinking ability are improved by his vast experience of the field, allowing him to make quick and efficient planning to help he and his time to overcome any obstacle that might be in his way. If the character did not possess the *Plan Smart Hero* talent, the Plan X functions the same way as mentioned talent using the Ninja Operations Counter as base level. If he did, however, possess the *Plan Smart Hero* talent, the Plan X ability still functions the same way as plan, except

that the bonus the bonus acquired by the result are increased by 1 (0 remains zero, however).

### **Evasion X**

At second level, the Ninja Operations Counter is able to easily avoid traps, falling ceiling or fireballs. If the character is subject to an attack that allows him a Reflex save to take only half damage, he takes no damage from the attack. If the Ninja Operations Counter already possesses the Evasion ability, he takes half damage on a failed save, and no damage if the Reflex save succeeds. This ability is nullified if the Ninja Operations Counter carries heavier than a light load.

### **Swift Tracker**

By third level, the Ninja Operations Counter is adept at hunting down and eliminating a foe. He may track at his normal speed without taking a penalty to his Survival checks, and may track at twice his normal speed by taking only a -10 penalty to his Survival checks instead of -20.

### **Tenketsu Freeze**

One of the terrifying ability if the Ninja Operations Counter is his ability to disable one's body by targeting some key tenketsu in one's body. At 3rd level, the Ninja Operations Counter may, at the expenses of an action point, make a ranged or melee attack that will *Paralyze* the opponent if it hits. The target must succeed a Fortitude save (DC 10 + Ninja Operations Counter Level + Dexterity modifier) in order to avoid this attack. Ordinaries don't get a save against this attack. Using this ability is an attack action that does not provoke an attack of opportunity.

### **Bonus Feats**

At 4th level, the Ninja Operations Counter gets a bonus feat. The bonus feat must be selected from the following list, and the Ninja Operations Counter must meet all the prerequisites of the feat to select it.

Alertness, Blood Pact, Chuunin, Jounin, Genin, Gift of Summoning, Meticulous, Trustworthy.

### **Greater Technique Counter**

By 5th level, not only is the Ninja Operations Counter proficient in technique counter, but he is also able to guide other with his expertise. Whenever the character makes a successful Technique Counter check, he may spend an action point to bestow the bonus acquired to allies in a 20 feet range of the Ninja Operations Counter.

### **Ninja Police**

Ninja Police are, in the ninja society, the closest thing to the police. They usually don't operate under the village Kage's order, and maintain order in the village. They are usually given the task of investigation, which they do best. The fastest path to this class is through the Dedicated Hero basic class.

### **Requirements:**

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

**Base Attack Bonus:** +2

**Skills:** Gather Information 3 ranks, Investigate 6 ranks, Sense Motive 3 ranks, 8 ranks distributed into either: Chakra Control, Genjutsu, Ninjutsu and Taijutsu.

**Feats:** Attentive

### Class Information

The following information pertains to the Ninja Police advanced class.

### Hit Die

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

### Action Points

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

### Class Skills

The Ninja Police's class skills are as follows.

Balance (Dex), Bluff (Cha), Chakra Control (Wis), Concentration (Con), Drive (Dex), Forgery (Int), Genjutsu (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Investigate (Wis), Jump (Str), Knowledge (behavioral science, civics, ninja lore, popular culture, streetwise) (Int), Listen (Wis), Move Silently (Dex), Ninjutsu (Int), Pilot (Dex), Read Language (None), Research (Int), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (None), Spot (Wis), Survival (Wis), Taijutsu (Str), Tumble (Dex).

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

TABLE 8-5: NINJA POLICE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+0	+1	+1	+1	Profile	+1	+1
2 <sup>nd</sup>	+1	+2	+2	+2	Contact, low level	+1	+1
3 <sup>rd</sup>	+2	+2	+2	+2	Bonus Feat	+2	+1
4 <sup>th</sup>	+3	+2	+2	+2	Sneak Attack (+1d6)	+2	+2
5 <sup>th</sup>	+3	+3	+3	+3	Bonus Feat	+3	+2
6 <sup>th</sup>	+4	+3	+3	+3	Contact, med-level	+3	+2
7 <sup>th</sup>	+5	+4	+4	+4	Bonus Feat	+4	+3
8 <sup>th</sup>	+6	+4	+4	+4	Sneak Attack (+2d6)	+4	+3
9 <sup>th</sup>	+6	+4	+4	+4	Contact, high level	+5	+3
10 <sup>th</sup>	+7	+5	+5	+5	Anticipate	+5	+4

### Class Features

The following features pertain to the Ninja Police advanced class.

### Profile

By making a Gather Information check (DC 15) when talking to witnesses of a crime, the Ninja Police compiles a rough mental picture of the suspect. This mental picture provides



a physical description, including distinguishing markings and visible mannerisms. Success makes the profile accurate, at least concerning a particular suspect as seen by witnesses. (For this Gather Information check, no money changes hands.)

The Ninja Police can expand the profile by making an Investigate check (DC 15) involving the crime scene or other evidence linked to the suspect. If successful, the Ninja Police combines eyewitness accounts with forensic evidence to develop a profile of the suspect's method of operation. This provides a +2 circumstance bonus on any skill checks made to uncover additional evidence or otherwise locate and capture the suspect.

### **Contact**

An Ninja Police of 2nd level or higher cultivates associates and informants. Each time the Ninja Police gains a contact, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact his or her character wants to gain, but the contact must be an ordinary character, not a heroic character.

A contact will not accompany an Ninja Police on missions or risk his or her life. A contact can, however, provide information or render a service (make a specific skill check on the Ninja Police's behalf).

At 2nd level, the Ninja Police gains a low-level contact, at 6th level a mid-level contact, and at 6th level a high-level contact. The Ninja Police can't call on the same contact more than once in a week, and when he or she does call on a contact, compensation may be required for the assistance the contact renders. In general, a professional associate won't be compensated monetarily, but instead will consider that the Ninja Police owes him or her a favor. Contacts with underworld or street connections usually demand monetary compensation for the services they render, and experts in the use of skills normally want to be paid for the services they provide.

For underworld or street contacts, this expense is represented by a Wealth check against a purchase DC of 10 for the low-level contact, 15 for the mid-level contact, or 20 for the high-level contact. For skilled experts, the purchase DC is 10 + the ranks the expert has in the appropriate skill.

### **Bonus Feats**

At 3rd, 5th, and 7th level, the Ninja Police gets a bonus feat. The bonus feat must be selected from the following list, and the Ninja Police must meet all the prerequisites of the feat to select it.

Alertness, Armor Proficiency (Light, Medium), Brawl, Chuunin, Deceptive, Defensive Martial Arts, Educated, Genin, Gift of Summoning, Meticulous, Nin Weapon Proficiency, Renown, Studious, Track and Trustworthy.

### **Sneak Attack**

While the Ninja Police is not a combat oriented class, he remains a ninja nonetheless. If he can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The Ninja Police's attack deals extra damage any time his target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when he flanks his target. This extra damage is

1d6 at 4th level, and it increases to 2d6 at level 8th. Should the Ninja Police score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With an unarmed strike, a Ninja Police can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, even with the usual -4 penalty.

A Ninja Police can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The Ninja Police must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. He cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

### **Anticipate**

At 10th level, the Ninja Police is so adept at predicting the enemies reaction that he can easily react appropriately to counter it. At the beginning of a round, the Ninja Police may spend an action point to act at the same time as the enemy in the initiative grid; he must declare the enemy when he uses this ability, and must have been fighting said enemy for more than 3 rounds or be well acquainted with him. In addition, the Ninja Police gains a +4 insight bonus to attack and damage rolls, defense and any skill checks made to intercept the opponent. On the next round, the initiative order returns to normal. Using this ability is a free action that does not provoke an attack of opportunity.

### **Ninja Scout**

The Ninja Scout is the most common type of ninja. He is proficient at performing techniques, sneaking behind enemies and tracking them down. Most ninja eventually take levels in this class, as it covers the most basic skills. The fastest path to this class is through the any of the basic classes.

### **Requirements:**

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

**Base Attack Bonus:** +2

**Skills:** Knowledge (ninja lore) 6 ranks, Survival 3 ranks, and 10 ranks distributed into: Chakra Control, Genjutsu, Ninjutsu and Taijutsu.

**Feats:** Nin Weapon Proficiency

### **Class Information**

The following information pertains to the Ninja Scout advanced class.

### **Hit Die**

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

### **Action Points**

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

## Class Skills

The Ninja Scout's class skills are as follows.

Balance (Dex), Chakra Control (Wis), Concentration (Con), Disable Device (Int), Drive (Dex), Gather Information (Cha), Genjutsu (Cha), Hide (Dex), Jump (Str), Knowledge (current events, ninja lore, popular culture) (Int), Listen (Wis), Move Silently (Dex), Ninjutsu (Int), Pilot (Dex), Read Language (None), Ride (Dex), Search (Int), Sleight of Hand (Dex), Speak Language (None), Spot (Wis), Survival (Wis), Taijutsu (Str), Tumble (Dex).

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

TABLE 8-6: NINJA SCOUT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+0	+0	+2	+0	Track	+1	+0
2 <sup>nd</sup>	+1	+0	+3	+0	Sneak Attack (+1d6)	+2	+0
3 <sup>rd</sup>	+2	+1	+3	+1	Bonus Feat	+2	+0
4 <sup>th</sup>	+3	+1	+4	+1	Increase Speed (5 feet)	+3	+0
5 <sup>th</sup>	+3	+1	+4	+1	Hide in Plain Sight	+4	+1
6 <sup>th</sup>	+4	+2	+5	+2	Sneak Attack (+2d6), Bonus Feat	+4	+1
7 <sup>th</sup>	+5	+2	+5	+2	Evasion X	+5	+1
8 <sup>th</sup>	+6	+2	+6	+2	Increase Speed (10 feet)	+6	+1
9 <sup>th</sup>	+6	+3	+6	+3	Bonus Feat	+6	+2
10 <sup>th</sup>	+7	+3	+7	+3	Sneak Attack (+3d6), Quicken Technique	+7	+2

## Class Features

The following features pertain to the Ninja Scout advanced class.

### Track

A ninja must be proficient at tracking his foe down; losing one's pray means failure. At first level, the Ninja Scout gains the Track feat for free. In addition, the Ninja Scout can Track at his normal speed without taking a -5 penalty to his Survival check.

### Sneak Attack

A ninja's strength comes from his ability at sneaking behind his foe, catching them off-guard and helpless. If he can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The Ninja Scout's attack deals extra damage any time his target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when he flanks his target. This extra damage is 1d6 at 2nd level, and it increases to 2d6 at level 6th and 3d6 at 10th level. Should the ninja scout score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With an unarmed strike, a ninja scout can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, even with the usual -4 penalty.

A ninja scout can sneak attack only living creatures with discernible anatomies- undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The ninja scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. He cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

### **Bonus Feats**

At 3rd, 6th, and 9th level, the Ninja Scout gets a bonus feat. The bonus feat must be selected from the following list, and the Ninja Scout must meet all the prerequisites of the feat to select it.

Agile Riposte, Armor Proficiency, Athletic, Brawl, Chuunin, Combat Expertise, Combat Martial Arts, Combat Reflexes, Defensive Martial Arts, Dodge, Elusive Target, Focused, Genin, Gift of Summoning, Improved Chakra Pool, Improved Disarm, Improved Feint, Improved Trip, Lightning Reflexes, Stealthy, Streetfighting, Talented Shinobi.

### **Increase Speed**

The faster you move, the easier it is for you to catch your prey. In some situation, speed may determine whether you live or you die; be ready. At 4th level, the Ninja Scout's base speed increase by 5 feet as long as he doesn't carry heavier than a light load. This bonus increases to 10 feet at 8th level, and stacks with the Fast Hero's Increase Speed talent tree.

### **Hide in Plain Sight**

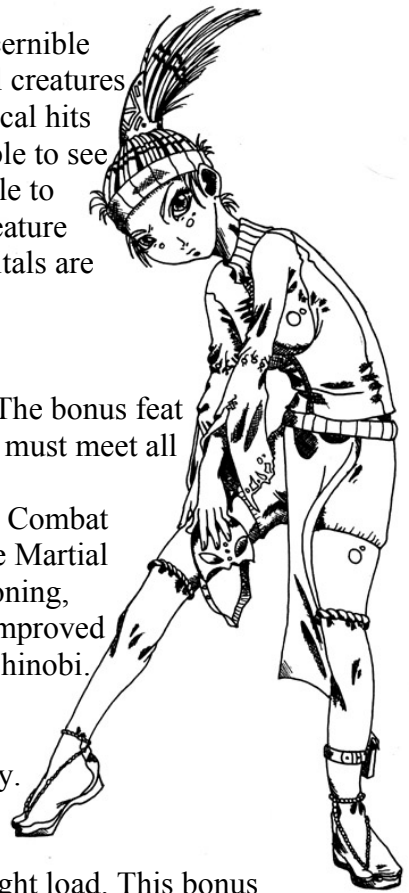
A Ninja Scout can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, a he can hide himself from view in the open without anything to actually hide behind. He cannot, however, hide in his own shadow.

### **Evasion X**

At 7th level, the Ninja Scout is able to easily avoid traps, falling ceiling or fireballs. If the Ninja Scout is subject to an attack that allows him a Reflex save to take only half damage, the Ninja Scout takes no damage from the attack. If the Ninja Scout already possesses the Evasion ability, he takes half damage on a failed save, and no damage if the Reflex save succeeds. This ability is nullified if the Ninja Scout carries heavier than a light load.

### **Quicken Technique**

In combat situation, the quick and efficient use of a technique might determine whether your side wins or lose. In a ninja battle, there is no time to waste; kill, or be killed. At 10th level, the Ninja Scout may, at the expenses of an action point, reduce the time it



takes to perform a *Chakra Control*, *Genjutsu* or *Ninjutsu* technique by 2 categories: a full-round or full-attack action becomes a move action, and attack and move-equivalent action becomes a free actions. Techniques with a perform time of 1 minute or greater are not affected. In addition, using a quickened technique does not provoke an attack of opportunity.

### **Puppeteer**

This type of ninja does not like Melee combat. Instead, it uses tools to fight for him, while he calmly watches and analyzes his enemy from the shadows. The fastest path to this class is through the Smart hero basic class.

#### **Requirements:**

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

**Base Attack Bonus:** +2

**Skills:** Concentration 6 ranks, Ninjutsu 6 ranks, Repair 6 ranks

#### **Class Information**

The following information pertains to the Puppeteer advanced class.

#### **Hit Die**

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

#### **Action Points**

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

#### **Class Skills**

The Puppeteer's class skills are as follows.

Craft (mechanical) (Int), Climb (Str), Concentration (Con), Disable Device (Int), Drive (Dex), Escape Artist (Dex), Hide (Dex), Knowledge (ninja lore, popular culture, streetwise) (Int), Listen (Wis), Ninjutsu (Int), Pilot (Dex), Profession (Wis), Read Language (None), Repair (Int), Ride (Dex), Search (Int), Speak Language (None), Spot (Wis).

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

**TABLE 8-7: PUPPETEER**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+0	+1	+1	+1	Kugutsu no Jutsu	+1	+0
2 <sup>nd</sup>	+1	+2	+2	+2	Puppeteer Skills	+1	+0
3 <sup>rd</sup>	+1	+2	+2	+2	Bonus Feat	+2	+0
4 <sup>th</sup>	+2	+2	+2	+2	Puppeteer Skills	+2	+0
5 <sup>th</sup>	+2	+3	+3	+3	Bonus Feat	+3	+1
6 <sup>th</sup>	+3	+3	+3	+3	Puppeteer Skills	+3	+1
7 <sup>th</sup>	+3	+4	+4	+4	Bonus Feat	+4	+1
8 <sup>th</sup>	+4	+4	+4	+4	Puppeteer Skills	+4	+1

9 <sup>th</sup>	+4	+4	+4	+4	Bonus Feat	+5	+2
10 <sup>th</sup>	+5	+5	+5	+5	Puppeteer Skills	+5	+2

## Class Features

The following features pertain to the Puppeteer advanced class.

### Kugutsu no Jutsu

A puppeteer is able to take control of any unanimated puppets in a range of 5 feet per Puppeteer level as a move-equivalent action per puppet. He himself determines the hit dice of his puppets by spending 1 points of Chakra per hit dice, distributed in all the puppets he control. The puppeteer cannot control more hit dice than his puppeteer level times 1.5. If attacked while controlling his puppets, he must make a Concentration check (DC 15 + damage dealt) or lose control of his puppets. At any given time, the puppeteer cannot control more than 3 small puppets, 2 medium-sized puppets or 1 large. The puppeteer can convert Chakra Cost to Hit Points using the standard rules, and *Kugutsu no Jutsu* counts as a Rank 5 technique whose perform time cannot be increased. A puppet has a Chakra Pool equal to its number of hit dice. Once its Chakra Pool drops to 0, it falls limp to the ground, unanimated once again.

### Puppeteer Skills

At 2nd, 4th, 6th, 8th and 10th level, the Puppeteer gets the chance to improves his skills as a puppeteer. He may chose from the following list of ability every time he gains a Puppeteer Skill. Unless specified, a skill cannot be selected more than once.

*Greater Focus:* The puppeteer gains a +4 bonus to his Concentration checks to avoid losing control of his puppet if damaged during the *Kugutsu no Jutsu*.

*Puppet Mastery:* When selecting this feat, the puppeteer gains a +1 competence bonus to attack rolls with all his puppets. This skill can be selected more than once, its effect stack.

*Improved Speed:* When selecting this skill, the speed of the character's puppet increases by 5 feet. This skill can be selected multiple times, its effect stack.

*Puppet Evasion:* Whenever a puppet needs to make a Reflex save to take half damage from an ability or a technique, if it succeeds the save, it takes no damage instead.

*Multiattack:* When selecting this feat, all of the puppets the character can control benefit from the *Multiattack* monster feat.

Requires: Any 3 puppeteer skills.

*Puppet Flight:* The user is able to make his puppets fly. All of the character's puppet gain a *Fly* speed equal to half its normal speed with a *Poor* maneuverability.

*Puppet Defense:* When selecting this feat, the puppeteer's puppets gains a +2 dodge bonus to defense while they remain within 30 feet of the puppeteer.

### Bonus Feats

At 3rd, 5th, 7th and 9th level, the Puppeteer gets a bonus feat. The bonus feat must be selected from the following list, and the Puppeteer must meet all the prerequisites of the feat to select it.

Alertness, Armor Proficiency (Light, Medium), Brawl, Builder, Chuunin, Deceptive, Educated, Focused, Gearhead, Genin, Meticulous, Nin Weapon Proficiency, Stealthy, Studios, Trustworthy.

### Shuriken Expert

Those ninjas chose thrown weapon as their main weapons. They dislike fighting in melee, but can nail the target straight in the middle even in their blind spots with a thrown kunai. The fastest path to this class is through the Fast Hero basic class, though other paths are possible.

#### Requirements:

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

**Base Attack Bonus:** +2

**Skills:** Sleight of Hands 6 ranks, Tumble 6 ranks.

**Feats:** Nin Weapon Proficiency, Point Blank Shot

#### Class Information

The following information pertains to the Shuriken Expert advanced class.

#### Hit Die

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

#### Action Points

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

#### Class Skills

The Shuriken Expert's class skills are as follows.

Balance (Dex), Climb (Str), Disable Device (Int), Drive (Dex), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (behavioral science, civics, ninja lore, popular culture, streetwise) (Int), Listen (Wis), Move Silently (Dex), Pilot (Dex), Profession (Wis), Read Language (None), Ride (Dex), Search (Int), Sleight of Hand (Dex), Speak Language (None), Spot (Wis), Tumble (Dex).

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

TABLE 8-8: SHURIKEN EXPERT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+0	+0	+2	+0	Weapon Focus	+1	+0
2 <sup>nd</sup>	+1	+0	+3	+0	Rapid Shot	+2	+0
3 <sup>rd</sup>	+2	+1	+3	+1	Sneak Attack (+1d6), Bonus Feat	+2	+0
4 <sup>th</sup>	+3	+1	+4	+1	Quick Draw	+3	+0

5 <sup>th</sup>	+3	+1	+4	+1	Tenketsu (one attack)	+4	+1
6 <sup>th</sup>	+4	+2	+5	+2	Greater Weapon Focus, Bonus Feat	+4	+1
7 <sup>th</sup>	+5	+2	+5	+2	Weapon Specialization	+5	+1
8 <sup>th</sup>	+6	+2	+6	+2	Sneak Attack (+2d6)	+6	+1
9 <sup>th</sup>	+6	+3	+6	+3	Skip Throw, Bonus Feat	+6	+2
10 <sup>th</sup>	+7	+3	+7	+3	Tenketsu (all attacks)	+7	+2

## Class Features

The following features pertain to the Shuriken Expert advanced class.

### Weapon Focus

At 1st level, the Shuriken Expert must chose a type of thrown weapon to apply the Weapon Focus ability to, and most other abilities of this class. The character gains a +1 bonus to attack rolls made with the selected weapon.

### Rapid Shot

At 2nd level, the Shuriken Expert gains the Rapid Shot feat for free, whether or not he meets the prerequisites. The Rapid Shot feat applies only to the Shuriken Expert's chosen weapon.

### Sneak Attack

If he can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The Shuriken Expert's attack deals extra damage any time his target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when he flanks his target. This extra damage is 1d6 at 3rd level, and it increases to 2d6 at level 8th. Should the Shuriken Expert score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With an unarmed strike, a Shuriken Expert can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, even with the usual -4 penalty.

A Shuriken Expert can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The Shuriken Expert must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. He cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

### Bonus Feats

At 3rd, 6th, and 9th level, the Shuriken Expert gets a bonus feat. The bonus feat must be selected from the following list, and the Shuriken Expert must meet all the prerequisites of the feat to select it.

Alertness, Armor Proficiency (light), Athletic, Chuunin, Combat Expertise, Dead Aim, Dodge, Elusive Target, Far Shot, Genin, Mobility, Nimble, Precise Shot, Shot on the Run, Stealthy.



### **Quick Draw**

At 4th level, the Shuriken Expert can draw his chosen weapons as a free action.

### **Tenketsu**

At 5th level, a Shuriken Expert gains the ability to spend 1 action point to increase the damage he deals to a single opponent with a single thrown attack with his chosen weapon. The shuriken expert declares the use of the action point after making a successful thrown attack. The result of the action point roll is added to the damage roll for that attack.

At 10th level, this ability improves. The Shuriken Expert now adds the result of the action point roll to all successful attacks he or she makes in a round.

### **Greater Weapon Focus**

At 6th level, a Shuriken Expert gains greater weapon focus with the weapon he selected at first level. This ability increases the bonus on attack rolls to +2 when using the selected weapon.

### **Weapon Specialization**

At 7th level, a Shuriken Expert gains weapon specialization with his chosen weapon. The shuriken expert gains a +2 bonus on damage rolls with the chosen weapon.

### **Skip Throw**

At 9th level, the character gains the Skip Shot feat for his weapon of choice for free, whether or not he meets the prerequisite. Instead of reducing the damage by 1 die, the weapon deals minimum damage instead.

### **Taijutsu Master**

Those melee combat specialist are evidently expert in Taijutsu and martial arts. Unlike most other Ninja class, this one does not rely on stealth, although they are taught some of the necessary pressure points. The fastest path to this class is through the Strong Hero basic class, though other paths are possible.

#### **Requirements:**

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

**Base Attack Bonus:** +3

**Skills:** Taijutsu 6 ranks

**Feats:** Combat Martial Arts

**Special:** Must know at least 4 *Taijutsu* techniques.

#### **Class Information**

The following information pertains to the Taijutsu Master advanced class.

#### **Hit Die**

The Taijutsu Master gains 1d10 hit points per level. The Constitution modifier applies.

#### **Action Points**

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

### Class Skills

The Taijutsu Master's class skills are as follows.

Balance (Dex), Climb (Str), Drive (Dex), Jump (Str), Knowledge (ninja lore) (Int), Profession (Wis), Read Language (None), Speak Language (None), Taijutsu (Str), Tumble (Dex).

**Skill Points at Each Level:** 3 + Int modifier.

TABLE 8-9: TAIJUTSU MASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+1	+2	+1	+0	Unarmed Attack (1d6)	+1	+0
2 <sup>nd</sup>	+2	+3	+2	+0	Taijutsu Mastery	+2	+0
3 <sup>rd</sup>	+3	+3	+2	+1	Bonus Feat	+2	+0
4 <sup>th</sup>	+4	+4	+2	+1	Unarmed Attack (1d8), Taijutsu Mastery	+3	+0
5 <sup>th</sup>	+5	+4	+3	+1	Sneak Attack (+1d6)	+4	+1
6 <sup>th</sup>	+6	+5	+3	+2	Taijutsu Mastery	+4	+1
7 <sup>th</sup>	+7	+5	+4	+2	Unarmed Attack (1d10)	+5	+1
8 <sup>th</sup>	+8	+6	+4	+2	Taijutsu Mastery	+6	+1
9 <sup>th</sup>	+9	+6	+4	+3	Bonus Feat	+6	+2
10 <sup>th</sup>	+10	+7	+5	+3	Taijutsu Mastery	+7	+2

### Class Features

The following features pertain to the Taijutsu Master advanced class.

#### Unarmed Attack

The Taijutsu Master attacks with either fist interchangeably, or even with elbows, knees, and feet. This means that the Taijutsu Master may even make unarmed strikes when his or her hands are full, and there is no such thing as an off-hand attack for striking unarmed.

The Taijutsu Master also deals more damage with unarmed strikes. At 1st level, the martial artist deals 1d6 points of damage with an unarmed strike. At 4th level, damage increases to 1d8. At 7th level, it increases to 1d10.

#### Taijutsu Mastery

As his name indicate, the Taijutsu Master specializes in Taijutsu and martial arts more than anything. This enables the Taijutsu Master to develop some abilities that help him through his life as a martial artist. Each time the Taijutsu Master gains a Taijutsu Mastery (at level 2, 4, 6, 8 and 10), he may chose from the list below:

*Critical Strike:* Whenever the Taijutsu Master would threaten a critical hit with an unarmed attack, he can spend an action point to automatically confirm the critical. (Requires at least 6 levels of Taijutsu Master)

*Flying Kick:* The Taijutsu Master can use the momentum gained with a charge to deliver a devastating flying kick to an opponent. At the end of this charge, the taijutsu master adds his class level as a bonus to the damage he deals with an unarmed strike.

*Martial Arts Master:* This Mastery grants the Taijutsu Master a +2 competence bonus to perform *Martial Arts* taijutsu technique.

*Improved Critical:* The threat range for a Taijutsu Master's unarmed critical improves by one. This ability stacks with other feats and abilities, such as Improved Combat Martial Arts. (Requires at least 8 levels of Taijutsu Master, and *Weapon Focus [unarmed]*)

*Unarmed Sneak Attack:* The Taijutsu Master may chose this ability and increase his Sneak Attack damage by one die, although this increase only apply to unarmed attacks. This Mastery cannot be selected twice. (Requires *Sneak Attack [+1d6]*)

*Way of Expertise:* The Taijutsu Master may decide to apply either his Dexterity or Wisdom bonus to attack rolls for his unarmed attack instead of strength. The damage, however, are still modified by strength.

*Way of Preservation:* This ability of the Taijutsu Master allows him to save his Chakra when performing a *Martial Arts* Taijutsu technique. By spending an action point, he may reduce the Chakra Cost of a successfully performed technique by one point per two level of Taijutsu Master. (Requires at least 6 level of Taijutsu Master)

*Weapon Focus (unarmed):* As the name suggest, the user automatically gains the feat *Weapon Focus* for his unarmed attacks. This Mastery cannot be selected twice.

*Weapon Specialization (unarmed):* The character gains a +2 damage bonus on his unarmed attacks, and damage done by *Martial Arts* taijutsu techniques. This Mastery cannot be selected twice. (Requires *Weapon Focus [unarmed]*)

### **Bonus Feats**

At 3rd and 9th level, the Taijutsu Master gets a bonus feat. The bonus feat must be selected from the following list, and the Taijutsu Master must meet all the prerequisites of the feat to select it.

Athletic, Chuunin, Cleave, Combat Expertise, Combat Reflexes, Defensive Martial Arts, Genin, Gouken, Improved Combat Martial Arts, Power Attack.

### **Sneak Attack**

If he can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The Taijutsu Master's attack deals extra damage any time his target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when he flanks his target. This extra damage is 1d6 at 5th level, and will not further increase from this class (except by choosing the Unarmed Sneak Attack Taijutsu Mastery). Should the Taijutsu Master score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet. With an unarmed strike, a Taijutsu Master can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, even with the usual -4 penalty.

A Taijutsu Master can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The Taijutsu Master must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. He cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

## Chapter IX: Techniques

### Name

This entry is, as the name suggest, the technique's name itself. The techniques' name are usually in romaji (japanese written using roman alphabet), followed by the english translation in parenthesis.

### Rank

A technique's Rank signifies how difficult the technique is to perform and learn. The techniques range from 1 to 14. Any technique of rank 15 or higher is considered an Epic Technique and thus has special requirements. To learn a technique, one must be the same level or higher than the technique's rank (to learn a rank 8 technique, one must be at least of level 8) and have a number of ranks in the relevant skill equal or higher than the technique's rank. Level Adjustment does not count toward the maximum rank of techniques you may learn, but some ability may allow you to learn higher ranked technique.

**Determining the Rank:** One should be careful when determining the Rank of a technique. While a character can't learn a technique with a rank higher than his level (or one rank higher than his level), Ranks also affect a technique's Saving Throw DC. A DC too high can affect the game balance, so setting the Rank too high is can prove to be more trouble than it's worth. To make a technique harder to learn, increasing the *Learn DC* is generally a good idea, even though it also increases the time required to learn the technique.

### Type

The technique type determines what skill is used, and the technique's general purpose. Below is a list of all types and subtype used in techniques. In addition, you might notice some additional text besides the technique's type. For example, a technique that reads *Taijutsu (Body Arts; Akimichi Hijutsu) [Rank 2]*, is a rank 2 enhancement technique specific to the Akimichi clan.

**Control:** Chakra Control is a special category of techniques said to be usable to anyone with proper training. That fact alone does not make it easier to use than Genjutsu or

Ninjutsu. Chakra Control's relevant ability is Wisdom. Its subtype include: Body, Medical, Spirit.

Body: This type of Control technique is focused on feats the body may accomplish, such as climbing without using your hands.

Medical: techniques are used to heal (or damage) the body of any living thing. They may cure, or cause, fatigue or stab wounds, and require a massive amount of both Chakra and Control. Trying to learn a Medical technique without the appropriate feat or ability implies a -8 penalty on the Learn check in addition to taking twice the normal time.

Spirit: This type of technique allows one with sufficient focus freedom of the spirit. With this type of technique, one may accomplish amazing mental feats, such as fend off harmful effects of a Genjutsu.

Training: This subtype of Chakra Control does not contain technique one can perform, but rather consist of mental training that allows the user better use of his Chakra Control. A character without the proper feats or ability cannot learn techniques of this subtype without suffering a -8 penalty to his learn checks.

**Genjutsu:** Genjutsu techniques deceive the senses or minds of others. Some Genjutsu are qualified as Harmful, but those genjutsu are only illusions, and cannot directly inflict harm upon one's body. They can, however, affect the mind and render a man temporarily (or permanently) insane. Genjutsu's relevant ability is Charisma. The sole "real" Genjutsu subtype is *Doujutsu*.

*Doujutsu:* This subtype includes all technique using the user's eyes as medium; in other words, this subtype consists only of gaze attacks.

Saving Throws and Genjutsus (Disbelief): Creatures encountering an Genjutsu-created effect usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion. This allows them to disbelieve the illusion. If any viewer successfully disbelieves a Genjutsu and communicates this fact to other viewers, each such viewer gains a saving throw with a +4 bonus.

Compulsion: A compulsion technique forces the subject to act in some manner or changes the way his mind works. Some compulsion effects determine the subject's actions or the effects on the subject, some compulsion effects allow you to determine the subject's actions when you perform the technique, and others give you ongoing control over the subject. All Compelling techniques are harmful, unless explicitly stated otherwise in the technique's description.

Harmful: This definition is often found in the many Genjutsu technique. All techniques that deal damage, compels its target to do something are defined as harmful. If the technique isn't marked as "harmful," then it isn't considered harmful unless it falls in the previous groups. Non-harmful Genjutsus include, but are not limited to, techniques that modify the surrounding area, technique that hide one's presence or that increases one's morale.

Training: This subtype of Genjutsu does not contain illusion techniques one can use to fool another, but rather exist to train the user on the subtleties of Genjutsu. A character without the proper feats or ability cannot learn techniques of this subtype without suffering a -8 penalty to his learn checks.

**Ninjutsu:** Ninjutsus are techniques used by ninja to create an effect that is not an illusion, such as fire, or summoning a creature. Ninjutsu uses the Ninjutsu skill as a base. Most of them require hand seals. Ninjutsu's relevant ability is Intelligence. Its subtype include: Doton, Fuuton, Katon, Sealing, Suiton, and Summoning.

**Doton:** are Earth-based techniques. Doton focuses more on defense than attack, but the rare attack Doton techniques are very strong. Doton can be specialized.

**Fuuton:** are Wind-based techniques. This type doesn't count many technique, some of them are very powerful. Fuuton can be specialized.

**Hyoton:** are Ice-based techniques. This subtype count both attack and defense techniques. Hyoton can be specialized.

**Katon:** are Fire-based techniques. All of Katon's wide technique range is focused mainly on attack. Katon can be specialized.

**Raiton:** are Lightning-based techniques. The few Raiton techniques are mostly good for attack, although some can make effective defense. Raiton can be specialized.

**Sealing:** is a very different type of Ninjutsu. There are very few sealing techniques, and none of them are for attack purposes. These techniques cannot be specialized. Characters level 12 or below trying to learn a Sealing technique suffer a -8 penalty on the Learn checks in addition to taking twice the normal time. Most sealing technique may be dispelled instantly by using the same technique on the victim while the previous seal is still in action.

**Suiton:** are Water-based techniques. Suiton is divided equally in both attack and defense. Suiton can be specialized.

**Summoning:** is another special type of Ninjutsu. The Summoning type allows one to summon a creature to aid him in a certain task. Trying to learn a Summoning technique without the appropriate feat or ability implies a -8 penalty on the Learn check in addition to taking twice the normal time.

**Training:** This Ninjutsu subtype does not contain harmful techniques you can use against an opponent, but opens one's mind to the depths of the *Art of the Ninja*. A character without the proper feats or ability cannot learn techniques of this subtype without suffering a -8 penalty to his learn checks.

**Taijutsu:** Taijutsu skills are close combat skills and physical skills. The ninja adept in Taijutsu can strengthen his muscles, increases his speed or even execute a stunning whirlwind attack in mid-air! Taijutsu's relevant ability is Strength. Its subtype is: Body Arts and Martial Arts.

**Body Arts:** are techniques aimed to increase the user's physical prowess, such as a technique that may increase the user's strength tenfold.

**Martial Art:** is a group of technique that includes all styles and moves of physical combat, be it sword fighting or karate.

**Mobility:** is a subtype that does not include combat techniques. The Mobility subtype includes all *Shunpo*-related technique and similar.

**Stance:** is a subtype of Taijutsu that is, in a sense, the basics of Martial Arts. No technique under this subtype deal direct damage to the opponent. Stance techniques do not stack with each other, unless the description explicitly says so.

**Training:** Taijutsu training involves mainly improvement of the body's many assets. Be it speed, stamina or brute strength, this subtype has it all. A character without the proper feats or ability cannot learn techniques of this subtype without suffering a -8 penalty to his learn checks.

**Hijutsu:** While not a type of technique in itself, you can only learn such a technique under special condition, such as reading them off a Scroll of Seal or have it taught to you. In some villages, it might be rare to find a Hijutsu in a Scroll of Seal, or even someone that can be willing to teach it. Generally, Hijutsus are Clan-specific techniques, but they

can really be anything. A character with no affiliation to an organization, clan or village specified with the technique takes a -2 penalty to his Learn checks to learn a *Hijutsu*, even with the proper tool. Hijutsu is added after the technique's subtype.

**Kinjutsu:** As with Hijutsu, a Kinjutsu is not a technique type in itself. It is added at the end of a technique's descriptor to indicate that the technique cannot be learned under normal circumstances. Kinjutsu are often techniques that were sealed away or lost, and can only be learned under certain circumstances, such as the discovery and utilization of a scroll of seal or taught by another person. A Kinjutsu can under no circumstances be developed (self-taught by the user to the user). Kinjutsu literally means "forbidden art," and the use of one can, and often will, lead to trouble.

*Additional Information:* Techniques of the Training subtype exist as a special kind of techniques. They don't have a Chakra Cost unless the technique's description specifies it, don't provoke saving throws to defend against it or serve to directly harm another. They merely exist to allow a character a wider range of self-improvement. In addition, no component entry will be added except material focus or expendable components, as training doesn't require any, and no Perform DC will ever be required. When a character is denied use of any techniques, techniques of the Training subtypes can never be affected. In addition, training techniques don't count when making a total of a character's learned technique for requirements like Genin, Chuunin or Jounin.

**Hachimon Tonkou:** While this technique type only counts a few techniques, it does not fall into any other category. The sole purpose of this technique type is to allow one to open the Eight Celestial Gate found in one's body. Techniques falling in this type do not require Perform checks to be activated and usually do not have Chakra Cost for the activation. Since there is no *Hachimon Tonkou* skill, a character can always learn techniques of this type but suffer a -1 penalty on his Learn checks if he does not have at least 4 ranks in all four Chakra Skills (Chakra Control, Genjutsu, Ninjutsu and Taijutsu). A character without the *Hachimon Tonkou* feat absolutely cannot learn any techniques of this type. This type is divided in 8 different subtype: Kai-mon, Kyu-mon, Sei-mon, Sho-mon, To-mon, Kei-mon, Kyo-mon and Shi-mon. In the given order, a character needs to be 2 level per subtype to learn a technique from it (from Kai-mon at 2nd level and Shi-mon at 16th).

*Kai-mon:* Techniques of this subtype allows the user to open the *Initial Gate* and perform extraordinary prowess using the extra power granted from the gate. Techniques from this subtype can only be learned by a 2nd level or higher character.

*Kyu-mon:* Opening the *Heal Gate* allows the user to heal bodily wounds much quicker than a normal person would. Techniques from this subtype can only be learned by a 4th level or higher character.

*Sei-mon:* Techniques of this subtype open the third gate, called the Life Gate. This state, unless the user has great control over his body, is very damaging. Techniques from this subtype can only be learned by a 6th level or higher character.

*Sho-mon:* The Harm Gate, while extremely powerful, threatens to deal permanent damage to the user's body, as its name implies. Techniques from this subtype can only be learned by a 8th level or higher character.

*To-mon*: The Fifth, Limit Gate's effect removes further limitations from the user's body, thus allowing for greater physical prowess. Techniques from this subtype can only be learned by a 10th level or higher character.

*Kei-mon*: The View Gate's effect are currently undescribed and unknown. Further detail will be added when more is known about it. Techniques from this subtype can only be learned by a 12th level or higher character.

*Kyo-mon*: The Wonder Gate's effect are currently undescribed and unknown. Further detail will be added when more is known about it. Techniques from this subtype can only be learned by a 14th level or higher character.

*Shi-mon*: The Death Gate's effect are currently undescribed and unknown. Further detail will be added when more is known about it. Techniques from this subtype can only be learned by a 16th level or higher character.

*Word of Warning from Frankto*: Be warned that usage of the gates in one's game can seriously tip the scales of balance in the game and honestly, I wouldn't allow it. The gates can and most likely will be overpowering when used. As such, they are completely optional and will have their own section in the technique's chapter, as well as their own Technique List.

*Requirements*: Some techniques may have requirements put at the end of their subtype (or in parenthesis if no subtype assigned). A requirement may be a feat or an ability, and is easily noticeable. Here is an example of what it may look like: *Ninjutsu (Requires Ichiryuu Sharingan)*. This entry notes that the *Ninjutsu* technique requires the *Ichiryuu Sharingan*, which can be attained by a 9th level character, to be correctly used and learned. Thus, a character without *Ichiryuu Sharingan* cannot learn this technique.

## **Learn DC**

This entry determine how tough to master a technique is, along with the time requires to acquire it. A Learn check is a level check modified by some feats and abilities (such as Genius Nin). The time required to learn a technique is 1 day per rank of the technique for every 2 points past 10 of the DC, rounded up (*Kawarimi no Jutsu*, a rank 1 technique with a Learn DC of 14 would take 2 days to master). Learning a technique requires the character to train for 8 hours a day with interruptions no greater than 1 hour, or the day is wasted. Comparatively, if the character's training is interrupted for more than 3 days, it must be redone entirely. In addition, a character spends 1/10th of his total Chakra Pool per hour training; if he can no longer train (Chakra Pool would be reduced to 0 or below for another hour of training) he must quit training until a sufficient amount of Chakra is recovered (after a full night's rest, the character will recover all the Chakra he spent the previous day training automatically, but not the Chakra spent on techniques or that was drained). A character can Take 10 but not Take 20 to learn a technique. The character must have at least 1 rank in a the relevant skill (namely Chakra Control, Genjutsu, Ninjutsu and Taijutsu) to learn a technique. If the character beats the Learn DC by 10, he may halve the time required to learn a technique.

Learning the technique from a scroll or a master can also provide further bonuses. If the character uses an item (scroll or otherwise) that has indications and directions about how



to form a specific technique (such as a *Scroll of Seals*), he gains a +1 bonus to his Learn check per 5 points of the Purchase DC of the item (rounded down, maximum +5). If he is taught the technique by a creature that can use it, the character gains a +1 bonus to his Learn check per two level the master has higher than the character (maximum +5). The character may learn from either an item or a creature, but not both.

The character cannot learn a technique unless he has witnessed it one or more times or has access to resources to help him in his training (such as a scroll of seals or a master). A character may also teach himself a technique, providing the GM allows it; this process is called "Developing."

Similarly, a character may also "Create" a technique from scratch. This requires a lot more time and resource, and takes three times the normal amount of time to learn it. If a character is creating a *Kinjutsu*, the additional two "units" of time can be spent studying and the training may be interrupted up to 2 weeks during that period.

**Optional Rules:** The GM is free to cut the time required to learn techniques in half for fast paced and high powered campaign. Be warned though that it is likely to shatter any balance this game may have.

**Determining the Learn DC:** That is usually done using the following formula: 10 + the technique's rank + (Chakra Cost  $\times$  0.5 to 3).

**Complexity Rating:** A technique's complexity rating is directly tied to its Learn DC. See below for details.

<b>Learn DC</b>	<b>Complexity Rating</b>
10-12	E-Rank
13-15	D-Rank
16-20	C-Rank
21-25	B-Rank
26-30	A-Rank
31 or higher	S-Rank

For non-rated complexity rating, determine using your judgement. Rank 15 or higher techniques are Epic. There are some special cases, such as *Kage Bunshin no Jutsu*.

### **Perform DC**

The Perform DC is the difficulty check the players needs to beat in order for him to successfully perform the technique.

The character may decide to spend 1 additional point of Chakra to gain a +1 bonus to his skill check in order to perform a technique. This bonus cannot be higher than his character level. In addition, this cost can freely be converted to HP with the Chakra Control skills and counts as a mere increase of a technique's Chakra Cost.

Determining the Perform DC: This process is quite simple. The Perform DC is determined using the following formula: 10 + 1 per Rank of the technique + its Complexity Rating.

<b>Complexity Rating</b>	<b>DC Modifier</b>
Extremely Easy	-10
Very Easy	-5
Easy	-1
E-Rank	+0
D-Rank	+1
C-Rank	+3
B-Rank	+5
A-Rank	+7
S-Rank	+10
Super S-Rank	+15
Epic	+20

## **Time**

This entry tells how much time is required to perform the technique.

Using a technique with a required time of 1 free action, move-equivalent action or attack action takes effect immediately.

Using a technique with a required time of 1 full round is a full-round action. A character can take a 5-foot step before, during, or after using the technique, but you cannot otherwise move. The technique takes effect at the beginning of that character's turn in the round after he began to cast it. The character then acts normally after the technique is completed.

When a technique requires a full-attack action, an full-round is spent executing the technique, but it takes effect in the same round instead of on the user's next turn. While a technique requiring a full-attack action does not always involve attacking, it is mostly used with *Taijutsu* techniques. A required time of a full-attack action serves only to discern techniques taking effect on the user's next turn and on the very turn the technique was used.

A character cannot perform more than one technique that require a free-action per round. A technique that takes 1 minute to perform comes into effect just before the character's turn 1 minute later (the character spends each of those 10 rounds preparing as a full-round action).

When a character begins a technique that takes 1 full round or longer to perform, he or she must continue the concentration or hand seals involved (or concentration after the sequence is finished) from one round to just before his or her turn in the next round (at least). If the character loses concentration after starting the technique and before it is complete, the technique is lost (see the Concentration skill; works just as the spells, except that the Spell Level is the Technique's Rank).

A character retains his or her Dexterity bonus to Defense while performing a technique.

*Attacks of Opportunity:* When the character performs a technique when threatened by an enemy, said enemy(s) gains an attack of opportunity against the user. If the user is damaged by the attack, he must make a Concentration check or fail to complete the technique (see Concentration skill, rules apply as mentioned above). There exist, however, some exception. Unless the technique's description calls for it, a taijutsu technique never provokes an attack of opportunity.

## Components

Every technique has at least one component the user must provide when attempting it.

**Hand Seals (H):** Performing a techniques require hand seals. Those seals are Bird, Boar, Dog, Dragon, Hare, Horse, Monkey, Ox, Ram, Rat, Serpent and Tiger. Every technique don't use that many seals and in that order, and some don't use them at all. Techniques using hand seals can only be performed with both hands free, unless you meet special requirements. A blinded character has a 20% chance to fail a technique that requires hand seals.

**Concentration (C):** A character must concentrate to use the technique. He needs neither having hands free nor being able to move at all, only molding Chakra is sufficient. A Dazed character has a 20% chance to fail a technique that requires concentration.

**Mobility (M):** This component, unlike the other, does not require particular concentration or movements; in fact, it requires freedom of movements alone. For some technique, mostly Taijutsu, but some Genjutsu and Ninjustu as well, it is crucial for the user to be able to move as required for the technique. A grappled or pinned character cannot perform a technique that requires mobility. A character with armor check penalty suffers a 10% chance of failure to a technique that requires mobility per point (ie, -4 armor penalty implies 40% chance of failure). A character who see his movement slowed down through any mean suffer a 2% chance of failure per foot under 30 feet (or their base movement rate) to technique that requires mobility (A character with a 30 feet base movement rate that moves at 15 feet suffers a 30% chance of failure). Chances of failure are cumulative, but cannot go higher than 95%.

**Material Focus (F):** A material component that is required but not expended in the use of the technique, such as a weapon or a thrown object.

**Empower (E):** While not a component in itself, this entry announces that the technique can be made more powerful by putting more Chakra into the mix, given that the user is of sufficient level. Techniques that affect more creature or create objects or creature are not counted as "Empower"-able.

**Expendable Components (X):** A material component expended in the use of a technique, such as blood to form a seal or summon a creature.

**Physically Able (P):** This component indicate that the user must be physically well to use this technique. He must be not be *Fatigued, Disabled, Dying, Exhausted, Nauseated* or have suffered any temporary *Strength, Dexterity* or *Constitution* damage. Any techniques requiring this component will abruptly cease should it be inflicted upon the user while it is still in effect. If the user carries a heavy load, techniques with the Physically Able component suffer a 10% chance of failure.

*Nearby* indicates that a component or creature must be within 30 feet of the user. 1 cubic foot of snow or ice is roughly 60 pounds, and 1 cubic foot of water holds 8 gallon and also weights about 60 pounds.

## Range

This is the effective range of the technique.

**Touch:** The user must touch a creature or object to affect it. To use a touch range technique, the user performs the technique and then touches the subject, either in the same round or any time later. In the same round that the character uses the technique, he also touch (or attempt to touch) the target. The user may take his move before attempting the technique, after touching the target, or between using the technique and touching the target. A character can automatically touch one friend or use the technique on himself, but to touch an opponent, the character must succeed on an attack.

**Attack:** Similar to *Touch*, except that the attack roll must best the target's actual defense.

**Personal:** The technique affects only the user.

**Close:** The technique reaches out 10 away from the user. The maximum range increases by 5 feet per two character level of the user.

**Medium:** The technique reaches out to 20 + 10 feet per two character level.

**Long:** The technique reaches out to 30 + 15 feet per two character level.

## Target

Some techniques have a specific target or targets. A character uses these techniques directly on the creatures or objects, as defined by the technique itself. The user must be able to touch or see the target, and must specifically choose that target. The character does not have to select his target until he completes the technique.

If the character uses a targeted technique on the wrong sort of target, it has no effects.

If the target of the technique is the user (Target: You), the user does not receive a saving throw.

**Subject:** The descriptive text of some techniques makes a distinction between "target" and "subject." The target of a technique is the creature(s) or object(s) it is directed against. A target becomes a subject if it fails a saving throw against the technique and is thus affected by it.

## Effect

Some technique creates or summons things rather than affecting things that are already present. The user must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move regardless of the technique's range.

**Ray:** Some effects are rays. The user aims a ray as if using a ranged weapon, though typically the character makes a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, the character can fire into the dark or at an invisible creature and hope to hit something. A character doesn't have to see the creature he is trying to hit, as with a targeted technique. Intervening creatures and obstacles, however, can block the user's line of sight or provide cover for the creature being aimed at.

If a ray has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

**Spread:** Some effects, notably clouds and fogs, spread out from a point of origin to a distance given in the technique's description. The effect can extend around corners and into areas the user can't see. Figure distance by actual distance traveled, taking into

account turns the technique takes. The user must designate the point of origin, but need not have line of effect (see below) to all portions of the effect.

## **Area**

Some techniques affect an area. The user selects where the technique starts, but otherwise doesn't control which creatures or objects the technique affects. Sometimes a technique describes a specially defined area, but usually an area falls into one of the following categories.

**Burst:** As with an effect, the user selects the technique's point of origin. The technique then bursts out from this point, affecting whatever it catches in its area.

A burst technique has a radius that indicates how far from the point of origin the technique's effect extends.

**Cone:** A cone shoots away from the user in the direction he designates. A cone starts in a square adjacent to the user and widens out as it goes. A cone's width at a given distance from you equals that distance. Its far end is as wide as the effect is long.

**Creatures:** Some techniques affect creatures directly (as a technique with a target does), but they affect creatures in an area of some kind rather than individual creatures the user selects. The area might be a burst, a cone, or some other shape.

Many techniques affect living creatures, which means all creatures other than constructs and undead.

**Cylinder:** As with a burst, the user selects the technique's point of origin. This point is the center of a horizontal circle, and it shoots down from the circle, filling a cylinder.

**Emanation:** Some techniques have an area like a burst except that the effect continues to radiate from the point of origin for the duration of the technique.

**Quarter-Circle:** Some techniques have a quarter-circle-shaped area. Like a cone, the effect starts in a square adjacent to the user and widens out as it goes.

**Spread:** Some techniques spread out like a burst but can turn corners. The user selects the point of origin, and the technique spreads out a given distance in all directions. Figure distance by actual distance traveled, taking into account turns it effect takes.

**Other:** A technique can have a unique area, as defined in its description.

**(S):** If an Area or Effect entry ends with (S) (standing for shapeable), the user can shape the technique. A shaped effect or area can have no dimension smaller than 10 feet.

**Line of Effect:** A line of effect is a straight, unblocked path that indicates what a technique can affect. A line of effect is canceled by a solid barrier. It's like line of sight for ranged weapons, except it's not blocked by fog, darkness, and other factors that limit normal sight.

The user must have a clear line of effect to any target that he uses a technique on, or to any space in which he wishes to create an effect. The user must have a clear line of effect to the point of origin of any technique he or she uses. For bursts, cones, cylinders, and emanation techniques, it only affects areas, creatures, or objects to which it has line of effect from its origin (a burst's point, a cone's starting point, a cylinder's circle, or an emanation technique's point of origin).

A hole of at least 1 square foot is sufficient to allow a line of effect through an otherwise solid barrier. If any given 5-foot length of barrier contains such an opening, that 5-foot length is not considered a barrier for purposes of a technique's line of effect (though the rest of the barrier still counts as normal).

**Directing or Redirecting Effects:** Some techniques allow the user to redirect the effect to new targets or areas after completing it. Redirecting a technique requires a move action that does not provoke attacks of opportunity. It also doesn't require concentration.

### **Duration**

The Duration entry of a technique description tells how long the effect of the technique lasts.

**Timed Durations:** Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the chakra dissipates and the technique ends. If a technique's duration is variable, the GM rolls it secretly. A duration based on the user's level means "total character level and/or hit dice", but not *Effective Character Level or Hit Dice*.

**Instantaneous:** The chakra comes and goes the instant the technique is completed, though the consequences might be long-lasting.

**Permanent:** The effect remains indefinitely, but is sustained by lingering chakra. If the chakra dissipates, so does the effect.

**Concentration:** The technique lasts as long as the user concentrates on it, possibly up to a specified maximum amount of time. Concentrating to maintain a technique is an attack action that does not provoke attacks of opportunity. Anything that could break the character's concentration when performing the technique can also break his concentration while maintaining one, causing the technique to be ruined (see Concentration, below). A character can't use a technique while concentrating on another one.

Sometimes a technique lasts for a short time after the character ceases concentrating. In these cases, the technique just keeps going for the stated length of time after the character stops concentrating.

**Subjects, Effects, and Areas:** If a technique affects creatures directly, the result travels with the subjects for the technique's duration. If the technique creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to the end of its duration. If the technique affects an area, the technique stays with that area for the technique's duration. Creatures become subject to the technique when they enter the area and are no longer subject to it when they leave.

**Discharge:** A few techniques last for a set duration or until triggered or discharged. The technique remains in place until the triggering condition is met (at which point it takes effect) or the maximum duration is reached (at which point it dissipates, with no effect).

**(D):** If the Duration entry ends with "(D)" (standing for "dismissible"), the user can dismiss the technique at will. The user must be within range of the effect of the technique to dismiss it. Dismissing a technique is an attack action that does not provoke attacks of opportunity. A technique that depends on concentration is dismissible by its very nature, and dismissing it does not require an action (since all the user has to do to end the technique is to stop concentrating).

### **Saving Throw**

Most harmful techniques allow an affected creature to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a technique description defines which type of saving throw the technique allows and describes how saving throws against the technique work.

**Negate:** This term means the technique has no effect on a creature that makes a successful saving throw.

**Partial:** The technique causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

**Half:** The technique deals damage, and a successful saving throw halves the damage taken (round down).

**None:** No saving throw is allowed.

**Disbelief:** A saving throw is not allowed purely on the basis of encountering the technique. Rather, the creature gets a saving throw only after interacting with or carefully studying the technique. To disbelieve a technique, one must first identify it. Once identified, a successful save lets the subject ignore the effect.

**(Object):** The technique can be cast on objects, which receive saving throws only if they are magical in nature, or if they are attended (held, worn, or grasped) by a creature resisting the technique, in which case the object gets the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a technique can only be used on objects. Some techniques of this sort can be cast on creatures or objects.)

**(Harmless):** The technique is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it wishes.

**Saving Throw Difficulty Class:** A saving throw against a technique has a DC of 10 + technique's Rank + the user's bonus for the relevant ability (see Skill chapter for details).

**Succeeding at a Saving Throw:** A creature that successfully saves against a technique without obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted technique the user senses that the technique has failed. The user does not sense when creatures succeed at saving throws against effect and area techniques.

**Voluntarily Giving up a Saving Throw:** A creature can voluntarily forego a saving throw and willingly accept a technique's result. Even a character with a special resistance can suppress this resistance if he or she wants to.

**Items surviving after a Saving Throw:** Unless the descriptive text for the technique specifies otherwise, all items carried and worn are assumed to survive an attack. If an item is not carried or worn, it does not get a saving throw. It is simply dealt the appropriate damage.

### **Chakra Cost**

The chakra cost is taken from one's Chakra Pool. If the user fails the Perform DC, he doesn't have to pay the Chakra Cost. Converting HP to Chakra is also helpful to pay the Chakra cost, and it does not have to be total. If a technique has a Chakra Cost of 20, the user may decide to convert 15 points to HP and pay 5 point with his own Chakra.

### **Advanced Seal - Bakudan (Advanced Seal - Bomb)**

*Ninjutsu (Sealing; Advanced Seal) [C-Rank; Rank 3]*

**Learn DC:** 17; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, X (see text);

**Range:** Close; **Area:** 10-foot radius burst (S); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 4.

With this basic *advanced seal*, the user sends his chakra to the advanced seal and throws it toward the targeted area. Once it explodes, it deals 3d8 points of fire damage to any creature found in the area of effect, who are allowed a Reflex save to take half damage. The user may use an advanced seal previously dropped to a location within range instead of throwing it, though using the technique in this manner requires the use of *hand seals*. The technique will explode with the area of effect centered on the location where the advanced seal was dropped.

*Expendable Components:* One advanced seal.

### **Advanced Seal - Touga (Advanced Seal - Ice Daggers)**

*Ninjutsu (Sealing; Advanced Seal) [C-Rank; Rank 4]*

**Learn DC:** 19; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, E, X (see text); **Range:** Close (see text); **Target:** One creature per dagger; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2 per dagger.

Upon completion of this technique, the user throws his advanced seal towards his target, seal which will transform in mid-throw into a tiny ice shard. The user must make a ranged attack roll with a +1 bonus to hit the target with the shard, to then deal 1d4+2 point of cold damage. Using more than one seal, the user can target multiple creature, though he must still make an attack roll to hit any of them. The user cannot throw more than 1 dagger per level at once using this technique.

*Expendable Components:* One advanced seal per dagger.

### **Akiraka Genzou (Minor Illusion)**

*Genjutsu [D-Rank; Rank 2]*

**Learn DC:** 15; **Perform DC:** 13; **Time:** 1 full-round action; **Components:** H; **Range:** Close; **Area:** 50-ft radius emanation (S); **Duration:** 1 minute/level (D); **Saving Throws:** Will disbelief (see text); **Chakra Cost:** 3.

This technique allows the user to make minor modifications within the radius of the technique in order to trick or deceive someone. He may make up to one *minor* change per character level. A *minor* change is something insignificant, such as changing the inscription on a door, making a Small object or smaller appear or disappear and such, but it cannot affect a creature or directly cause harm in any way. A creature that interacts with an object created by this illusion will notice that something is out of place immediately. This technique cannot be disbelieved until it is identified or studied, and can be dispelled. This technique can only affect unattended objects.

### **Akiresuken Juushou (Crippling Injury)**

*Chakra Control (Medical; Requires Chakra Scalpel Expertise) [B-Rank; Rank 6]*

**Learn DC:** 22; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, M; **Range:** Touch; **Target:** One living creature; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude partial; **Chakra Cost:** 2.

To properly execute this technique, the user must have his Chakra Scalpel activated, and use his Chakra Scalpel Expertise ability. Once that is done, the user may channel more



offensive Chakra in the Scalpel, and cause severe injury to the victim. When he uses this technique, the user may strike one of the following areas:

*Arm:* When the user strikes the target's arms, it suffers standard Chakra Scalpel damage and a -2 penalty to attack rolls and damage. This penalty can be applied twice (once for each arm), and lasts for 8 hours.

*Leg:* When the user strikes the target's legs, it suffers standard Chakra Scalpel damage and a -2 penalty to defense and reflex save, as well as seeing its movement speed reduced by 5 feet. This penalty can be applied twice, once for each leg, and lasts for 8 hours.

*Torso:* When attacking the target's torso, the user deals standard scalpel damage and damages the target's lungs. It suffers a -4 penalty to constitution checks and fortitude saves for 8 hours. In addition, if it does not succeed a Fortitude save (DC as per technique), it will suffer internal damage such that it will lose one hit points per round until healed with either a technique or a Treat Injury check (DC 20) is successful. This penalty can be applied once.

*Head/Neck:* When the user strikes the target's head or neck, it suffers double Chakra Scalpel damage and a blindness for 1d3 hours unless it succeeds a Fortitude save. This point can only be targeted once on a creature every 8 hours.

### **Akuma no Tsubasa (Demon Wings)**

*Ninjutsu [C-Rank; Rank 2]*

**Learn DC:** 16; **Perform DC:** 15; **Time:** 1 attack action; **Components:** C, M; **Range:** Close; **Target:** One held object; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 2.

This technique allows the user to control the movements of a thrown object with his Chakra and have it return to him. The user may throw an object no larger than one size category larger than himself (presumably a weapon), and have it return to him on his turn next round, even if he moved from his past location. If the object was caught or is currently held, the current wielder must succeed a Strength check (DC 15) or lose its grasp on the object, which will be sent flying back to the user's waiting hands. If the Strength check is successful, the creature successfully held onto the object and the user can no longer call it back.

### **Amaterasu (Goddess of the Sun)**

*Ninjutsu (Katon; Requires Mangekyou Sharingan) [A-Rank; Rank 10]*

**Learn DC:** 28; **Perform DC:** 27; **Time:** 1 attack action; **Components:** H; **Range:** Close; **Area:** 15-foot-radius burst; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 8.

This fearsome *Katon* technique counts amongst the most powerful techniques of the Uchiha clan, which only a few extraordinary individuals were able to master. Many will live their whole lives without so much as hearing about it. A creature caught in this sudden outburst of dark fire will be dealt 6d10 points of fire damage and instantly catch on fire. This fire will burn the victim to ashes without cease, and is very difficult to put out without the help of a Sealing technique. A victim that caught on fire by *Amaterasu* will be dealt 2d6 points of fire each round, and cannot douse the fire by jumping into water or any such method; the Reflex save DC also increases to 25 in order to put out *Amaterasu*.

### **Amatsu Issen no Ouda (A Thousand Heavenly Strikes)**

*Taijutsu (Martial Art; Requires Epic Technique - Amatsu Issen no Ouda) [Epic; Rank 15]*

**Learn DC:** 46; **Perform DC:** 35; **Time:** 1 full-round action; **Components:** C, M; **Range:** Melee attacks; **Target:** One creature; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 12.

For hundred years, this technique has been no more than a far away dream for every martial artist who mastered even the *Itsutsu Kyuu*. This technique is quite simple, really; so simple, in fact, that even the most determined mind will scream in frustration after years of vain attempt at the mastery of the *Amatsu Issen no Ouda*, said to be the ultimate martial arts technique. This technique is no more than a slightly complicated series of movement, punches and kicks both, but to find itself effective it must be executed at a speed that is greater than even *Itsutsu Kyuu*. This technique, once used, increases the Speed Rank bonus given by *Itsutsu Kyuu* by 1 and grants the user 5 additional attacks at his maximum attack bonus. This technique cannot be used unless the user is under *Itsutsu Kyuu Sokuryoku's* effect.

### **Ame no Kiseki (Miracle of Rain)**

*Ninjutsu (Suiton; Amegakure Kinjutsu) [S-Rank; Rank 11]*

**Learn DC:** 33; **Perform DC:** 31; **Time:** 1 minute; **Components:** C, H; **Range:** Long; **Area:** 500-ft.-radius spread; **Duration:** 10 minute/level; **Saving Throws:** None; **Chakra Cost:** 16.

Using this technique, the user is able to force rainclouds to form in the designed area and cause pouring rain to fall down upon it 1d6 minutes after the technique was used. The rain may quench small fire in the area of effect, to the GM's discretion. The amount of rain fell in the area is also up to the GM's decision.

### **Asshou! (Complete Victory!)**

*Taijutsu (Martial Arts) [D-Rank; Rank 1]*

**Learn DC:** 14; **Perform DC:** 12; **Time:** 1 attack action; **Components:** M; **Range:** Melee attack; **Target:** One prone creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

The *Asshou* is generally used as a finishing move against a fallen foe. The user targets a prone creature, and unleash a powerful blow onto it. This attack, if it hits, increase the damage dealt by one die size (1d4 becomes 1d6, 1d10 becomes 2d8, etc...). If the targeted creature is unconscious and the *Asshou* would be a *Coup de Grace* instead, the user may chose to take a full-round action to execute the attack (as per normal rules), and deal an additional dice of damage instead of increasing the die size.

### **Baika no Jutsu (Double Size Technique)**

*Ninjutsu (Akimichi Hijutsu) [D-Rank; Rank 2]*

**Learn DC:** 15; **Perform DC:** 13; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 2 round/level (D); **Saving Throws:** None; **Chakra Cost:** 6.

This low-level ninjutsu takes the user's body as a base, and enlarges it. Every bone in the body grows, and the skin stretches to accommodate the new surface it has to cover. As a result of this technique, the user find himself one size category larger for the duration of the technique. If the user was previously Medium-size and would be Large through the user of this technique, he gains the following bonus and penalties: +8 Strength, -2 Dexterity, +4 Constitution, +2 natural armor, -1 size penalty to defense and attack rolls, +4 bonus to Grapple checks and his Fighting Space and Reach are now 10 ft. x 10 ft. and 10 ft. On the round the technique should end, the user may spend a move-equivalent action to sustain the technique and renew its effect on the same round, instead of having to spend another full-round action; doing so still costs the user the same Chakra Cost as it would if he used the technique normally. This technique's effect do not stack with other non-permanent size increase, but will overlap said effect and make them stronger if possible.

### **Bakuhatsuryoku (Explosive Speed)**

*Taijutsu (Mobility; Requires Shunpo) [A-Rank; Rank 9]*

**Learn DC:** 28; **Perform DC:** 26; **Time:** 1 full-round action (see text); **Components:** M; **Range:** 10 ft. / level; **Effect:** 10-ft.-wide sphere centered on the user (see text); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 10.

While the user's speed during his *Shunpo* is great, another similar technique is known that serves to damage the creatures surrounding you while moving. Using his Chakra to increase the wind resistance around him, thus greatly decreasing his *Shunpo*'s range, the user forms a sphere surrounding him which burns any creature making contact with it. For the purpose of determining the technique's range, treat the *Bakuhatsuryoku* as a standard move action: in other words, count the movement as a line attack with a length equal to the distance traveled; any creature directly in the user's way that are hit by the sphere are thrown to either side, at random, 1d6x3 feet (creature one or more size category larger than the user are unaffected) and suffer 3d6 points of fire damage that can be halved with a successful reflex save. This technique follows the same limitation and restrictions as the *Shunpo* (can only go in a straight path with no turning, falling counts as half, jumping count three times) and has the same advantages (user does not provoke an attack of opportunity when passing through a creature's threat range, does not need to make jump checks and does not suffer falling damage), but makes the user clearly visible to the human eye (a creature does not need to make a spot check to determine the user's position). In addition, the user does not gain attacks of opportunity from creature moving out of his threatened area during this technique. The sphere's size vary with the user's size. The sphere of a creature of small size is 5 foot wide and the sphere of a creature large size is 15 foot wide; creature of fine, diminutive, tiny, huge, gargantuan and colossal size are either too small or too big to execute this technique properly.

### **Bakuretsu Junjiru no Jutsu (Explosive Sacrifice Technique)**

*Ninjutsu (Katon) [B-Rank; Rank 4]*

**Learn DC:** 21; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Area:** 30-ft-radius burst centered on the user; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 6.

There comes a time when taking as many enemies down with you is better than live on, when to save your comrades, you have to sacrifice your own life so that they can live on. At the usage of this technique, the user can create a powerful explosion centered on himself, using his body and Chakra as fuel. Every creature caught in the explosion takes 6d8 point of fire damage, with a chance to halve the damage with a successful reflex save. At the end of this technique, however, the user will be reduced to -10 hit points, and his burnt corpse will be the only thing that remains of him.

### **Bakuretsu Kage Bunshin no Jutsu (Explosive Shadow Replication Technique)**

*Ninjutsu (Requires Kage Bunshin no Jutsu; Konoha Kinjutsu) [A-Rank; Rank 6]*

**Learn DC:** 26; **Perform DC:** 23; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 5 round/level; **Saving Throws:** Reflex half (see text); **Chakra Cost:** 8 + 7 per additional clones (maximum 1 per 6 level).

This technique creates "normal" *Kage Bunshins*, in small number, but this time filled to the brim with offensive Chakra. They are bound by the same limitations, as per *Kage Bunshin* technique, but once they are destroyed or the technique's duration expire, they don't simply vanish in a puff of smoke. At the clone's destruction, it explodes in a 15-foot-radius burst of fire that deals 4d8 points of fire damage to any creature caught within. The user may also cause the clone to explode by itself as a free action. The basic cost of this technique creates one *bakuretsu kage bunshin*.

### **Bakuretsu Kawarimi no Jutsu (Exploding Body Substitution Technique)**

*Ninjutsu [C-Rank; Rank 4]*

**Learn DC:** 17; **Perform DC:** 17; **Time:** 1 attack action (see text); **Components:** H, M, F; **Range:** Personal; **Target:** You (see text); **Duration:** Instantaneous; **Saving Throws:** (see text); **Chakra Cost:** 2.

Following the same rules and limitations as *Kawarimi no Jutsu*, the user places one or more exploding tags or similar objects upon his replacement, which he will detonate, providing he succeeds the appropriate checks. Regardless of the distance he moves, he can still make the Chakra Control check and not be affected by the explosion unless he finds himself directly within its range. Using this technique, the user can cause exploding tags, greater exploding tags or sunburst tags to explode, but no more than one type at once. In addition, if the user wishes to use this technique as a reaction during an enemy attack (see *Kawarimi no Jutsu*), the minimum Perform DC is 18 and the Chakra Control check to detonate the tags increase by 3.

*Material Focus:* One or more exploding tag, greater exploding tag or sunburst tag.

### **Banryoku (Brute Strength)**

*Chakra Control (Body; Tsunade Hijutsu) [B-Rank; Rank 8]*

**Learn DC:** 24; **Perform DC:** 23 (see text); **Time:** 1 free action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** (see text).

Using this technique, the user concentrated Chakra through his whole body in order to increase his physical potency. Until the user's next turn, he gains a +1 enhancement bonus to his strength score per point of Chakra spent on this technique, bonus which may not be greater than his half his character level, rounded down. The Perform DC of this technique increase by 1 for ever point of Strength after the first two acquired by its effects.

### **Bouenkyou Shikaku no Jutsu (Telescopic Vision Technique)**

*Chakra Control (Spirit) [C-Rank; Rank 4]*

**Learn DC:** 17; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C; **Range:** Long (see text); **Target:** You; **Duration:** Concentration (up to 1 round/level); **Saving Throws:** (Harmless); **Chakra Cost:** 2.

By focusing some Chakra to his irises, the user is able to increase the efficiency of his sight. For as long as he concentrates, the user nullifies the distance penalty to spot checks for a distance up to the range of the technique. While his sight is increased on a long range, he takes a -2 penalty to spot checks and attack rolls with thrown weapon against any creature or object within 20 feet.

### **Bubun Baika no Jutsu (Partial Multi-Size Technique)**

*Ninjutsu (Requires Baika no Jutsu; Akimichi Hijutsu) [C-Rank; Rank 6]*

**Learn DC:** 20; **Perform DC:** 19; **Time:** 1 attack action; **Components:** C, H; **Range:** 15 feet; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

This *Akimichi Hijutsu* is used in combat situations to attack a target from afar. This technique temporarily increases the size of the user's limb (either arm or leg) to gigantic proportion to deliver a *Slam* attack as though the user was two size category larger than he really is. The slam attack has a range equal to the user's standard range plus 15 feet.

### **Bunkai Sabaki no Jutsu (Movement Analysis Technique)**

*Taijutsu (Martial Arts) [B-Rank; Rank 7]*

**Learn DC:** 21; **Perform DC:** 22; **Time:** 1 full-round action; **Components:** C; **Range:** 10 feet; **Target:** One creature; **Duration:** Instantaneous (see text); **Saving Throws:** None; **Chakra Cost:** 2.

Through careful analysis of one's movement and actions, the user is able to determine the flaws in one's stance and exploit them to his benefits. To properly use this technique, the user must select an opponent using a *stance* taijutsu technique. For as long as the user's target maintains its present stance, the user gains a +4 competence bonus to attack rolls and a +2 insight bonus to defense against that creature.

### **Bunshin no Jutsu (Duplication Technique)**

*Genjutsu [E-Rank; Rank 1]*

**Learn DC:** 12; **Perform DC:** 11; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 minute / level; **Saving Throws:** None; **Chakra Cost:** 1 + 1 per additional clones (maximum 1+1 per level).

By using this technique, the user creates one or more duplicate of himself. The clones stay near you and disappear when attacked. The clones appear by your side, and cannot stray more than 40 feet away from another clone or the original. The duplicates will mimic your every movements, pretending to use a technique when you do so, attack when you attack, charge the same enemy as you. Enemies attempting to attack you or use a technique against you must select from among indistinguishable targets. Generally, roll randomly to see whether the target is real or a clone. Any successful attack will destroy the clone. A clone's Defense is 10 + your size Modifier + your Dex modifier + half your class bonus. An attacker must be able to see the clones to be fooled. If you are invisible or an attacker shuts his eyes, the technique has no effect.

### **Butsukari (Charge Breaker)**

*Taijutsu (Martial Arts) [C-Rank; Rank 3]*

**Learn DC:** 16; **Perform DC:** 16; **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

This technique can only used immediately after a charge attack was directed at the user and failed, and can only target the previously charging creature. The user makes a single attack against the targeted creature that deals normal damage and, if the previous attack was a hit, the user gains a free trip attempt against the target. The trip attempt done using this technique does not provoke an attack of opportunity.

### **Chakra Gomumari (Chakra Superball)**

*Chakra Control (Spirit) [B-Rank; Rank 6]*

**Learn DC:** 24; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, E, P; **Range:** Medium; **Area:** 40-foot radius burst (S); **Duration:** Instantaneous; **Saving Throws:** Fortitude half (see text); **Chakra Cost:** 6.

Using this technique, the user is able to focus his Chakra in a condensed sphere and form a rubbery-like ball designed to track high Chakra signature. Any creature hit by the ball may make a Fortitude save to take only half damage. The highest Chakra signature in the area of effect, the primary target, suffers 4d6 point of force damage, and the ball will bounce onto the second highest and third highest and so on until the number of affected target affected is equal to the number of damage die dealt by the technique. Every secondary target suffer half the damage of the primary target. If two Chakra signature are even, chose randomly to see which will be hit first. In addition, the user can increase the number of damage die by 1 at the cost of 1 points of Chakra, up to a maximum of 8d6. This also affects the number of target the ball will hit.

### **Chakra Jirai no Jutsu (Chakra Land Mine Technique)**

*Ninjutsu [C-Rank; Rank 4]*

**Learn DC:** 18; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, H; **Range:** Close; **Area:** 5-ft. square, 15-ft. radius burst (see text); **Duration:** 1 minute/level (or until discharged) (D); **Saving Throws:** Reflex half (see text); **Chakra Cost:** 4.

Using this technique, one is able to set a trap that reacts strongly to high Chakra signature and emanation. Upon completion of this technique, the user chooses a single 5-ft. square to host the "land mine." Once a creature with a Chakra Pool greater than 5 enters the chosen space, the explosion will be set off. All creatures within a 15-ft. radius centered on the chosen space suffer 3d6 point of fire damage and 1d6 point of force damage from the explosion, which can be halved with a successful Reflex save. The explosion will set fire to flammable material and damage unattended objects.

### **Chakra Maneru no Jutsu (Chakra Imitation Technique)**

*Chakra Control (Spirit) [S-Rank; Rank 10]*

**Learn DC:** 23; **Perform DC:** 30; **Time:** 1 full-attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D); **Saving Throws:** (see text); **Chakra Cost:** 1.

This technique is considered a forbidden technique in most ninja villages and will not openly be taught to most ninjas. With this advanced Chakra Control technique, the user is able to mimic the Chakra Signature of a creature he is familiar with, as long as it is of the same *type* as he. A creature that can *Sense Chakra* will be fooled by the trick unless it succeeds a Wisdom check (DC 18). Rather than taking another creature's Chakra Signature, the user may choose to simply modify his own so that he is no longer recognizable by this means.

### **Chakra no Bakudan (Chakra Bomb)**

*Ninjutsu [B-Rank; Rank 5]*

**Learn DC:** 23; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C, H, F; **Range:** Melee Touch; **Target:** Touched object of Medium size or smaller; **Duration:** 1 hour/level (or until discharged) (D); **Saving Throws:** Reflex half (see text); **Chakra Cost:** 6.

Using this technique, the user is able to send his Chakra in an object and make it linger there, in such a way that it will react so violently to other Chakra signatures that it will explode. If any creature with a Chakra Signature different than that of the user and one of his choice that he is familiar with (optional) touches the targeted object, it will explode and deal 3d10 point of fire damage to any creature within a 15-foot radius burst centered on the object. Creatures caught in the blast may make a Reflex save to take only half damage from the blast. If the explosion is triggered, the object is instantly destroyed.

*Material Focus:* The touched object of Medium-size or smaller.

*Reference:* Original technique created by Kraken's Ghost for his fanfiction Foxhound. Derived from the Tegami Bakudan.

### **Chakra no Fukemen (Chakra Veil)**

*Chakra Control (Spirit) [B-Rank; Rank 8]*

**Learn DC:** 21; **Perform DC:** 23; **Time:** 1 move-equivalent action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** Concentration, plus 1 minute/level (see text); **Saving Throws:** None; **Chakra Cost:** 1.

Using this technique, the user is able to conceal and even completely suppress his Chakra Pool. For the duration of the technique, the user's apparent Chakra Pool will appear to be 2 points per level lower than it actually is. If the user loses or spends Chakra, he must make a Concentration check (DC 15 + point of chakra lost or spent) or see the effects of the technique abruptly end. This technique often serves to go by undetected by creatures able to *Sense Chakra*.

### **Chakra no Hikari (Chakra Light)**

*Chakra Control (Spirit) [D-Rank; Rank 2]*

**Learn DC:** 14; **Perform DC:** 13; **Time:** 1 attack action; **Components:** C; **Range:** Close (see text); **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 1.

This unpopular technique was used as an exercise to help Chakra Control for rookie genins. By condensing Chakra to his hand, the user is able to form a small orb of light that glows brightly like a torch. The orb sheds bright light in a 30-foot radius (and dim light for an additional 20 feet) from its current location. The user may freely move the light anywhere within the technique's range at the cost of a move-equivalent action.

### **Chakra no Kogasu (Chakra Burn)**

*Chakra Control (Body) [D-Rank; Rank 2]*

**Learn DC:** 14; **Perform DC:** 13; **Time:** 1 move-equivalent action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 1.

By channeling Chakra to a part of his body, the user is able to burn off any offensive Chakra in devices such as exploding or sunburst tags. To do so simply requires the user to touch it after activating this technique, and the Chakra will burn away. Once per round, the user may activate this technique as a free action if an exploding tag is placed onto him. In order to complete the technique the user must succeed a Perform DC equal or greater than the opponent's attack roll (minimum 14), and may not convert the Chakra Cost to HP cost.

### **Chakra Tsumazuku Kousen no Jutsu (Chakra Tripline Technique)**

*Ninjutsu (Requires Kugutsu no Jutsu) [D-Rank; Rank 2]*

**Learn DC:** 14; **Perform DC:** 13; **Time:** 1 attack action; **Components:** C; **Range:** Close; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Reflex negate; **Chakra Cost:** 1.

A basic warm-up and practice exercise for a puppeteer is to actually use one's chakra strings to trip or move creature. The target, if it fails its saving throw, will end up prone upon successful use of this technique.



## **Chidori (Thousand Birds)**

*Ninjutsu (Hatake Kakashi Hijutsu) [B-Rank; Rank 5]*

**Learn DC:** 24; **Perform DC:** 22; **Time:** 1 full-round action; **Components:** E, H, M (see text); **Range:** Personal (see text); **Target:** You (see text); **Duration:** 1 round/4 level (see text; D); **Saving Throws:** None; **Chakra Cost:** 6 (base; see text).

This technique was created by the genius *Copy Ninja Hatake Kakashi* during the Third Ninja War. It can be used for both combat and quick assassination purposes, and it packs a lot of power. To use this technique, the user determines which hand will hold the *chidori*, hand which will not be able to hold any item or weapon for the duration of the technique; should the hand be the user's off-hand, he suffers a -4 penalty to attack rolls (the two-weapon fighting feats halves this penalty). For the duration of the technique, all attacks made with the *Chidori* are touch attacks that deal 1d8 point of piercing damage and 3d6 point of sonic damage, to which the user adds his strength bonus to damage. In addition, if the user wishes, he may use the *Ryuu Inin* technique to attack with the *Chidori* and while it will instantly discharge, it will increase its potency. He can spend an additional two point of Chakra to increase the damage by 1d8 piercing and 1d6 sonic, up to a maximum of 7d8 piercing damage and 9d6 sonic. The additional cost is merely an increase of the *Ryuu Inin* cost and can be converted to HPs normally. Using the technique in this manner implies a -4 penalty to Defense and the loss of his dexterity bonus to defense until his next turn, even though *Ryuu Inin* normally ignores said penalties. Should *Chidori* be used in conjunction with *Taijutsu Ougi - Hatafuri Rendan*, the user gains a +1 bonus to damage per die. A popular name for this usage of the technique is *Taijutsu Ougi - Chidori Rendan*. The weapon focus feat can be applied to *Chidori* as though it was a weapon. The user may still perform hand seals normally while the *Chidori* is still active, and it can also be used for two-weapon fighting, as it counts as a *small* weapon. If the user has two (or more) *Chidori* active, only one is expended when using the *Ryuu Inin* technique to charge and deal increased damage. Because of the noise and light made by the technique, a creature may make a Spot or Listen check (DC 5) to notice the user, even if he was hiding. If the conditions are met (creature is flanked, denied its dexterity bonus to defense, etc) the user can deal sneak attack damage in addition to standard damage with the *Chidori*.

## **Chijimu no Jutsu (Shrinking Technique)**

*Ninjutsu [A-Rank; Rank 6]*

**Learn DC:** 23; **Perform DC:** 23; **Time:** 1 full-round action; **Components:** H; **Range:** Close; **Target:** One creature; **Duration:** 1 minute/level (D) (personal or willing) or 1 round/level (D) (unwilling); **Saving Throws:** None (personal or willing) or Fortitude negate (unwilling); **Chakra Cost:** 10.

A technique with the opposite effect to the populars Akimichi techniques. This technique will shrink the target creature one size category, with its carried equipment included. If the target creature was previously Medium-sized, it gains the following bonuses and penalties: -4 penalty to Strength, +2 to Dexterity, -2 to Constitution, +1 size bonus to attack rolls and defense, +4 bonus to Hide checks and a -4 penalty to Grapple checks.

This technique will counter and dissipate the effects of *Baika no Jutsu* and *Chou Baika no Jutsu*, thus ending their effect prematurely.

### **Chikara no Toku (Energy Shield)**

*Chakra Control (Body)* [C-Rank; Rank 5]

**Learn DC:** 19; **Perform DC:** 18; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 4.

By focusing Chakra through his entire body, the user is able to create a shield that will fend off most elemental attacks. Until his next turn, the user will benefit from an *Acid*, *Cold*, *Electricity* and *Fire* Resistance of one point per character level or hit dice of the user. *Sonic* damage is not affected by this technique. In some case, *Chikara no Toku* can be used as a free action, once per round, just before the enemy uses a technique. The Perform DC in such case is equal to 20 + the opponent's bonus in the relevant ability (minimum 21), will only protect him against energy damage of that specific technique and the user may not convert the Chakra Cost into HP cost.

### **Chiyokubou no Jutsu (Bloodlust Technique)**

*Genjutsu (Mind-Affecting; Compulsion)* [B-Rank; Rank 8]

**Learn DC:** 25; **Perform DC:** 25; **Time:** 1 attack action; **Components:** H; **Range:** Close; **Area:** 30-foot radius emanation (S); **Target:** 1 creature per level; **Duration:** 1 round/level; **Saving Throws:** None or Will negate (see text); **Chakra Cost:** 10.

This powerful *Genjutsu* seeps deeply into the mind of its targets, waking the more feral instincts of a creature and instilling a powerful bloodlust in them. Every target of this technique must succeed a Will save or indulge to the bloodlust and automatically attack the nearest creature, regardless of its status or strength until it dies or the duration expires. In addition, any creature falling prey to this technique gain a +2 morale bonus to Will saves, Strength and Constitution scores and suffer a -2 penalty to Defense for the duration of the technique. Because of the strong instincts are interfering with their concentration, the affected creatures will not be able to use any Charisma-, Dexterity- or Intelligence-based skill (except for Balance, Escape Artist, Intimidate, and Ride), the Chakra Control and Concentration skills, or any abilities that require patience or concentration. Creatures with an Intelligence score of 3 or lower do not get a save to resist this technique.

### **Chiyu no Jutsu (Healing Technique)**

*Chakra Control (Medical; Requires Chiyukarui no Jutsu)* [A-Rank; Rank 5]

**Learn DC:** 23; **Perform DC:** 22; **Time:** 1 full-round action; **Components:** C; **Range:** Melee touch; **Target:** One living creature; **Duration:** Concentration (up to 1 round/level); **Saving Throws:** None; **Chakra Cost:** 10.

As per *Chiyukarui no Jutsu*, except that the effects are greater. The target is healed at a rate of 1d6+2 hit points per round. This technique may not heal a target whose hit points are lower than 0.

### **Chiyukanpeki no Jutsu (Perfect Healing Technique)**

*Chakra Control (Medical; Requires Chiyu no Jutsu) [Super S-Rank; Rank 12]*

**Learn DC:** 31; **Perform DC:** 37; **Time:** 1 full-round action; **Components:** C; **Range:** Melee touch; **Target:** One living creature; **Duration:** Concentration (up to 1 round/level); **Saving Throws:** None; **Chakra Cost:** 18.

As per *Chiyukarui no Jutsu* and *Chiyu no Jutsu*, to a greater extent. The target is healed at a rate of 1d10+4 hit points per round but this technique does not heal a target whose hit points are lower than 0.

### **Chiyukarui no Jutsu (Minor Healing Technique)**

*Chakra Control (Medical) [B-Rank; Rank 3]*

**Learn DC:** 19; **Perform DC:** 18; **Time:** 1 full-round action; **Components:** C; **Range:** Melee touch; **Target:** One living creature; **Duration:** Concentration (see text); **Saving Throws:** None; **Chakra Cost:** 5.

This basic healing technique allows the user to slowly heal himself or another living creature. After the technique's effect begins, the user must maintain contact with the target of the technique for as long as he wishes to heal the target. The target is healed at a rate of 1d4+1 hit points per round as long as contact (and the user's concentration) is maintained. The user may sustain the technique for 1 round per level, after which he has to let go and use it once again if he wishes to resume the treatment. This technique may not heal a target whose hit points are lower than 0.

### **Chiyue no Jutsu (Greater Healing Technique)**

*Chakra Control (Medical; Requires Chiyu no Jutsu) [S-Rank; Rank 8]*

**Learn DC:** 26; **Perform DC:** 28; **Time:** 1 full-round action; **Components:** C; **Range:** Melee touch; **Target:** One living creature; **Duration:** Concentration (up to 1 round/level); **Saving Throws:** None; **Chakra Cost:** 14.

As per *Chiyukarui no Jutsu* and *Chiyu no Jutsu*, except that the effects are once again greater. The target is healed at a rate of 1d8+3 hit points per round. This technique may not heal a target whose hit points are lower than 0.

### **Chou Baika no Jutsu (Mega Multi-Size Technique)**

*Ninjutsu (Requires Baika no Jutsu; Akimichi Hijutsu) [B-Rank; Rank 9]*

**Learn DC:** 25; **Perform DC:** 24; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 12.

Similarly to its lower level counterpart, *Chou Baika no Jutsu* increases the user's size manyfold, making him as tall, if not taller, than most houses and buildings. His body and carries equipment increase in size and upon completion of this technique, find themselves two size category larger than before. If the user was previously Medium-size, he would become Huge and gain the following bonuses and penalties: +16 bonus to Strength, -4 to Dexterity, +8 to Constitution, +5 natural armor bonus to defense, -2 size penalty to attack rolls and defense, +4 bonus to grapple checks and lastly, a -8 penalty to Hide checks. His

fighting space increases to 15ft. x 15ft. and his reach to 10 feet. This technique's effect do not stack with other non-permanent size increase, but will overlap said effect and make them stronger if possible. In addition, after usage of this technique, the user will be *Fatigued* until he eats at least 3 full meals.

### **Chounouryouku (Extra Sensory Perception)**

*Chakra Control (Spirit) [Very Easy; Rank 8]*

**Learn DC:** 24; **Perform DC:** 13; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** Concentration, plus 1 round; **Saving Throws:** None; **Chakra Cost:** 2.

Using this high-ranked technique, the user is able to force his mind to open more and sharpen his senses in order to detect a creature's surface thoughts. For the duration of this technique, the user will be able to *Detect Emotions* and gain a +2 competence bonus to his Sense Motive checks. In addition, the user also gains a +1 resistance bonus to Will saves against fear effects.

### **Choushinsei no Jutsu (Super Nova Technique)**

*Ninjutsu [Epic; Rank 19]*

**Learn DC:** 53; **Perform DC:** 49; **Time:** 1 minute; **Components:** C, H; **Range:** 100 ft. + 10 ft./level; **Area:** 200 ft. radius burst; **Duration:** Instantaneous (see text); **Saving Throws:** Reflex partial, Fortitude partial; **Chakra Cost:** 48.

This technique is the pinnacle of offensive Ninjutsu. There exist no stronger technique, but there are no record of anyone using it in the last 200 years. Upon completion of this technique, a huge star composed of the user's Chakra and that of the wildlife around him will fall from high above the sky upon the designed location. Every creature caught in the area of effect suffer 8d12 point of fire damage, 8d10 point of sonic damage and 8d8 point of force damage, which can be halved with a successful Reflex save. In addition, every creature suffering damage from the technique must make a Fortitude save or be Blinded and Deafened for 1d6 hour afterward, and will be *Stunned* for 1d4+1 rounds (no save).

### **Chouyaku no Jutsu (Jumping Technique)**

*Chakra Control (Body) [D-Rank; Rank 1]*

**Learn DC:** 13; **Perform DC:** 12; **Time:** 1 free action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** (Harmless); **Chakra Cost:** 1.

By focusing his Chakra to his feet, the user is able to increase the maximum distance traveled by jumping. For the duration of this technique, the user gains a +4 bonus to Jump checks.

### **Chozou Fuuin (Storage Seal)**

*Ninjutsu (Sealing; Requires Kankin Kanshihon Fuuin) [B-Rank; Rank 9]*

**Learn DC:** 25; **Perform DC:** 24; **Time:** 1 minute; **Components:** C, H, F; **Range:** Melee Touch; **Target:** Up to 20 pounds of non-living matter per level; **Duration:** Permanent (or until discharged); **Saving Throws:** None; **Chakra Cost:** 10.

As its weaker counterpart, this technique allows the user to store a larger mass in the scroll using his Chakra, to later summon them back into existence.

Using this technique, the user is able to seal up to 20 pounds of non-living matter per level into a scroll. The object(s) is stored into the blank scroll, which has to be covered in the appropriate symbols during the preparation of the technique. As with its weaker counterpart, the *Kankin Kaihou* technique will summon the objects confined in the scroll. *Material Focus:* One blank scroll, writing material and enough ink to write 1 page.

### **Chuusuusei Biribiri (Central Nervous System Electrical Shock)**

*Chakra Control (Body) [B-Rank; Rank 6]*

**Learn DC:** 21; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C; **Range:** Melee Touch; **Target:** One living creature; **Duration:** 1 round/level; **Saving Throws:** Fortitude negate (see text); **Chakra Cost:** 5.

By focusing some offensive Chakra in the palm of his hand, the user is able to send it through the target's nervous system and disrupt its movement. If it failed its save, the target will be *paralyzed* for the duration of the technique, unless it succeeds an Intelligence check each round to figure out how to move with the current pattern. To perform either a move or attack action, the target must succeed an Intelligence check (DC 15) each round. For a full-round action, it must succeed an Intelligence check (DC 20). This technique cannot be used on creatures immune to sneak attacks or critical hits, or devoid of discernable anatomy (such as oozes).

### **Daichihasai (Earth Splitting Smash)**

*Chakra Control (Requires Banryoku; Tsunade Hijutsu) [B-Rank; Rank 8]*

**Learn DC:** 24; **Perform DC:** 23; **Time:** 1 attack action; **Components:** C, M; **Range:** Melee Attack; **Area:** 20-ft radius burst; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 6.

The basis of this technique requires the user to gather Chakra to his balled fist and send it through the ground in an earth-splitting punch. Any creature that finds itself underground when this technique is executed is propelled upward 1d6x5 feet and possibly above ground level while suffering 2d6 points of bludgeoning damage from this technique. Any creature in the area of effect of the technique that are not underground must succeed a Reflex save fall prone. The technique reaches 30-feet underground, creature beyond that reach are unaffected, as is the user. This technique also works on water.

### **Daijinryouku (Extreme Strength)**

*Taijutsu (Body Art; Requires Kyouran Suji!) [A-Rank; Rank 6]*

**Learn DC:** 23; **Perform DC:** 23; **Time:** 1 full-round action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 minute; **Saving Throws:** (Harmless); **Chakra Cost:** 6.

By pushing his body even further, the user is able to distinctly increase his physical strength beyond standard human maximum. Upon completion of this technique, the user gains an additional 3 Rank of Strength for one minute.

### **Dai Tatsumaki no Jutsu (Great Tornado Technique)**

*Ninjutsu (Fuuton) [B-Rank; Rank 7]*

**Learn DC:** 25; **Perform DC:** 22; **Time:** 1 attack action; **Components:** C, H; **Range:** Long; **Area:** 80-ft. high, 20-ft.-radius cylinder; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 8 (base).

Using this technique, the user is able to create a large and very powerful gust of wind resembling a tornado. Any creature caught in the area of effect will suffer 3d6 points of damage from being tossed around by the tornado, in addition to 3d4 points of slashing damage from the dangerous slashing wind traveling inside it. A small sized creature or smaller will be sent flying 1d6x5 feet upward and will fall back down at the end of the technique, possibly suffering falling damage unless they succeed a Fortitude save. Medium-sized creature or larger are unaffected by this side effect. Flying creatures suffer double damage from the tornado, and even Medium-sized creature will be thrown upward 1d6x5 and come crashing down.

### **Daibakufu no Jutsu (Great Waterfall Technique)**

*Ninjutsu (Suiton) [A-Rank; Rank 10]*

**Learn DC:** 26; **Perform DC:** 27; **Time:** 1 attack action; **Components:** H, F; **Range:** 25 ft. / level (see text); **Effect:** 20-ft. wide sphere of water; **Duration:** Concentration (up to 1 round/level); **Saving Throws:** Reflex partial (see text); **Chakra Cost:** 12.

Calling upon the force of nature, the user creates this swirling blast of water that will most surely destroy everything in its path. This technique creates a powerful blast of water that moves through the land at the speed of 75 feet per round. The blast's point of origin is the user's current location and it can only go down a straight path; if it moves out of the technique's range, it simply runs out of energy and becomes a harmless wave of water. Any Medium-size or smaller creature that comes in contact with the blast must succeed a Reflex save or get dragged along with it and suffer 3d6 points of damage every round until it succeeds a Reflex save allowed each round to get out of the blast's effect at its current location. A Large or larger creature caught in the blast is simply pushed back 1d6x5 feet unless it succeeds a Reflex save. Structures caught in the blast take double damage. If a *Raiton* technique was used with the Daibakufu as its target or in its area of effect, the *Daibakufu* will deal 1d4 point of electricity damage per rank of the technique used per round to creatures and structures caught in it for 1d4+1 rounds. If a Daibakufu collides with another or with a Suikiha, they will cancel each other.

*Material Focus:* A large (at least 1000 liters) source of water nearby.

### **Daisan no Me (The Third Eye)**

*Ninjutsu (Suna Kinjutsu) [B-Rank; Rank 7]*

**Learn DC:** 21; **Perform DC:** 22; **Time:** 1 full-round action; **Components:** C, H, X; **Range:** 100 feet/level; **Effect:** One chakra-created eyeball; **Duration:** 1 minute/level (D); **Saving Throws:** (Harmless); **Chakra Cost:** 4.

The user forms an orb similar to an eyeball using his Chakra and orb which he uses to spy and scout around. The *Third Eye* can see 150 feet forward (standard vision only). While the eye remain fragile, it is very diminutive and difficult to spot. The *third eye* is a Fine construct, about the size of a child's balled fist, has 1d4 hit points, a Defense of 18 (+8 size bonus), flies at a 30 feet with *Good* maneuverability and has a +16 Hide modifier. It carries the same Spot modifier as the user and is subject to Genjutsus, darkness, fog and any other factor that would affect his ability to receive visual informations about his surrounding. The user can command the eye freely using mental directions, as the *third eye* and the user share the same mind and thoughts. If the eye leaves the technique's range or is destroyed, it is instantly destroyed and leaves absolutely no trace of its presence. While the user maintains this technique, he himself (but NOT the eye) suffers a -4 penalty to spot checks.

*Expendable Components:* Enough dirt, sand or soil to form the *third eye*.

### **Danketsufuu (Fusion Seal)**

*Ninjutsu (Sealing) [Super S-Rank; Rank 10]*

**Learn DC:** 33; **Perform DC:** 35; **Time:** 1 hour; **Components:** C, H, X; **Range:** Melee Touch; **Target:** One willing creature; **Duration:** 1 hour/level; **Saving Throws:** None; **Chakra Cost:** 20.

After a long ritual involving painting blood over both the user and the willing creature's body, hand seals and a lot of concentration, the user may unite with a willing creature the same race and size category as he. The selected creature must be willing, of the same type and size as the user, no higher than two character level and well acquainted with the user (at the GM's discretion). The Fusion retains the user's body as a base, which will be covered in tattoo-like marks for the duration of the seal, and gains a bonus to all stats equal to the user's effective modifier (for example, if the chosen creature has a strength of 14, the user gains a +2 strength bonus). If the chosen creature has any Supernatural or Extraordinary abilities (including Advanced Bloodline and templates), the user will benefit from them as well. Aside from that, the user will gain a +1 bonus to attack rolls and skill checks per 4 character level or hit dice of the selected creature (rounded down), a +1 bonus to Defense per 5 character level or hit dice of the selected creature (rounded down again), and a +1 bonus to his Chakra Pool per 3 character level or hit dice of the selected creature (rounded down, once again). The user will also gain all Strength and Speed Ranks the other creature may possess above his current permanent total, as well as any Power Units the creature has above the user. This union is, however, fragile; if the user fails a massive damage save or fall unconscious, the fusion has a 50% chance to end and the body of the chosen creature expelled of the user's own. In addition, if the user dies, both the chosen creature and he suffer the same fate. Once the union ends, both the user and the chosen creature will be exhausted and reduced to 1/10th of their total hit points (unless their total was already below that). This technique cannot be used in conjunction with another fused creature, or be used when the user is fused himself.

*Expendable Components:* The user and chosen creature's blood, which will be mixed and used in the ritual.

### **Dattoumaru Ryu - Hirai Taisei (Dattoumaru Style - Rising Thunder Stance)**

*Taijutsu (Stance; Requires Hiraishin; Dattoumaru Hijutsu) [B-Rank; Rank 6]*

**Learn DC:** 22; **Perform DC:** 21; **Time:** 1 full-round action; **Components:** C, M; **Range:** Personal; **Target:** You; **Duration:** 5 rounds (D); **Saving Throws:** None; **Chakra Cost:** 4.

To properly use this technique, the user must be manifesting his *Hiraishin* or *Denkousekka* state. While in this stance, the user's unarmed attack deal an additional 1d4 point of electricity damage and an *Electricity Resistance* of 5 due to the energy coursing through his body. This elemental damage is multiplied when scoring a critical hit.

### **Denkousekka Kaihi (Lightning Fast Evasion)**

*Taijutsu (Mobility) [C-Rank; Rank 4]*

**Learn DC:** 18; **Perform DC:** 17 (see text); **Time:** 1 free action (see text); **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

Using this technique, the user is able to quickly dodge and avoid damage from an attack using his speed alone. This variant of *Kawarimi no Jutsu* must be used before an enemy attack, as a free action that does not provoke an attack of opportunity, against any effects that require an attack roll (such as an attack or a grapple attempt), as long as the user isn't flat-footed or denied his dexterity bonus. The Perform DC is equal to the opponent's attack roll (minimum 17), and the user may not convert Chakra Cost to HP. If the evasion is successful, the user moves 15 feet in any direction and avoids any damage dealt by the attack. This must be declared before the opponent rolls his attack, and will not provoke an attack of opportunity.

### **Dokukeshi no Jutsu (Poison Purge Technique)**

*Chakra Control (Medical) [B-Rank; Rank 4]*

**Learn DC:** 22; **Perform DC:** 24; **Time:** 1 full-round action; **Components:** C; **Range:** Melee touch; **Target:** One living creature; **Duration:** Instantaneous; **Saving Throws:** (Harmless); **Chakra Cost:** 8.

For this technique, the user concentrates Chakra in his hand, touches a poisoned creature and forces his Chakra into it. On the user's next turn, the Chakra will destroy and regenerate any poisoned cell in the creature, thus healing any Ability damage or Conditions caused by the poison, and stop the action of the poison in the creature's body (if secondary damage was yet to be dealt).

### **Dokukiri no Jutsu (Poison Mist Technique)**

*Ninjutsu [B-Rank; Rank 6]*



**Learn DC:** 22; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, H; **Range:** 10 feet; **Effect:** Cloud spread 15-foot wide, 10 feet high (see text); **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude negate (see text); **Chakra Cost:** 6.

By gathering Chakra in his lungs, he is able to transform the air in them in a lethal poison, which he will breath out in a purple gas. On the round that it is used, *Dokukiri no Jutsu* fills a 15-foot wide by 10 foot tall space with a poisonous gas. On the following round, it fills a 20-foot wide by 20 foot tall, and on the third round it fills a 30-foot by 30-foot space. It disperses after 5 rounds, though a moderate wind (11+ mph) disperses the smoke in 3 rounds and a strong wind (21+ mph) disperses it in 1 round. A character caught in the poisonous cloud Fortitude save against poison (Primary and Secondary damage 1d8 Con both). Those who succeed at their saves but remain in the cloud must continue to save each round. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose, and mouth provides a +2 bonus on the Fortitude save.

### **Dokutsume no Jutsu (Poison Claw Technique)**

*Ninjutsu [B-Rank; Rank 6]*

**Learn DC:** 19; **Perform DC:** 23; **Time:** 1 attack action; **Components:** H, F; **Range:** Melee Touch; **Target:** Creature touched; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude negate (see text); **Chakra Cost:** 6.

By focusing a large chunk of offensive Chakra to his hand, the user forces the touched creature's body to react violently to the energy and reject it. The touched creature will suffer 2d4 point of temporary Constitution damage immediately and another 2d4 point of Constitution damage one minute later. The target must make a Fortitude save (as per technique save) both times to avoid taking poison's damage.

### **Dokuyoke no Jutsu (Poison Ward Technique)**

*Chakra Control (Medical) [A-Rank; Rank 8]*

**Learn DC:** 26; **Perform DC:** 25; **Time:** 1 attack action; **Components:** C; **Range:** Melee Touch; **Target:** Creature touched; **Duration:** 1 minutes/level (D); **Saving Throws:** (Harmless); **Chakra Cost:** 8.

This technique will grant the touched creature a total immunity to *poisons* and *diseases* for the duration of the technique.

### **Doryu Taiga no Jutsu (Mud River Technique)**

*Ninjutsu (Doton) [B-Rank; Rank 7]*

**Learn DC:** 22; **Perform DC:** 22; **Time:** 1 attack action; **Components:** H, F; **Range:** 10 feet/level (see text); **Effect:** 10-foot wide to 10 feet/level line; **Duration:** 1 round/level (D; see text); **Saving Throws:** Reflex negate (see text); **Chakra Cost:** 6.

Using this technique, the user creates a 10-foot wide line of mud that pushes forward any creature it encounters. The line starts from the user's current location and travels forward at the speed of 40 feet per round in a direction chosen by the user at the technique's completion. Any creature caught in the wave must succeed a Reflex save each round or

be pushed back 1d4x5 feet by it. If a creature fell pray to the wave of mud once, it must succeed two Reflex save in a row to be free from it. One success will merely stop it from being pushed further for one round. Even though the wave travels forward, creature caught at its base will still be affected. The wave will not go father than 150 feet.

*Material Focus:* A medium (at least 50 liters) source of mud nearby.

### **Doryudan (Dragon Mud Cannon)**

*Ninjutsu (Doton; Requires Doryu Taiga no Jutsu) [C-Rank; Rank 6]*

**Learn DC:** 20; **Perform DC:** 19; **Time:** 1 attack action; **Components:** H; **Range:** Close (see text); **Effect:** 1 projectile / 2 level; **Duration:** 1 round/level (D; see text); **Saving Throws:** Reflex negate (see text); **Chakra Cost:** 6.

To use this technique, the user must have a *Doryu Taiga no Jutsu* active, as well as having its starting point within range. From this point, a dragon-shaped head will appear and shoot any creature caught in the *Doryu Taiga*. The dragon will throw one projectile per 3 level of the user per round to any creature caught in the mud river, and can hit a single target more than once. A single projectile deals 1d6 point of damage to a target unless it succeeds a Reflex save (per projectile) to avoid them. If the user uses any *Katon* ninjutsu technique with the *Doryudan* dragon in its area of effect, each projectile will deal an additional 1d4 point of fire damage for 1d4+1 rounds. *Doryudan* lasts until its duration expires or until its *Doryu Taiga* ends.

### **Doryuuheki (Mudslide Barrier)**

*Ninjutsu (Doton) [A-Rank; Rank 8]*

**Learn DC:** 27; **Perform DC:** 25; **Time:** 1 attack action; **Components:** C, H, F; **Range:** Close; **Effect:** Stone wall whose area is up to one 10-foot square/level (S); **Duration:** 1 hour / level (D); **Saving Throws:** None; **Chakra Cost:** 12.

*Doryuuheki* creates a wall of rock that merges into adjoining rock surfaces. A *Doryuuheki* is 5 inch thick per level of the user and composed of up to one 10-foot square per level. You can double the wall's area by halving its thickness. The wall created must be vertical, and rest upon a firm foundation; it will not merge with existing stone. Each 10-foot square of the wall has 2 hit points per inch of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness. Once the duration expires, the wall slowly returns to the earth. If a *Doryuuheki* is erected onto or below a structure or a creature, it may suffer 10d12 points of damage (left to the GM's decision).

*Material Focus:* 2 liter of mud used to erect the wall.

### **Douka Dorodomu no Jutsu (Vampire Mud Dome Technique)**

*Ninjutsu (Doton) [A-Rank; Rank 9]*

**Learn DC:** 28; **Perform DC:** 26; **Time:** 1 attack action; **Components:** C, H; **Range:** Close; **Area:** 20-ft.-radius circle (S); **Duration:** Concentration (up to 1 round/level) (D); **Saving Throws:** None; **Chakra Cost:** 12.

This technique traps every target caught in the area of effect in a mud dome that rises from the ground. The walls are 1 foot thick, have a hardness of 8 and 45 hit points. If damaged, the walls will regenerate completely in one round. The victims stuck in the dome will suffer 1d3 point of Chakra damage per round until they are freed or dead. In addition, maintaining the dome leaves the user vulnerable; if the user takes damage while concentrating on the dome, he must succeed a Concentration check or lose the technique. The user also absorb one point of Chakra per round while maintaining the technique (cannot go higher than the user's maximum Chakra pool). A Craft (structural) check (DC 20) could reveal some weak points in the structure, and double the damage dealt to the dome. If a Craft (structural) check (DC 25) is made, the character will deal triple damage to the dome.

### **Edo Tensei (Impure Resurrection)**

*Ninjutsu (Summoning; Konoha Kinjutsu; Requires Epic Technique - Edo Tensei) [Epic; Rank 15]*

**Learn DC:** 37; **Perform DC:** 45; **Time:** 1 full-round action; **Components:** C, H, F; **Effect:** One dead creature resurrected; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 18.

By means of this forbidden technique, the user is able to bring back the dead to life. Using the body of a slain creature, trapped within a golden coffin containing the target's burial soil, and a cup of pure water holding a green plant, the user is able to grant a creature with no more than 3 hit dice or character level than the him another chance at life. A resurrected creature is brought back with all the equipment, knowledge and techniques it possessed at the time of its death, and will be under full control of the user. The creature will retain its previous templates, races and abilities, but will automatically be slain if it reaches 0 hit points. Upon technique completion, the plant used will wither and die, and the water will become a deadly poison to the resurrected creature; if it drinks the poison or is splashed by it, it will be reduced to 0 hit points and die. A creature can only be brought back to life once by this technique. The user may summon the creature and its coffin, providing the coffin and all the components are within a 2 miles range of him.

*Material Focus:* A golden coffin containing the corpse of a creature the same size as the one the user seeks to resurrect and its burial soil. A cup of pure water and a healthy plant.

### **Edo Zetsumei no Jutsu (Impure Reincarnation Technique)**

*Ninjutsu (Requires Epic Technique - Edo Zetsumei no Jutsu; Orochimaru Hijutsu) [Epic; Rank 17]*

**Learn DC:** 48; **Perform DC:** 47; **Time:** 1 minute; **Components:** C; **Range:** 5 feet; **Target:** One helpless or willing creature; **Duration:** Permanent (see text); **Saving Throws:** Will negate (see text); **Chakra Cost:** 26.

It was always *Orochimaru's* dream to achieve immortal life, and this technique is the result of his researches. Through inhuman experiments, he has found a mean to possess another creature's body permanently, thus acquiring the target's powers and bloodline. The target of this technique must be helpless and be at least 3 level lower than he. As he invades the target's mind in order to push it out of the body, the target is allowed a Will save in order to resist the possession; assuming the save fails, it is obliterated as the user's body falls dead on the floor, now nothing more than a soul-less shell. The user still retains

his Intelligence, Wisdom and Charisma score, but gains the targeted creature's Strength, Dexterity, and Constitution score along with its size category, age category and penalties (though not the bonuses) and all the target creature's Templates and Advanced Bloodline except Moujuu Aishou. In addition, the user must succeed a Fortitude save (DC 25) after the technique is completed or gain a 1d2 negative levels; after 24 hours, if the negative level still weren't removed, he must succeed a Fortitude save (DC 25) or see them become permanent. Once this technique has been successfully used, due to the user not being in full harmony with his new body, it cannot be used again for 1d4+1 years.

### **En'en no Shuriken (Blazing Shuriken)**

*Ninjutsu (Katon) [D-Rank; Rank 1]*

**Learn DC:** 14; **Perform DC:** 12; **Time:** 1 attack action; **Components:** E, H; **Range:** Close; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 2.

This basic *katon* technique creates a small slightly-pointed sphere-like projectile which the user throws at his foes. The projectile deals 1d6 point of fire damage, which can be halved with a successful Reflex save. The user can spend an additional point of Chakra to deal an additional point of damage, up to a maximum of 1d6+5.

### **Fubuki no Jutsu (Blizzard Technique)**

*Ninjutsu (Hyoton) [B-Rank; Rank 7]*

**Learn DC:** 25; **Perform DC:** 22; **Time:** 1 attack action; **Components:** H; **Area:** 50-ft. radius, 30-ft. tall cylinder centered on the user; **Duration:** Concentration (up to one round/level); **Saving Throws:** Fortitude half; **Chakra Cost:** 8.

Upon completing this technique, a fierce storm unleashes around the user. Any creature that finds itself in the area of effect of this technique, except from the user, suffer 4d6 points of cold damage each round until they leave the area. A fortitude save halve the damage done by this technique, and any bonus to saves against cold weather apply against this technique.

### **Fujimi no Jutsu (Pain Numbing Technique)**

*Chakra Control (Medical) [A-Rank; Rank 6]*

**Learn DC:** 24; **Perform DC:** 23; **Time:** 1 full-round action; **Components:** C; **Range:** Melee Touch; **Target:** Creature touched; **Duration:** 1 minute/level (D); **Saving Throws:** Fortitude negate (see text); **Chakra Cost:** 7.

Using this technique, the user is able to numb the sensation of pain in the touched creature's body. As a result of this technique, the touched creature will be able to act normally even when reduced below 0 hit points and *dying*. Unfortunately, due to the numb sensation through the target's whole body, it will also suffer a -2 penalty to dexterity and initiative for the duration of the technique. A creature does not receive a saving throw unless it wishes to resist the technique.

### **Fukurougan (Owl's Eyes)**

*Ninjutsu [D-Rank; Rank 1]*

**Learn DC:** 13; **Perform DC:** 12; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level; **Saving Throws:** (Harmless); **Chakra Cost:** 1.

By gathering some Chakra to his eyes, the user gains *Low-light Vision* for the duration of this technique.

### **Funran no Jutsu (Confusion Technique)**

*Genjutsu [B-Rank; Rank 6]*

**Learn DC:** 19; **Perform DC:** 21; **Time:** 1 minute; **Components:** H; **Range:** Close; **Area:** 30-ft.-radius emanation (S); **Duration:** 1 minute/level; **Saving Throws:** Will disbelief; **Chakra Cost:** 6.

Using this technique, the user is able to confuse one of three senses for every creature failing their will saves. This technique can be used as a multi-layer technique, that is to say, it can be used more than once on the same area to confuse more than one sense, and must be disbelieved more than once to completely shake off its effects. The effects of this technique can be dispelled.

*Hearing:* This function of the technique makes all creature caught in the technique *deaf* for the duration of the technique. Creatures that are already deaf are immune to this effect.

*Sight:* Using the technique in this manner bestows a -4 penalty to spot checks and attack rolls to all affected creatures in the area of effect for the duration of the technique. Blind creatures are unaffected by this effect.

*Smell:* All creatures in the area of effect can no longer use the *Scent* ability for the duration of the technique.

### **Furoufushi no Jutsu (Perpetual Youth Technique)**

*Ninjutsu [A-Rank; Rank 9]*

**Learn DC:** 29; **Perform DC:** 26; **Time:** 1 minute; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** Instantaneous (see text); **Saving Throws:** None; **Chakra Cost:** 10.

With this technique, the user is able to maintain a youthful appearance even in his old days. Using this technique, the user's body reverts back 1 or 2 age category (at the user's choice) below his current, and his appearance and Strength, Dexterity and Constitution score will be adjusted accordingly, along with his size category if needed. This technique's duration is not timed, but the technique will cease 1d4+1 rounds after the user's Chakra Pool falls below 15%.

### **Futatsu Kyuu Sokuryoku (Rank Two Speed)**

*Taijutsu (Body Art; Requires Hitotsu Kyuu Sokuryoku) [B-Rank; Rank 4]*

**Learn DC:** 23; **Perform DC:** 19; **Time:** 1 free action; **Components:** C, M; **Range:** Personal; **Target:** You; **Duration:** 2 round; **Saving Throws:** (Harmless); **Chakra Cost:** 4.

The Rank Two Speed follow the same basics as *Hitotsu Kyuu*, except that its effect are much greater. For the duration of this technique, the user's Speed Ranks increase by 2.

### **Fuudou no Jutsu (Wind Tunnel Technique)**

*Ninjutsu (Fuuton) [B-Rank; Rank 7]*

**Learn DC:** 25; **Perform DC:** 22; **Time:** 1 attack action; **Components:** H; **Range:** 25 feet/level (see text); **Area:** 5-ft. tall to 25 feet/level (see text); **Duration:** Concentration, plus 1 round; **Saving Throws:** None; **Chakra Cost:** 6.

This technique creates a space large enough to let only a Medium-sized creature or smaller creature through. The space within the tunnel eliminates all friction in the air and greatly reduces the gravity, thus increasing the velocity of objects and creature within it. Movement rate of all creature small enough to fit in the tunnel is tripled, as is the range increments of thrown or ranged weapons or objects whose path to their target is in the tunnel's space for more than half of its trajectory. The tunnel is created from the user's current location and goes in a direction at the user's choice. It can have as many turn or zig-zag as the user wish, and only he and creatures able to *See Chakra* or *See Through Chakra* know the exact path taken by the tunnel. The tunnel is 5 feet wide and approximately 8 feet tall.

### **Fuujiru no Koe (Sealing the Voice)**

*Ninjutsu (Sealing) [B-Rank; Rank 7]*

**Learn DC:** 24; **Perform DC:** 22; **Time:** 1 attack action; **Components:** C, H; **Range:** Melee touch; **Target:** One creature; **Duration:** 1 hour/level; **Saving Throws:** None; **Chakra Cost:** 8.

This practical technique is used by the most skilled for many things: on themselves, to avoid leaking any information when tortured, on a guard, so they cannot cry for help, etc. Once the technique is ready, the hand will radiate a faint purple aura, sign that the sealing Chakra is in action. By succeeding a melee touch attack, the user may seal away the target's ability to speak for the duration of the technique. Just as though the vocal cords were missing, the victim may not scream, moan, mutter, or make any use of its vocal cords at all. This seal may be dispelled, and it disappears on the target's death.

### **Fuuka Houin (Fire Suppressor)**

*Ninjutsu (Sealing) [A-Rank; Rank 7]*

**Learn DC:** 29; **Perform DC:** 24; **Time:** 1 minute; **Components:** C, H, F; **Range:** Close; **Target:** One 5-ft. square / 2 level; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 8.

To properly use this technique, the user must scribe onto the scroll used to seal the fire what the scenery looks like. Once that task is completed, the user performs a series of complicated hand seals and send his Chakra all around him, absorbing the fire and sealing it into a scroll, where the "Seal" kanji will appear. In up to one five-foot square per two

character level of the user, any fire will be instantly put out. While it puts out the fire on a creature that *caught on fire*, it will **not** affect lava or boiling water.

*Material Focus:* A blank scroll and writing material to scribe enough information into the scroll.

### **Gekirou no Jutsu (Raging Sea Technique)**

*Ninjutsu (Suiton) [B-Rank; Rank 6]*

**Learn DC:** 24; **Perform DC:** 21; **Time:** 1 attack action; **Components:** H; **Range:** Medium; **Area:** 50-ft.-radius emanation (S; see text); **Duration:** Concentration (up to 1 round/level); **Saving Throws:** None (see text); **Chakra Cost:** 8.

Using this technique, the user is able to severely agitate the waters nearby and cause chaos in creatures caught in the technique. For the duration of the technique, the state of the water in the area of effect will be increased one step (*calm* to *rough* and *rough* to *stormy*). The user may spend a full-round concentrating and increase the water's state by two step (from *calm* to *stormy*) until his next turn. If the water was already *stormy* before he spent a full-round concentrating on the technique, the user can cause a large whirlpool that will cause any Medium-sized or smaller creatures within 15 feet of the surface to be pushed downward 2d6x5 feet (or down to the maximum depths of the source of water) unless they succeed a Swim check (DC 30). This technique can only be used on water.

### **Gamayu Endan (Toad Oil Blast)**

*Ninjutsu (Katon; Requires Toad Blood Pact) [A-Rank; Rank 7]*

**Learn DC:** 25; **Perform DC:** 24; **Time:** 1 attack action; **Components:** H; **Range:** (see text); **Area:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 8.

To execute this technique, the user must have summoned a *Toad* of Medium-size or larger with at least 5 hit dice and be within 5 feet of it. At the same time the user uses this technique, the toad spends an attack action spitting a long cone of oil, at what time the user spits out the concentrated Chakra in a cone of fire to ignite the oil and create a deadly blast that will melt everything in its path. Any creature caught in the area of effect will suffer 8d8 points of fire damage, which can be halved with a successful Reflex save. The cone will be 30-feet long with medium-sized toads, 50-feet long with large toads, 80-feet for huge, 100-feet for gargantuan and 120-feet long for Colossal toads. Damage dealt by Gargantuan Toads uses d10 instead of d8, and Colossal d12.

### **Genjutsu Taisaku no Jutsu (Illusion Counter Technique)**

*Genjutsu (Mind-Affecting; Compulsion) [A-Rank; Rank 12]*

**Learn DC:** 28; **Perform DC:** 29; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round (or until discharged); **Saving Throws:** None (see text); **Chakra Cost:** 6.

Using this technique, the user is able to bounce a genjutsu back to its user, as long as he is aware of said opponent. For the duration of this technique, the first genjutsu performed by a creature the user is aware of will be sent back to its origin, as long as the user makes the

save against it. He will shrug off all its effects, while the creature suffering from the rebound will take the full effects of a technique (he must make a save if the technique allows one, or suffer its effect as the user would have had he not used this technique).

### **Genzou Jishin no Jutsu (Illusionary Earthquake Technique)**

*Genjutsu [A-Rank; Rank 10]*

**Learn DC:** 31; **Perform DC:** 27; **Time:** 1 attack action; **Components:** C, H; **Range:** Long; **Area:** 80-ft. radius spread (S); **Duration:** 1 round; **Saving Throws:** Will disbelief (see text); **Chakra Cost:** 11.

This powerful illusion forces the people caught in the area of effect to believe a powerful earthquake is ripping the earth apart. Any creature failing its Will save will be knocked down and see the surrounding creature and structures do as much. The effect last one round, during which any creature caught in the illusion can't move or attack. The specific effect of the illusion depends on the nature of the terrain where it is used.

*Cave, Cavern, or Tunnel:* The technique collapses the roof, dealing 8d6 points of nonlethal damage to any creature caught under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below). An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris. Again, creature disbelieving this illusion are unaffected.

*Cliffs:* Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of nonlethal damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

*Open Ground:* Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the technique, all fissures grind shut, causing any creature "falling" in them 10d6 points of nonlethal damage.

*Pinned beneath Rubble:* Any creature pinned beneath rubble takes 4d6 points of nonlethal damage.

After the illusion fades, every creature within the area that fell for the technique will realize that nothing happened. The user is, of course, unaffected by his own illusion.

### **Ginban no Jutsu (Ice Formation Technique)**

*Ninjutsu (Hyoton) [B-Rank; Rank 8]*

**Learn DC:** 23; **Perform DC:** 23; **Time:** 1 attack action; **Components:** H; **Range:** Close; **Area:** One 5-sq. ft. surface / level; **Duration:** Instantaneous (see text); **Saving Throws:** (Harmless); **Chakra Cost:** 8.

With this technique, the user is able to freeze water and create a thick sheet of ice over it. The ice covers one 5-ft. square of water per level and may support up to 500 pounds before breaking (one square at a time). Any creature standing on the ice must make a Balance check (DC 12) each round at the beginning of its turn or fall prone. A creature caught under the ice cannot reach the surface and will drown unless it finds an ice-free surface or break through. Each 5 sq. feet surface has a hardness of 0 and 15 hit points.

### **Gishi no Jutsu (Feint Death)**



*Chakra Control (Body) [C-Rank; Rank 3]*

**Learn DC:** 19; **Perform DC:** 16; **Time:** 1 full-round action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round / level (D); **Saving Throws:** None; **Chakra Cost:** 2.

This technique allows the user to appear dead. He slows his pulse down to the point it's unnoticeable, his body temperatures slowly drops as if had been recently killed, and will be paralyzed for the duration of the technique. The user will appear dead to anyone who does not succeed a Treat Injury check (DC 35). On his turn, he may dismiss the effects of the technique as a move-equivalent action.

### **Gogyou Fuuin (Five Element Seal)**

*Ninjutsu (Sealing) [S-Rank; Rank 11]*

**Learn DC:** 31; **Perform DC:** 31; **Time:** 1 minute; **Components:** C, H, X; **Range:** Melee touch; **Target:** One creature; **Duration:** 1 day/level; **Saving Throws:** Will negate; **Chakra Cost:** 10.

The user, after a long series of hand seals, will use his own blood to scribe a sealing symbol in the palm of his hand, palm which will need to make a touch attack on the target to activate the seal. If the attack is successful and the target fails its save, the blood transfers from the user's palm onto the target's whole body, as if it were a tattoo. For the duration of the technique, the targeted creature will be unable to use any of its Supernatural and Spell-like abilities, including bloodline and template abilities. This seal can be dispelled by using *Gogyou Kaiin*, and disappears at the user's or target's death. *Expendable Components:* The user's blood, which he will need to scribe the seal in the palm of his hand.

### **Gogyou Kaiin (Five Element Unsealer)**

*Ninjutsu (Sealing; Requires Gogyou Fuuin) [S-Rank; Rank 11]*

**Learn DC:** 33; **Perform DC:** 31; **Time:** 1 minute; **Components:** C, H; **Range:** Melee touch; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Will negate (harmless); **Chakra Cost:** 12.

Upon completion of this technique, the user removes all traces of the *Gogyou Fuuin* on the touched creature.

### **Goshoukusame (Five Hungry Sharks)**

*Ninjutsu (Suiton) [A-Rank; Rank 8]*

**Learn DC:** 24; **Perform DC:** 25; **Time:** 1 attack action; **Components:** H; **Effect:** Creates 5 water sharks; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 12.

To properly use this technique, the user must stand directly on top of or totally immersed in water, possibly using the *Tadayou* technique to walk on water. Using a large of amount of Chakra which he sends in the currents below him, the user is able to form five large sharks by maintaining a constant and equal amount of energy in each. The sharks appear

below the user's current location and can freely travel up to 80 feet in any direction to attack a designed target, which must be at least partially immersed in water. Each shark has a single attack at +15 and deals 2d6+5 points of piercing damage on a successful attack. A shark cannot be harmed in any way, and will disappear after it has accomplished its deed.

### **Goukakyuu no Jutsu (Grand Fireball Technique)**

*Ninjutsu (Katon) [C-Rank; Rank 3]*

**Learn DC:** 16; **Perform DC:** 16; **Time:** 1 attack action; **Components:** E, H; **Range:** Close (see text); **Area:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 4 (base; see text).

For this technique, the user needs to gather air in his lungs and Chakra in his mouth, then spit it out in a blazing cone of fire. This attack deals 2d6 points of fire damage to any creature caught within; the user may spend more Chakra to increase the intensity of the flames, at a cost of 2 points of chakra per additional die of damage (maximum of 1 die per level), to a maximum damage of 10d6 total. A creature caught in a blast is allowed a reflex save to take only half damage. The technique's cone length may not exceed 30 feet, typically at 8th level.

### **Goukan Ranchou no Jutsu (Senses Confusion Technique)**

*Ninjutsu [B-Rank; Rank 8]*

**Learn DC:** 24; **Perform DC:** 23; **Time:** 1 attack action; **Components:** H; **Range:** Close; **Area:** 20-ft. radius emanation (S); **Duration:** Concentration, plus 1 round; **Saving Throws:** None; **Chakra Cost:** 6.

Using this high level technique, the user is able to confuse the senses of some trained individuals and blur Chakra activities in a certain perimeter. Creatures outside the area of effect cannot *See Chakra*, *See Through Chakra* or *Sense Chakra* for and against any creature, object or otherwise within the radius of the technique, but those inside the area are unaffected.

*Reference:* This technique was directly taken from the fanfiction *Foxhound*, which I find extremely entertaining. Its name was changed from *Hi-Kenshutsu Ryouiki* which I found inappropriate.

### **Gouken (Iron Fist)**

*Taijutsu (Martial Arts; Gouken) [D-Rank; Rank 1]*

**Learn DC:** 12; **Perform DC:** 12; **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

The very basic technique of the style of the same name, this attack is a very straightforward blow that deals increased amounts of damage. To execute this technique, the user makes a single unarmed attack roll against his opponent and the attack, assuming it hits, gains a +1 bonus to damage.

### **Gyokou (Good Fortune)**

*Ninjutsu [D-Rank; Rank 1]*

**Learn DC:** 14; **Perform DC:** 16; **Time:** 1 full-round action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** 7 rounds; **Saving Throws:** (Harmless); **Chakra Cost:** 4.

They say luck is part of strength, and they're right. Through usage of this technique, the user gains a +1 luck bonus to saving throws and attack rolls for 7 rounds.

### **Hakike Onpa no Jutsu (Sound Wave Nausea Technique)**

*Ninjutsu (Otogakure Hijutsu) [C-Rank; Rank 3]*

**Learn DC:** 19; **Perform DC:** 16; **Time:** 1 attack action; **Components:** H; **Range:** Melee Touch; **Target:** One creature; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude negate; **Chakra Cost:** 4.

To execute this technique, the user concentrates some Chakra in his *Sound Amplifier* and touches the enemy with it, sending powerful sound waves through its body. If the target fails its fortitude save, it will be *Nauseated* for 1d4 rounds. Constructs and undead are not affected by this technique.

*Material Focus:* The user's *worn* Sound Amplifier.

### **Hanasu no In (Disruption Seal)**

*Ninjutsu (Sealing) [S-Rank; Rank 10]*

**Learn DC:** 27; **Perform DC:** 30; **Time:** 1 attack action; **Components:** C, H; **Range:** Melee Touch; **Target:** One creature; **Duration:** 1 hour/level; **Saving Throws:** Will negate; **Chakra Cost:** 10.

This powerful sealing technique is designed to completely scramble the target's chakra pathways and pattern. In other words, the target will have a very hard time using Chakra as long as the seal lasts. For the duration of this technique, the target will suffer a -6 penalty to its Chakra Control, Genjutsu and Ninjutsu checks as well as being completely unaffected by *Medical* type Chakra Control technique of any Rank lower than 10. This seal can be dispelled by using the same technique over the same target and succeeding a level check (DC equal to the technique's saving throw.)

### **Haneru no Jutsu (Greater Leap Technique)**

*Chakra Control (Body; Requires Chouyaku no Jutsu) [C-Rank; Rank 3]*

**Learn DC:** 16; **Perform DC:** 18; **Time:** 1 move-equivalent action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** (Harmless); **Chakra Cost:** 3.

Gathering even more Chakra to his feet, the user is able to increase the maximum distance attained in his jumps tenfold. For the duration of this technique, the user gains a +12 bonus to Jump checks.

### **Hanten Chouyaku (Leap to the Sky)**

*Chakra Control (Body; Requires Haneru no Jutsu) [B-Rank; Rank 5]*

**Learn DC:** 20; **Perform DC:** 25; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** (Harmless); **Chakra Cost:** 5.

A greater version of *Chouyaku no Jutsu* and *Haneru no Jutsu*, this technique propels the user upward with a sudden burst of Chakra. For the duration of this technique, the user gains a +24 bonus to Jump checks.

### **Hari Jizou (Hair Needle Guardian)**

*Ninjutsu (Jiraiya Hijutsu) [B-Rank; Rank 6]*

**Learn DC:** 22; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, H, F; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 6.

Upon completion of this technique, the user's hair surround his body and form a protective layer. For the duration of this technique, the user gains a +4 natural armor bonus to defense and any creature that finds itself in the same square as he suffers 2d6 point of piercing damage. In addition, any creature attacking him with unarmed attacks or a Small or smaller melee weapon suffer 2d6 points of piercing damage on a failed hit. The user cannot attack while this technique is still in effect, nor can he perform any other technique, but he deals 2d6 points of piercing damage with a successful touch attack when he moves through an occupied square (limited only by the number of creatures in his way).

### **Haryuu Muukou (Devastating Ice Tiger)**

*Ninjutsu (Hyoton) [A-Rank; Rank 9]*

**Learn DC:** 26; **Perform DC:** 26; **Time:** 1 attack action; **Components:** X, H; **Range:** Long; **Area:** One 15-ft.-square; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 12.

This technique originating from the Snow Country creates a huge ice tiger whose sole purpose is to destroy its targets; its only weakness, albeit a large one, is the large amount of Chakra it consumes, but that was taken care of with their famous *Chakra Armors*. Not only does this technique have a long range, but the area it targets is also very large. Any creature caught in the 15-foot square targeted by the user suffers 4d10 point of damage cold damage and 3d8 point of slashing damage, which can be halved with a successful Reflex save.

*Expendable Components:* A large (at least 100<sup>3</sup> feet) source of snow or ice nearby.

### **Hasaki no Jutsu (Keen Edge Technique)**

*Chakra Control (Spirit; Sarutobi Asuma Hijutsu) [C-Rank; Rank 4]*

**Learn DC:** 17; **Perform DC:** 17; **Time:** 1 move-equivalent action; **Components:** C, F; **Range:** Personal; **Target:** Held bladed weapons; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 3.

By channeling Chakra to his held weapon (both primary and off-hand), the user is able to increase the length of the blades of his weapon, thus adding a certain *edge* to his attacks. The blades are invisible and grant the user a +1 competence bonus on attack rolls, but blind creatures or a creature that can *See Chakra* or *See Through Chakra* is unaffected. If the user is disarmed, he loses the bonus for the weapon until he use the technique again.  
*Material Focus:* The user's bladed weapon(s).

### **Henge no Jutsu (Transformation Technique)**

*Genjutsu [E-Rank; Rank 1]*

**Learn DC:** 11; **Perform DC:** 11; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal (see text); **Target:** You (see text); **Duration:** 10 minute / level (D); **Saving Throws:** Will disbelief (see text) or Will negate (unwilling creature); **Chakra Cost:** 1.

Using this basic technique, the user is able to transform into any creature of the same type and size category as he. The user can modify his equipment's appearance, but not their properties, and his voice. If he uses the technique to transform into and mimic another person, *Henge* grants the user a +15 bonus to his Disguise check. By spending more chakra, the user may also transform his clones, whether they are real or not.

Transformation of a clone cost 1 Chakra Point per clone, and increases the Perform DC by 2 per clones (ie, the user attempts to transform himself and 6 clones; he would have to expend 7 Chakra point and succeed a Perform DC 26). The user can also transform into an object up to two size category smaller or one size category larger than he. He gains none of the properties of the object, but can still act as a weapon. Though if damaged in that state, he has no hardness and take direct hp damage and must make a Concentration check each time to maintain the transformation (see below). In addition, if the user transforms one of his clone into an object, it must still have substance and the ability to alter and cause harm to a creature or object to be more than just an illusion (for example, a *Kage Bunshin* can serve as a weapon, where a simple *Bunshin* cannot.)

A creature that interacts with the user or his clones may make a Genjutsu check (DC 16 in this case) in order to detect and analyze the technique and, if successful, eventually make a Will save to disbelieve the Genjutsu, though that will in no way affect the user's appearance. In addition, the user may use Henge on an unwilling creature. Such usage of the technique lasts 1 round per level, increases the Perform DC by 3 and requires a melee touch attack to be pulled off. The creatures get a will save to resist the transformation if it so desires. In addition, if the user is attacked while maintaining *Henge no Jutsu*, he must succeed a Concentration check (DC 15 + damage done) or instantly see any transformations he may be maintaining undone.

### **Hichishi Zanshi no Jutsu (Non-lethal Brutality Technique)**

*Genjutsu [A-Rank; Rank 8]*

**Learn DC:** 26; **Perform DC:** 25; **Time:** 1 attack action; **Components:** C, H; **Range:** Close; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Will negate; **Chakra Cost:** 8.

This technique summons a powerful illusion to subdue a creature instead of killing it. The target must make a Will save or suffer 8d10 point of non-lethal damage from this technique.

### **Hijou Kawarimi no Jutsu (Heartless Body Substitution Technique)**

*Ninjutsu [B-Rank; Rank 7]*

**Learn DC:** 21; **Perform DC:** 22; **Time:** 1 move-equivalent action (see text);

**Components:** H, M; **Range:** Personal; **Target:** You (see text); **Duration:** Instantaneous;

**Saving Throws:** (see text); **Chakra Cost:** 4.

Using this technique, the user is able to substitute his body with another creature of his size category or smaller from an adjacent square. The targeted creature must not be entangled, grappled or otherwise held, and may make a contested Grapple check with the user to avoid being used for this technique if it so desires. After the substitution, the user will be able to move anywhere within his standard movement range and hide if he is not observed, and the targeted creature will stand in place of the user at his previous location. In some cases, this variant of *Kawarimi no Jutsu* can be used before an enemy attack, as a free action that does not provoke an attack of opportunity, against any effects that require an attack roll (such as an attack or a grapple attempt), as long as the user isn't flat-footed or denied his dexterity bonus. The Perform DC in this case is equal to the opponent's attack roll (minimum 22), and the user may not convert Chakra Cost to HP. The creature used for the substitution will stand in place of the user and will suffer the attack as though it was the user. The attacker may not stop or avoid hitting the creature, but must still hit the targeted creature's Defense to deal damage. This must be declared before the opponent rolls his attack, and will not provoke an attack of opportunity. If the user cannot use a creature to substitute with or cannot move, he can't use this technique. If the user attempts to defend against an attack or effect that requires an attack roll that originates from a Ninjutsu, the Perform DC doubles.

### **Hijutsu - Banka no Jutsu (Secret Technique - Rhapsody for the Fallen)**

*Ninjutsu (Otogakure Kinjutsu; Requires Perform (stringed instrument) 10 ranks) [B-Rank; Rank 9]*

**Learn DC:** 27; **Perform DC:** 26; **Time:** 1 full-attack action; **Components:** C, F; **Area:**

30-ft.-radius burst centered on the user; **Duration:** Concentration, plus 1 round (up to 1

plus 1 round/level); **Saving Throws:** Fortitude partial (Living creatures) or None;

**Chakra Cost:** 8.

This forbidden technique uses sound wave to manipulate the dead and slay the living, using a musical instrument and a sound amplifier. For the duration of this technique, every living creature that finds itself in the area of effect suffer 1d8 point of sonic damage and must make a Fortitude save or become Deafened for 1 round. In addition, every corpse of a fallen Medium-sized or smaller creature of the same type as the user animates as a 1HD *Zombie* for the duration of the technique, as long as it remains within range and is under full control of the user. The corpses will rise as zombies on the user's turn every round while he maintains the technique, and even the corpses of fallen zombies will be restored until the dreadful music stops. While the user is performing this technique, he

may make a *Perform (stringed instrument)* check that counts as a performance if he seeks to impress a person or crowd.

*Material Focus:* Any stringed instrument and a *Sound Amplifier*.

### **Hirai Ashi (Flying Thunder Leg)**

*Taijutsu (Martial Arts) [C-Rank; Rank 3]*

**Learn DC:** 17; **Perform DC:** 16; **Time:** 1 attack action (see text); **Components:** M;

**Range:** Melee attack; **Target:** One creature the same size as the user; **Duration:**

Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 2.

Using this technique, the user sends a powerful kick to his enemy's head, destined to stun and throw it to the ground. If the unarmed attack connects and deal damage, the creature must succeed a Fortitude save or be stunned for 1 round and fall prone. If the creature was stunned, the user may decided to increase the perform time to a full-attack action instead and use the *Asshou!* technique right after. If both techniques were successfully performed, the user cannot convert the Chakra Cost to HPs for both technique because of the speed required to perform them, and he must declare the use of this "advanced" technique before he rolls his perform check, and of course have learned the *Asshou!* technique beforehand.

### **Hiryuu (Soaring Dragon)**

*Ninjutsu (Fuuton) [B-Rank; Rank 6]*

**Learn DC:** 24; **Perform DC:** 21; **Time:** 1 attack action; **Components:** H; **Range:** Medium; **Target:** One per dragon; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 7 per dragons (maximum 1 per 6 levels).

At technique's completion, the user gently blows smoke out of his lungs, out of which will fly a snake-like dragon. The dragon will fly out towards its victim, passing right through it as a ghost would, and gently dissipates as smoke in the wind. Nothing happens to the targets until the user's next turn; at which time the targets must make a Fortitude save. If the save is successful, the target suffers only 4d8 points of damage; if it was failed, however, the target suffers 1d6 point of temporary constitution damage and will be dazed for one round in addition to the damage dealt by the dragon. A creature cannot be targeted by more than one dragon per use of the technique.

### **Hitoinkohari (Hidden Throat Needle)**

*Ninjutsu [C-Rank; Rank 2]*

**Learn DC:** 18; **Perform DC:** 15; **Time:** 1 full-round action (see text); **Components:** C, H, F; **Range:** Personal; **Target:** You; **Duration:** 1 hour/level or until discharged; **Saving Throws:** None; **Chakra Cost:** 1 (see text).

Through some odd means, the user is able to concentrate Chakra in his throat to store needles in order to use them later. At the cost of one point of Chakra per needle, the user may store them in his throat for later use. For the duration of this technique, the user may shoot the needles at the rate of one per round at his highest attack bonus as a free action. The user remains unaffected by any poison that can be found on the needles. A small creature can hold one needle, a medium-sized creature 3, and a large or larger 9. Once the

duration expires, unless all the needles were used, they are disintegrated. The needles will not interfere with the user's normal activity, such as speaking or eating.

*Material Focus:* One or more needles.

### **Hitokoe Maneru no Jutsu (Voice Mimicry Technique)**

*Ninjutsu [D-Rank; Rank 4]*

**Learn DC:** 16; **Perform DC:** 15; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** 1 minute / level (D); **Saving Throws:** (Harmless); **Chakra Cost:** 2.

Similar to *Naku Maneru*, this technique allows the user to change his voice to that of someone he's well acquainted with, or completely different from his own. The imitation is perfect, and cannot be recognized from the original.

### **Hitotsu Kyuu Sokuryoku (Rank One Speed)**

*Taijutsu (Body Art) [C-Rank; Rank 2]*

**Learn DC:** 18; **Perform DC:** 15; **Time:** 1 free action; **Components:** C, M; **Range:** Personal; **Target:** You; **Duration:** 2 round; **Saving Throws:** (Harmless); **Chakra Cost:** 2.

To successfully use this technique, the user must concentrate Chakra through his whole body. That alone is sufficient to make this technique a challenge to learn for any novice. Once mastered, however, it allows you to achieve great speed and is easy to use. For the duration of this technique, the user's Speed Ranks increase by 1.

### **Hito Ningyougeki no Jutsu (Living Human Puppetry Technique)**

*Ninjutsu (Requires Kugutsu no Jutsu) [S-Rank; Rank 13]*

**Learn DC:** 29; **Perform DC:** 33; **Time:** 1 attack action; **Components:** C; **Range:** Close; **Target:** One willing or helpless creature; **Duration:** (see text); **Saving Throws:** None; **Chakra Cost:** 2 (base; see text).

Using this technique, the puppeteer is able to attach his Chakra string from *Kugutsu no Jutsu* onto a willing or helpless creature of the same type as the user. To connect the strings, the user must succeed on a ranged touch attack against the target, if it is currently unwilling. The technique uses the same cost as *Kugutsu no Jutsu* would to animate a puppet of the number of hit dice as the subject (if the subject has more hit dice than the user can control, the technique fails), minimum 2. The subject cannot perform any actions until it escapes, except speech. If the puppet is damaged, the subject itself takes damage. If a creature can deal chakra damage, it may decide to attack the strings instead than dealing damage to the subject. The subject controlled by the user has the same stats as it would normally (same number of attacks, attack bonus, ability scores, etc), but benefits from the user's standard puppeteer defense bonus instead of its own class bonus, if any, as well as the user's base reflex save instead of its own. In addition, the user cannot make it use one of its technique, nor can it willingly perform one. This technique has the same restriction and duration as *Kugutsu no Jutsu*. Once per round, the subject, assuming it would normally be able to move, may make an Escape Artist check (DC 15 + the user's



total puppeteer levels) to escape the technique prematurely and end its effects immediately. Doing so requires a full-round action.

### **Houden no Jutsu (Electrical Discharge Technique)**

*Ninjutsu (Raiton) [C-Rank; Rank 4]*

**Learn DC:** 18; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, E, H; **Area:** 25-ft.-radius burst centered on the user; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 5 (base).

By focusing his chakra, the user is able to convert it into electricity and control it. Using this technique, the user will emit a strong burst of electricity in a dome destined to kill all surrounding enemies. A creature caught in the burst radius suffers 3d6 points of electricity damage, which may be increased by one die at the cost of 2 points of chakra per die (maximum 10d6). A creature caught in a blast is allowed a reflex save to take only half damage. If this technique is used on water, the area is doubled, as long as the water covers the area.

### **Housenka no Jutsu (Balsam Fire Technique)**

*Ninjutsu (Katon) [C-Rank; Rank 6]*

**Learn DC:** 19; **Perform DC:** 19; **Time:** 1 attack action; **Components:** C, E, H; **Range:** Medium; **Target:** One creature or square (per seed); **Area:** 5-foot burst (per seed; see text); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 3 + 2 per additional seeds (maximum 1 per 2 levels).

By concentrating Chakra into his salivary glands, the user is able to produce increased amount and greatly modify its composition so that as soon as it exits the user's body it is ablaze. Once the user spits out those fireballs, he may target one creature or square per seed; should he chose to target a square, the seed only deals splash damage. The targeted creature or square, and those in a 5-foot range from it, must make a Reflex save to avoid taking 2d6 points of fire damage and 1d4+1 points of fire damage as splash damage per seed, of which the user may throw one per two character levels or hit dice.

### **Hyakuretsu Kyaku (One-Hundred Leg Blitz)**

*Taijutsu (Martial Arts; Taijutsu Ougi - Hatafuri Rendan) [B-Rank; Rank 8]*

**Learn DC:** 23; **Perform DC:** 23; **Time:** 1 full-attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 7.

To properly use this technique, the user must have used *Hatafuri Rendan* beforehand. Then, the user kicks the target repeatedly so fast that his leg is barely visible. Using this technique allows the user to make an unarmed full-attack action, and gains 2 additional attacks at his highest attack bonus. If at least two attacks connect, the opponent must make a Fortitude save or be pushed backward 10 feet and fall prone.

### **Hyouheki no Jutsu (Ice Wall Technique)**

*Ninjutsu (Hyoton) [B-Rank; Rank 7]*

**Learn DC:** 25; **Perform DC:** 22; **Time:** 1 full-round action; **Components:** H; **Range:** Medium; **Effect:** Creates an ice wall varying in size (see text); **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 8.

Using this technique, the user is able to form a wall from the ice or snow lying about to possibly halt or block the progression of a creature or object. The wall is 1 feet wide and 1 feet tall per level of the user, rounded to the nearest 5-foot unit (a wall formed by an 8th level character would be 10-ft. wide and 10-ft. tall.) The wall is 1 inch thick per level of the user, and has a Break DC equal to 15 + the user's level. Until the wall's hit points are reduced to 0, a creature succeeds the Break DC or the duration expires, it will hold on and let no creature or object pass through.

### **Hyouki no Jutsu (Ice Age Technique)**

*Ninjutsu (Hyoton) [B-Rank; Rank 7]*

**Learn DC:** 23; **Perform DC:** 22; **Time:** 1 attack action; **Components:** H; **Range:** Close; **Target:** One living creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 8.

With this technique, the user uses his Chakra to freeze all fluids in a creature's body momentarily. As the time freezes for the creature, it will suffer 7d6 points of cold damage, which can be halved by a successful Fortitude save. Regardless of the outcome, this technique will always provoke a massive damage save. Creatures that do not suffer damage from this techniques are immune to the massive damage effect, as are non-living creatures such as constructs or undeads. Creatures within 15 feet of the targeted creature can feel the temperature drop momentarily.

### **Hyourou no Jutsu (Ice Prison Technique)**

*Ninjutsu (Hyoton) [A-Rank; Rank 7]*

**Learn DC:** 26; **Perform DC:** 24; **Time:** 1 attack action; **Components:** X, H; **Range:** Close; **Target:** One medium-sized or smaller creature; **Duration:** 1 round/level; **Saving Throws:** Reflex negate; **Chakra Cost:** 6.

By forming ice around a Medium-sized or smaller creature at high speed, the user is able to entrap a creature in the ice. If the creature fails its Reflex save, it will be forced into an ice prison for the duration of this technique. A medium-sized creature will start suffocation sequence on its next turn and can only break free of the prison by succeeding a Break check (DC 30). A Small or smaller creature will start suffocating in 1d4+1 rounds and can damage the prison from the inside or attempt to break free with the Break check. The Ice Prison has no hardness and 35 hit points, and if a creature outside the prison attempts to break it, the trapped creature will suffer half the damage of the attack that finally tore it down. The trapped creature can still see and be seen, cannot perform techniques that require either mobility or hand seals and counts as flat-footed until it takes an action in combat.

*Expendable Components:* A large (at least 250<sup>3</sup> feet) source of snow or ice nearby.

### **Hyuuga Ryu - Hakke Rokujuuyon Shou (Sixty-four Palms of Divination)**

*Taijutsu (Martial Art; Requires Tenketsu Mokushi Byakugan and Hyuuga Ryu - Jyuuken; Hyuuga Hijutsu) [A-Rank; Rank 9]*

**Learn DC:** 26; **Perform DC:** 27; **Time:** 1 full-attack action; **Components:** C, M; **Range:** Melee; **Duration:** 1 day; **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 10.

One of the most famous techniques in the Hidden Leaf, and part of the *Hyuuga Ryu's* well kept secret, this technique allows the user to block one's access to his Chakra circulatory system. Upon completion of this technique, the user will have hit 64 points of the chakra circulatory system, making it almost impossible for the target to use any techniques at all. The target of the *Rokujuuyon Shou* will suffer 6d6 points of bludgeoning damage from the punches, 2d4 points of Chakra damage due to the pressure points leaking out Chakra uncontrollably and will be *Stunned* for 1d6 rounds unless it makes a successful Fortitude save (a target's Chakra Pool cannot be reduced below 1 through this mean). In addition, whenever the target wishes to use a technique, it must succeed a Chakra Control check (DC 25 + technique's rank); in case of success, the time required to perform the technique is automatically increased to a full-round action, and the target may not convert Chakra Cost to HP. The target may nullify this condition if it succeeds a Fortitude save after one hour (a retry is allowed every two hour). Surplus Chakra, such as the one obtained by spending an action point, can be used without restraint even while under this technique. If the target has a certain miss chance due to concealment or other abilities, *Hakke Rokujuuyon Shou* is still affected; the concealment is reduced by 10%, but if the user doesn't get past it, the technique fails.

### **Hyuuga Ryu - Hakkehou Kaiten (Hyuuga Style - Divination Whirl)**

*Taijutsu (Martial Art; Requires Byakugan, Hyuuga Ryu - Jyuuken and Byakugan Sight; Hyuuga Hijutsu) [B-Rank; Rank 6]*

**Learn DC:** 22; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, M; **Effect:** 10-foot-radius demi-sphere centered on the user; **Duration:** Instantaneous (see text); **Saving Throws:** None; **Chakra Cost:** 4.

To properly execute this technique, the user must have his *Jyuuken*, *Byakugan* and *Byakugan Sight* active. All opponents caught in the area of effect of the *Kaiten* are knocked back 5 feet and targeted by a standard *Jyuuken* attack at the user's highest attack bonus. Once per round, during a round which he used *Kaiten*, the user may activate the technique once again to defend against all opponent's attack with the same initiative count. Doing so grants the user a +6 deflection bonus to defense against all of the opponents' attack, in addition to having the opponents suffer the standard *Kaiten* effect, providing he is within range. When using the *Kaiten* to defend, the user may not convert the *Chakra Cost* to HPs.

### **Hyuuga Ryu - Jyuuken (Hyuuga Style - Gentle Fist)**

*Taijutsu (Stance; Requires Byakugan) [C-Rank; Rank 3]*

**Learn DC:** 19; **Perform DC:** 16; **Time:** 1 free action; **Components:** C, M; **Range:** Personal; **Target:** You; **Duration:** 5 rounds (D); **Saving Throws:** None (see text); **Chakra Cost:** 3.

Once the user enters this stance, he concentrates offensive Chakra to the palm of his hands and fingers. Doing so requires the user to have his Byakugan active, thus allowing the user to damage the target's Chakra circulation system and internal organs. When the user attacks in this fashion, he need only touch the target and let his Chakra do the rest. Any attack made in the *Jyuuken* stance is a touch attack that deals 1d6 point of damage to the user's internal organs. While the *Jyuuken* does not bypass the target's damage reduction or hardness, the damage dealt is cumulative: instead of subtracting the damage reduction from every hit, add all damage dealt in this round together and then subtract damage reduction once to know the total damage dealt (A DR 8/- creature that has been hit for 3, 2 and 6 damage in a round will take 3 points of damage instead of 0). While using the *Jyuuken* style, the user applies his Wisdom modifier to attack rolls instead of his Strength modifier, and he does not add his Strength modifier to damage. Attacks made with the *Jyuuken* stance deal 1.5 times the damage to Chakra created objects or creatures (such as clones or *yaibaei no kuchiyose*; summoned creatures don't count). Damage bonus to unarmed attack, such as the one obtained through the Weapon Specialization class ability, is also applied as damage bonus to *Jyuuken* attacks, but abilities that increase unarmed attack die do not. Using this stance with the *Tenketsu Mokushi Byakugan* allows the user to deal 1 point of Chakra damage on a successful hit unless the target succeeds a Fortitude save DC 5 + ½ the user's level + his wisdom modifier.

### **Hyuuga Ryu - Kuushou (Hyuuga Style - Vacuum Palm)**

*Taijutsu (Martial Arts; Requires Byakugan and Jyuuken; Hyuuga Hijutsu) [C-Rank; Rank 8]*

**Learn DC:** 24; **Perform DC:** 21; **Time:** 1 attack action; **Components:** M; **Range:** Close; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 6.

While in his *jyuuken* stance, the user may use this technique to deliver a single *jyuuken* to any creature within range. The user still rolls a melee touch attack, and if the attack hits it deals standard damage. In addition, on a successful attack, the target must make a Fortitude check or be pushed back 1d6x5 feet. This attack counts as a ray attack even though it does not follow standard rules for ray effects.

### **Ichijin no Jutsu (Gust of Wind Technique)**

*Ninjutsu (Fuuton) [C-Rank; Rank 4]*

**Learn DC:** 17; **Perform DC:** 17; **Time:** 1 attack action; **Components:** H; **Range:** 60 feet; **Effect:** Cone-shaped gust of wind emanating from the user; **Duration:** 1 round; **Saving Throws:** Reflex negate; **Chakra Cost:** 3.

The user, when he uses this technique, creates a severe blast of air (approximately 50 mph) affecting all creatures in its path. A Tiny or smaller creature on the ground is knocked prone and rolled 1d6x15 feet, taking 1d4 points of nonlethal damage per 10 feet. Small creatures are knocked prone by the force of the wind and blown back 1d6x10 feet. Medium creatures are unable to move forward against the force of the wind and are blown back 1d6x5 feet. Large or larger creatures may move normally within the *Ichijin* effect. A successful Reflex save may prevent a creature from being blown back (and possibly knocked prone).

A *gust of wind* can't move a creature beyond the limit of its range. Any creature, regardless of size, takes a –4 penalty on ranged attacks and Listen checks in the area of a *gust of wind*. The force of the *gust* automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights. In addition to the effects noted, a *gust of wind* can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

### **Idenshi Taisha no Jutsu (Genetic Reconstruction Technique)**

*Chakra Control (Medical) [Super S-Rank; Rank 13]*

**Learn DC:** 37; **Perform DC:** 38; **Time:** 1 hour; **Components:** C, X; **Range:** Melee Touch; **Target:** Creature touched; **Duration:** Concentration (up to 1 minute / 6 level; see text); **Saving Throws:** (Harmless); **Chakra Cost:** 18.

This very advanced healing technique allows the user to regenerate damaged cells to a greater extent than a normal *medical* technique would. After the technique's effect begins, the user must maintain contact with the target of the technique for as long as he wishes to heal the target. The target is healed of one negative level per minute as long as contact (and the user's concentration) is maintained. The user may sustain the technique for 1 minute per 6 level, after which he has to let go and use it once again if he wishes to resume the treatment.

*Expendable Components:* Some of the target's hair to regenerate damaged genetic structure.

### **Irekawari Kaze (Shifting Winds)**

*Taijutsu (Martial Art) [B-Rank; Rank 4]*

**Learn DC:** 19; **Perform DC:** 19; **Time:** 1 full-attack action; **Components:** C, M, P; **Range:** Personal; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

This technique relies on the user's movement completely. Irekawari Kaze requires the user to whirl upon himself at high speed, moving from one point to another so fast that untrained eyes can barely see the movement. The user may not move farther than his normal movement rate (usually 30 feet, cannot run), and depending on his course, he may attack his opponent if they are in range. Every creature that finds itself in the user's attack range during the Irekawari Kaze may and likely will be attacked; if a targeted creature fails a Spot check (DC 10), it loses its dexterity bonus to defense to guard against the user's attack. If the user pass through a creature's threatened area, he will still provoke an attack of opportunity. All attacks against the user during the Irekawari Kaze suffer a 15% miss chance. After the technique's completion, the user must succeed a Fortitude save (DC 13) or become *Nauseated* for 1 round.

### **Ishi Bunshin no Jutsu (Stone Replication Technique)**

*Ninjutsu (Doton) [B-Rank; Rank 4]*

**Learn DC:** 21; **Perform DC:** 19; **Time:** 1 full-round action; **Components:** C, H, F (see text); **Range:** Personal; **Target:** You; **Duration:** 5 round/level; **Saving Throws:** None; **Chakra Cost:** 7.

Like *Kage Bunshin*, this technique creates a live clone of the user. As its name suggest, the clone is made of stone, and weighs six times the user's total weight (equipment included). The clone has 1 hit points per level of the user, a Hardness of 6 and no penalty to attack rolls. The *Ishi Bunshin* cannot swim and will drown if thrown into the water, and cannot go further than 80 feet of the original. Once the clone is destroyed or the technique's duration expires, it disappears in a puff of smoke. The user cannot control more than one *Ishi Bunshin* at time.

*Material Focus:* Enough soil or rocks to match the user's weight to form the clone.

### **Ishi no Teashi (Limbs of Stone)**

*Ninjutsu (Doton; Ishimura Hijutsu) [D-Rank; Rank 1]*

**Learn DC:** 15; **Perform DC:** 12; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 3.

Through usage of this technique, the user modify his body so that his forearm, hands, shins and feet become stone. Doing so increases the user's unarmed damage by 1 die size (1d4 becomes 1d6, 1d12 becomes 2d8, etc), in addition to a +2 bonus to Break checks, Climb checks and a -5 penalty to Move Silently and Swim checks. On the round the technique should end, the user may spend a move-equivalent action to sustain the technique and renew its effect on the same round, instead of having to spend another full-round action; doing so still costs the user the same Chakra Cost as it would if he used the technique normally. It goes without saying that the damage coming from the *Ishi no Teashi* is lethal damage.

### **Ishi Shuriken no Jutsu (Stone Shuriken Technique)**

*Ninjutsu (Doton) [C-Rank; Rank 2]*

**Learn DC:** 16; **Perform DC:** 15; **Time:** 1 attack action; **Components:** C, H, F (see text); **Range:** Close; **Target:** Ranged attack (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2 + 1 per additional shuriken (maximum 1 per 2 level).

Using this technique, the user detaches small boulders, stones or tiles from the ground with Chakra and hurl them at the enemy at astounding speed. The user must make a ranged attack roll at his highest attack bonus for each Shuriken, which counts as thrown weapon; a *Ishi Shuriken* deals 1d6+1 bludgeoning damage, and has a critical range of 20/X2. The technique cannot be used unless the user has a source of mud, soil or a stony ground in a 10 feet radius.

*Material Focus:* A stone, tile or other such object per shuriken.

### **Ishimaru Ryu - Nidai Taisei (Ishimaru Style - Second Stance)**

*Taijutsu (Stance; Ishimaru Hijutsu; Requires Shodai Taisei) [C-Rank; Rank 3]*

**Learn DC:** 18; **Perform DC:** 16; **Time:** 1 free action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** 5 rounds; **Saving Throws:** None; **Chakra Cost:** 3.

At the beginning of his turn, the user declares the usage of this technique and enters the Second Stance, thus gaining a +2 bonus to unarmed attack damage. In addition, if the user kills or knocks an opponent unconscious (due to massive damage, non-lethal damage or reducing the opponent to 0 hit points or below), he gains an attack of opportunity against any opponent in his attack range. The attack must be an unarmed attack, and the benefits of *Nidai Taisei* don't stack with the *Cleave* feat tree.

### **Ishimaru Ryu - Shodai Taisei (Ishimaru Style - First Stance)**

*Taijutsu (Stance; Ishimaru Hijutsu) [D-Rank; Rank 1]*

**Learn DC:** 14; **Perform DC:** 12; **Time:** 1 free action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** 5 rounds; **Saving Throws:** None; **Chakra Cost:** 1.

At the beginning of his turn, the user declares the usage of this technique and enters the First Stance, thus gaining a +2 competence bonus to unarmed attack damage.

### **Issen no Shiden (One-Thousand Flicker of Swords)**

*Taijutsu (Martial Art; Requires Yotsu Kyuu Sokuryoku and Shiden) [S-Rank; Rank 11]*

**Learn DC:** 30; **Perform DC:** 31; **Time:** 1 full-attack action; **Components:** M; **Area:** 15-foot wide by 30-foot long line; **Target:** One creature per level; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 9.

To the untrained eye, this innocent looking technique appears to be little more than extremely high speed, the user moving from one point to another really fast. In reality, the user utilizes his speed to its full extent and targets an unguarded spot on every creature found in the area of effect. Starting from the user's location, the user makes a single attack at his highest attack bonus against one creature per level found in the line of effect. Should the attack succeed, the user's attack counts as a sneak attack and deals standard sneak attack damage in addition to his normal damage. At the end of the technique, the user will find himself 30 feet farther than his current location (or less, though that will shorten the length of effect of the technique, left to the user's decision) as though he had walked a straight line. He provokes no attack of opportunity from moving through a creature's threatened area.

### **Issui Suberi no Jutsu (Currents Sliding Technique)**

*Ninjutsu (Suiton; Requires Tadayou) [D-Rank; Rank 3]*

**Learn DC:** 15; **Perform DC:** 14; **Time:** 1 free action; **Components:** H, M; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** (Harmless); **Chakra Cost:** 1.

This technique lets the user to slide forward on water, after using the *Tadayou* technique, in a straight path at astounding speed. This allows the user to move twice as fast as he normally would on water, using his Chakra to transport him. The user may charge, run at his maximum speed, or execute any movements while on water at twice his normal speed.

He may not, however, turn or change direction until he stops moving (at the end of his action).

### **Itsukaku Hakusei no Jutsu (One-horned Snow Whale Technique)**

*Ninjutsu (Hyoton) [Super S-Rank; Rank 14]*

**Learn DC:** 37; **Perform DC:** 39; **Time:** 1 full-round action; **Components:** F, H; **Range:** Close; **Area:** 40-ft. radius, 100-ft. high cylinder (see text); **Duration:** Instantaneous; **Saving Throws:** Reflex partial (see text); **Chakra Cost:** 22.

This extremely high level *hyoton* forms a huge whale breaking through the ground using its massive horn, impaling any creature that happens to be in its way. Any creature caught in the area effect of the cylinder will suffer 6d12 points of piercing damage and be thrown 2d6x5 feet upward (thus suffering falling damage, which can be lessened with a successful Tumble check). In addition, the user may direct it to fall in any direction while it is dissolving, thus causing any creature caught in the 40-ft. wide and 100-ft. long line (based on the technique's starting point) 12d6 points of cold damage, which can be halved with a successful Reflex save.

*Material Focus:* A colossal (at least 5000<sup>3</sup> feet) source of snow or ice nearby.

### **Itsutsu Kyuu Sokuryoku (Rank Five Speed)**

*Taijutsu (Body Art; Requires Yotsu Kyuu Sokuryoku) [S-Rank; Rank 12]*

**Learn DC:** 40; **Perform DC:** 32; **Time:** 1 free action; **Components:** C, M, P; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 10.

Very few people know what lies beyond Godlike speed, and every of those are either true masters at their craft, or very lucky and observant witnesses. Such movements could be best described as teleportation, by normal people at least. For the duration of this technique, the user's Speed Ranks increase by 5. In addition, if the user so wishes, his targets may be pushed back a number of feet equal to the damage of his attacks (rounded up to the nearest five foot unit); to do so, he must declare his intention before every attack. This technique puts so much strain on the body that once its effects dissipate, the user suffers 6d8 point of damage, 1d2 temporary constitution damage and will be Exhausted until he rests for 8 hours. In addition to that, he cannot perform any *X Kyuu Sokuryoku* until he rids himself of the Exhausted condition.

### **Iwa Kuzuken (Rock Shattering Fist)**

*Taijutsu (Martial Art) [D-Rank; Rank 2]*

**Learn DC:** 15; **Perform DC:** 13; **Time:** 1 attack action; **Components:** C; **Range:** 10 feet radius; **Duration:** Instantaneous; **Saving Throws:** Reflex negate (see text); **Chakra Cost:** 3.

To execute this technique, the user must concentrate chakra into his closed fist in such way that even the weakest punch see its power increased tenfold. After this is done, he strikes the ground with all his might, thus sending a powerful shock wave through the earth, enough to make one fall to his knee. If the technique is successful, every creature in a 10 feet radius (centered on the user), must succeed a Reflex save or fall prone and suffer



1d6 points of nonlethal damage. Creatures currently underground that find itself within the radius of Iwa Kuzuken suffers 3d6 points of nonlethal damage instead, and must make a Fortitude save (as per technique) or be stunned for 1 round.

### **Iwayado Kuzushi (Cave-in Crusher)**

*Ninjutsu (Doton) [B-Rank; Rank 8]*

**Learn DC:** 25; **Perform DC:** 23; **Time:** 1 attack action; **Components:** C, H; **Range:** Medium; **Area:** 40-ft. radius spread (S); **Duration:** 1 round; **Saving Throws:** See text; **Chakra Cost:** 10.

Similar to *Jishin no Jutsu*, the Cave-in Crusher is used exclusively to collapse the roof of a cavern or tunnel or cause a landslide on the side of a cliff. Creatures caught under the roof in the area of effect suffer 5d8 point of bludgeoning damage and must succeed a Reflex save or be pinned beneath the rubble. A pinned creature suffers 3d6 point of nonlethal damage per minute. If it falls unconscious, it must make a Constitution check (DC 15) every round or take 1d4 point of damage until freed or dead. If the area does not have a cliff, roof or similar structure, the technique has no effect other than a violent and brief earthquake that will cause creatures to fall prone if they fail a Reflex save (DC 15).

### **Jakuden (Minor Electric Current)**

*Ninjutsu (Raiton) [C-Rank; Rank 2]*

**Learn DC:** 16; **Perform DC:** 15; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** (Harmless); **Chakra Cost:** 2.

Through usage of this technique, the user is able to accelerate the flow of Chakra in his body, thus creating a small electric current that can be passed onto a hand-held weapon, or concentrated on a small part of the user's body to attack with. Doing so allows the user to add 1d4 points of electricity damage to any melee attack (unarmed or otherwise); ranged and thrown weapon are not affected by *Jakuden*. The user may also use *Jakuden* to make unarmed melee touch attack instead and simply deal 1d4 points of electricity damage, to which he does not apply his strength modifier, nor can the attack score a critical hit.

### **Jigen Ugoku no Jutsu (Dimension Shift Technique)**

*Ninjutsu [B-Rank; Rank 7]*

**Learn DC:** 22; **Perform DC:** 22; **Time:** 1 full-attack action; **Components:** C, H; **Range:** 40 feet/level; **Duration:** Instantaneous; **Saving Throws:** (Harmless); **Chakra Cost:** 5.

This technique is essential for any ninja that needs to make a quick escape. After usage of this technique, the user will disappear in a puff of smoke and appear in any other location within range. He always arrive at the exact desired location, but he must have been there physically at least once. The user can bring along any object and creature it carries as long as it doesn't exceed his maximum load, but he cannot bring another creature simply by touching it. If the place the user wishes to transport to is already occupied, he will appear

directly beside it and suffer 1d6 point of damage. If there is simply no space for the user to appear, he will move 2d6x10 feet in a random location and suffer 6d8 point of damage. Should the user suffer damage from this technique due to lack of space, any creature it carries also suffer damage. When the user executes this technique, he cannot *shift* beyond more than 3 feet of concrete per level. Once he hits the limit, he appear outside the obstacle and must use the technique again to go any further.

### **Jikoku Kage Bunshin no Jutsu (Instant Shadow Replication Technique)**

*Ninjutsu (Requires Kage Bunshin no Jutsu; Konoha Kinjutsu) [A-Rank; Rank 10]*

**Learn DC:** 28; **Perform DC:** 30; **Time:** 1 attack action; **Components:** H; **Range:** Close; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 8.

This variant of *Kage Bunshin no Jutsu* creates a single clone, but the time required to perform the technique is also reduced greatly. The clone may act right after the technique is used, usually to make a full-attack action on a creature (though it may be used for another purpose) and will disappear on the user's next turn. The clone has the same limitations as a standard *kage bunshin*, though unlike them they are not limited in the number of attacks they can do in a round. Once the clone is destroyed, or the duration expires, it just disappears in a puff of smoke. The user can only control one *Jikoku Kage Bunshin* per round.

### **Jisatsu no Jutsu (Suicide Technique)**

*Ninjutsu [D-Rank; Rank 2]*

**Learn DC:** 15; **Perform DC:** 0; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

This last resort technique is usually used by captured ninjas to end their lives, thus avoiding questioning and risking leaking informations to the enemy. This technique reduces the user's hit point to -10, granting him an instant and painless death.

### **Jishin no Jutsu (Earthquake Technique)**

*Ninjutsu (Doton) [A-Rank; Rank 13]*

**Learn DC:** 38; **Perform DC:** 30; **Time:** 1 attack action; **Components:** C, H; **Range:** Long; **Area:** 80-ft. radius spread (S); **Duration:** 1 round; **Saving Throws:** See text; **Chakra Cost:** 16.

When you use *Jishin no Jutsu*, an intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A creature on the ground must make a Concentration check (DC 20 + technique rank) or lose any technique he tries to perform. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake technique depends on the nature of the terrain where it is cast.

*Cave, Cavern, or Tunnel:* The technique collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in (Reflex DC 15 half) and

pinning that creature beneath the rubble (see below). An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

*Cliffs:* Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

*Open Ground:* Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the technique, all fissures grind shut, killing any creatures still trapped within.

*Structure:* Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

*River, Lake, or Marsh:* Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the technique, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the technique, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

*Pinned beneath Rubble:* Any creature pinned beneath rubble suffers 3d6 point of nonlethal damage per minute. If it falls unconscious, it must make a Constitution check (DC 15) every round thereafter or take 1d4 point of damage until freed or dead.

### **Joukyuu Genzou (Advanced Illusion)**

*Genjutsu [C-Rank; Rank 5]*

**Learn DC:** 18; **Perform DC:** 18; **Time:** 1 full-round action; **Components:** H; **Range:** Close; **Area:** 50-ft radius emanation (S); **Duration:** 1 minute/level (D); **Saving Throws:** Will disbelief (see text); **Chakra Cost:** 6.

This advanced *genjutsu* allows the user to make up to 1 *minor* changer per level or 1 *advanced* changes per 3 level (chose either). An *advanced* change is something of significant importance, such as changing the color of a room or adding a door where there isn't any, and even moving or removing a tree from its current location, as well as making objects of *Medium-size* or smaller appear or disappear and such, but it cannot affect a creature or cause harm in any way. A creature that interacts with an object created by this illusion will notice that something is out of place immediately. This technique cannot be disbelieved until it is identified or studied, and can be dispelled. This technique can only affect unattended objects.

### **Joushou Hyoushin (Rising Ice Guardians)**

*Ninjutsu (Hyoton) [B-Rank; Rank 6]*

**Learn DC:** 21; **Perform DC:** 21; **Time:** 1 attack action; **Components:** E, H; **Range:** Long; **Area:** One 5-ft square (see text); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 3 (base).

Using this technique, the user sends his Chakra through the ground, forcing the water upward and freezing it with his Chakra. From this process, large ice spike will rise from the ground and impale any creature in its path. The user may target a 5-foot square with every spike, and each spike deals 2d8 points of damage, half of which is Cold and the other half Piercing, which can be halved with a successful saving throw. Originally, the technique conjures one spike, but the user may increase the number of spike at the cost of 2 points of Chakra per spike, though the number of spike cannot be greater than half the user's level.

### **Joushou Kouha no Jutsu (Rising Phoenix Blast Technique)**

*Ninjutsu (Katon) [B-Rank; Rank 8]*

**Learn DC:** 24; **Perform DC:** 23; **Time:** 1 attack action; **Components:** C, E, H; **Range:** Long; **Area:** 20-ft. tall, 5-ft. radius cylinder; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 8.

Upon completing this technique, the user places his hand on the ground and sends his Chakra traveling through it. Once it reaches the target, it will erupt in a devastating column of fire and deal 8d6 point of fire damage to any creature caught in the blast, damage that can be halved by a successful Reflex save. The user may, if he so wishes, increase the damage by one die at the expenses of 2 Chakra point; the damage may not go higher than the user's current level or hit dice.

### **Juuhi no Yoroi (Skin Armor)**

*Chakra Control (Body) [D-Rank; Rank 2]*

**Learn DC:** 15; **Perform DC:** 13; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D); **Saving Throws:** (Harmless); **Chakra Cost:** 3.

With his basic *chakra control* technique, the user is able to force chakra through the pores of his skin in order to harden it and form an armor. For the duration of the technique, the user gains a +1 natural armor bonus to defense.

### **Juuin Jutsu (Cursed Seal Technique)**

*Ninjutsu (Sealing; Kinjutsu of All Ninja Village) [Super S-Rank; Rank 14]*

**Learn DC:** 44; **Perform DC:** 39; **Time:** 1 full-round action; **Components:** C, H, E; **Range:** Melee Touch; **Target:** One living creature; **Duration:** Permanent; **Saving Throws:** Fortitude negate (see text); **Chakra Cost:** 20.

Using this extremely powerful technique, the user is able to force a cursed seal into the target's body, assuming it fails the save. The user may chose to implant either a *Earth/Heaven Seal* or a *Cursed Seal* in the subject, depending on his plans or wishes for the subject. To do so, he must make a melee touch attack, similar to a bite attack (and the user suffers a -4 non-proficiency penalty to attack rolls if he is not proficient with that particular type of natural weapon.) Upon a successful attack and a failed save, the subject will be bestowed with either of those seals, as detailed below.

*Cursed Seal:* This seal's potency is limited to *Cursed Seal Level 1*. After giving this seal, the user suffers 1 negative level that will either go away after 24 hours or will become permanent if he fails a Fortitude save (DC 20.) See *Cursed Seal* entry in chapter 11, "Clans, Advanced Bloodlines and Templates" for more details on *Cursed Seal Level 1*.  
*Earth/Heaven Seal:* This version of the cursed seal is the most potent and is the only one that allows one to use *Curse Seal Level 2*. After passing on this seal, the user will suffer 2 negative levels, which will either go away or become permanent after 24 hours if the user fails a Fortitude save (DC 23.)

After being targeted by this technique, the subject must make ten Fortitude save (DC 15) in a row at the rate of once per day. If it fails two in a row, it will die.

### **Juujin Bunshin no Jutsu (Half Beast Clone Technique)**

*Ninjutsu (Inuzuka Hijutsu; Requires Shikakyu no Jutsu and Moujuu Aishou) [C-Rank; Rank 5]*

**Learn DC:** 20; **Perform DC:** 18; **Time:** 1 attack action; **Components:** H; **Range:** Touch; **Target:** Animal Companion; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 5.

To execute this technique, the user must meet a few requirements: he must have his *Shikakyu no Jutsu* active, and his animal companion must be either dog or wolf. Upon completion of this technique, the user sends his Chakra in his animal companion and force a transformation into himself. The user's animal companion, for the duration of this technique, will change size category to match the user's original size, and transform into an exact replica of the user's *Shikakyu no Jutsu*. The animal companion gains the user's natural weapon, but still retains his own ability scores (after size increment bonus). If the animal companion falls unconscious, the transformation is automatically dispelled.

### **Juuroku Rendan! (Sixteen-Hit Combo!)**

*Taijutsu (Martial Arts; Requires Taijutsu Ougi - Hatafuri Rendan) [B-Rank; Rank 5]*

**Learn DC:** 21; **Perform DC:** 20; **Time:** 1 full-attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 4.

While this technique seems simple enough, striking an enemy 16 times in quick succession is quite a task. Some say it is a variant of the *Jyuuken* style's *Rokujuuyon Shou* with less power, but nevertheless a brilliant combination. To perform this technique, the user must have used *Hatafuri Rendan* beforehand and wield no weapon; he then proceed to pound into the enemy 16 times to quickly end a conflict. The user rolls a single attack roll against the targeted creature, and assuming it hits, the creature suffers 5d6 points of bludgeoning damage and must succeed a Fortitude save or be *Stunned* for 1d4 rounds afterward.

### **Juuryoku Gachan (Gravity Slam)**

*Ninjutsu (Doton) [A-Rank; Rank 8]*

**Learn DC:** 26; **Perform DC:** 25; **Time:** 1 full-round action; **Components:** H; **Range:** Close; **Target:** One creature; **Duration:** 1 round/level (D); **Saving Throws:** Fortitude negate; **Chakra Cost:** 8.

This high level *Doton* uses the force of gravity to slow down an enemy and possibly damage it. This technique will add 50 pound of weight per character level on a creature that failed its Fortitude save. If the creature's Heavy load is exceeded, it is rendered immobile for the duration of the technique and will suffer 1d6 point of damage for every 100 pound that exceed the creature's maximum capacity every round. If the creature's weight exceeds what the ground can support, it may fall through and suffer falling damage, in which case it cannot tumble to lessen the height of the fall.

### **Juuryoku Zanchuu (Gravity Pillar)**

*Ninjutsu (Doton) [S-Rank; Rank 12]*

**Learn DC:** 32; **Perform DC:** 32; **Time:** 1 attack action; **Components:** H; **Range:** Close (see text); **Area:** One 10-ft square; **Duration:** Instantaneous; **Saving Throws:** Fortitude negate (see text); **Chakra Cost:** 10.

Using this extremely powerful *Doton* technique, the character uses gravity to fling creatures in a 10-foot square upward 10 feet per level and slamming them back into the ground. Creatures caught in the area of effect that failed their saves suffer falling damage dependent on the height traveled. Falling damage dealt by this technique is increased by one die size. A reflex save (DC 15 +1 per 10 feet of the fall) may be attempted to halve the damage.

### **Kage Ansatsujiken no Jutsu (Shadow Assassination Technique)**

*Ninjutsu (Shadow Arts) [S-Rank; Rank 9]*

**Learn DC:** 24; **Perform DC:** 29; **Time:** 1 attack action; **Components:** H; **Range:** Melee attack; **Target:** One creature's shadow; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 6.

Another one of *Sarutobi Sasuke's* original technique. *Kage Ansatsujiken* allows the user to sneak up to the enemy, and deal a mortal blow to him by targeting his shadow. For this technique to work, a few conditions must be met: the user must be able to make out the target's shadow clearly, and the target must be unaware of the user. If the attack is successful (a shadow has a defense of 10), the user deals normal damage to the target, and the target must succeed a Fortitude save (DC 15) or automatically be reduced to -1 hit points (unless the attack brought the target lower than -1 hit points). This attack can be a sneak attack, can deal critical hits and automatically bypasses any damage reduction the target may have. A creature immune to sneak attack or critical hits is not affected by *Kage Ansatsujiken*.

### **Kage Bunshin no Jutsu (Shadow Replication Technique)**

*Ninjutsu (Konoha Kinjutsu) [B-Rank; Rank 2]*

**Learn DC:** 18; **Perform DC:** 17; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal (see text); **Target:** You; **Duration:** 5 round/level (D); **Saving Throws:** None; **Chakra Cost:** 3 + 2 per additional clone (maximum 1 per level).

This advanced version of *Bunshin no Jutsu* is usually only taught to rookie jounin in the Fire Country. Similar to its *Suiton* and *Fuuton* counterparts, *Kage Bunshin no Jutsu* creates clones of the user with a real body. While the clones are not capable of coherent thoughts, they are able to act on instinct and the user is able to direct an mental order to them easily. The *Kage Bunshin* can use any talent, skills and special ability of the user as long as it does not require deep thoughts or concentration (such as Craft (chemical) or the Plan talent), but cannot use any of the *supernatural* or *spell-like abilities* the user may have and does not benefit from any non-permanent bonuses and effects bestowed upon the user (such as *Hitotsu Kyuu* or *Tadayou*). A *kage bunshin* possess the same attack bonus as the user -2, but cannot in any way have more than 2 attacks in a full-attack action. It has a defense equal to the user minus 5 and 1 hit points per three level of the users. A clone cannot travel further than 50 feet of the original or another clone and cannot use any Chakra Control, Genjutsu, Ninjutsu or Taijutsu techniques. They carry the very same equipment as the user and can use it as the user could as long as it does not require particular concentration (a clone cannot detonate an exploding tag, for example). Once a clone reaches 0 hit points, exit the technique's range or the technique simply ends, it along with any weapon it carried or had thrown disappears in a puff of smoke, leaving no trace behind. While the user can freely replace any clones lost by using this technique more than once, he cannot control a number greater of clone than the specified maximum. He also cannot control any other sort of clone while using this technique (including simple *Bunshins* or *Tajuu Kage Bunshins*). A simple usage of this technique without adding to the cost (3) creates one *kage bunshin*.

### **Kage Bunshin no Kaihi (Shadow Replication Evasion)**

*Ninjutsu (Requires Kage Bunshin no Jutsu; Naruto Hijutsu) [B-Rank; Rank 7]*

**Learn DC:** 21; **Perform DC:** 22; **Time:** 1 free action (see text); **Components:** H, M; **Range:** Personal; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4 (see text).

Yet another variant of *Kage Bunshin* developed by *Uzumaki Naruto*, this technique allows the user to deftly evade the effect of an attack or a technique. This technique is used when the user is somehow threatened and summons a single *kage bunshin* to pull him out of danger, thus moving 5 feet in any direction where he will suffer no attack. Upon completion of this technique, the user completely evade the effects of a single melee or ranged attack, or gains a +4 bonus to Reflex saves against a single technique and the effect of the *Improved Evasion* ability to evade that very technique. This technique can only be used when he is attacked or threatened by a technique, and must be declared before an attack roll is made. Because of the speed required by the technique, the user does not have the time to convert Chakra Cost to HPs and must pay the full cost normally. The clone will instantly disappear after this technique was used and the user is pulled out of danger. If the user has nowhere to move to or is somehow bound to one place, he cannot use this technique. If the technique was used to move out of a creature's range to evade a melee attack, it will not be able to execute any further attack against the

user until it gets him back into range. The user does not provoke an attack of opportunity while moving in and out of a threatened area using this technique, but will provoke an attack of opportunity from using the technique in a threatened area unless he meets special conditions.

### **Kage Bunshin no Tate (Shadow Replication Shield)**

*Ninjutsu (Requires Kage Bunshin no Jutsu) [C-Rank; Rank 6]*

**Learn DC:** 18; **Perform DC:** 19; **Time:** 1 free action (see text); **Components:** H; **Range:** 10 feet (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2 (see text).

This technique can only be used when the user is attacked or otherwise threatened, and must be declared before the opponent makes his attack roll. Upon completion of this technique, the user commands a *kage bunshin* or *tajuu kage bunshin* to step in and interfere with the enemy attack. To properly execute this technique, the *kage bunshin* must be within 10 feet from the location where the attack will hit, if a melee attack, or within 10 feet of the path a ranged attack will come from. The perform DC for this technique is equal to the opponent's attack roll (minimum 19). If the technique is successful, the user will take no damage from the technique while the clone itself takes full damage. If it was not destroyed by the attack, the clone will return to its previous location. Since the user must use this technique extremely fast, he does not have time to convert the Chakra Cost to HPs and must pay the full cost normally.

### **Kage Buyou (Shadow Dance)**

*Taijutsu [C-Rank; Rank 3]*

**Learn DC:** 17; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

Concentrating Chakra to one of his limbs, the user is able to send an opponent flying in the air with this popular combo starter. With a successful unarmed attack, the user knocks the opponent in the air a number of feet equal to three times the damage dealt (distance traveled over the course of this technique is equal to the height knocked up). Unless further action is taken, the target will be sent flying in the air until the user's next turn, when it will come crashing down and suffer standard falling damage. While in the air, the target can take no actions and will be denied its dexterity bonus to Defense. The user may, if he still has an action left after performing this technique, spend a move-equivalent action to mimic the course of the target and appear behind it, presumably to follow up with one of the Combo. The follow-up combo include, but are not limited to: *Shishi Rendan*, *Omote Renge* and *Ura Renge*. The user, if he spent his action to follow the opponent in the air, still retains his dexterity bonus to defense and the ability to perform actions normally. Furthermore, this technique can be executed as a Charge, though instead of making a standard attack the user performs a Kage Buyou attack. In this manner, the user cannot convert Chakra Cost to HPs.

### **Kage Kubishibari no Jutsu (Shadow Neck Bind Technique)**



*Ninjutsu (Shadow Arts; Requires Kage Mane no Jutsu; Nara Hijutsu) [A-Rank; Rank 7]*  
**Learn DC:** 26; **Perform DC:** 26; **Time:** 1 attack action; **Components:** C; **Effect:** Attacks creatures (up to 1 per 3 user level) trapped within *Kage Mane no Jutsu*;  
**Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 12.

The deadly follow-up technique to *Kage Mane no Jutsu* allows the user to easily eliminates creatures caught within his *Kage Mane*. The user may target up to one creature per three character level or hit dice and stretch his shadow even further (not counted in the *Kage Mane* limit) and break their necks. Any creature caught by the crawling shadows will suffer 6d8 points of damage, which can be halved by a successful Fortitude check. No matter how much damage the *Kage Kubishibari no Jutsu* dealt, it will always provoke a Massive Damage save.

### **Kage Mane no Jutsu (Shadow Imitation Technique)**

*Ninjutsu (Shadow Arts; Nara Hijutsu) [C-Rank; Rank 4]*

**Learn DC:** 18; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, H; **Range:** Ranged Touch Attack (see text); **Duration:** Instantaneous (see text); **Saving Throws:** None (see text); **Chakra Cost:** 4 (see text).

The famous *Kage Mane* of Konoha's Nara Clan was previously known as *Kageshibari no Jutsu* by many. It allows the user to stretch out his shadow and control other creatures with it. The maximum range attained by the user's shadow is his total height times five (rounded down to the nearest five-foot unit), which he may divide into as many strings to catch up to one creature per character level or hit dice he has. To attach his shadow, the user must succeed a ranged touch attack against the creature's shadow (Defense 10 if caught unaware or 10 + target's class bonus + dexterity bonus otherwise), who loses its dexterity bonus to defense unless it succeeds a Spot check (DC 15) to notice the shadow, and for each additional creature beyond the first, he must pay an additional point of Chakra.

The controlled creature get no saves to resist the *Kage Mane* and mimic the user's action perfectly: they will attack with the same attack rolls as he, within the square matching his own target and deal the same damage; they will move at the same speed as the user in the direction the creature is facing, also mimicking the user's movements perfectly. If the user performs a technique, it will perform the same hand seals, but will not perform the technique. If a controlled creature moves beyond the user's remaining range, he loses control over it. The technique's duration is based on the user's remaining Chakra after the technique; *Kage Mane* will last for a number of round equal to the user's current Chakra Pool minus the highest Chakra Pool in all the creatures he caught (minimum 1 round). The user may use an unanimated object's shadow to increase the range of his *Kage Mane* by 5 feet per size category of the object (size category numbered from 1 to 8; fine being 1 and colossal 8).

One must also take the time of the day in account while calculating the range of *Kage Mane*; sunrise or sunset double the range, while mid-day halves it and night completely nullifies the technique (compare the lighting of a room to the time of the day to calculate the range while indoor). A creature may make a Strength check (DC 25) to block the user's control over its body and perform no action this round. If the user is attacked while maintaining the *Kage Mane*, he must succeed a Concentration check (DC

15 + damage dealt) or lose the technique. To control a larger creature demands more Chakra; if the user wishes to target a Large creature with his *Kage Mane*, the creature counts as two in the total creature controlled and Chakra required. Huge count as four, Gargantuan as 6 and Colossal as 8. A controlled creature may not perform any action besides talking, though he may use technique that require only a free action; it may not perform a technique that require hand seals or mobility, and must succeed a Concentration check (DC 20) to perform a technique that requires only Concentration or Material Focus. The user may not use this technique if he is blinded.

### **Kage Mane Yusou no Jutsu (Shadow Imitation Transportation Technique)**

*Ninjutsu (Shadow Arts; Nara Hijutsu; Requires Kage Mane no Jutsu) [B-Rank; Rank 8]*

**Learn DC:** 26; **Perform DC:** 23; **Time:** 1 full-round action; **Components:** C; **Range:** Close; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

Using this technique, the user is able to merge with his shadow and move himself behind a creature caught within his *Kage Mane*. Moving in this fashion provokes no attack of opportunity, and the user will appear on the square behind the target on his next turn, providing it is within range.

### **Kage Shuriken no Jutsu (Shadow Shuriken Technique)**

*Taijutsu (Martial Art) [C-Rank; Rank 3]*

**Learn DC:** 17; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, M, F; **Range:** Ranged Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** (See text); **Chakra Cost:** 2.

Using both speed and pin-point precision, the user is able to send a throwing weapon in the shadow of one already thrown, so that it goes unnoticed by the target until it hits. Both attacks use the same attack roll and will deal standard damage (although additional damage, such as sneak attack damage does not apply to the additional weapon), but unless the opponent succeeds a Spot check (DC 20), he will fail to notice the second weapon and lose his dexterity bonus to defense against the second weapon, so that even if the first missed, the second may still hit. Blind creatures are not affected by this technique.

*Material Focus:* Two throwing weapon of the same type and size.

### **Kagehouyou no Jutsu (Shadow Embrace Technique)**

*Ninjutsu (Shadow Arts) [B-Rank; Rank 3]*

**Learn DC:** 17; **Perform DC:** 18; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** Will negate (see text); **Chakra Cost:** 4.

Another one of *Sarutobi Sasuke's* original technique. *Kagehouyou* makes the user's shadow climb up on his body and confuse his foe with erratic movements and randomly detaching itself from the user's body, effectively granting the user a 15% concealment bonus against melee attacks, unless the attacker succeeds a Will save to gain enough concentration and ignore the shadow's movement (and thus the concealment) for one round; the effect of the technique comes back after one round, however, forcing an

attacker to make a Will save every round to try and ignore the concealment. A blinded creature is not affected by this technique.

### **Kageshibari Shuriken no Jutsu (Shadow Binding Shuriken Technique)**

*Ninjutsu (Shadow Arts) [S-Rank; Rank 4]*

**Learn DC:** 19; **Perform DC:** 24; **Time:** 1 attack action (see text); **Components:** H; **Range:** (see text); **Target:** One creature's shadow (see text); **Duration:** 1 round/level; **Saving Throws:** Will negate (see text); **Chakra Cost:** 3 per shuriken (see text)

This fearsome technique is an ancient art created by the legendary ninja *Sarutobi Sasuke* in the feudal age. By striking the target's shadow with a shuriken, kunai or other small thrown weapon, *Sarutobi* paralyzed his enemies and killed them swiftly. Rumor has it that by making it rain shuriken, *Sarutobi Sasuke* killed an entire army in an instant, all by himself, with this technique. By striking the Shadow of a creature no larger than the user's size category, he may paralyze it for the duration of the technique; a shadow has a Defense of 10 if the target is unaware, or equal to 10 + target's class bonus + dexterity bonus otherwise. The technique's range is equal to the weapon's range, and he may target as many creature as he can throw weapons; the perform time also depends on the number of weapon thrown: a single weapon is an attack action, two or more is a full-attack action. Once a target is caught by the technique, it must make a Will save every round to free itself; until that is done, it is held in place by an immovable force and *cannot* be moved under any circumstances unless the weapon that holds the target's shadow in place is removed. A creature with no shadow cannot be affected by this technique. While this technique is meant to be used with ranged weapon, it is still possible to use it with melee weapon. A paralyzed creature is held in place and cannot move a finger, but can move its eyes, mouth and vocal cords (meaning it can speak and look around).

### **Kagidasu no Jutsu (Detection Technique)**

*Chakra Control (Body) [C-Rank; Rank 2]*

**Learn DC:** 18; **Perform DC:** 15; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level; **Saving Throws:** (Harmless); **Chakra Cost:** 4.

By concentrating a high amount of Chakra to one's nose, he is able to increase this sensation by a thousand times. The user gains the *Scent* ability for the duration of the technique. This technique does not allow the user to track using his Scent ability.

### **Kai (Release)**

*Chakra Control (Spirit) [D-Rank; Rank 2]*

**Learn DC:** 15; **Perform DC:** 13 (see text); **Time:** 1 attack action; **Components:** C, H; **Range:** Melee touch; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** (Harmless); **Chakra Cost:** 3.

This technique releases the target creature from the hold of a Genjutsu. The Perform DC of the technique is 13 + the Genjutsu's Rank (Nemuri would be a DC 16). If the user is caught in a Genjutsu and tries to release himself, he must first realize the situation, and

identify it as a Genjutsu. The user may use Kai to dispel his own techniques automatically without needing to make a check or spend Chakra.

### **Kaigan (Eyes of Divination)**

*Ninjutsu (Requires Eyes of Divination; Kumogakure Kinjutsu) [Super S-Rank; Rank 10]*

**Learn DC:** 28; **Perform DC:** 30; **Time:** 1 full-round action; **Components:** C, H, P; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None (see text); **Chakra Cost:** 14.

To counter the powerful bloodline of the *hidden leaf*, the Byakugan, the *hidden cloud* needed a power equal or greater. After years of research and trial and error, some attempt leading to temporary or even permanent insanity, this technique was developed to match and counter not only the Byakugan, but also the Uchiha's Sharingan. Few were those who ever mastered this technique, as it was sealed away upon signing a peace treaty with the leaf, but its existence cannot be denied.

Upon completion of this technique, the user's iris become completely black with a white pupil, and the sclera completely red (the white part of the eyeball). Anyone that looks into those unsettling eyes must make a Will save (DC 15) or become *Shaken* for 1 round (treated as a gaze attack with a range of 30 feet). In addition, the user's eyes allow him to literally see a few seconds in the future. For the duration of the technique, the user gains a +6 insight bonus to defense, attack rolls, saving throws and skill checks as well as lowering any type of concealment by 25%. The user will have a darkvision that ranges up to 60 feet, and a +8 bonus to Genjutsu check to detect and analyze a Genjutsu.

The one major drawback of the *Kaigan*, besides the fact that it uses a large amount of Chakra, is that once the technique ends, the user suffers 1 point of temporary Wisdom damage per round he left the *Kaigan* open. He may make a Fortitude save (DC 20) to halve said Wisdom damage. Should the user's Wisdom score be reduced to 0 by the *Kaigan*'s drawback, he will suffer 2 point of permanent Wisdom damage upon complete recovery.

### **Kaisoku no Jutsu (Nimble-footed Technique)**

*Ninjutsu [D-Rank; Rank 2]*

**Learn DC:** 14; **Perform DC:** 13; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level; **Saving Throws:** (Harmless); **Chakra Cost:** 1.

For the duration of this technique, the user suffers no penalty to his Balance check for moving at his normal speed on precarious or slippery surface (such as ice or a ledge, see Balance skill for details).

### **Kakusu Nioi (Conceal Odor)**

*Chakra Control (Body) [B-Rank; Rank 4]*

**Learn DC:** 19; **Perform DC:** 19; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level; **Saving Throws:** None; **Chakra Cost:** 2.

This technique allows the user to fully conceal his scent, making him undetectable by the *Scent* extraordinary ability.

### **Kamaitachi (Sickling Wind Blast)**

*Ninjutsu (Fuuton) [C-Rank; Rank 5]*

**Learn DC:** 18; **Perform DC:** 18; **Time:** 1 attack action; **Components:** C, E, H (see text); **Range:** 30 feet; **Area:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** Reflex half (see text); **Chakra Cost:** 4 (base; see text).

For this particular technique, the user can ignore the *hand seals* component with a simple swing of a *tessen*, though using the technique in this manner increase the perform DC by 3. Every creatures caught in the cone-shaped burst suffer 4d6 points of Slashing damage, which can be halved with a successful Reflex save. In addition the creatures caught in the cone must make a Fortitude save (DC 15) or be pushed back 1d4x5 feet. The user can increase the damage done by this technique by paying an additional point of Chakra per damage die, though the damage cannot exceed 10d6.

### **Kamehameha (Turtle Wave Blast)**

*Chakra Control [S-Rank; Rank 8]*

**Learn DC:** 24; **Perform DC:** 28; **Time:** 1 attack action (see text); **Components:** C, E; **Range:** Long; **Effect:** Ray (see text); **Area:** 30-ft. radius burst (see text); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 12 (base).

To execute infamous *Kamehameha*, a technique once created by the powerful *Kame-sennin*, the user concentrates a huge amount of Chakra to his hands and sends it forward in the shape of a shimmering ball of concentrated Chakra. When it reaches its target, assuming the ray hit, the *Kamehameha* explodes in a burst of energy that deals 8d6 points of damage, half of which is force damage and the other half sonic. The user may increase the damage dealt by one die at the cost of 2 additional points of Chakra, with a maximum of damage dice equal to the user's level, but doing so also increases the time to perform the *Kamehameha* to a full-round action. In addition, the burst radius of the *Kamehameha* increases by 5 feet for every 2 dice of damage added. If the ray attack misses, the *Kamehameha* goes in a straight line can still explode if it hits a large enough solid surface within range, such as a wall. The explosion causes a lot of pressure and will also damage unattended objects, though it will not set fire to flammable substance.

*Additional Notes:* This was done upon request from Valkyn Highwind.

### **Kanagakure no Jutsu (Body Concealment Technique)**

*Ninjutsu (Requires Meisaigakure no Jutsu) [A-Rank; Rank 8]*

**Learn DC:** 24; **Perform DC:** 25; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D); **Saving Throws:** (Harmless); **Chakra Cost:** 8.

Usage of this technique renders the user invisible for all intent and purpose. If the user is carrying gear, it also vanishes with him. Items dropped or put down become visible once again, just as objects disappear if tucked under the user's clothing or pouches. Light,

however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. Once this technique is used, he cannot be seen by anyone, not even allies, though a creature able to *See Through Chakra* can make a spot check at a -20 penalty to detect the user. Every time the user attacks, directly causes harm to a creature or object or uses a technique, he must make a Concentration check (DC 20) or see the technique's effect immediately vanish. Likewise, if the user goes from an environment to another that is blatantly different (such as a forest to inside a house), the effects of this technique are nullified until he uses it again or return to his previous environment. This technique does not somehow silence the user, however, and certain other conditions can render the recipient detectable (such as stepping in a puddle).

### **Kanashibari Gyoushi no Jutsu (Body Binding Stare Technique)**

*Genjutsu (Doujutsu; Mind Affecting; Fear) [C-Rank; Rank 3]*

**Learn DC:** 16; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, H; **Range:** 20 feet; **Area:** Cone-shaped gaze attack; **Duration:** 1 rounds; **Saving Throws:** Will negate; **Chakra Cost:** 3.

This harmful genjutsu paralyze the body of the any victims caught in your frightful gaze. Any creature caught in a 20-foot cone based on the direction the user is looking (meaning, if the user looks upward to target a larger creature, creature the same size as he will be unaffected, as with the opposite) that fails its Will save will be *cowering* for 1 round. Blind creature or a one with its eyes closed are unaffected by the *Kanashibari Gyoushi no Jutsu*. The user cannot use this technique if he himself is blinded.

### **Kanashibari no Jutsu (Body Binding Technique)**

*Ninjutsu [B-Rank; Rank 6]*

**Learn DC:** 20; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, E, H; **Range:** Long; **Target:** One creature (see text); **Duration:** 1 round/level (D); **Saving Throws:** Will negate (see text); **Chakra Cost:** 4 per creature (maximum 1 per 4 level).

By sending his chakra forth onto a creature, and making it mix with its own, he is able to paralyze it for a short amount of time. The creatures targeted by this technique, if it fails its save, will be *paralyzed* for the duration of the technique. The creature simply freezes in place, though it is still able to breath normally and retain its awareness. It cannot speak or take any actions, although it is allowed a save each round to negate its effect (as a full-round action that does not provoke an attack of opportunity.) A flying creature can no longer flap its wing and will fall down, and a swimmer can no longer swim and may drown.

### **Kankin Kaihou (Confinement Release)**

*Ninjutsu (Summoning) [C-Rank; Rank 5]*

**Learn DC:** 18; **Perform DC:** 18; **Time:** 1 move-equivalent action; **Components:** H, F; **Range:** Personal; **Target:** One scroll used with Kankin Kanshihon Fuuin; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

Unlike its sealing counterpart, this technique unseals the object or objects stored in the scroll and into the user's grasp. If a weapon was stored, it will be ready to use at the user's need and demand, unless it was sheathed.

*Material Focus:* A scroll storing objects using the Kankin Kanshihon Fuuin technique.

### **Kankin Kanshihon Fuuin (Confinement Scroll Seal)**

*Ninjutsu (Sealing) [B-Rank; Rank 5]*

**Learn DC:** 19; **Perform DC:** 20; **Time:** 1 minute; **Components:** C, H, F; **Range:** Melee Touch; **Target:** Up to 10 pounds of non-living matter; **Duration:** Permanent (or until discharged); **Saving Throws:** None; **Chakra Cost:** 4.

Unlike what its name implies, this technique is used to store an object or objects in a scroll in order to summon them back into existence later, with another technique. Using this technique, the user is able to make up to 10 pounds of non-living matter disappear from existence. The objects are stored into the blank scroll, which has to be covered in the appropriate symbols during the preparation of the technique. They can be summoned back into existence using the *Kankin Kaihou* technique.

*Material Focus:* One blank scroll, writing material and enough ink to write 1 page.

### **Kankiwamaru no Jutsu (Overwhelming Emotions Technique)**

*Genjutsu (Mind-Affecting; Compulsion) [B-Rank; Rank 5]*

**Learn DC:** 19; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C, H; **Range:** Close; **Target:** One creature; **Duration:** 1 round/level (D); **Saving Throws:** Will negate; **Chakra Cost:** 4.

This harmful Genjutsu is known for exhilarating or terribly frightening effect it conjures up in the target's mind. If the target is a free spirit or in peace with itself, it will fall prone and laughing from the effects of this technique for the determined duration. A laughing character is not helpless, but can take no action. If the character is brooding or remorseful, the technique will have the opposite effect and will render the target *panicking* for the duration of this technique.

### **Kanpeki Genzou (Perfect Illusion)**

*Genjutsu [A-Rank; Rank 9]*

**Learn DC:** 24; **Perform DC:** 26; **Time:** 1 full-round action; **Components:** H; **Range:** Close; **Area:** 50-ft radius emanation (S); **Duration:** 1 minute/level (D); **Saving Throws:** Will disbelief (see text); **Chakra Cost:** 9.

Using this technique, the user is able to make up to 1 *minor* change per level in the area, 1 *advanced* change every 2 level or 1 *greater* change every 5 level (choose one). A *greater* change can be of great importance, such as changing a whole room, completely concealing a trapdoor or a pit and making objects of *Large* size or smaller appear or disappear. A creature that interacts with an object created by this illusion will notice that something is out of place immediately. This technique cannot be disbelieved until it is

identified or studied, and can be dispelled. This technique can only affect unattended objects.

### **Karyuu Endan (Fire Dragon Blast)**

*Ninjutsu (Katon) [A-Rank; Rank 9]*

**Learn DC:** 29; **Perform DC:** 26; **Time:** 1 attack action; **Components:** E, H; **Range:** 50 feet; **Area:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 8 (base; see text).

Using this technique, the user is able to breath fiery death upon his foe in the form of a deadly cone attack. Any creature caught in the area of effect suffers 5d6 points of fire damage, which may be halved with a successful Reflex save. The user may spend an additional 2 points of Chakra to increase the intensity of the flames, and deal an additional die of damage (with a number of damage dice no greater than the user's total level or hit dice).

### **Kasumi Enbu no Jutsu (Blazing Mist Technique)**

*Ninjutsu (Katon) [C-Rank; Rank 5]*

**Learn DC:** 18; **Perform DC:** 18; **Time:** 1 attack action; **Components:** H; **Range:** 30 feet; **Effect:** Cone shaped burst; **Duration:** Instantaneous; **Saving Throws:** None (see text); **Chakra Cost:** 6.

This technique doesn't so much create fire as it greatly increase the flame of already existing fire source. Any fire source caught in the cone-shaped area of effect suddenly bursts and expands, burning creatures caught in its radius unless they succeed a Reflex save (DC 15) to take only half damage. It will also damage and set unattended objects on fire. See below for the different size of fire source.

- Small (candle, torch): The small fire source expands and burns creatures and objects in a 5-foot radius from its location for 2d4 point of fire damage.
- Medium (campfire, grill): The fire source explodes and burns creatures and objects for 3d6 point of fire damage in a 10-foot radius of its position.
- Large (burning old tree): The fire fills a 15-foot radius burst and burns creatures and objects caught in it for 3d10 point of fire damage.
- Huge (burning house or larger): A large explosion fills a 30-foot radius and burns creatures caught in it for 5d8 point of fire damage.

### **Katou Saisei no Jutsu (Minor Rebirth Technique)**

*Chakra Control (Medical) [S-Rank; Rank 8]*

**Learn DC:** 26; **Perform DC:** 28; **Time:** 1 full-round action; **Components:** C; **Range:** Melee touch; **Target:** One living creature; **Duration:** Concentration (up to 1 round/level); **Saving Throws:** None; **Chakra Cost:** 12.

This technique allows the user to heal a badly wounded living creature and bring it back to life, so to speak. *Katou Saisei* heals 2 hit points per round for as long as the user maintains contact with the target (see *Chiyukarui no Jutsu* technique for more details). This technique may heal a creature whose hit points are below 0.



### **Kawarimi no Jutsu (Body Substitution Technique)**

*Ninjutsu [C-Rank; Rank 1]*

**Learn DC:** 14; **Perform DC:** 14; **Time:** 1 move-equivalent action (see text);

**Components:** H, M; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

Using this technique, the user is able to substitute his body with another object that can be found in the surrounding area or that he carries with him. If he moves out of a creature's line of sight, he may hide without penalty, as he is no longer observed. After the substitution, the user can move anywhere within his movement range (most of the time 30 feet). In some cases, Kawarimi can be used as a free action (reaction), once per round just before an enemy attack or any effect that requires an attack roll (such as an attack or a grapple attempt), as long as the user isn't flat-footed. The Perform DC in such case is equal to the opponent's attack roll (minimum 15), and the user may not convert the Chakra Cost into HPs. This must be declared before the opponent rolls his attack, and will not provoke an attack of opportunity. If the user cannot move, he can't use this technique. If the attack is a confirmed critical, the user suffers a -4 penalty to his Ninjutsu check to evade the attack. If the user attempts to defend against an attack or effect that requires an attack roll that originates from a Chakra Control or Ninjutsu technique, the Perform DC increases by 5 and, if the technique would've hit, you automatically suffer half the damage it would have dealt. When evading a technique in this manner, you do not get a save to resist it.

### **Kayou Yuugyou (Swimming Like A Fish In Water)**

*Chakra Control (Body) [D-Rank; Rank 5]*

**Learn DC:** 19; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 4.

Using this technique, the user can swim at half his speed as a move-action or his standard movement rate as a full-round action, while the DC for the check is reduced by 5. A character does not need to make a swim check when using this technique in *Calm waters*.

### **Kaze no Yaiba (Blade of the Wind)**

*Ninjutsu (Fuuton) [B-Rank; Rank 7]*

**Learn DC:** 20; **Perform DC:** 22; **Time:** 1 attack action; **Components:** E, H; **Range:** Medium; **Area:** 5-ft wide to medium range; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 7.

This advanced technique creates a blade of wind that goes through the enemy's defense and cut them up, leaving but a ravaged corpse behind. Any creature caught in the line suffers 7d8 points of slashing damage. The user may spend 1 additional point of Chakra to increase the damage by +4 (maximum 7d8+20). The line begins at the user.

### **Kaze Oogama (Wind Scythe)**

*Ninjutsu (Fuuton) [D-Rank; Rank 1]*

**Learn DC:** 14; **Perform DC:** 12; **Time:** 1 attack action; **Components:** E, H; **Range:** Close; **Area:** 5-ft wide to close range; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 2 (base; see text).

This basic Fuuton technique sends Chakra through the air in a straight line. It reaches out to Close range, and every creatures that gets caught in it suffers 1d8 points of slashing damage. The user may spend 1 point of chakra to increase the damage by +1 (maximum 1d8+5). The line begins at the user.

### **Keibi Hakaisha (Defense Breaker)**

*Taijutsu (Martial Arts) [C-Rank; Rank 5]*

**Learn DC:** 20; **Perform DC:** 18; **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude negate; **Chakra Cost:** 3

This martial art technique is designed to make one of the user's attack go right through the opponent's guard and disrupt it. Against an opponent using *Total Defense*, the user makes a *Keibi Hakaisha* attack that deals damage normally, but may not score a critical hit. If the attack hits and the target fails its Fortitude save, it automatically loses any bonus granted by *Total Defense* until its next turn, after which it can return to *Total Defense*.

### **Keikai Butsu (Nimble Strike)**

*Taijutsu (Martial Arts) [D-Rank; Rank 1]*

**Learn DC:** 12; **Perform DC:** 12; **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

By focusing his efforts in one fluid strike, the user is able to make a single attack with enhanced efficiency. Using this technique, the user makes a single melee attack against an opponent, to which he receives a +1 bonus to his attack roll. In addition, if the user so wishes, the attack roll made using this technique can be modified by Dexterity instead of Strength.

### **Kekki no Jutsu (Vigor Technique)**

*Chakra Control (Medical) [B-Rank; Rank 1]*

**Learn DC:** 15; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C; **Range:** Melee touch; **Target:** One living creature; **Duration:** 1 minute/level; **Saving Throws:** (Harmless); **Chakra Cost:** 2.

This technique, once used on a *Fatigued* target gives it an energy boost, canceling the effect of Fatigue for the duration of the technique. Once it ends, though, the condition comes back until the target rests sufficiently to get rid of it.

### **Kenjutsu Ougi - Iaido (Sword Art Secret Technique - Iaido)**

*Taijutsu (Martial Arts) [D-Rank; Rank 2]*

**Learn DC:** 16; **Perform DC:** 13; **Time:** 1 attack action; **Components:** F, M; **Range:** Melee Attack; **Target:** One 5-ft. square; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

To properly use this technique, the user must meet a few requirements: his sword must be a standard katana of the same size category as he, and it must not be drawn. Using both speed and the momentum of this attack, the user slashes forward in an attempt to achieve a quick kill. The attack targets a whole 5-foot square instead of a single creature, but will leave the user open to attacks once executed. The attack gains a +2 bonus to attack and damage rolls, but the user will suffer a -2 penalty to Defense afterward until his next turn. This attack can be used as part of a charge, and though the user cannot convert the Chakra Cost to HPs using this method, he will not suffer a penalty to defense in this manner. This technique cannot be used if the user is prone. At the end of the technique, the user's katana will be unsheathed.

*Material Focus:* The user's katana.

### **Kenjutsu Ougi - Iainuki (Sword Art Secret Technique - Iainuki)**

*Taijutsu (Martial Arts) [C-Rank; Rank 2]*

**Learn DC:** 16; **Perform DC:** 15; **Time:** 1 attack action; **Components:** F, M; **Range:** Melee Attack; **Target:** One 5-ft. square; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

This technique follows the same rules and requirement as *Kenjutsu Ougi - Iaido* does, except that it cannot be used as part of a charge, but can be used when prone and the user suffers no penalty while making the attack. At the end of the technique, the user's katana will be unsheathed.

*Material Focus:* The user's katana.

### **Kenjutsu Ougi - Kiritsuki (Sword Art Secret Technique - Cut and Thrust)**

*Taijutsu (Martial Arts) [Rank 3]*

**Learn DC:** 17; **Perform DC:** 18; **Time:** 1 full-attack action; **Components:** F, M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

Using this technique, the user executes a standard charge which, if the attack is successful, grants him a free Bull Rush attempt without provoking an attack of opportunity.

*Material Focus:* The user's sword.

### **Kenjutsu Ougi - Maken (Sword Art Secret Technique - Demonic Sword)**

*Taijutsu (Martial Arts; Requires Evil Allegiance) [A-Rank; Rank 8]*

**Learn DC:** 24; **Perform DC:** 25; **Time:** 1 attack action; **Components:** F, M; **Range:** Melee Attack; **Target:** One 5-ft. square; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude partial; **Chakra Cost:** 8.

The sister technique of *Shinken*, the *Maken* was developed using its creator's killing intent during ages long past. This technique is as beautiful as it is painful to one who falls prey to the user's blade, and is even considered taboo in most *Kenjutsu* dojo. The user's sword must be first-rate, as should his skills, to properly execute this technique. Using all his built-up aggression and frustration, the user bursts forward and strikes a key point on his enemy's body. He makes a single attack with his katana against the target; the attack deals normal damage and ignores any type of damage reduction. In addition, unless the target succeeds a Fortitude save, it will bleed for 1d4 points of damage each round for 1d4+2 rounds afterwards or until a successful Treat Injury check (DC 25) is performed on him, or has one or more hit points restored by a *medical* technique. This technique was created because the user was envious of his rival, who could flawlessly execute *Shinken*. If the katana wasn't a *mastercraft* (at least +2) katana, the technique can still be used but the weapon will be destroyed beyond repair afterward.

*Material Focus:* The user's mastercraft (at least +2) katana or large katana.

### **Kenjutsu Ougi - Shinken (Sword Art Secret Technique - Divine Sword)**

*Taijutsu (Martial Arts; Requires 3 or more Kenjutsu Ougi Techniques) [S-Rank; Rank 12]*

**Learn DC:** 28; **Perform DC:** 32; **Time:** 1 attack action; **Components:** F, M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous (see text); **Saving Throws:** None (see text); **Chakra Cost:** 6.

Not only does this technique demand that the user has flawless mastery of his sword, he must also wield a first-rate *katana* to properly execute this technique. Kenjutsu at its finest, *Shinken* is a truly beautiful and eye-catching technique using the very basics of Kenjutsu taught to every serious practitioner of the art. The user seems to move in slow-motion, his blurry form executing fluid and precise movements as he brings his sword down upon his enemy. At the very moment, his speed increases drastically for an instant and then the user strikes. The user makes a single katana attack against which the defender loses his dexterity bonus to defense (if any). The attack deals no damage and has no effects whatsoever until 1d4+1 rounds later on the user's turn, where it deals standard damage and always provokes a massive damage save, regardless of the damage dealt; in addition, the attack bypasses any sort of damage reduction. The attack brings absolutely no pain to the defender, even as it tears through his flesh and possibly even killing him. The *Shinken* will bring its target down gently, merciful even in death. This technique demands the user to be completely at peace with himself and absolutely cannot be used for *evil* purpose (such as revenge or merely to enjoy one's death, though it is left to the GM's decision). If the katana wasn't a *mastercraft* (at least +2) katana, the technique can still be used but the weapon will be destroyed beyond repair afterward.

*Material Focus:* The user's mastercraft (at least +2) katana or large katana.

### **Kenjutsu Ougi - Tenken (Sword Art Secret Technique - Heavenly Blade)**

*Taijutsu (Stance) [A-Rank; Rank 9]*

**Learn DC:** 25; **Perform DC:** 26; **Time:** 1 full-round action; **Components:** C, M; **Range:** Personal; **Target:** You; **Duration:** 5 rounds (D); **Saving Throws:** None; **Chakra Cost:** 6.

It is said that true mastery of one's sword comes from enlightenment. To achieve this enlightenment, the user closes his eyes and embraces the flow of combat, letting his other senses guide him. For the duration of this technique, the user gains a *blindsense* that extends to 1 foot per level (rounded to the nearest 5-foot unit). The user no longer needs to make a Spot or Listen checks to notice and locate creatures within his *blindsense* and gains a +3 insight bonus to Defense against them, as well as immunity to *doujutsu* and gaze attacks and any effect a blind creature is immune to. Any opponent beyond that range have total concealment (50% miss chance) against the user, and he loses his Dexterity bonus to defense (if any) against their attacks.

### **Kenjutsu Ougi - Soutouryuusen (Sword Art Secret Technique - Double-headed Dragon Flash)**

*Taijutsu (Martial Arts) [B-Rank; Rank 6]*

**Learn DC:** 22; **Perform DC:** 21; **Time:** 1 attack action; **Components:** F, M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

To properly use this technique, the user must meet a few requirements: his sword must be a standard katana of the same size category as he and it must be sheathed in a hard metal or wooden sheath. Combining the speed attained from a *iaido* attack and the fluidity of a combo, the user is able to push the versatility of his swordplay further. The user executes a standard *Kenjutsu Ougi - Iaido* attack and, regardless if the attack hits or not, he gains a second attack at his highest attack bonus with the sword's sheath. A wooden sheath deals damage as per standard katana two size category smaller, while a metal sheath deals katana damage one size category smaller, and bonus to *katana* attacks also apply to the sheath. The first attack gains a +2 bonus to attack and damage rolls and the sheath attack suffers a -4 penalty to attack and damage rolls. As per *Iaido*, the user will suffer a -2 penalty to Defense afterward until his next turn. This attack cannot be used as part of a charge and cannot be used if the user is prone. At the end of the technique, the user's katana will be unsheathed and the user will have the sheath in his off-hand.

*Material Focus:* The user's katana and sheath.

### **Kenjutsu Ougi - Tsuki (Sword Art Secret Technique - Thrust)**

*Taijutsu (Martial Arts) [C-Rank; Rank 3]*

**Learn DC:** 15; **Perform DC:** 16; **Time:** 1 attack action; **Components:** F, M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

The user makes a single attack with his sword against a creature and benefits from a +1 critical range increment for this attack. This increase does not stack with other non-permanent critical range increment.

*Material Focus:* The user's sword.

### **Kihaku Ha (Soul Edge)**

*Chakra Control (Spirit) [C-Rank; Rank 3]*

**Learn DC:** 17; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 4.

With this technique, the user creates a Medium-sized sword of Chakra, for which he is automatically proficient. It bears the same stats as a longsword, but cannot be sundered by anything that isn't made from Chakra (such as a standard weapon opposed to a *yaibaie no kuchiyose*). The sword will appear in the user's hand and will instantly dissipate if he is disarmed or it ever leaves his grasp.

### **Kinobori (Tree Climbing Technique)**

*Chakra Control (Body)* [E-Rank; Rank 1]

**Learn DC:** 14; **Perform DC:** 11; **Time:** 1 move-equivalent action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round / level; **Saving Throws:** None; **Chakra Cost:** 1.

This technique allows the user to stick to smooth surfaces, climb up vertical walls horizontally, stick to ceilings with his feet alone and walk on them as he would do on the floor. It holds its name due to the fact that young ninjas are taught this technique trying to climb up trees vertically. Hanging upside down implies a cumulative -1 penalty to attack rolls and skill checks per two rounds spent in that position. Should the user be tripped while hanging upside down, he will fall without possibility of catching himself at a rate of 200 feet per round, increasing by 50 feet every round. Alternatively, if the user is tripped while standing on the side of a wall or surface, he will still fall unless he makes a Climb check (DC 15) to catch himself, though he will still be considered prone. On the round the technique should end, the user may spend a free action to sustain the technique and renew its effect rather than have it end. Doing so still costs the user the same Chakra Cost, as though he had used the technique normally. The user does not lose his dexterity bonus to defense while "climbing" in this manner, nor does he suffer any movement penalty. When walking up a slippery or completely smooth surface, the user must make a Chakra Control check (DC 10) every round or fall down (see above).

The user may also use *Kinobori* to stop his fall if he is within 10 feet of a wall. He will reduce the falling height by 90 feet, eventually stopping when the falling a number of round sufficient to reach that length at one quarter his previous falling speed (typically 200 feet plus 50 feet per round spent falling). Using *Kinobori* in this manner does not allow the user to convert the Chakra Cost to HPs. No matter what the situation, *Kinobori* cannot be used on ice-covered surfaces unless the user meets special requirements.

### **Kiri Shitai no Jutsu (Mist Body Technique)**

*Ninjutsu (Suiton)* [A-Rank; Rank 10]

**Learn DC:** 28; **Perform DC:** 27; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None (see text); **Chakra Cost:** 8.

Using this technique, the user is able to force his body to transform into mist. The user gains a damage reduction of 10/- while in this form. His armor (and natural armor) cease

to modify his Defense, though other modifiers still apply. The user cannot attack or use a technique while in this form, but can fly at half his speed with *clumsy* maneuverability. While the user *can* fly, he cannot hover higher than 5 feet from the ground. While in this form, the user can also pass through small holes or narrow openings, even mere cracks. The mist form is subject to wind and suffers double damage from *Fuuton* techniques, as well as 4d6 points of damage from *Ichijin no Jutsu* and being pushed back three times as far. Because this technique cause a lot of strain on the user's body, he will suffer 1d4 point of temporary Constitution damage after the technique's effect subside, damage which can be halved with a Fortitude save (DC 20).

### **Kirigakure no Jutsu (Concealing Mist Technique)**

*Ninjutsu (Suiton) [C-Rank; Rank 4]*

**Learn DC:** 18; **Perform DC:** 17; **Time:** 1 full-round action; **Components:** C, E, H; **Range:** Personal; **Area:** Cloud spreads 50-foot-radius from the chosen location, 30-ft. high; **Duration:** 1 minute / level (D); **Saving Throws:** None; **Chakra Cost:** 4.

One of *Kirigakure no Saizo's* original technique. It is said that this legendary ninja used this technique to infiltrate the castle of a famous feudal lord and kill him, along with his entire army, without ever being detected. *Kirigakure no Jutsu* fills a 50-foot radius area with a thick mist; as long as he remains in the mist, the user may spend an attack action to increase the area covered by the mist by 15 feet at the cost of one point of Chakra. The mist can be dispersed in 5 rounds by a moderate wind (11+ mph), or instantly dispersed by a strong wind (21+ mph) in 1 round. Any creature in the mist gains full concealment bonus and a +15 bonus to Hide checks.

### **Kirigakure Shuriken no Jutsu (Shuriken Hidden in the Mist Technique)**

*Ninjutsu (Suiton) [C-Rank; Rank 6]*

**Learn DC:** 20; **Perform DC:** 19; **Time:** 1 attack action; **Components:** H, F; **Range:** Long; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

Using the mist to form a kunai and his Chakra to throw it at the enemy, the user is able to create a deadly weapon that will never miss. To properly execute this technique, the user and his kunai must never leave the mist, even when thrown. While the user will still need to guess the square the targeted creature is in, the kunai will always hit and deal damage as a standard kunai thrown by the user. Sneak attack and other damage bonus the user may have still apply.

*Material Focus:* The mist to form, maintain and throw the shuriken.

### **Kishibari no Jutsu (Tree Bind Technique)**

*Genjutsu [B-Rank; Rank 7]*

**Learn DC:** 23; **Perform DC:** 22; **Time:** 1 attack action; **Components:** C, H; **Range:** Medium; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Will negate; **Chakra Cost:** 6.

With this advanced technique, the user is able to make the target believe that it is bound by trees growing at an amazing pace, while the user himself vanishes from view and appears behind it to strike it down. If the target failed its saving throw, it will suffer 6d6 points of damage, otherwise it is unaffected. A blind creature is unaffected by this technique.

### **Kokoro Wana (Mind Snare)**

*Genjutsu (Doujutsu; Uchiha Hijutsu; Requires Shodan Sharingan) [C-Rank; Rank 6]*

**Learn DC:** 20; **Perform DC:** 19; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** Instantaneous (see text); **Saving Throws:** (see text); **Chakra Cost:** 2.

This harmful Genjutsu grants the user a *Gaze* attack that has in fact multiple uses. He may decide to use it or not on a certain target, and it has an effective range of 30 feet.

*Ninja Mimicry:* This aspect of *Kokoro Wana* enables the user to trap the mind of an enemy that fell prey to his *Gaze* attack. If the target fails its Will save (as per Technique save), it will become *Shaken* for 1d4 rounds and the user will be able to Copy the target's technique, assuming he has the *Ninja Mimicry* feat.

*Sharingan Mirage (requires Ichiryuu Sharingan):* When a target falls prey to the user's *Gaze* attack, he may decide to use the *Sharingan Mirage* against it. If the target fails its will save (as per Technique save), it will fall unconscious for 1d6+1 rounds. When it regains consciousness, the target will be *Dazed* for one round and lose any memory of falling to the *Sharingan Mirage*.

### **Kokuangyou no Jutsu (Absolute Darkness Technique)**

*Genjutsu (Konoha Kinjutsu) [B-Rank; Rank 8]*

**Learn DC:** 23; **Perform DC:** 23; **Time:** 1 attack action; **Components:** H; **Range:** Medium; **Target:** One creature; **Duration:** 1 round/level (D); **Saving Throws:** Will negate (see text); **Chakra Cost:** 6.

Using this powerful Genjutsu technique, the user is able to make a creature believe that it is lost in the dark. If the target fails its will save, it will no longer be able to see around it, and will be *Blinded* for the duration of the technique. Due to the terror of being caught alone and vulnerable in the dark, the target will need to succeed a Will save each round or be *Shaken* for the duration of the technique and if it fails two will saves to avoid fear in a row, it will become *Panicked*. Creatures immune to fear are not affected by the fear effect, but are still affected by the darkness. Targeting a creature that has created clones (such as *Kage Bunshin*), if the original is affected it will also affect the clones. Blind creatures are unaffected by this technique.

### **Kokuryuu Boufuuetsu (Black Dragon Snowstorm)**

*Ninjutsu (Hyoton; Kazahana Hijutsu) [B-Rank; Rank 5]*

**Learn DC:** 21; **Perform DC:** 20; **Time:** 1 attack action; **Components:** H, E; **Range:** Close; **Area:** 5-ft. wide by 20-ft. long line; **Duration:** Instantaneous; **Saving Throws:** Fortitude half; **Chakra Cost:** 4.



Created by Kazehana Dotou, this technique calls forth an ice dragon spirit from the user's outstretched hand to deal with nuisance in his way. Any creature caught in the technique's area of effect suffer 4d6 point of Cold damage from the concentrated blast, and may halve the damage dealt with a successful Reflex save. The user may increase the damage dealt by this technique to 4d10 at the additional cost of 4 point of Chakra.

### **Konchuu Bunshin no Jutsu (Bug Replication Technique)**

*Ninjutsu (Requires Konchuu Kashin; Aburame Hijutsu) [B-Rank; Rank 3]*

**Learn DC:** 17; **Perform DC:** 18; **Time:** 1 full-round action; **Components:** H, F; **Range:** Close (see text); **Effect:** Creates one or more *konchuu bunshin*; **Duration:** 5 round/level; **Saving Throws:** (Harmless); **Chakra Cost:** 4 per clone (maximum 1 per 4 level).

To use this technique, the user frees one or more *Konchuumure* from his body and focuses his Chakra into the bugs to shape them in perfect resemblance of a human being. If the user tries to mimic the appearance of a person, he must succeed a Disguise check as per standard rules for each clone. The clones have the exact same stats as the user, but may not speak or use a skill check that requires reasoning ability and suffer a -4 penalty to attack rolls. A clone may not use any technique, and has 1 hit point per two level of the user. If at the time the user performs the technique the *Konchuumure* is still in his body, the clone appears in a square right beside him; also, if a *konchuumure* is within *Close* range of the user, he may use this one to form the clone in the square it was originally in. Once a *Konchuu Bunshin* is destroyed, the Chakra dissipates and only *Konchuumure* is left in the square it was in, in the state it was in before the formation of the clone (if a clone contains more than one *Konchuumure*, they will scatter to nearby squares once the clone is destroyed). A *Konchuu Bunshin* cannot go farther than 50 feet from the user.  
*Material Focus:* Minimum 1 *Konchuumure* per clone.

### **Konchuu Dokukeshi no Jutsu (Bug Poison Purge Technique)**

*Ninjutsu (Requires Konchuu Kashin; Aburame Hijutsu) [A-Rank; Rank 6]*

**Learn DC:** 22; **Perform DC:** 23; **Time:** 1 minute; **Components:** C, F; **Range:** Melee touch; **Target:** One poisoned creature; **Duration:** Instantaneous; **Saving Throws:** (Harmless); **Chakra Cost:** 6.

By channeling Chakra in his body, the user is able to imbue a *Konchuumure* with the power to absorb poison out of another *Aburame* body. By forcing his *Konchuumure* inside the *Konchuu Kashin* body of the creature, he forces his *Konchuumure* to suck out the poison, thus stopping any activity of the poison and curing any ability damage dealt by it. After the technique is completed, the *Konchuumure* will return to the user's body and will not respond to any of the user's command, nor can it be used for any other purpose until it rests inside the user for 1 day.

*Material Focus:* One *Konchuumure*.

### **Konchuu Gisei no Jutsu (Bug Sacrifice Technique)**

*Ninjutsu (Requires Konchuu Kashin; Aburame Hijutsu) [C-Rank; Rank 4]*

**Learn DC:**16; **Perform DC:** 17; **Time:** 1 free action (see text); **Components:** F; **Range:** Medium; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** (Harmless); **Chakra Cost:** 2.

At the cost of one of the user's *Konchuumure*, he is able to avoid most of an attack. When the user is attacked, he may use this technique to soak 8 points of damage by sacrificing one of the *Konchuumure* in his body.

*Material Focus:* One *Konchuumure*.

### **Konchuu Rouka no Jutsu (Bug Beacon Technique)**

*Ninjutsu (Requires Konchuu Kashin; Aburame Hijutsu) [C-Rank; Rank 3]*

**Learn DC:**17; **Perform DC:** 16; **Time:** 1 free action (see text); **Components:** F; **Range:** 1 mile (see text); **Target:** You; **Duration:** Instantaneous (see text); **Saving Throws:** (Harmless); **Chakra Cost:** 1.

It is said that the female *Konchuu* has a strong odor easily distinguishable to the male *Konchuu*. With the aid of the user's Chakra, they are able to a certain extent to follow its scent over lengthy distance without losing its trace. By placing a female *Konchuu* on a creature or object with a melee touch attack and a Sleight of Hand check (DC 15) to hide it from view, or simply waiting for the female to fly to the creature's body and hide itself, the user is able to know the direction he must go to find the creature as long as it is within a mile of him. If the female *Konchuu* is noticed (Spot DC 25) and killed or the user no longer has a *Konchuumure* in his body, the user loses any information about the location of the creature and the technique ends.

*Material Focus:* One *Konchuumure* in his body.

### **Konchuu Shinku no Jutsu (Bug Recovery Technique)**

*Ninjutsu (Requires Konchuu Kashin; Aburame Hijutsu) [C-Rank; Rank 2]*

**Learn DC:**16; **Perform DC:** 15; **Time:** 1 attack action; **Components:** H, F; **Range:** Medium; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** (Harmless); **Chakra Cost:** 2.

This technique was developed to allow the user to make a hasty retreat without leaving his *Konchuumure* behind. This technique will force all *Konchuumure* under the user's control that are within range to return to the user's body instantly.

### **Konoha Gouriki Senpuu (Leaf's Great Spinning Wind)**

*Taijutsu (Martial Arts; Gouken) [B-Rank; Rank 7]*

**Learn DC:** 20; **Perform DC:** 22; **Time:** 1 full-attack action; **Components:** M; **Range:** Melee Attack; **Target:** Melee Reach plus 5 feet; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

This *Gouken Taijutsu* technique is an improved version of *Konoha Senpuu*. With even more Chakra combined with very fast and brutal movement, the user is able to increase both the damage done and the range of the attack. The user executes movement very similar to *Konoha Senpuu*, except that he targets enemies in a range increased by five

feet, and the damage done by the attacks are increased by one die size (1d4 becomes 1d6, and 1d10 becomes 2d8, etc).

### **Konoha Reppuu (Leaf's Violent Wind)**

*Taijutsu (Martial Arts; Gouken) [D-Rank; Rank 2]*

**Learn DC:** 14; **Perform DC:** 13; **Time:** 1 attack action; **Components:** M; **Range:** Touch; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

To execute this *Gouken Taijutsu* technique, the user is required to catch the opponent off-guard and sweep his legs from under him, effectively tripping him. The user makes a trip-attack that does not provoke an attack of opportunity, and gains an attack of opportunity himself if the attack was successful (as per Improved Trip). This technique, like any other *Gouken*, can only be used with an unarmed attack.

### **Konoha Senpuu (Leaf's Spinning Wind)**

*Taijutsu (Martial Arts; Gouken) [C-Rank; Rank 3]*

**Learn DC:** 16; **Perform DC:** 16; **Time:** 1 full-attack action; **Components:** M; **Range:** Melee Attack; **Area:** Melee Reach; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

This *Gouken Taijutsu* technique is a rapid series of spinning kicks performed by the user. The technique holds its name due to the speed and frequency of the attacks, along with the whirlwind-like movement required to achieve the *Konoha Senpuu*. The user makes an unarmed attack against every creature in his range; every attack counts as a normal attack and may threaten a critical, but does not allow the character to use the *Cleave* feat tree.

### **Konoha Shoufuu (Leaf's Rising Gust)**

*Taijutsu (Martial Arts; Gouken) [C-Rank; Rank 6]*

**Learn DC:** 20; **Perform DC:** 19; **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

Using this technique, the user makes a single unarmed attack against the target creature, and if the attack hits, the user gains a free disarm attempt against that creature. Said disarm attempt does not provoke an attack of opportunity.

### **Kouri Saimin no Jutsu (Auto Hypnotism Technique)**

*Genjutsu [A-Rank; Rank 8]*

**Learn DC:** 26; **Perform DC:** 25; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** (Harmless); **Chakra Cost:** 4.

Using this technique, the user is able to convince himself that he is completely indestructible, utterly unbeatable. He will stand up to any and every enemy, fearless and confident in his invincibility. For the duration of the technique, the user gains a +6 morale

bonus to will saves against fear as well as a +2 morale bonus to attack and weapon damage rolls, defense and skill checks.

### **Kouryuu no Jutsu (Rain Dragon Technique)**

*Ninjutsu (Suiton; Amegakure Kinjutsu) [A-Rank; Rank 3]*

**Learn DC:** 19; **Perform DC:** 20; **Time:** 1 attack action; **Components:** H; **Range:** Medium; **Area:** 50-ft.-radius emanation (see text); **Duration:** Concentration (up to 1 round/level); **Saving Throws:** None (see text); **Chakra Cost:** 6.

This forbidden and dangerous technique creates a ferocious rain dragon that can shred a human to bits. For this technique to be effective, the user must remain within range of the area of effect at all time. He may make a touch attack at a +12 bonus against any creature in the area of effect once per round. The creature, if it was hit by the attack, suffers 2d6+2 point of piercing damage and must make a Fortitude save (DC 15) or suffer the effects of the rain dragon's poison, 1d4 point of temporary Wisdom damage. It must make an additional save one minute later or suffer the poison's secondary damage, an additional 1d4 point of temporary Wisdom damage. This technique can only be used on a rainy area.

### **Kousen Ha (Iron Wire Wave)**

*Taijutsu (Martial Arts; Requires Kousen Ryu) [B-Rank; Rank 9]*

**Learn DC:** 22; **Perform DC:** 24; **Time:** 1 attack action; **Components:** M, F; **Range:** 20 feet; **Effect:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 3.

While in his *Kousen Ryu* stance, the user can create a wave with his wires and damage all creatures in a cone-shaped area. From the user's current location, all the creatures caught in the area of effect suffer 2d8+6 point of slashing damage unless they succeed a Reflex save for half.

### **Kousen Ryu (Iron Wire Style)**

*Taijutsu (Stance) [C-Rank; Rank 7]*

**Learn DC:** 20; **Perform DC:** 20; **Time:** 1 full-attack action; **Components:** M, F; **Range:** Personal; **Target:** You; **Duration:** 5 rounds (D); **Saving Throws:** None; **Chakra Cost:** 2.

By focusing his Chakra to his hands, the user is able to manipulate the movements of his *Kousen* and use them as a weapon. Using the *kousen* as a weapon requires both hands, though the user may freely perform hand seals while using this stance. He gains a reach increment of 10 feet while fighting with the *kousen*, and though he is attacking with two hands, his strength modifier to attack is not multiplied. The user may not charge or use the power attack feat while attacking with *kousens*. *Kousens* attack deal 1d4 point of slashing damage, have a threat range of 20 and a critical multiplier of x3. A creature attacked with *kousens* must make a Spot check opposed to the user's attack roll or lose its dexterity bonus to defense against the attack. Attacks made using this stance are modified by Dexterity.

*Material Focus:* One *kousen*.

### **Kousen Shibari no Jutsu (Iron Wire Bind Technique)**

*Ninjutsu [C-Rank; Rank 6]*

**Learn DC:** 20; **Perform DC:** 19; **Time:** 1 full-attack action; **Components:** H, F; **Range:** 20 feet; **Target:** One creature; **Duration:** Instantaneous (see text); **Saving Throws:** None (see text); **Chakra Cost:** 4.

The user makes a ranged touch attack against the target creature. If it succeeds, it is bound to an object, be it the ground or a nearby tree. As a result, the target creature will be *immobilized* until the user lets go of the wires (disarmed, sundered, killed or any such mean) or until it breaks free (Escape Artist check DC 35). A flying creature can no longer flap its wing and will fall (though no farther than the technique's maximum range unless the user lets go) and likewise, a swimming creature can no longer swim and will drown. As an attack action while the user is holding a bound creature with this technique, he may pull the wire and deal 1d4+1 point of slashing damage to the bound creature. The bound creature can take no actions and loses its dexterity bonus to defense until it is set free again.

*Material Focus:* One *kousen*.

### **Kuchiyose - Dokubimaru (Summoning Technique - Dokubimaru)**

*Ninjutsu (Summoning; Orochimaru Kinjutsu) [S-Rank; Rank 9]*

**Learn DC:** 24; **Perform DC:** 29; **Time:** 1 full-attack action; **Components:** H, X (see text); **Range:** Medium; **Effect:** One summoned creature; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 20.

With this summoning technique that does not require a blood pact, the user calls forth a large two-headed snake, said to be Orochimaru's personal pet. It only answers to Orochimaru's underlings or playtoys, and is capable of speech. Its most striking feature, besides the fact that it has two heads, is that its tail is also forked. Dokubimaru was well trained in the ninja arts, and is a capable spy or guardian; its specialty is, of course, poison.

*Expendable Component:* A small quantity of the user's blood.

### **Kuchiyose - Enkouou Enma (Summoning Technique - Monkey King Enma)**

*Ninjutsu (Summoning; Requires Monkey Blood Pact) [S-Rank; Rank 9]*

**Learn DC:** 28; **Perform DC:** 29; **Time:** 1 full-round action; **Components:** C, H, X; **Range:** Close; **Effect:** One summoned creature; **Duration:** 1 minute / level; **Saving Throws:** None; **Chakra Cost:** 26.

Successfully completing this technique brings out the monkey king, Enma. The monkey is capable of speech and is surprisingly cunning and well trained in the ninja arts. He will not follow orders from a summoner whom he holds no respect, and tends to do things his way anyway. Enma is unique, and can only be summoned once at a time. For more detail on *Enma*, see the *Special Creatures (Summoning)* section of the *Creatures and NPCs* chapter.

*Expendable Component:* A small quantity of the user's blood.

### **Kuchiyose - Gama Kenshin (Summoning Technique - Toad Swordsman)**

*Ninjutsu (Summoning; Requires Toad Blood Pact) [B-Rank; Rank 6]*

**Learn DC:** 24; **Perform DC:** 21; **Time:** 1 full-round action; **Components:** C, H, X; **Range:** Close; **Effect:** One summoned creature; **Duration:** 1 minute / level; **Saving Throws:** None; **Chakra Cost:** 11.

This technique allows the user to summon the special creature *Gama Kenshin*. Though it is indeed a special creature, it is not unique. For more detail on *Gama Kenshin*, see the *Special Creatures (Summoning)* section of the Creatures and NPCs chapter.

*Expendable Component:* A small quantity of the user's blood.

### **Kuchiyose - Gamabunta (Summoning Technique - Gamabunta)**

*Ninjutsu (Summoning; Requires Toad Blood Pact) [S-Rank; Rank 9]*

**Learn DC:** 30; **Perform DC:** 29; **Time:** 1 full-round action; **Components:** C, H, X; **Range:** Close; **Effect:** One summoned creature; **Duration:** 1 minute / level; **Saving Throws:** None; **Chakra Cost:** 40.

Using this technique, the user summons the toad boss, *Gamabunta*. Towering over huge building, this scarred and intimidating frog only listens to those it respect, and as such it will not follow the user's order if he had wronged him in the past without making up for it. *Gamabunta* is one of a kind, and is very feared in the shinobi world. He is capable of speech, is a proficient fighter and can even use some ninja techniques. For more detail on *Gamabunta*, see the *Special Creatures (Summoning)* section of the Creatures and NPCs chapter. *Gamabunta* is a unique special creature.

*Expendable Component:* A small quantity of the user's blood.

### **Kuchiyose - Katsuyu (Summoning Technique - Katsuyu)**

*Ninjutsu (Summoning; Requires Slug Blood Pact) [S-Rank; Rank 9]*

**Learn DC:** 28; **Perform DC:** 29; **Time:** 1 full-round action; **Components:** C, H, X; **Range:** Close; **Effect:** One summoned creature; **Duration:** 1 minute / level; **Saving Throws:** None; **Chakra Cost:** 38.

With this technique, the user is able to summon one of the greatest Slug of all, *Katsuyu*. This gargantuan beast crushes all under its monstrous body, but is in fact a kind soul willing to lend a hand to whomever needs it. *Katsuyu* is quick to forgive and slow to anger, and will follow its summoner's order unless it goes against its principles. *Katsuyu* is a unique summoned creature capable of speech and even use many ninja and healing techniques.

*Expendable Component:* A small quantity of the user's blood.

### **Kuchiyose - Kirikiri Mai (Summoning Technique - Spinning Whirl)**

*Ninjutsu (Summoning; Requires Kamaitachi no Jutsu) [A-Rank; Rank 9]*

**Learn DC:** 24; **Perform DC:** 26; **Time:** 1 full-attack action; **Components:** H, X (see text); **Range:** Medium; **Effect:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 14.

With this summoning technique that does not require a blood pact, the user calls forth a huge weasel carrying a *Gargantuan* kama. The weasel will rush forward in a spinning blur, slicing everything in its path in half. Any creature caught in the area of effect suffers 1 attack from the weasel. It has an attack bonus of +16 and deals 2d8+10 point of slashing damage, with a critical range of 20. If the user is using a *tessen*, he may ignore the *hand seals* component and simply swing the fan instead.

*Expendable Component:* A small quantity of the user's blood.

### **Kuchiyose - Yakai Kuzushi (Summoning Technique - Yakai Kuzushi)**

*Ninjutsu (Summoning; Requires Toad Blood Pact) [A-Rank; Rank 7]*

**Learn DC:** 25; **Perform DC:** 24; **Time:** 1 full-round action; **Components:** C, H, X; **Range:** Close; **Effect:** One summoned creature; **Duration:** 1 minute / level; **Saving Throws:** None; **Chakra Cost:** 20.

This technique allows the user to summon the special creature *Yakai Kuzushi*. While this creature is not unique, because of its particularity it has its own stat block. For more detail on *Yakai Kuzushi*, see the *Special Creatures (Summoning)* section of the *Creatures and NPCs* chapter. In addition, while the *Yakai Kuzushi* cannot speak, the user gains a +4 bonus to skill checks to determine what it might be saying.

*Expendable Component:* A small quantity of the user's blood.

### **Kuchiyose no Jutsu (Summoning Technique)**

*Ninjutsu (Summoning; Requires Blood Pact) [B-Rank; Rank 6]*

**Learn DC:** 20; **Perform DC:** 21; **Time:** 1 full-round action; **Components:** C, H, X; **Range:** Close; **Effect:** One summoned creature; **Duration:** 1 minute / level; **Saving Throws:** None; **Chakra Cost:** (see text).

This technique summons one of the creature with which the user has a blood pact with, of any size available to him with a maximum hit dice of one per total level or hit dice of the user. The Chakra Cost for the summoning greatly varies, depending on the creature's size and hit dice. See *Summoning and Summoned Creatures* section for more details. It appears where the user designates and acts on the user's next turn. It attacks your opponents to the best of its ability. You can communicate with the creature, although not give it complicated command unless it has an intelligence score of 4 or higher, you can direct it not to attack, to attack particular enemies, or to perform other actions. If the creature cannot speak, the user, and the user alone, may roll a Sense Motive check (DC 20) to decipher what the creature is trying to say by its body language.

*Expendable Component:* A small quantity of the user's blood.

### **Kuguru no Jutsu (Underground Displacement Technique)**

*Ninjutsu (Doton) [C-Rank; Rank 3]*

**Learn DC:** 17; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** (Harmless); **Chakra Cost:** 2.

This technique allows the user to move through *Soft* terrain with a *Burrow* speed equal to his normal speed, for the duration of this technique. The user cannot run while moving underground. This technique cannot be used to move through hard ground or stone. In addition, the user does not leave any usable tunnels behind unless he wishes to. Furthermore, if the user is within 5 feet of the surface, he may determine if a creature or an object stands above him.

### **Kuroi Rasengan (Dark Spiral Blast)**

*Chakra Control (Requires Rasengan and Overwhelming Chakra; Naruto Hijutsu) [A-Rank; Rank 9]*

**Learn DC:** 27; **Perform DC:** 25 (base); **Time:** 1 attack action; **Components:** C, E; **Range:** Melee Touch; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 12 (base; see text).

This improved version of the *Rasengan* was designed by *Uzumaki Naruto* and can be used only by a *kyuubi vessel*. During a round which he uses the *Overwhelming Chakra* ability, the user can use the *Kuroi Rasengan* using up most, if not all, of the *Kyuubi's* Chakra forming this swirling ball of flames. This *rasengan* is several times larger and is colored dark red; any creature within 30 feet that can *See Chakra* and are directly looking at the user must succeed a Fortitude save (DC 15) or be blinded for 1 round. A creature hit by the *Kuroi Rasengan* suffers 9d8+9 points of fire damage and is pushed backwards 1d4x5 feet. In addition, it will *catch on fire* for 1d4+1 rounds afterward, or until the fire is put out. The user may increase the damage by 1d8+1 at the cost of 1 point of Chakra, though it also increases the perform DC by 1. The damage cannot exceed 16d8+16. While this *Rasengan* is somewhat more powerful than its predecessor, it creates a much greater gash in the user's chakra.

### **Kusa Kasui no Jutsu (Grass Spikes Technique)**

*Ninjutsu (Kusagakure Hijutsu) [C-Rank; Rank 4]*

**Learn DC:** 18; **Perform DC:** 17; **Time:** 1 full-round action; **Components:** H, E; **Range:** Close; **Area:** One 5-ft.-square per level; **Duration:** 1 minute/level (D); **Saving Throws:** None (see text); **Chakra Cost:** 3 + 1 per square.

Upon completion of this technique, the user may choose up to one five-foot squares per level to be affected by this technique. The chosen squares must have either short grass, moss or a similar type of short plant growth. Each of the chosen squares will count as though *makibishi* had been spread on them for the duration of the technique. The more squares affected, the higher the Chakra cost. A basic usage of this technique affects 2 squares.

### **Kuudenkou no Jutsu (Static Rain Technique)**

*Ninjutsu (Suiton; Amegakure Hijutsu) [B-Rank; Rank 3]*

**Learn DC:** 21; **Perform DC:** 18; **Time:** 1 attack action; **Components:** H; **Range:** Close; **Target:** One creature; **Duration:** 1 round; **Saving Throws:** Fortitude negate; **Chakra Cost:** 4.

This technique can only be used on a creature directly exposed to rain or that is significantly wet or immersed in water. For the duration of this technique, the subject will



take a -2 penalty to saving throws against *Raiton* techniques and suffer an additional point of electricity damage per two ranks of the *Raiton* technique, should one be used on him (minimum +1).

### **Kuuhan (Air Wave Slash)**

*Ninjutsu (Fuuton) [B-Rank; Rank 8]*

**Learn DC:** 24; **Perform DC:** 23; **Time:** 1 attack action; **Components:** C, F; **Area:** 5-ft. wide by 30-ft. long line (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

By concentrating Chakra to the blade of his weapon, the user is able to send forth a wave of Chakra taking the form of a powerful gust of wind. The user makes a single attack roll that will target every creature caught in the line for the same damage, providing it hits. A *Kuuhan* can be a critical hit, and totally ignores concealment. In addition, the user adds the reach of his weapon (if any) to the length of the line.

*Material Focus:* The user's slashing weapon of Medium-size or larger.

### **Kuukuu Bunshin no Yuugatou (Void Clone Death Trap)**

*Ninjutsu [S-Rank; Rank 13]*

**Learn DC:** 31; **Perform DC:** 33; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal (see text); **Target:** You (see text); **Duration:** 5 round/level; **Saving Throws:** Fortitude negate (see text); **Chakra Cost:** 14

This *forbidden technique* was created for multiple purposes, such as kidnapping and assassinations. It creates a clone which is filled with *void*; in other words, inside the clone is an empty space where nothing can normally exist. The clone has the stats of a standard *Kage Bunshin*, but can walk on water freely and may *fly* at his base speed with *poor* maneuverability. The clone may go about freely, as long as he stays within a hundred feet of the user. By spending an attack action, the clone may suck in a creature of the same size category or smaller within the technique's range (based on the Clone's current location) inside his body, thus trapping it inside the void unless it succeeds a Fortitude save (as per technique). While the *Kuukuu Bunshin* holds a creature, he may no longer walk on water or fly, but he gains a number of hit points equal to the total character level or hit dice of the creature he absorbed. While in the *Kuukuu Bunshin*, the absorbed creature is fully conscious of what happens outside, but may not speak outside the clone, or harm the clone from the inside. If the clone is damaged while he holds a creature inside him, the absorbed creature takes double the damage (which bypasses any hardness or damage reduction). As a free action, when he is holding a creature inside him, the clone may blow himself up and deal 3d6 points of force damage to any creature in a 30-foot-radius, which can be halved by a successful Reflex save (as per technique); the held creature is then freed, but not before suffering double damage from the explosion with no saves allowed. If a clone is destroyed or the duration is up, even if it holds a creature inside him, it simply disappears in a puff of smoke and any held creature is thus freed.

### **Kyouka Kage Bunshin no Jutsu (Shadow Replication Reinforcement Technique)**

*Chakra Control (Spirit; Requires Kage Bunshin no Jutsu; Konoha Kinjutsu) [S-Rank; Rank 8]*

**Learn DC:** 24; **Perform DC:** 28; **Time:** 1 full-round action; **Components:** C; **Range:** Melee Touch; **Target:** One of the user's Kage Bunshin; **Duration:** 10 minute/level (D); **Saving Throws:** None; **Chakra Cost:** (see text).

Using this technique, the user is able to make a *Kage Bunshin* much more dangerous and versatile. It still retains the standard penalty of a Kage Bunshin, but can now make actions that require deep thoughts or concentration, use any Chakra Control, Ninjutsu, Genjutsu or Taijutsu of the user up to Rank 4 and use the user's special qualities and attacks (such as his advanced bloodline.) In addition, the clone's hit points increase to 5 + 1 per level of the user, and he can also use any skill the user has with a -4 penalty. The clone is no longer limited to the standard 50 feet range of the user, and can move freely according to its creator's wishes. The chakra cost of this technique is equal to one third of the user's total Chakra Pool, rounded up. If this technique is used on a *tajuu kage bunshin*, it instantly becomes a normal *kage bunshin*. The clone has a Chakra Pool equal to one third of the user's, rounded up, plus any point the user may give in, adding to the chakra cost of the technique. In addition, when performing this technique, the user can't convert the Chakra Cost to HPs. The user can create up to two *Kyouka Kage Bunshin* at once. The targeted clone will last for the duration of *this* technique instead of the standard *Kage Bunshin no Jutsu* duration.

### **Kyouran Suji! (Muscles Fury!)**

*Taijutsu (Body Art; Requires Namidashite Kukkin!) [B-Rank; Rank 4]*

**Learn DC:** 20; **Perform DC:** 19; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 minute; **Saving Throws:** (Harmless); **Chakra Cost:** 4.

Even beyond the potency of *Namidashite Kukkin!*, this technique greatly increases the user's strength while it lasts. For the duration of this technique, the user's Strength Ranks increase by 2 for one minute.

### **Kyuuden no Jutsu (Lightning Ball Technique)**

*Ninjutsu (Raiton; Requires Kyuuden Shuriken no Jutsu) [B-Rank; Rank 6]*

**Learn DC:** 21; **Perform DC:** 21; **Time:** 1 attack action; **Components:** E, H; **Range:** Medium; **Area:** 20-ft. radius emanation; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 5.

Following the principle of *Kyuuden Shuriken no Jutsu*, this mid-level *Raiton* has the user throw a sphere-shaped lightning bomb which, obviously, explodes upon contact, sending electrical discharge to creatures around. Every creature caught in the area of effect suffers 3d10 point of electricity damage, which can be halved with a successful Reflex save. If the user attempts to throw the sphere through a narrow passage, he must hit the opening with a ranged touch attack or see the bomb detonate prematurely. In addition, the user may spend an additional two point of Chakra to increase the damage by 1 die, up to a maximum of 6d10.

### **Kyuuden Shuriken no Jutsu (Lightning Shuriken Technique)**

*Ninjutsu (Raiton) [D-Rank; Rank 1]*

**Learn DC:** 14; **Perform DC:** 12; **Time:** 1 attack action; **Components:** E, H; **Range:** Close; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 2.

This basic *raiton* technique creates a small shuriken-shaped projectile which the user throws at his foes. The projectile deals 1d6 point of electricity damage, which can be halved with a successful Reflex save. The user can spend an additional point of Chakra to deal an additional point of damage, up to a maximum of 1d6+5.

### **Kyuukyoku no Tate (Ultimate Flame Shield)**

*Ninjutsu (Katon; Konoha Kinjutsu) [A-Rank; Rank 8]*

**Learn DC:** 26; **Perform DC:** 25; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (see text); **Saving Throws:** None; **Chakra Cost:** 8.

The *Kyuukyoku no Tate* another form of "ultimate defense". By focusing offensive Chakra through his body, the user is able to form an invisible shield around his body that automatically reacts to attacks of any kind. Even if the user is unaware of the attack, a burst of flame will appear where it should hit and deflect it. For the duration of the technique, the user gains a +4 deflection bonus to defense, a Damage Reduction of 15/- and a Fire and Cold Resistance of 30. Once the shield is breached, however (by overcoming either his damage reduction or energy resistance), the technique abruptly ends. A creature dealing damage with an unarmed or natural weapon attack suffers 1d4 point of fire damage each time it does not successfully bypass the user's damage reduction.

### **Majin Kousei no Jutsu (Devilish Regeneration Technique)**

*Chakra Control (Spirit; Requires Ghastly Inheritance and Overwhelming Chakra) [Very Easy; Rank 5]*

**Learn DC:** 20; **Perform DC:** 10; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** Instantaneous (see text); **Saving Throws:** (Harmless); **Chakra Cost:** (see text).

Using this technique, the user is able to call forth the Kyuubi's healing power without letting its Chakra overpower his senses. When calling up the Kyuubi's Chakra using the Overwhelming Chakra ability, he may chose to spend it all on this technique and immediately gain 2d10 temporary hit points and a Fast Healing 2 as well as a +4 bonus on Fortitude save against massive damage for 1d4 rounds afterwards. The user will still feel the after effects of the Overwhelming Chakra after using this technique. To use this technique, the user must not have spent any of the Chakra gained from the Overwhelming Chakra ability beforehand.

### **Makai Kyuudou - Hakkyou Gyoushi (Hell's Enlightenment - Insanity Glare)**

*Genjutsu (Doujutsu) [A-Rank; Rank 7]*

**Learn DC:** 26; **Perform DC:** 24; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You (see text); **Duration:** 1 round (see text); **Saving Throws:** Will partial; **Chakra Cost:** 6.

This forbidden and extremely dangerous technique was designed to force one's opponent into a trap by pouring terrifying images from "hell" with a simple glare. Repeated use of this technique can even drive a creature to insanity. Any creature that meets the user's gaze for the duration of this technique must suffer a Will save or be *panicked* for 2d6+1 rounds and suffer 1d4 point of temporary Wisdom damage. If the save was instead a success, the creature will be *shaken* for 1d4 rounds instead. Blind creatures or creature immune to fear are not affected by this technique.

### **Mannouyaku no Jutsu (Panacea Technique)**

*Chakra Control (Medical) [S-Rank; Rank 10]*

**Learn DC:** 32; **Perform DC:** 30; **Time:** 2 hours; **Components:** C; **Range:** Melee Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throws:** (Harmless); **Chakra Cost:** 12.

This powerful healing technique acts as a cure-all medicine made from the user's Chakra and medical competence. To properly execute this technique, the user must not be under the effects of any ill conditions and must not have suffered ability damage. This technique will instantly cure the touched creature and dispel all non-permanent *blindness*, *daze*, *deafness*, *exhaustion*, *fatigue*, *nausea*, *paralysis* and *stun* effects. In addition, the target will be given 2d4+1 temporary hit points and will be cured of all poison and disease effects.

### **Mashouheki (Devil's Barrier)**

*Ninjutsu (Katon) [A-Rank; Rank 10]*

**Learn DC:** 28; **Perform DC:** 27; **Time:** 1 full-round action; **Components:** C, H; **Effect:** 10-ft. wide by 10-ft. tall wall; **Duration:** 1 round/level (D); **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 12.

This technique creates a powerful barrier that instantly repels any creature making direct contact with it. The barrier is completely transparent and requires one to be able to *See Chakra*, *See Through Chakra* or make a Spot check (DC 20) to detect it. Any creature making contact with the barrier suffers 1d6 point of Chakra damage per round as long as it maintains contact, and will be unable to go through, as though it was facing an indestructible wall. This technique does not, however, block inanimate objects and will provide no protection against melee or ranged armed attacks, and neither will it block any technique. While this technique is very useful to stop a pursuing foe, the user is still affected by his own barrier.

### **Meisaigakure no Jutsu (Concealing Camouflage Technique)**

*Ninjutsu [B-Rank; Rank 5]*

**Learn DC:** 20; **Perform DC:** 20; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D); **Saving Throws:** (Harmless); **Chakra Cost:** 5.

Using this technique, the user is able to conceal his presence to others as long as he remains in the same environment. For the duration of this technique, the user gains a +15 bonus to hide checks and may hide freely while observed, even in broad daylight with no cover or shadow nearby. In addition, he receives no penalty to hide while moving at his normal speed, and only a -10 penalty to hide while charging or running. If he leaves his current scenery (ie, goes from open plain and enters a house), the camouflage is rendered useless and all benefits from this technique are canceled. A creature that can *See Chakra* or *See Through Chakra* gains a +4 bonus to spot checks to locate the user.

### **Mikazuki no Mai (Dance of the Crescent Moon)**

*Taijutsu (Martial Arts) [A-Rank; Rank 9]*

**Learn DC:** 25; **Perform DC:** 26; **Time:** 1 full-attack action; **Components:** C, M; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

Combining fluidity and power, mobility and clear thoughts enable the user to see through the opponent's movement and counter them, moving with definite grace and yet attacking with brutality unprecedented. Using this technique, the user gains an additional attack at his highest attack bonus, a +1 dodge bonus to defense and all the benefits of the *Great Cleave* feat. In addition, when the user would gain an attack of opportunity after taking down a foe, he is allowed to take a 5-foot step in between to reach his target. The maximum number of attack of opportunity the user can take in a round also increases by 1.

### **Mitoomoi Funkyuu no Jutsu (Mind and Body Disorder Technique)**

*Genjutsu [C-Rank; Rank 6]*

**Learn DC:** 20; **Perform DC:** 19; **Time:** 1 attack action; **Components:** C, H; **Range:** Medium; **Target:** One creature; **Duration:** 1 minute/level; **Saving Throws:** Will negate; **Chakra Cost:** 4.

Using this technique, the user is able to add some restraint to the victim's mind, making hard for it to move and perform even their daily tasks. The target will feel that something is not quite right; breathing difficulties, lack of precision in the movements and such; for the duration of the technique, it will suffer a -4 penalty to attack, damage, skill checks and defense. This harmful Genjutsu can be dispelled.

### **Mitsu Kyuu Sokuryoku (Rank Three Speed)**

*Taijutsu (Body Art; Requires Futatsu Kyuu Sokuryoku) [B-Rank; Rank 6]*

**Learn DC:** 28; **Perform DC:** 21; **Time:** 1 free action; **Components:** C, M, P; **Range:** Personal; **Target:** You; **Duration:** 2 round; **Saving Throws:** Fortitude negate (see text); **Chakra Cost:** 6.

The *Hitotsu Kyuu* is fast; once the speed reaches the point of *Futatsu Kyuu*, the human eye is barely able to follow the movement. Beyond that, the silhouette of the user is nothing but a blurry figure in the background, moving too fast for the human eye to perceive. For the duration of this technique, the user's speed ranks increase by 3. Because this technique puts the body through a lot of strain, once the technique's effects expire, the user must succeed a Fortitude save (DC 15) or suffer 2d4 points of lethal damage as his muscles were damaged badly due to the effort; in addition, if the user fails the save, he will be *Fatigued* for one hour, and won't be able to use any *X Kyuu Sokuryoku* technique until he rids himself of the *Fatigued* condition.

### **Mitsukerudoku no Jutsu (Poison Detection Technique)**

*Chakra Control (Spirit) [C-Rank; Rank 1]*

**Learn DC:** 15; **Perform DC:** 14; **Time:** 1 attack action; **Components:** C; **Range:** Close; **Duration:** 1 round/level (D); **Saving Throws:** (Harmless); **Chakra Cost:** 1.

By merely concentrating, the user is able to determine whether any creature in a *Close* range is poisoned or not. In other words, the user is able to sense the disturbance in the poisoned creature's body, and react to it. The user may also determine what type of poison is at work by succeeding a Wisdom check (DC 20).

### **Mizu Bunshin no Jutsu (Water Replication Technique)**

*Ninjutsu (Suiton) [C-Rank; Rank 3]*

**Learn DC:** 18; **Perform DC:** 16; **Time:** 1 full-round action; **Components:** H, F; **Range:** Personal (see text); **Target:** You; **Duration:** 5 round/level; **Saving Throws:** None; **Chakra Cost:** 5 + 3 per additional clone (maximum 1 per 4 level).

Like *Kage Bunshin*, this technique creates live clones of the user. As its name suggest, the clone is made of water, and weighs half the user's total weight (equipment included). They have the same limitations as a *kage bunshin*, but their statistics are quite different. The clones have 1 hit points per level of the user, a defense equal to the user's minus 3 and suffer a -4 penalty to attack rolls (while still being unable to make more than 2 attacks). The clones are of course expert swimmers, and move twice as fast in water, never needs to make a swim check; they may also freely walk on water without using the *tadayou* technique. The *Mizu Bunshin* cannot go further than 40 feet of the user or a source of water. Once the clone is destroyed or the technique's duration expires, it dissolves into a puddle of water. While the user may replace any lost clones. he cannot control more than his maximum number of *Mizu Bunshin* at time. A *Mizu Bunshin* will appear 10 feet from the source of water, at the user's choice. He also cannot control any other sort of clone while using this technique (including simple *Bunshins* or *Tajuu Kage Bunshins*). A simple usage of this technique without adding to the cost (5) creates one *mizu bunshin*. In addition, if a *Mizu Bunshin* survives a *Raiton* technique, he will deal an additional point of electricity damage per rank of the technique on all melee attacks for 1d4+1 rounds afterwards.

*Material Focus:* A sufficient source of water nearby to create the replicas of himself.

### **Mizudama no Jutsu (Water Sphere Technique)**

*Ninjutsu (Suiton) [D-Rank; Rank 1]*

**Learn DC:** 15; **Perform DC:** 12; **Time:** 1 attack action; **Components:** C, H; **Range:** Close; **Target:** One living creature (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1 + 2 per additional sphere (maximum 1 per 2 level).

By focusing his Chakra into his salivary gland, the user is able to produce a great amount of saliva very quickly, and even thicken it to harden the impact. The user then spit those ball of saliva, who are now very much like mud, onto his targets and makes a ranged attack roll at his maximum attack bonus for each sphere. Said spheres deal 1d4 points of bludgeoning damage to the target; the user may target different creature for each ball, as long as they are within range. A *Mizudama* may also put out small fire, such as a torch or a candle. *Mizudama no Jutsu* is one of the few Suiton technique that does not require a source of water nearby.

### **Mokuton - Kiyun'yu no Jutsu (Wood Type - Tree Displacement Technique)**

*Ninjutsu (Kusagakure Hijutsu) [B-Rank; Rank 7]*

**Learn DC:** 25; **Perform DC:** 22; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** Concentration, plus 1 round/level (D; see text); **Saving Throws:** None; **Chakra Cost:** 8.

Using this technique, the user is able to merge with nature itself and travel through trees. This technique lasts as long as the user concentrates and even longer, but will instantly be dismissed if he enters a square with no tree. As a full-round action, the user can enter a tree and move through its roots towards other three. As long as he is within the tree, the user himself cannot be damaged, but suffers any point of damage the tree he is currently occupying would. He may travel through *soft* or *firm ground* at his standard movement rate as a full-round action, but cannot resurface until he reaches another tree. He may freely occupy the same square as a tree and attack creature with his standard range. He may also hide within a tree of his size or larger, making it absolutely impossible to spot him (creatures take a -20 penalty to spot checks.)

### **Mokuton - Futorisugi no Jutsu (Wood Type - Plant Overgrowth Technique)**

*Ninjutsu (Kusagakure Hijutsu) [A-Rank; Rank 10]*

**Learn DC:** 27; **Perform DC:** 27; **Time:** 1 full-round action; **Components:** C, H; **Range:** Long; **Area:** Plants in a 150-ft.-radius spread (S); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 10.

This high level technique sends the user's Chakra through the living plants in the area of effect, successfully making them extremely thick and overgrown. The plants entwine to form a thicket or jungle so that creatures must hack or force a way through. Movement speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have bushes and trees in it for the technique to be effective.

### **Mokuton - Ure Tsutakazura no Jutsu (Wood Type - Vines Growth Technique)**

*Ninjutsu (Kusagakure Hijutsu) [B-Rank; Rank 5]*

**Learn DC:** 21; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C, H; **Range:** Long; **Area:** Plants in a 30-ft.-radius spread (S); **Duration:** Concentration, plus 1 round; **Saving Throws:** Reflex partial (see text); **Chakra Cost:** 6.

This technique can only be used on soft or firm ground. As a result of this technique, the user will cause a quick growth of vines designed to hold and entangle any creature caught in the area of the technique. Any creature caught in the area becomes *entangled* for the duration of the technique or until it breaks free. The creature can move at half its normal speed using a full-round action and making Strength or Escape Artist check (DC 20). A creature that succeeds the Reflex save is not entangled but can still move at half its speed only through the area of effect, and can't run. Each round on the user's turn, any creature that avoided or escaped the entanglement must make another save or fall victim to it once again.

### **Morishouheki no Jutsu (Forest Barrier Technique)**

*Genjutsu (Compulsion) [S-Rank; Rank 12]*

**Learn DC:** 29; **Perform DC:** 32; **Time:** 1 full-attack action; **Components:** C, H; **Range:** Long; **Effect:** 80-ft. tall by 100-ft. wide wall; **Duration:** 1 round/level (D); **Saving Throws:** Will negate; **Chakra Cost:** 13.

This strange Genjutsu creates a very tall and wide barrier designed to stop one's opponent. No matter how unreal or ridiculous it may seem, it is an authentic barrier made of tree for all intent and purpose to creatures failing the will save. It has a scent, can be touched and completely obscure what lies beyond the wall. Furthermore, the wall cannot be destroyed and a strange force prevents the affected creature from passing through or intentionally attacking a creature beyond the wall (though it might happen unintentionally, such as when a creature is caught in the area of effect of a technique aimed to destroy the wall). Creatures that succeed the Will save still cannot see beyond the wall but can go through without problem. The effects if this non-harmful Genjutsu can be dispelled.

### **Mugen Ibuki no Jutsu (Air Supply Technique)**

*Chakra Control (Body) [B-Rank; Rank 5]*

**Learn DC:** 20; **Perform DC:** 20; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** (Harmless); **Chakra Cost:** 3.

By using this technique, the user creates a constant supply of air in his lungs with chakra that allows him to survive without drawing air for the duration of the technique. This renders the user immune to strangulation, drowning and suffocation. The user may also run at maximum speed without getting short on breath for the duration of the technique. The user may renew the effects of this technique on its last round as a move-equivalent action instead of a full-round action, at the same Chakra cost.

### **Mugen Kuuhazan (Infinite Air Wave Slash)**

*Ninjutsu (Fuuton; Requires Kuuhazan) [Rank 12]*



**Learn DC:** 30; **Perform DC:** 27; **Time:** 1 full-attack action; **Components:** C, F; **Effect:** 5-ft. wide by 30-ft. long line (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 8.

As per *Kuuhan*, except that Mugen Kuuhan allows the user to make a full-attack action instead of a single attack. The user send his attacks as a 30 foot long and 5-foot wide line that completely ignores concealment, but no longer adds the reach of his weapon to the length of the line.

*Material Focus:* The user's slashing weapon of Medium-size or larger.

### **Mugen Sajin Daitoppa (Infinite Sandstorm)**

*Ninjutsu (Fuuton) [C-Rank; Rank 7]*

**Learn DC:** 20; **Perform DC:** 20; **Time:** 1 attack action; **Components:** H, F; **Range:** 30 feet; **Effect:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** Fortitude half; **Chakra Cost:** 6.

Focusing a large chunk of Chakra to his mouth, the user inhale and exhale a powerful blast of wind that mixes with ambient sand and severely damage one's foes. Any creature caught in the area of effect suffer 5d8 point of damage and will be pushed backward 1d4x5 feet unless they succeed a Fortitude save.

*Material Focus:* A small (at least 9<sup>3</sup> feet) source of sand nearby.

### **Mukidou Sanpo no Jutsu (Trackless Step Technique)**

*Ninjutsu [B-Rank; Rank 4]*

**Learn DC:** 18; **Perform DC:** 19; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 4.

Upon completion of this technique, the user is able to travel safely leaving little trace of his passage. When attempting to track him down using the Track feat or Survival skill, the DC is increase by 1 per level of the user (maximum +10).

### **Museigenna Shunpo (Boundless Shunpo)**

*Taijutsu (Mobility; Requires Shunpo) [B-Rank; Rank 11]*

**Learn DC:** 25; **Perform DC:** 26; **Time:** 1 move-equivalent action; **Components:** M; **Range:** 30 ft. / level; **Duration:** Instantaneous; **Saving Throws:** (Harmless); **Chakra Cost:** 4.

With more control over his *Shunpo*, it has been shown that it may be used as an effective technique in combat situations. Traveling such a great distance in such a short amount of time is a remarkable feat indeed, but matching the same speed with less room for acceleration is even more impressive, as the time required to execute the *Shunpo* is greatly reduced. *Museigenna Shunpo* follows the same limitations and rules as standard *Shunpo* (refer to technique entry for details), but the range is cut in half and the time required to perform reduced to a *move-equivalent* action.

### **Musou no Jutsu (Mind Blank Technique)**

*Genjutsu [B-Rank; Rank 5]*

**Learn DC:** 20; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C, H; **Range:** Close; **Target:** One creature; **Duration:** 1 round / level (D); **Saving Throws:** Will disbelief; **Chakra Cost:** 5.

This harmful genjutsu ensnares the target's mind, and makes it completely oblivious to the user's presence. He cannot smell him, hear him or see him. If the target decides to fight the user, treat him as an Invisible opponent. The user benefits from total concealment towards the target, and does not provoke an attack of opportunity by moving in and out of its threatened area. This technique can be dispelled, and is completely defeated by the *Kaigan*; meaning one under the effect of said technique completely shrugs off the effect of this technique.

### **Naku Maneru no Jutsu (Animal Cry Imitation Technique)**

*Genjutsu [D-Rank; Rank 1]*

**Learn DC:** 12; **Perform DC:** 12; **Time:** 1 move-equivalent action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** (Harmless); **Chakra Cost:** 1.

This technique is one of the most basic technique a Ninja is taught. This technique allows the user to imitate the sound of an animal (for example, a dog's barking) for one round.

### **Namidashite Kukkin! (Rippling Muscles!)**

*Taijutsu (Body Art) [C-Rank; Rank 2]*

**Learn DC:** 15; **Perform DC:** 15; **Time:** 1 move-equivalent action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 minute; **Saving Throws:** (Harmless); **Chakra Cost:** 2.

By sending Chakra by waves through his muscles, the user is able to increase the tension and make them ripple. Doing so increases the user's Strength Rank by 1 for one minute.

### **Nanchoukarasu no Onpa (Deafening Sound Wave)**

*Ninjutsu [C-Rank; Rank 4]*

**Learn DC:** 20; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, H; **Range:** Close; **Area:** 10-ft. square spread; **Duration:** 1 round/level (D); **Saving Throws:** Fortitude partial; **Chakra Cost:** 6.

By manipulating the sound wave around the targeted area, the user is able to create a strong blast aimed to damage and deafen the opponent. Any creature caught in the area of effect must succeed a Fortitude save or be *deafened* for 1d6+1 rounds. Whether or not it succeeded its saving throw, any creature caught in the area of effect will suffer 3d6 points of sonic damage.

### **Nawanuke no Jutsu (Escaping Technique)**

*Ninjutsu (Hyoton) [E-Rank; Rank 1]*

**Learn DC:** 13; **Perform DC:** 11; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** (Harmless); **Chakra Cost:** 1.

This basic ninjutsu grants the user more freedom of movements. For the duration of this technique, the user will gain a +4 bonus to Escape Artist or Dexterity checks to free himself from bounds or confinement (such as ropes or manacles).

### **Nekomeishi (Cat's Eyes)**

*Ninjutsu [C-Rank; Rank 3]*

**Learn DC:** 17; **Perform DC:** 16; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level; **Saving Throws:** (Harmless); **Chakra Cost:** 2.

By focusing even more Chakra to his eyes, the user may gain a clear vision of his surroundings, even at night, for the duration of this technique. For the duration of this technique, the user gains a *Darkvision* that extends to 60 feet, and a +4 bonus to spot checks during daytime.

### **Nemuri no Jutsu (Sleep Technique)**

*Genjutsu [C-Rank; Rank 3]*

**Learn DC:** 16; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, H; **Range:** Melee touch; **Target:** One living creature; **Duration:** 1 round/level (see text); **Saving Throws:** Will disbelief (see text); **Chakra Cost:** 3.

This technique puts the targeted creature to sleep, slowly but surely. The target must succeed one Will save per round for the duration of the technique until it fails one or the duration expires. While this technique is taking effect, but before the target fails a save, it will suffer a -4 penalty to attack and damage rolls, Fortitude and Reflex saves and skill checks due to the increasing sleepiness. Once the victim falls into a deep slumber, the remaining number of round becomes minutes. This technique can be dispelled.

### **Nemurihane no Jutsu (Feather Sleep Technique)**

*Genjutsu (Requires Nemuri no Jutsu) [B-Rank; Rank 6]*

**Learn DC:** 20; **Perform DC:** 21; **Time:** 1 move-equivalent action; **Components:** C, H; **Range:** Close; **Area:** 40-foot-radius emanation; **Duration:** 1 round/level (see text); **Saving Throws:** Will disbelief (see text); **Chakra Cost:** 6.

This technique is exactly the same as *Nemuri no Jutsu*, except that it targets a whole area. The victims have the impression that pure white feathers are falling from the sky for the duration of the technique. This technique can be dispelled.

### **Nikudan Sensha (Meat Tank)**

*Taijutsu (Martial Art; Requires Baika no Jutsu; Akimichi Hijutsu) [C-Rank; Rank 4]*

**Learn DC:** 18; **Perform DC:** 17; **Time:** 1 full-attack action; **Components:** C; **Range:** 30 feet; **Effect:** 10-foot-wide line attack; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 4.

While *Baika no Jutsu* is still in effect, it is not a hard task for the user to retract his limb into his body and form a ball, using his Chakra to create a swirl and increase the rotation. Using this technique, the user is able to make a devastating line attack that deals 2d6 points of damage plus the user's strength modifier to any creature caught in the line of effect of *Nikudan Sensha*. At the end of the technique, the user will be moved to the finishing point of his line attack, and must succeed a Fortitude save (DC 15) or be nauseated for 1 round afterward.

### **Nikuteki Taisha no Jutsu (Physical Reconstruction Technique)**

*Chakra Control (Medical) [S-Rank; Rank 12]*

**Learn DC:** 37; **Perform DC:** 32; **Time:** 2 hours; **Components:** C, F; **Range:** Melee Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throws:** (see text); **Chakra Cost:** 15.

Using his medical potential to his full extent, the user is able to reattach a lost limb to a living creature, as long as the limb was severed no later than a day ago. The limb will not be functional for 1d4+1 days afterward, and the target creature must succeed a Fortitude save (DC 25) once the reconstruction is complete or suffer 1 point of permanent constitution damage.

*Material Focus:* The target's limb to reattach and some of its hair to reconstruct the severed muscles, arteries and ligaments.

### **Oboro Bunshin no Jutsu (Mist Replication Technique)**

*Ninjutsu (Fuuton) [C-Rank; Rank 6]*

**Learn DC:** 18; **Perform DC:** 19; **Time:** 1 full-round action; **Components:** C, H, F; **Range:** Personal; **Target:** You; **Duration:** 5 rounds/level (D); **Saving Throws:** None; **Chakra Cost:** 4 + 2 per additional clone (maximum 1 per 3 levels).

Similar to *Mizu Bunshin no Jutsu*, this technique creates one or more exact replica of the user. While the clones are immaterial, they may still attack normally with the equipment they carry because of the user's Chakra in them. Once again, the clones have the same limitations as a *kage bunshin*. Each clone has a defense equal to 10 + the user's class bonus + the user's dex bonus and any other modifier the user may have (equipment bonus does not count); each clone has an attack bonus equal to the user's -5 and the possibility to make up to 3 attacks per round, as well as 1 hit point per 4 levels of the user. When physically attacked, the *Oboro Bunshin* has a 20% chance of avoiding any damage from the attack, but the slightest contact with fire will destroy it. The clones can go no further than 50 feet of the user or a source of mist or lift or carry anything. The *Oboro Bunshin* can fly at its normal speed with *Poor* maneuverability. Once a clone is destroyed, or the duration expires, it just disappears in a puff of smoke. While the user may replace any clones lost, he cannot control more than his maximum number of clones at time. He also cannot control any other sort of clone while using this technique (including simple

*Bunshins* or *Tajuu Kage Bunshins*). A simple usage of this technique without adding to the cost (4) creates one *oboro bunshin*.

*Material Focus*: A nearby 5-foot square filled with mist for every clone created.

### **Ochibame no Jutsu (Rain of Falling Leaves Technique)**

*Ninjutsu (Kusagakure Hijutsu) [B-Rank; Rank 4]*

**Learn DC**: 21; **Perform DC**: 19; **Time**: 1 attack action; **Components**: H; **Range**: Medium; **Area**: 30-ft.-radius emanation centered on a live tree; **Duration**: Concentration, plus 1 round; **Saving Throws**: Reflex half; **Chakra Cost**: 7.

To properly use this technique, the user must center it on a live tree that still has its leaves. For the duration of this technique, every creatures that finds itself in the area of effect suffers 3d4+1 point of slashing damage per round until it dies or leaves the area. It may make a Reflex save to take only half damage. Once the technique's duration expires, the tree will be stripped of its leaves and won't be the center of this technique again until it grows new ones.

### **Okodasu no Jutsu (Intimidation Technique)**

*Genjutsu [E-Rank; Rank 1]*

**Learn DC**: 12; **Perform DC**: 11; **Time**: 1 attack action; **Components**: C, H; **Range**: Personal; **Target**: You; **Duration**: 1 round/level (D); **Saving Throws**: Will negate; **Chakra Cost**: 1.

Using this technique, the user make himself appear bigger and more threatening than he really is, thus gaining a +4 bonus to Intimidation checks for the duration of this technique against targets who failed their will saves.

### **Omote Renge (Initial Lotus)**

*Taijutsu (Martial Art; Requires Kage Buyou; Konoha Kinjutsu) [A-Rank; Rank 6]*

**Learn DC**: 26; **Perform DC**: 23; **Time**: 1 full-attack action; **Components**: M; **Range**: Melee attack; **Target**: One creature; **Duration**: Instantaneous; **Saving Throws**: Fortitude partial; **Chakra Cost**: 8.

With this combo follow-up to *Kage Buyou*, the user is able to fling himself and his opponent towards the ground in a devastating spin that deals monstrous amount of damage. This technique counts as a single attack at the user's highest attack bonus that, if it hits, deal triple damage with an increase of its threat range by 1 points. In addition, once the technique is over, the opponent will be stunned for 1d6+1 rounds, time which can be halved with a successful Fortitude save. If the user knocked the opponent high enough with *Kage Buyou* so that it should normally suffer *falling damage*, the opponent does not get to make a Tumble check to avoid it, and the user lands safely on his feet. At the end of this technique, the user will be *Exhausted* until he rests for 2 hours unless he succeeds a Fortitude save (DC 25) to become *Fatigued* instead.

### **Onibuyou (Demon's Dance)**

*Ninjutsu (Shadow Art) [B-Rank; Rank 5]*

**Learn DC:** 19; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C, H; **Range:** 10 feet; **Target:** One unanimated object; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 4.

The unanimated object selected by the user can be no larger than one size category larger than him. Upon usage of this technique, his shadow will take over and he may let go of the object, and use it as a weapon. The user may let go of the weapon, and his shadow will attack on his own using the base attack bonus of the user. It never leaves the user's side (never straying more than 5 feet) but will become unanimated once again if the user falls unconscious or dies. The user can grasp it while it is attacking on its own as a free action, but when so retrieved it can't attack on its own again unless the user performs the technique again.

### **Otobakuha no Jutsu (Sound Blast Technique)**

*Ninjutsu (Otogakure Hijutsu) [B-Rank; Rank 7]*

**Learn DC:** 21; **Perform DC:** 22; **Time:** 1 attack action; **Components:** H, F, E; **Range:** Medium; **Area:** 10-ft. radius burst; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude partial; **Chakra Cost:** 4.

By focusing chakra to his *sound amplifier*, the character is able to fire a deafening sound blast at his foes. Any creature caught in the area of effect suffer 4d6 points of sonic damage and must make a Fortitude save to avoid being *deafened* for 1d4 rounds. The user can increase the damage dealt by this technique at the cost of 2 points of Chakra per damage die, but the damage cannot exceed 10d6.

*Material Focus:* The user's worn Sound Amplifier.

### **Raijin Jigen no Jutsu (Thunder God Avatar Technique)**

*Ninjutsu (Raiton; Requires Epic Technique - Raiton Raijin Jigen no Jutsu) [Epic; Rank 15]*

**Learn DC:** 47; **Perform DC:** 45; **Time:** 1 full-round action; **Components:** C, H, F; **Range:** Close; **Target:** Thunder God Armor; **Duration:** 1 round / level (D); **Saving Throws:** None; **Chakra Cost:** 23.

This ultimate technique of the *Hidden Cloud* is literally the physical embodiment of the Thunder God. Using the *Thunder God Armor*, which is little more than legendary scrap metal, the user fills it with Chakra which will quickly turn into electricity and form the avatar. For the duration of this technique, the *Thunder God Armor* will become animated and turn into the *Thunder God Avatar* (see Creature section for details). The Avatar cannot disobey the user and will only be destroyed once it reaches 0 hit points or the technique ends.

*Material Focus:* The unique artifact: *Raijin no Yoroi*.

### **Raikiri (Lightning Edge)**

*Ninjutsu (Requires Chidori; Hatake Kakashi Hijutsu) [B-Rank; Rank 8]*

**Learn DC:** 26; **Perform DC:** 23; **Time:** 1 attack action; **Components:** H; **Range:** Personal (see text); **Target:** You (see text); **Duration:** 1 round/3 level (see text; D); **Saving Throws:** None; **Chakra Cost:** 6.

This technique is a weaker but more practical version of the Chidori. It lasts longer, takes less Chakra and can be performed faster. As with the Chidori, the user chooses which hand will bear the *Raikiri*. Said hand will not be able to hold any item or weapon for the duration of the technique; should the hand be the user's off-hand, he suffers a -4 penalty to attack rolls (the two-weapon fighting feats halves this penalty). Unlike *Chidori*, this technique deals 1d8 point of piercing damage, 1d6+1 point of sonic damage and 1d4 point of electricity damage on a successful touch attack. As with the chidori, the user may use the *Ryuu Inin* technique to increase the technique's efficiency. On a successful hit with the *Ryuu Inin*, the user may instantly discharge the Raikiri but deal triple the normal damage instead (though if he has two or more raikiri active, only one is expended). He still suffers the standard Chidori's -4 penalty to Defense and the loss of his dexterity bonus to defense until his next turn. The Raikiri, like the Chidori, counts as a *small* weapon and can be used with the weapon focus feat (uses the same feat for both) and for two-weapon fighting. Because of the noise and light made by the technique, a creature may make a Spot or Listen check (DC 5) to notice the user, even if he was hiding. If the conditions are met (creature is flanked, denied its dexterity bonus to defense, etc) the user can deal sneak attack damage in addition to standard damage with the *Raikiri*.

### **Raite no Jutsu (Hands of Thunder Technique)**

*Ninjutsu (Raiton) [D-Rank; Rank 2]*

**Learn DC:** 14; **Perform DC:** 13; **Time:** 1 attack action; **Components:** H; **Range:** Melee Touch; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

Upon completion of this technique, cracking bolts of energy can be seen on the user's hands as he deliver a melee touch attack that deals 2d6 points of electricity damage, +1 per level of the user (maximum 2d6+5). The user gains a +2 bonus to his touch attack if the target wears a metal armor (or carries enough metal to provide said bonus, left to the GM's discretion).

### **Rakurai no Jutsu (Lightning Bolt Technique)**

*Ninjutsu (Raiton) [B-Rank; Rank 5]*

**Learn DC:** 20; **Perform DC:** 20; **Time:** 1 attack action; **Components:** E, H; **Range:** Long; **Area:** 5-ft. wide to long range; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 5.

Upon completion of this technique, a surge of lightning rushes forward from the user's pointed hand. Any creature caught in the area of effect suffer 3d6 points of electricity damage, which can be halved with a successful Reflex save. The user may decided to empower the technique by one die of damage at the cost of 2 points of Chakra (maximum 12d6).

### **Rasengan (Spiral Blast)**

*Chakra Control (Spirit; Yondaime Hijutsu) [A-Rank; Rank 7]*

**Learn DC:** 25; **Perform DC:** 24 (base); **Time:** 1 attack action; **Components:** C, E; **Range:** Melee Touch; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 8 (base; see text).

The one and only offensive Chakra Control technique, one very few people are aware of, and even fewer are the one who mastered it. This technique requires the user to form a ball of whirling Chakra in his hand, and thrust it towards the enemy. If the attack connects, the Rasengan deals 7d8 points of damage and will push the target backward a number of feet equal to half its damage, rounded to the nearest 5-foot unit. The user may also increase the damage by 1d8 for every additional point of Chakra he spends on Rasengan. Doing so, however, increases the Perform DC by 1 point per additional die of damage (maximum 1 die increase per level). The damage cannot exceed 18d8 point of damage.

### **Reikiha (Aura Wave)**

*Chakra Control (Spirit; Requires Seishou Bakuha) [B-Rank; Rank 5]*

**Learn DC:** 19; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C; **Range:** Medium; **Area:** 10-ft.-radius burst; **Duration:** Instantaneous; **Saving Throws:** Fortitude half; **Chakra Cost:** 4.

With this technique, the user is able to send forth a burst of Chakra from his extended palm. Any creature that finds itself in the area of effect suffer 3d8 point of force damage and 1d6 point of fire damage from the wave of Chakra. The explosion creates little to no pressure and will also damage unattended objects; the wind created by the aura wave will also blow out small fires 15 feet from the center of the burst, such as candles. While it deals fire damage, the *Reikiha* will not set fire to combustible in the area of effect.

### **Rekka Arashi (Raging Fire Storm)**

*Taijutsu (Martial Arts; Gouken; Maito Gai Hijutsu) [S-Rank; Rank 10]*

**Learn DC:** 30; **Perform DC:** 30; **Time:** 1 full-attack action; **Components:** C, E, M; **Range:** Medium; **Target:** One creature per fireball; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 5 + 1 per fireball (see text).

One of the ultimate technique of the *Gouken* style was created by the master *Maito Gai* from the Fire Country. The *Raging Fire Storm* requires the user to concentrate Chakra to his arms and use even more Chakra to propel the fireballs created by this technique. A fireball can be thrown to any target within the technique's range, requires a Ranged Touch attack to hit and deals 1d6+1 points of fire damage per round. Though this technique's basic form creates only one fireball, the user may increase the number by 1 at the cost of one additional point of Chakra, but he may not throw more than 1 fireball per level at once. The user uses his unarmed attack bonus for attack rolls made with the fireballs.

*Reference:* This technique was originally named *Asa Kujaku*, which translates to Morning Peacock. I could not bring myself to use such a stupid name, and *Rekka Arashi* was born.

### **Renku Dan (Compressed Air Ball)**

*Ninjutsu (Fuuton) [A-Rank; Rank 7]*



**Learn DC:** 25; **Perform DC:** 24; **Time:** 1 attack action; **Components:** E, H; **Range:** Long; **Area:** 20-foot-radius burst (see text); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 10 (base; see text).

To execute this technique, the user gathers as much air in his lungs as he can, and mix it with Chakra, almost making it liquid. He then proceed to spit it out toward its target. Once it explodes, it deals 7d8 points of force damage to any creature caught within. The user may increase the damage by 1d8 by spending an additional 2 points of Chakra (maximum 1d8 per character level or hit dice of the user); doing so also increases the burst radius by 5 feet. The damage cannot exceed 13d8.

### **Renzuki (Flurry of Blows)**

*Taijutsu (Martial Arts; Requires Proficiency in the Chosen Weapon) [C-Rank; Rank 4]*

**Learn DC:** 18; **Perform DC:** 17; **Time:** 1 full-attack action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

Using this technique, the user gains an additional attack per round when making a full-attack action with the specified melee weapon or type of attack, though all attacks made during this round suffer a -3 penalty. This technique's effect do not stack with other non-permanent bonus attacks.

*Notes:* This technique can be learned multiple times, each time it applies to a new weapon or type of attack.

### **Reppuu Inin no Jutsu (Violent Wind Thrust Technique)**

*Ninjutsu (Fuuton) [B-Rank; Rank 7]*

**Learn DC:** 21; **Perform DC:** 22; **Time:** 1 minute; **Components:** E, H; **Range:** Medium; **Target:** One creature or object; **Duration:** Instantaneous; **Saving Throws:** None (object) or Special (creature; see text); **Chakra Cost:** 4 (see text).

This technique can be used in two different manner, both formed by concentrating Chakra in the surroundings and creating a powerful gust of wind.

*Disarm:* The user may send a strong gust of wind directed at a target's held weapon.

Using this function of the technique allows the user to make a disarm attempt with a ranged attack, as if with a weapon the same size as the opponent's. The user does not provoke an attack of opportunity, and gains a +12 competence bonus on his attack roll.

*Violent Thrust:* The user can target a single creature or object and hurl it in any direction, even upward. The target will be thrown in a direction chosen by the user 1d6x5 feet and suffer 1d4 point of nonlethal damage per 5 feet traveled. The user must succeed a ranged touch attack to do so, to which he gains a +4 bonus. The distance given is for Medium-sized and smaller creatures (maximum 10d6x5). Large creatures are moved 1d4x5 feet, Huge and larger are unaffected. The user may increase the strength of the wind and add an additional die to the distance traveled by spending another point of Chakra.

### **Retsudo Tenshou (Earth Splitting Force)**

*Ninjutsu (Doton) [A-Rank; Rank 9]*

**Learn DC:** 27; **Perform DC:** 26; **Time:** 1 attack action; **Components:** C, H; **Range:** Medium; **Area:** 30-ft. radius spread (S); **Duration:** 1 round; **Saving Throws:** See text; **Chakra Cost:** 12.

Like *Iwayado Kuzushi*, this technique is a weaker variant of *Jishin no Jutsu*. This technique affects only open ground and structures. Any creature caught on open ground has a 25% chance of being caught in a fissure, in which case it must make a Reflex save or fall down. At the end of the technique, all fissures grind shut, killing any creatures trapped within. Creatures traveling underground at this moment that are still in range of the technique are affected, but the chance of falling in a fissure is 20%. In a similar fashion, any structures standing on open ground in the area of effect take 100 point of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex save for half) and is pinned beneath the rubble. A pinned creature suffers 3d6 point of nonlethal damage per minute. If it falls unconscious, it must make a Constitution check (DC 15) every round or take 1d4 point of damage until freed or dead.

### **Rouga Nadare no Jutsu (Wolf Fang Avalanche Technique)**

*Ninjutsu (Hyoton) [A-Rank; Rank 10]*

**Learn DC:** 30; **Perform DC:** 27; **Time:** 1 attack action; **Components:** X, H; **Range:** Close; **Area:** 25-ft. wide by 100-ft. long line; **Duration:** Instantaneous; **Saving Throws:** Reflex partial (see text); **Chakra Cost:** 13.

This technique is one of Rouga Nadare's original technique, and unlike what its name implies, this technique is more akin to a mass of snow taking the appearance of a tribe of wolf tearing apart everything in its way. This technique takes the form of a 25 feet wide and 100 feet long line; any creature found in its path suffers 6d8 point of cold damage, which can be halved with a successful Reflex save, in addition to 4d8 point of slashing damage from the wolves' claws. In addition, any creature of Large size or small must succeed a Fortitude save or be pushed back 1d6x5 feet.

*Expendable Components:* A huge (at least 1250<sup>3</sup> feet) source of snow or ice nearby.

### **Ryuu Inin (Dragon Thrust)**

*Taijutsu (Martial Art) [C-Rank; Rank 2]*

**Learn DC:** 15; **Perform DC:** 15; **Time:** 1 full-attack action; **Components:** M, P; **Range:** Personal; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

To execute this powerful charge technique, the user must meet the following requirements: He or she must be able to get to the opponent running a straight path, there must be at least 20 feet distance for the user to gain the appropriate speed and he must not carry anything heavier than a light load. When those conditions are met, the user may charge his enemy with astounding speed! *Ryuu Inin* works exactly like a normal charge, except that the user see his base movement speed increased by 15 feet, and his charge bonus to hit increased to +4. In addition, the user does not suffer a -2 penalty to defense the round after the *Ryuu Inin* is used.

### **Ryuujin Bakuha (Dragon King Blast)**

*Ninjutsu (Katon; Requires Epic Technique - Katon Ryuujin Bakuha) [Epic; Rank 16]*

**Learn DC:** 46; **Perform DC:** 46; **Time:** 1 attack action; **Components:** E, H; **Range:** 150 feet; **Area:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 20 (base; see text).

As with *Goukakyuu no Jutsu*, the user gathers an enormous amount Chakra in his lungs, and breath it out so that it ignites with slightest contact with air. If not for the sheer power of the blast alone, which is enough to instantly melt anything in its path, its enormous area of effect make it the ultimate fire element technique. Any creature caught in the *150-ft. long cone* attack will suffer 12d6 point of fire damage, which can be halved with a successful Reflex save. The user, if he so wishes, may spend an additional 2 points of Chakra to add 1 die of damage to the technique, damage which may not exceed the user's total level or hit dice.

### **Ryuuka no Jutsu (Dragon Fire Technique)**

*Ninjutsu (Katon) [B-Rank; Rank 5]*

**Learn DC:** 19; **Perform DC:** 20; **Time:** 1 attack action; **Components:** H; **Area:** 40-foot long line; **Duration:** Instantaneous (see text); **Saving Throws:** Reflex half (see text); **Chakra Cost:** 8.

As some Katon techniques, *Ryuuka* requires the user to gather Chakra to his mouth, and spit it out in a long line of blazing fire destined to burn the enemy to ash. Any creature caught in the line of effect will suffer 6d6 points of fire damage, which can be halved with a successful Reflex save, and Catch on Fire (as per standard rules) for 2d6+1 rounds, unless extinguished. A target that does not suffer any damage from the technique will not catch on fire.

### **Ryuusa Bakuryu (Desert Avalanche)**

*Ninjutsu (Requires Sand Manipulation) [A-Rank; Rank 8]*

**Learn DC:** 28; **Perform DC:** 25; **Time:** 1 attack action; **Components:** H, F; **Range:** 10 ft. / level (see text); **Effect:** 40-ft. wide, 10-ft. tall line attack; **Duration:** Concentration (up to 1 round / level); **Saving Throws:** Reflex negate (see text); **Chakra Cost:** 10.

Using sand as a medium to conduct his will, the user creates a gigantic wall of sand to crush his enemies. From the user's current location, a 40 feet wide and 10 feet tall wave of sand will rush onward at the speed of 45 feet per round. Any creature of Large or smaller caught in the avalanche must succeed a Reflex save or be pushed backward 1d6x5 feet. Creatures of Medium-size or smaller will be pushed backward 2d6x5 feet and must succeed a Fortitude save to avoid being sufficiently buried to be subject for *Sabaku Taiso*. Flying creatures are not affected unless the wave reaches up to them, and Huge or larger creature simply shrug it off. The wave stops once the user stops concentrating or it reaches its maximum range.

*Material Focus:* A huge (at least 100<sup>3</sup> feet) source of sand or earth nearby.

### **Ryuusei Masen (Meteor Demon Slash)**

*Taijutsu (Martial Art) [B-Rank; Rank 8]*

**Learn DC:** 24; **Perform DC:** 23; **Time:** 1 full-attack action; **Components:** M; **Range:** 200 feet (see text); **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

In order to give as much as he get, the user sometimes has to put his life at risk in extreme maneuver to gain the advantage over his opponent. With this technique, the user uses the momentum of his fall to his advantage and deals much greater damage to his foe with the force of gravity on his side. He makes a single attack against his target that, if it hits, deals an additional 1d4+1 point of damage of the type dealt by his weapon per 10 feet traveled to the target from the user's location when the technique was used. Regardless of the results of the attack, the user will still continue to fall freely until he fell a total of 200 feet this round (the maximum range of this technique) or hit the ground, in which case he may suffer falling damage from his whole fall when he hits the ground, left to the GM's decision. The additional damage dealt by this technique cannot exceed 15d4+15. If the attack was a critical hit, the additional damage is not multiplied. In addition, unless the user can fly, the target must be within his reach as he falls in a straight path downward.

### **Sabaku Kyuu (Desert Coffin)**

*Ninjutsu (Requires Sand Manipulation) [B-Rank; Rank 5]*

**Learn DC:** 23; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C, F; **Range:** Close; **Target:** One creature; **Duration:** 1 round / 2 level; **Saving Throws:** Reflex half (see text); **Chakra Cost:** 8.

This technique using sand as its main focus traps a creature (or one of its limb) in sand in order to crush it at a later time. If the target fails its saving throw, two things may happen: either the user targeted one of its limb with the sand and the target will be *Entangled* as per condition of the same name, or the victim is completely covered with sand and held completely immobile and helpless. An immobilized creature cannot perform techniques requiring *Mobility* or *Hand Seals*, cannot move or perform any actions requiring freedom of movement. The creature can attempt to break through the hold each round by spending a full-round action making a Break check (DC 35).

*Material Focus:* A mass of sand equal to the creature to entangle, or two size category smaller than the creature for one of its limb.

### **Sabaku Sousou (Desert Funeral)**

*Ninjutsu (Requires Sand Manipulation and Sabaku Kyuu) [A-Rank; Rank 7]*

**Learn DC:** 26; **Perform DC:** 24; **Time:** 1 attack action; **Components:** C; **Range:** Close; **Target:** One creature caught in *Sabaku Kyuu*; **Duration:** Instantaneous; **Saving Throws:** Fortitude half; **Chakra Cost:** 14.

This technique affects only a creature caught in the user's *Sabaku Kyuu*. Although *Sabaku Kyuu* will be instantly dissipated after usage of this technique, *Sabaku Sousou* deals 6 dice of damage to the target. The damage is dealt in d10 if the target was completely

immobilized with sand, or in d6 if only one of its limb was. The damage dealt by this technique can be halved with a successful Fortitude save.

### **Sabaku Taiso (Desert Requiem)**

*Ninjutsu (Requires Sand Manipulation and Sabaku Sousou) [S-Rank; Rank 9]*

**Learn DC:** 26; **Perform DC:** 29; **Time:** 1 attack action; **Components:** H; **Range:** Long; **Area:** 50 ft. radius spread (5 ft./level deep; see text); **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude half; **Chakra Cost:** 14.

By sending a huge amount of Chakra in waves through the ground, the user is able to compress soft ground (such as sand) and deal tremendous amount of damage to any creature within. Any creatures currently underground caught in the spread (which reaches up to 5 feet deep per character level or hit dice of the user) suffers 9d10 points of damage which can be halved with a successful Fortitude save. Creatures using *Kuguru no Jutsu* are also caught by Sabaku Taiso.

### **Saido Kaiin (Redemption Unsealer)**

*Ninjutsu (Sealing; Kumogakure Hijutsu) [A-Rank; Rank 11]*

**Learn DC:** 31; **Perform DC:** 28; **Time:** 1 minute; **Components:** C, H; **Range:** Melee touch; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** (Harmless); **Chakra Cost:** 10.

This sealing technique acts as an *unsealer* for the *Seal of Heaven*. Using this technique on a creature *branded* creature will remove the *Ten no In*, thus stopping the constant damage and inability to be healed.

### **Saimin no Jutsu (Hypnotism Technique)**

*Genjutsu (Doujutsu) [B-Rank; Rank 6]*

**Learn DC:** 24; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C; **Range:** Close; **Target:** One creature; **Duration:** Instantaneous (see text); **Saving Throws:** Will negate; **Chakra Cost:** 4.

By concentrating Chakra to his eyes, the user is able to create the illusion that he is not directly a threat to the target. The user may make a Diplomacy check to improve the target's attitude requiring no action or time longer than it took him to perform the technique. The user receives a +15 bonus to Diplomacy checks, but the trust is easily broken and the target will soon come to its senses if the user obviously wrong it, providing it has an Intelligence score of at least 3. Limitations of Gaze attacks still apply, however (see page 227 of your core rulebook for details on gaze attacks).

### **Sanmai no Jutsu (Absorption Technique)**

*Ninjutsu [S-Rank; Rank 9]*

**Learn DC:** 25; **Perform DC:** 29; **Time:** 1 attack action; **Components:** C, E, H; **Range:** Melee Touch; **Duration:** Instantaneous; **Saving Throws:** Fortitude negate; **Chakra Cost:** 6 (base; see text).

Using this forbidden technique, the user surrounds his hand with offensive Chakra and touches a creature. The offensive Chakra will diminish its Chakra reserves while the user himself will increase his own resource. With a successful touch attack, the user deals 1d6 point of Chakra damage, while the user gains a number of temporary hit points equal to the Chakra damage dealt. The user may spend an additional point of Chakra to deal an additional point of damage with the technique (maximum 1d6+5).

### **Sansei Kouki no Jutsu (Acidic Breath Technique)**

*Ninjutsu [B-Rank; Rank 6]*

**Learn DC:** 22; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Area:** 10-foot spread (see text); **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude half; **Chakra Cost:** 6.

By gathering Chakra in his lungs, the user can transform the air they hold into highly concentrated acid, which he can breath in an odorless and colorless cloud. On the round which it is used, *Sansei Kouki* fills a 10-foot square with acidic cloud. On the following round, it spreads to a 15-foot radius and the round after 20-foot radius, after which it will disperse and become harmless in 4 rounds. A moderate wind (11+ mph) can disperse it in 3 rounds, though and a strong wind (21+ mph) disperses it in 1 round. Any creature caught in the acidic cloud will suffer 3d8 points of acid damage every round, which can be halved with a successful Fortitude save, until it leaves the area covered by *Sansei Kouki*.

### **Sanseiu no Jutsu (Acidic Rain Technique)**

*Ninjutsu (Suiton; Amegakure Hijutsu) [B-Rank; Rank 5]*

**Learn DC:** 21; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C, H; **Range:** Medium; **Area:** 40-ft. high, 20-ft.-radius cylinder; **Duration:** Instantaneous; **Saving Throws:** Fortitude half (creatures) or None (structures); **Chakra Cost:** 6.

Similar to Tetsukouu no Jutsu, this technique alters the composition of the rain but this time turns it to acid. Any creature caught in the area of effect suffer 4d6 point of acid damage, though creature may make a Fortitude save to take only half damage. Structures caught in the area of effect take double damage.

### **Sarutobi no Jutsu (Flying Monkey Technique)**

*Ninjutsu (Fuuton) [D-Rank; Rank 1]*

**Learn DC:** 13; **Perform DC:** 12; **Time:** 1 move-equivalent action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** (Harmless); **Chakra Cost:** 1.

As he uses this technique, the user is sent upward by a sudden updraft, as he seems to be riding the wind. The user makes a Jump check with a +10 competence bonus to determine how high or far he jumped. The user does not need to make a 10 foot move before jumping when using this technique. This technique can be used twice in a row, when the user is in mid-air, to allow him to jump further up.

### **Seidenki Reiki no Jutsu (Static Electricity Aura Technique)**

*Ninjutsu (Raiton) [C-Rank; Rank 3]*

**Learn DC:** 17; **Perform DC:** 16; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Area:** 10 ft. radius spherical emanation based on the user; **Duration:** 1 round/level (D); **Saving Throws:** Reflex half; **Chakra Cost:** 4.

Using this technique, the user is able to manipulate the particles in the air around him and form an aura that delivers static electricity discharges to creatures around him. For the duration of this technique, any creature caught in the area of effect suffer 1d3 points of electricity damage every round on the user's turn, damage which can be halved with a successful Reflex save.

### **Seishou Bakuha (Energy Explosion)**

*Chakra Control (Body) [D-Rank; Rank 2]*

**Learn DC:** 13; **Perform DC:** 13 (base); **Time:** 1 attack action; **Components:** C, E; **Range:** Melee attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1 (see text).

This basic *Body* control technique makes the user gather offensive Chakra in one specific place (ie, fist or feet), and attacking an opponent with it, pushing the offensive Chakra forward at the same time. The user gains from this technique a +1 bonus to damage per point of Chakra spent and focused during this technique (maximum 1 per level). In addition, the Perform DC of this technique increases by one for every 2 points of Chakra spent to complete this technique.

### **Sekijun Hayashi no Jutsu (Stalagmite Forest Technique)**

*Ninjutsu (Doton) [S-Rank; Rank 14]*

**Learn DC:** 37; **Perform DC:** 34; **Time:** 1 full-round action; **Components:** C, H; **Range:** Close; **Area:** 60-foot radius burst (S); **Duration:** Instantaneous (D); **Saving Throws:** Reflex half; **Chakra Cost:** 16.

This extremely difficult technique begins by a long series of hand seals and focusing an enormous amount of Chakra into the user's hands. Once the technique is completed, the user touches the ground and sends an incredibly powerful shock wave through it. At first glance, it appears no more than a small rumble through the ground; after a few moments, however, enormous stalagmites will erupt from the very ground in a burst and cause 8d12 points of piercing damage to every creature caught in it, though it can be shaped to avoid targeting a defined area. The target area, after the technique is completed, will resemble a forest of 15 feet tall stalagmite and provide appropriate cover and concealment; there will not be enough place for medium-sized or small creature to fight, but a Tiny creature may fight freely in it. The stalagmites will last one day and then return to the earth, or until the user dispels them as a free action. For obvious reason, this technique may not be executed on water.

### **Sekiyu Hakidasu no Jutsu (Oily Spit Technique)**

*Ninjutsu (Suiton) [C-Rank; Rank 3]*

**Learn DC:** 17; **Perform DC:** 16; **Time:** 1 attack action; **Components:** H; **Range:** 10 feet; **Target:** One creature (see text); **Duration:** Instantaneous (see text); **Saving Throws:** Reflex negate (see text); **Chakra Cost:** 4.

This technique requires the user to produce a massive amount of saliva, and use his Chakra to alter its composition. The user then spits this ridiculously large quantity of saliva onto the victim, who is granted a Reflex save to avoid it. If the save is failed, the creature is covered by the oily substance, and will *Catch on Fire* at the slightest contact with fire (as per *Catching on Fire* rules, page 213 of the d20 modern core rulebook). *Sekiyu Hakidasu* will burn for 1d6+1 rounds. This technique may also be used on the ground to create a slippery surface (10 feet by 10 feet square). Every creature that steps onto the targeted area must make a Reflex save or fall prone and suffer 1d4 points of nonlethal damage. The oily saliva dries after 1 hour and it no longer trips creatures or cause them to catch on fire. This technique is one of the few *Suiton* that do not require a source of water nearby to function properly.

### **Sennei Jashuu (Hidden Snake Hands)**

*Ninjutsu (Summoning; Requires Snake Blood Pact; Konoha Kinjutsu) [A-Rank; Rank 6]*

**Learn DC:** 20; **Perform DC:** 23; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 4.

This technique is one of the *Hidden Leaf's* forbidden technique, unaccessible to most. It involves summoning snakes, which appears along the user's arm, for him to use at will. This technique summons 3 snake, which the user may use to as a 15-foot extension of his own body, although using all three to attack at once counts as a full-attack action. The snakes act as *Constrictor Snakes* with the user's highest attack bonus and will retract into the user's arm on his next turn.

### **Sennen Goroshi (A Thousand Years of Pain)**

*Taijutsu (Martial Arts; Konoha Hijutsu) [D-Rank; Rank 2]*

**Learn DC:** 14; **Perform DC:** 13; **Time:** 1 attack action; **Components:** M; **Range:** Melee attack; **Target:** One living creature; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 3.

From this technique's original name, Konohagakure Higen Taijutsu no Ougi - Sennen Goroshi (Hidden Leaf's Secret Taijutsu Technique - A Thousand Years of Pain), this technique is the number one idiotic technique of the hidden leaf. If the user can catch flat-footed or otherwise denied its dexterity bonus a target that is no larger than one size category larger than he, he may execute *Sennen Goroshi*. He must succeed an attack roll against the target; if the attack hits, it will automatically score a critical hit and deal triple damage, though nonlethal, and will automatically knock the target prone. Standard nonlethal damage rule applies. A creature immune to critical hits or sneak attack or without discernable anatomy (such as ooze or undeads) is not affected by this technique.

### **Sensatsu Suishou no Jutsu (Flying Water Needles Technique)**

*Ninjutsu (Hyoton) [A-Rank; Rank 7]*



**Learn DC:** 21; **Perform DC:** 24; **Time:** 1 attack action; **Components:** H, E, F; **Range:** Close; **Area:** 5-foot square (see text); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 1 (base).

The user creates *Ice Needles* made from water found nearby. It surrounds the targeted square, and every creature caught in the targeted area suffers 2d4 points of damage, half of which is cold, and the other piercing. The user may increase the damage by 1 die at the cost of one point of Chakra, but the damage may not exceed 1d4 per character level or hit dice of the user. In addition, the user may decide to target a 10-foot square instead, but the damage dealt by the technique will be halved.

*Material Focus:* The user must have enough water nearby to form the needles. A needle (the equivalent of a die of damage) require 10 ml of water.

### **Shiden (Flicker of Sword)**

*Taijutsu (Martial Art; Requires Mitsu Kyuu Sokuryoku) [B-Rank; Rank 7]*

**Learn DC:** 21; **Perform DC:** 22; **Time:** 1 attack action; **Components:** M; **Range:** 30 feet; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

This technique follows three basic principles: move in, attack and move out. By practicing these movements at high speed, the user is able to execute an extremely fast attack and move back to his previous location without giving so much as hints that he moved at all. To properly execute this technique, there must be absolutely no obstacle between the user and his target, and he must be able to move in a straight line to reach it. Using this technique, the user is able to make a melee attack against the target at a range up to 30 feet. The target is denied its dexterity bonus to defense the first time, but if used again within 1 minute it will be allowed a Spot check (DC 20) to try and retain it. While the target might see the flicker of sword, none can see the user's movement.

### **Shikakyu no Jutsu (Quadruped Technique)**

*Ninjutsu (Inuzuka Hijutsu) [C-Rank; Rank 3]*

**Learn DC:** 17; **Perform DC:** 16; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 4.

Upon using this technique, the user's feature become more feral and he becomes more beast than man. A simple stare from the predator he has become is enough to instill fear in the heart of his enemy. For the duration of this technique, the user gains a claw and bite attack that deals damage as per his size category, and a +4 competence bonus to Intimidate checks. In addition, the user may now move at three times his normal speed while charging. If the user falls unconscious, the transformation is instantly dispelled.

### **Shiketsu no Jutsu (Hemostasis Technique)**

*Chakra Control (Medical) [A-Rank; Rank 5]*

**Learn DC:** 21; **Perform DC:** 22; **Time:** 1 full-round action; **Components:** C; **Range:** Melee Touch; **Target:** Dying creature touched; **Duration:** Instantaneous; **Saving Throws:** (Harmless); **Chakra Cost:** 4.

With this technique, the user will instantly *stabilize* the touched creature, assuming it was previously reduced to -1 hit points (or lower) and dying.

### **Shikon no Jutsu (Dead Soul Technique)**

*Ninjutsu (Shadow Arts) [A-Rank; Rank 7]*

**Learn DC:** 22; **Perform DC:** 24; **Time:** 1 full-round action (see text); **Components:** C, H, F; **Range:** Close; **Target:** One creature; **Duration:** Concentration (up to 1 round / level) (D); **Saving Throws:** None; **Chakra Cost:** 7 per corpse (maximum 1 per 7 level).

This *Shadow Art* is an immoral technique, considered a forbidden technique by most ninja villages. It allows the user to control a dead body with his Chakra and perform deeds for him, such as fighting. The corpse can attack but cannot run, charge or utter any sort of sound, but otherwise will obey any command the user gives it without any sort of hesitation. A *Shikon* has 3 hit points per character level or hit dice of the user and one attack at the user's highest attack bonus; it will attack with any weapon it possess or pick up, and gains a +2 strength bonus to damage. In addition, it will fall limp to the ground once its hit points are reduced to 0 or below or if the corpse is out of the technique's range. It is immune to poison, sleep, paralysis, stunning, disease, mind-affecting effects, critical hits, nonlethal damage, ability damage, ability drain, energy drain, effects of massive damage, or any effect requiring a Fortitude save unless the effect also works on objects or is harmless, can carry up to 40 pounds per character level of the user and will move 30 feet regardless of how much weights it carries. The user can only control a corpse if it remains in the technique's range (based on his current location) and in his line of sight. He cannot attack enemies he cannot see, nor can he see through the corpse's eyes. *Material Focus:* One or more well preserved corpse of a medium-sized humanoid.

### **Shime (Choke Hold)**

*Taijutsu (Martial Arts) [C-Rank; Rank 4]*

**Learn DC:** 17; **Perform DC:** 17; **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

Using this technique, the user can initiate a *strangulation* attempt on a target and gain a +4 bonus on his Grapple check for this purpose. The attempt still provokes an attack of opportunity. For more details on strangulation, see page 214 of your core rulebook.

### **Shinji Henkou no Jutsu (Mind Alteration Technique)**

*Ninjutsu (Kinjutsu - All Ninja Villages) [Super S-Rank; Rank 14]*

**Learn DC:** 36; **Perform DC:** 39; **Time:** 1 full-round action; **Components:** C, H; **Range:** 10 feet (see text); **Target:** One living and helpless or willing creature; **Duration:** 1 week/level or Permanent (see text); **Saving Throws:** Will negate; **Chakra Cost:** 18.

This very versatile technique has more than a few uses, and is forbidden in all ninja village, used only when a situation calls for drastic measures. This technique serves to alter the mind of a subject, but cannot do permanent damage to one's brain. The *Shinji Henkou no Jutsu* can only be used once per day on the same creature. When this technique is completed, if the target failed its save, the user chooses one of those two modes of operation:

*Instill Fear:* The subject will be stricken with an inexplicable fear he simply cannot control while the technique lasts, in many ways similar to an extreme phobia. If the subject comes to gaze upon the user or a creature of the user's choice, the subject will suddenly become *Shaken* and suffer a -2 penalty to Will saves against fear effects coming from the source of its fear, as long as it remains within 50 feet of it. This effect lasts for 1 week per level and can only be used to make the subject fear one creature at a time. Another usage of the technique will dispell the first and alter the source of its fear.

*Modify Memory:* Using the technique in this fashion adds, alters or removes a memory from the subject. The memory is permanently gone unless the user dispells the technique. The user may only modify up to 1 minute per level of the target's memory. This effect is permanent.

The possibilities are as follows:

- Eliminate all memory of an event the subject actually experienced.
- Allow the subject to recall with perfect clarity an event it actually experienced.
- Change the details of an event the subject actually experienced.
- Implant a memory of an event the subject never experienced.

While using the technique requires a full-round action, modifying the memory of the subject takes a period of time equal to the amount of memory modified (up to 1 minute per two levels). The user also cannot alter a memory he has no knowledge of. In addition, a modified or removed memory will not necessarily affect the subject's condition or demeanor, especially if it contradicts with its natural inclinations. An illogical or incorrectly modified memory will be dismissed as an alcohol-induced dream or nightmare.

The user can dispell the effects of this technique as long as he is within 1 mile of the subject as a full-round action. For the *modify memory* part, it works a bit differently: dispelling the technique takes 1 full-round action per usage of the technique, and the user may choose to dispell one usage of the technique (say, one that altered the subject's memory of an event) but not the other (the removed memory of the transaction that followed said event.)

### **Shinjuu Zanshu no Jutsu (Inner Decapitation Technique)**

*Ninjutsu (Doton) [C-Rank; Rank 2]*

**Learn DC:** 17; **Perform DC:** 15; **Time:** 1 attack action; **Components:** C, H; **Range:** Melee; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Reflex negate; **Chakra Cost:** 4.

While moving underground, possibly through *Kuguru no Jutsu*, the user is able to grab creatures of his size or smaller and bury them from the neck down in the earth unless it

succeeds a Reflex save. A creature so buried cannot move, perform any actions other than a free action and is immobilized until it can succeed three Escape Artist or Dexterity check (DC 15) in a row.

### **Shinkai Satsujin no Jutsu (Deep Sea Murder Technique)**

*Genjutsu [A-Rank; Rank 7]*

**Learn DC:** 23; **Perform DC:** 24; **Time:** 1 full-round action; **Components:** C, H; **Range:** Close; **Target:** One living creature; **Duration:** Concentration (up to 1 round/level); **Saving Throws:** Will negate; **Chakra Cost:** 6.

This technique makes the victim believe that it is trapped deep in a watery environment, with no way out. If it fails the save, the targeted creature begins to *Drown* (as per *Suffocation and Drowning*) and will hold its breath for a number of round equal to its constitution score, after which it must succeed a Constitution check each round (DC 10, increase by 1 after every successful check). Once it fails a Constitution check, it is reduced to 0 hit points. After another failure, to -1 hit points and dying, and with a third failure, it dies. If the technique ends (duration is up or user stops concentrating) and the victim is still alive, the drowning sequence will end. This technique can be dispelled.

### **Shinobi Kyoufu no Jutsu (Shinobi Fear Technique)**

*Chakra Control (Spirit) [E-Rank; Rank 4]*

**Learn DC:** 20; **Perform DC:** 14; **Time:** 1 full-round action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** Concentration, plus 1 round/level (D); **Saving Throws:** Will negate; **Chakra Cost:** 2.

This technique is but a simple trick known by most high-level shinobi, but a tricky one to master for other. The shinobi conjures hated memories or simply forces himself in a state of anger and let killing intent seep into the flow of his Chakra. Resulting from this technique, the user gains a *gaze* attack that strikes fear in the heart of those who meets his dangerous glare, promising a certain, painful death. At the beginning of each round, each opponent within range of the gaze, 30 feet, must make a Will save (as per technique) or become *Shaken* for 1d4 rounds. A creature may avoid the saving throw by averting the user's eyes or simply being blind; refer to *Gaze* special ability for details.

### **Shinobi no Jutsu (Infiltration Technique)**

*Ninjutsu [D-Rank; Rank 2]*

**Learn DC:** 16; **Perform DC:** 13; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level; **Saving Throws:** None; **Chakra Cost:** 2.

A very helpful tool for lower-level ninjas, this technique grants for its full duration a +2 competence bonus to Hide and Move Silently checks.

### **Shinranshin no Jutsu (Betrayal Technique)**

*Genjutsu (Mind Affecting; Compulsion; Yamanaka Hijutsu) [S-Rank; Rank 11]*

**Learn DC:** 26; **Perform DC:** 31; **Time:** 1 attack action; **Components:** C, H; **Range:** Close; **Duration:** Concentration (up to 1 round/level); **Saving Throws:** Will negate; **Chakra Cost:** 9.

This harmful genjutsu ensnares the mind of a creature and allows the user to make it attack any creature within its line of sight at the best of his ability. While the body will obey the technique, the target still retain the use of its head and mouth. While it will attack the creature at the best of its ability, it may not use a technique while under the effects of the *Shinranshin*. If the user is attacked while concentrating on maintaining the technique, he must succeed a Concentration check (as per standard rule) or end the technique prematurely. If the target dies or accomplishes its task before the end of the technique, it automatically ends. This technique was developed by the *Yamanaka* Clan during the Feudal Age to buy time to escape for their comrades.

### **Shinryou no Jutsu (Diagnosis Technique)**

*Chakra Control (Medical) [B-Rank; Rank 2]*

**Learn DC:** 18; **Perform DC:** 17; **Time:** 1 full-round action; **Components:** C; **Range:** Melee Touch; **Target:** Willing creature touched; **Duration:** Instantaneous; **Saving Throws:** (Harmless); **Chakra Cost:** 3.

This basic medical technique allows the user to completely analyze the willing creature touched and determine what conditions is currently plaguing it. Upon completion of this technique, the user will instantly detect any *blindness, daze, deafness, exhaustion, fatigue, nausea, paralysis* and *stun* effect, as well as any poisons or diseases and determine whether or not they are permanent. In addition, the user will know the approximate Chakra Pool and Hit Points the touched creature has left (rounded to quarter units, e.g.  $\frac{3}{4}$  full).

### **Shintai (Total Defense)**

*Taijutsu (Martial Arts) [D-Rank; Rank 1]*

**Learn DC:** 13; **Perform DC:** 12; **Time:** 1 move-equivalent action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1.

This basic defensive technique puts the user in *total defense* as a move-equivalent action instead of the standard attack action.

### **Shintenshin no Jutsu (Mind Transfer Technique)**

*Ninjutsu (Yamanaka Hijutsu) [C-Rank; Rank 4]*

**Learn DC:** 20; **Perform DC:** 17; **Time:** 1 full-round action; **Components:** H; **Range:** Close; **Effect:** Line attack; **Duration:** 1 round / level (D); **Saving Throws:** Reflex negate (see text); **Chakra Cost:** 6.

This ninjutsu was designed for espionage in the feudal age by the *Yamanaka* Clan of the Hidden Leaf. It allows the user to transfer his mind into another creature's body and control it as though it was his own. The technique works best if the target is immobilized,

since if the target succeeds its Reflex save, the user's body will become an empty shell (treat as unconscious) until he wakes up when his soul return to his body after 1d6+1 rounds. When in the target's body, the user retains his *Intelligence*, *Wisdom* and *Charisma* scores, techniques, feats and ranks in any skills, but gains the target's *Strength*, *Dexterity* and *Constitution* scores, along with its equipment and natural weapons and protection. If either the target or the user's body are damaged, the user will suffer damage and will instantly die when his hit points reach 0, even if the target's body has more HPs than his own. If the user, while in the target's body, suffer more damage than his host body may endure, he instantly return to his body on his next turn while the target dies. There is no limit to the distance the user may travel from his own body while using the *Shintenshin* and he may return to his body any time by spending a move-equivalent action for this purpose. If the target is pinned, held or otherwise immobilized, it does not get a Reflex save to avoid this technique. If the user does something that his target goes strongly against while using the *Shintenshin* (such as using a Samurai's body to betray his lord), the target gets a Will save (DC as per technique standard) to automatically end the technique.

### **Shirizokeru (Repel)**

*Chakra Control (Body)* [D-Rank; Rank 5]

**Learn DC:** 18; **Perform DC:** 16 (base); **Time:** 1 attack action; **Components:** C, E; **Range:** Touch; **Target:** One creature or object; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1 (see text).

For this technique, the user gathers a certain amount of Chakra in his hand, and uses it to push a creature or an object backward. If the object is held, the wielder must succeed a Strength check (DC 20) to maintain his grasp; otherwise it is sent flying away (same goes for a grappled or held creature). The target creature or object will be pushed back 1d8 feet per point of Chakra spent and focused during this technique (maximum 1 per level), in the direction chosen by the user. He cannot, however, repel a creature or object of a larger size category than his own. In addition, the Perform DC of this technique increases by one for every 2 points of Chakra spent to complete this technique. The user may make a standard Melee attack to repel the enemy and at the same time deal damage, but the distance is halved if he does so.

### **Shishi Rendan (Lion Combo)**

*Taijutsu (Martial Art; Kage Buyou; Uchiha Sasuke Hijutsu)* [C-Rank; Rank 4]

**Learn DC:** 17; **Perform DC:** 17; **Time:** 1 full-attack action; **Components:** M; **Range:** Melee attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

Using this combo follow-up to *Kage Buyou*, the user is able to make a full-attack action to push the enemy down towards the ground. Once the user used up all attacks he has in a round, the opponent will be knocked prone on the ground and the user gains a bonus *Asshou!* attack against that opponent, at his highest attack bonus. If the user knocked the opponent high enough with *Kage Buyou* so that it should normally suffer *falling damage*, the opponent does not get to make a Tumble check to avoid it, and the user lands safely on his feet.

### **Shishiku no Jutsu (Lion's Roar Technique)**

*Ninjutsu [B-Rank; Rank 9]*

**Learn DC:** 24; **Perform DC:** 24; **Time:** 1 full-attack action; **Components:** E, H; **Range:** 50 feet; **Effect:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** 8 (base; see text).

By focusing Chakra in his vocal cords, the user is able to increase the purity and volume of the sounds he can produce tenfold. Any creature caught in the powerful blast suffer 8d6 point of sonic damage, which can be halved with a successful Fortitude save, and will be thrown backward 1d8x5 feet unless they succeed another Fortitude save. The user may empower this technique by spending an additional point of Chakra to increase the damage by one die (maximum 14d6). If the user has a sound amplifier or another mean to amplify the sound of his voice, the damage is dealt in d8 instead of d6s.

### **Shissou (Dash)**

*Taijutsu (Body Art) [B-Rank; Rank 5]*

**Learn DC:** 21; **Perform DC:** 20; **Time:** 1 full-round action; **Components:** M, P; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 8.

This technique, while rarely seen, is very popular amongst messengers because it allows the user to run at a very high speed and keep the pace for a long time. For the duration of this technique, the user's maximum run speed multiplier is increased by three, meaning that the user runs at 7 times his speed if his previous maximum was 4 times, 8 times if it was 5 and so on. In addition, the user gains a +10 bonus to Constitution checks made to continue running. A normal person moving at 30 feet and running at 4 times its speed runs at about 24 miles an hour with this technique.

### **Shitsukentou no Jutsu (Disorientation Technique)**

*Genjutsu (Mind Affecting) [D-Rank; Rank 1]*

**Learn DC:** 15; **Perform DC:** 12; **Time:** 1 attack action; **Components:** C, H; **Range:** 20 feet; **Target:** One creature; **Duration:** 1 rounds; **Saving Throws:** Will negate; **Chakra Cost:** 2.

This harmful Genjutsu traps the target's mind and forces it to drift onto other thoughts, leaving it confused and vulnerable. As a result of this technique, the target will find itself *Dazed* for 1 round.

### **Shotei (Palm Thrust)**

*Taijutsu (Martial Arts) [C-Rank; Rank 2]*

**Learn DC:** 16; **Perform DC:** 15; **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 2.

The user makes a single unarmed attack at his highest attack bonus and, if it hits, the target must make a Fortitude save or be stunned for 1 round. The attack deals normal damage, but the stun effect is ineffective against creatures immune to critical hits and sneak attacks.

### **Shou Ryu Ken (Dragon Wave Fist)**

*Taijutsu (Martial Arts) [B-Rank; Rank 7]*

**Learn DC:** 21; **Perform DC:** 22 (see text); **Time:** 1 attack action; **Components:** C, E, P; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous (see text); **Saving Throws:** Fortitude partial; **Chakra Cost:** 5.

By focusing Chakra to his fist, the user is able to turn it to fire. Succeeding this, he is able to deliver a devastating punch to his enemy. On a successful unarmed attack, the user deals an additional 4d4 point of fire damage, and the target must succeed a Fortitude save or *catch on fire* for 1d4 rounds. The user may spend an additional point of Chakra to increase the fire damage by one die, though doing so also increases the Perform DC by 1. The additional damage cannot exceed 10d4.

### **Shouten no Jutsu (Avatar Technique)**

*Ninjutsu [S-Rank; Rank 14]*

**Learn DC:** 35; **Perform DC:** 34; **Time:** 1 minute; **Components:** H; **Range:** Melee Touch; **Target:** One willing creature of the same type, size and age category as the user; **Duration:** 1 hour/level; **Saving Throws:** None; **Chakra Cost:** (see text).

This technique is a high-level forbidden technique that allows the user to pass over his Chakra to another, willing creature so that it takes the appearance of the user as well as his skills. The technique costs one-third the user's *total* Chakra Pool and cannot be converted to HPs. The willing creature will think like the user, act like the user and look like the user does and cannot be picked apart from the original. It will follow the user's mental orders as long as it remains within 500 feet of him. For the duration of this technique, the willing creature will become the user. It will bear the same ability scores as the user (though its Intelligence, Wisdom and Charisma score will suffer a -2 penalty), have one-third the user's total hit points and chakra pool and will be able to use any technique the user has of rank 8 or lower. The creature will gain all the templates of the user except Moujuu Aishou, as well as all his feats, talents and special abilities. The Avatar counts as though it was 7 level lower to determine Challenge Rating and power of certain abilities. Once it is slain or the duration expires, the user will be notified 1d4+1 rounds later that the Chakra link has been cut off. The chosen creature's current Chakra pool must be lower than the user's. In addition, the Avatar will take an additional -4 penalty to attack rolls, saves, defense and skill checks. This technique, while very handy, cannot be used on a player's character.

### **Shukketsushi no Jutsu (Profuse Bleeding Technique)**

*Chakra Control (Medical) [A-Rank; Rank 8]*



**Learn DC:** 26; **Perform DC:** 25; **Time:** 1 attack action; **Components:** C; **Range:** Melee Touch; **Target:** Creature touched; **Duration:** 2 round/level (D); **Saving Throws:** Fortitude negate; **Chakra Cost:** 8.

To properly use this technique, the user must ensure that his target has received a wound either from a *piercing* or *slashing* weapon. This causes the victim to suffer 1 point of damage per round every round for the duration of the technique. This technique has a cumulative 5% chance to be abruptly ended every time the victim receives unnatural healing (each round passed healing from a technique or a blood increasing pill count). This technique cannot be used more than once at a time to rack up cumulative damage on a creature.

### **Shunpo (Instant Step)**

*Taijutsu (Mobility; Requires Futatsu Kyuu Sokuryoku) [B-Rank; Rank 9]*

**Learn DC:** 27; **Perform DC:** 24; **Time:** 1 full-attack action; **Components:** M, P (see text); **Range:** 60 ft. / level; **Duration:** Instantaneous; **Saving Throws:** (Harmless); **Chakra Cost:** 4.

The basics of *Shunshin no Jutsu*, this technique focuses on movements executed faster than the eye can see. To be able to execute *Shunpo*, the user must carry no heavier than a *light load* and suffer no movement penalty (such as not being able to run). If these conditions are met, the user can use this technique to move in any direction, including downward and upward, giving that he has sufficient space to travel. Using *shunpo*, the user instantly travel to any location within range that is at least 60 feet away. Movement made upward are counted three times (5 feet becomes 15 feet), while movements made downward are count for half (10 feet becomes 5 feet). If the user moves forward, he cannot go farther than 60 feet without touching the ground, but that penalty obviously does not apply while moving upward or downward. Using this technique, the user cannot turn or change direction, and must always move a straight path that is within his line of sight. Using this technique while airborne increases the DC by 5, but it is still doable. Because of the speed at which the user moves, one must succeed a Spot check (DC 35) to determine which way he went.

For every consecutive use of *Shunpo*, the user must make a Constitution check (DC 10, increases by 1 every successful check) or become *Fatigued* for 2d6+1 rounds. While fatigued, the user can still use *Shunpo*, but the DC increases by 2 every successful check and a failed check bestows the *Exhausted* condition upon the user for 1 hour, at which point he will need to rest or rid himself of the exhausted condition to perform *Shunpo* again. If the user moves through a trap, he will still trigger it and suffer its effect, though he will not be stopped unless explicitly specified in the trap's description. While moving with *Shunpo*, the user gains a +4 bonus to defense and saving throws against traps. In addition, the user cannot use *Shunpo* twice in a row to move upward. You also do not provoke an attack of opportunity while moving through or outside a creature's threatened area with *Shunpo*.

### **Shunshin no Jutsu (Body Flicker Technique)**

*Taijutsu (Mobility; Requires Shunpo; Yondaime Hijutsu) [A-Rank; Rank 12]*

**Learn DC:** 25; **Perform DC:** 29; **Time:** 1 free action; **Components:** M; **Range:** Long; **Duration:** Instantaneous (see text); **Saving Throws:** (Harmless); **Chakra Cost:** 3.

This greater art of the *Shunpo* was created specifically for assassination purpose. The user's speed is so great with *Shunshin*, and with his greater mobility, he can sneak behind an enemy without it ever noticing, and strike the killing blow. Following the same restrictions and rules as the *Shunpo*, the user may travel a distance equal to the technique's range with complete mobility (treat as standard movements, albeit extremely fast, without having to go in a straight line) instantly. He may jump over 10-foot wide gap and 5-foot tall obstacle without ever making a jump check, and he provokes no attack of opportunity. If he appears right next or behind a target, it is caught off-guard and loses its dexterity bonus to defense. Once the user reappears, he may make a hide check as a free action to go undetected. In addition, the user's speed ranks will be increased by 2 for 1 round afterwards.

### **Shuriken Kage Bunshin no Jutsu (Shuriken Shadow Replication Technique)** *Ninjutsu (Konoha Kinjutsu) [A-Rank; Rank 4]*

**Learn DC:** 20; **Perform DC:** 21; **Time:** 1 attack action; **Components:** H, E, F; **Range:** 20 feet; **Area:** Cone-shaped burst; **Duration:** Instantaneous (see text); **Saving Throws:** None; **Chakra Cost:** 3 (base, see text).

This technique is very similar to *Kage Bunshin*, and at the same time completely different. The basics of this techniques are simple, but the timing required has to be perfect. The user throws a shuriken, kunai or similar small projectile at the enemy, and before the weapon hits the enemy, the user must execute a series of hand seal to create duplicates of the weapon thrown. The user must make an attack roll at his maximum attack bonus against every creature caught in the technique's area of effect; if the attack hits a creature, it suffers damage as though it was hit by 3 of the weapon that was thrown. The base Chakra cost is sufficient for the user to target one creature (hit by three projectiles); to increase this number of targeted creature, the user must increase the cost by 2 points for each additional attacks. Additional damage, such as sneak attack damage or tenketsu bonus damage is only applied to the original thrown weapon. The user may target a creature more than once during the use of this technique, and *Shuriken Kage Bunshin* cannot deal critical hits.

*Material Focus:* One or more small thrown weapon.

### **Shuugyou: Jikyuaryoku (Training: Stamina)**

*Taijutsu (Training) [C-Rank; Rank 8]*

**Learn DC:** 20; **Perform DC:** -; **Time:** -; **Components:** F; **Range:** Personal; **Target:** You; **Duration:** Permanent; **Saving Throws:** None; **Chakra Cost:** 0.

To properly complete this advanced training, the user must always wear the *Voidheart Cloak* and be put in heavy load because of its weight. It consists of many simple physical exercise which, combined with the weight of the cloak, serve to increase the user's endurance and physical strength. As a result of this training, the user gains a +1 permanent increase to his Chakra Pool and Strength score and adds 50 pounds to his maximum carrying capacity, which applies to light, medium and heavy capacity alike. In

addition, he gains a +1 bonus to his strength and constitution checks and reduces the encumbrance penalties to attack rolls by 1 for encumbrance, and 2 for heavy encumbrance.

*Material Focus:* One Voidheart Cloak.

### **Shuugyou: Kuma no Dairiki (Training: Bear's Exceptional Strength)**

*Taijutsu (Training) [C-Rank; Rank 6]*

**Learn DC:** 20; **Perform DC:** -; **Time:** -; **Components:** F, X; **Range:** Personal; **Target:** You; **Duration:** Permanent; **Saving Throws:** None; **Chakra Cost:** 0.

This training allows the user to strengthen his body using sophisticated methods and equipment. By completing this training, the user's strength score permanently increases by 1.

*Material Focus:* Sophisticated training equipment (including weight). *Purchase DC 20*  
*Expendable Components:* Health drinks and pills. *Purchase DC 20*

### **Shuugyou: Seitei no Chakra (Training: Instant Chakra Formation)**

*Chakra Control (Training) [B-Rank; Rank 8]*

**Learn DC:** 22; **Perform DC:** -; **Time:** -; **Components:** -; **Range:** Personal; **Target:** You; **Duration:** Permanent; **Saving Throws:** None; **Chakra Cost:** 0.

This training allows the user more freedom in the flow of his Chakra, and eventually allows him perfect control over it. Whenever the user uses the Chakra Control skill to convert *Chakra Cost* to Hp Cost without increasing a technique's Time entry, the DC is decreased by 4.

### **Shuurai no Jutsu (Lightning Strike Technique)**

*Ninjutsu (Raiton) [B-Rank; Rank 7]*

**Learn DC:** 23; **Perform DC:** 22; **Time:** 1 attack action; **Components:** H; **Range:** Long; **Effect:** One or more 30-ft.-long vertical lines of lightning; **Duration:** 1 round/level (D); **Saving Throws:** Reflex half; **Chakra Cost:** 6.

Upon completion of this technique and once per round thereafter, the user may call down a 5-foot-wide, 30-foot-long vertical bolt of lightning that deals 3d8 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point the user chooses within the technique's range (measured from the user's position at the time he performed the technique). Any creature in the target square or in the path of the bolt is affected. The user needs not call a bolt of lightning immediately; other actions, even performing a technique, can be performed. However, each round after the first the user may use a move-equivalent action to call a bolt. He may call a total number of bolts equal to his total character level or hit dice. If you the user is outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado—each bolt deals 3d12 points of electricity damage instead of 3d8. This technique functions indoors or underground but not underwater.

### **Soratobi no Jutsu (Air Walking Technique)**

*Chakra Control (Body; Requires Hanten Chouyaku) [A-Rank; Rank 7]*

**Learn DC:** 24; **Perform DC:** 24; **Time:** 1 full-round action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** (Harmless); **Chakra Cost:** 7.

Almost like flying, when the user uses this technique he can easily join the birds in the sky with a simple and effortless jumping motion. For the duration of this technique, the user gains a +48 bonus to Jump checks. This also removes the maximum height cap on a jump for the duration of the technique.

### **Souhazan (Double Slash)**

*Taijutsu (Martial Arts) [B-Rank; Rank 8]*

**Learn DC:** 26; **Perform DC:** 23; **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 8.

Using this technique, the user is able to deliver two melee attacks against a single creature in quick succession, providing he is able to connect with the first blow. The user makes an attack roll that, if it hits, grants him an extra attack of opportunity made at the same attack bonus with a -5 penalty. The user may not exceed his maximum number of attack of opportunity made in a single round through this mean.

### **Souja Sousai no Jutsu (Double Snake Assassination Technique)**

*Ninjutsu (Summoning; Requires Snake Blood Pact; Konoha Kinjutsu) [B-Rank; Rank 7]*

**Learn DC:** 20; **Perform DC:** 22; **Time:** 1 free action; **Components:** C, H (see text); **Range:** Melee; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial (target), None (user); **Chakra Cost:** 8.

To use this technique, the user needs to be engaged in a grapple with the target. The user will then use one of the target's hand to perform the seal required in a technique (the target is allowed an Escape Artist or Dexterity check (DC 20) to avoid the user's grasp and render him unable to perform the technique). This technique summons many snakes inside the user's body, who will come out through any means possible and bite the target to death. If the target fails its save, it will instantly be reduced to -10 hit points and die. If it did succeed, it will instead suffer 6d4 points of piercing damage from the bites and will need to save against a DC 18 poison (Primary and Secondary damage 1d4 Con). No matter what result the technique had, it will leave the user dead at the end (no save). The user cannot use this technique with a creature that has no hands or without discernable anatomy (such as oozes).

### **Soujutsu Ougi - Hassun (Spear Art Secret Technique - Hassun)**

*Taijutsu (Martial Arts) [B-Rank; Rank 6]*

**Learn DC:** 21; **Perform DC:** 21; **Time:** 1 attack action; **Components:** F, M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 5.

Upon completion of this technique, the user makes an attack at his highest attack bonus against a single target that, if it hits, deals 2 times normal damage (rounded down).

*Material Focus:* The user's spear or naginata.

### **Soujutsu Ougi - Ura Hassun (Spear Art Secret Technique - Reversed Hassun)**

*Taijutsu (Martial Arts) [S-Rank; Rank 11]*

**Learn DC:** 31; **Perform DC:** 31; **Time:** 1 full-attack action; **Components:** F, M;

**Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 10.

With this technique, the user makes a single attack roll against a creature and, if the attack hits, the target must make a Fortitude save or be reduced to -1 hit points and dying. If the save is successful, the attack deals 2 times normal damage instead (rounded down).

*Material Focus:* The user's spear or naginata.

### **Souryuu Boufuuetsu (Rising Dragon Snowstorm)**

*Ninjutsu (Hyoton; Kazahana Hijutsu) [B-Rank; Rank 7]*

**Learn DC:** 25; **Perform DC:** 22; **Time:** 1 attack action; **Components:** H, E; **Range:**

Close; **Area:** 15-ft. radius, 30-ft. high cylinder; **Duration:** Instantaneous; **Saving Throws:** Fortitude half; **Chakra Cost:** 8.

This technique calls forth two ice dragons rising toward the sky in a tornado-like movement, causing anyone caught in the area of effect much grief due to the biting cold. Any creature caught in the area of effect suffers 6d6 point of cold damage, which can be halved with a successful Fortitude save. Damage dealt by this technique can be increased by one die at the cost of 2 additional point of Chakra, though it may not exceed 10d6.

### **Souzou Saisei (Genesis Rebirth)**

*Ninjutsu (Sealing; Requires Epic Technique - Souzou Saisei no Jutsu) [Epic; Rank 17]*

**Learn DC:** 46; **Perform DC:** 47; **Time:** 1 hour; **Components:** C, H, X; **Range:**

Personal; **Target:** You; **Duration:** 1 year (or until discharged); **Saving Throws:** None; **Chakra Cost:** (see text).

This technique, to put it simply, renders the user invincible for a short period of time once activated. Once this technique is successfully completed, the user is automatically reduced to 1 Chakra Points to begin the formation of the seal. Each day afterwards, the user will be completely drained from his Chakra (cost at the technique's use does not count, will not go lower than 1 point and cannot convert Chakra Cost to HP cost) until the amount drained by the seal reaches 500 points at which point the seal will cover the user's entire body and will remain there for one year until used. Once the seal is complete, it will automatically activate when the user's hit points reach -10. Once the seal activates, the user is instantly brought back to 5d6 hit points and gains a *Regeneration 12* for 1d6+4 rounds (said Regeneration has no weak energy or damage type). The regeneration will not heal hit points lost due to converting Chakra Cost to HPs. This technique's bigger weakness is that it ages the user by 1d4 years every time it is activated.

*Expendable Components:* Enough of the user's blood to paint the seal over his body.

### **Suijinheki no Jutsu (Water Wall Technique)**

*Ninjutsu (Suiton) [A-Rank; Rank 8]*

**Learn DC:** 29; **Perform DC:** 25; **Time:** 1 attack action; **Components:** H, F; **Area:** 10-ft. radius, 10-ft. tall cylinder centered on the user; **Duration:** Concentration (up to 1 round / level); **Saving Throws:** (Harmless); **Chakra Cost:** 6.

Using water to create a cylinder-shaped wall in a 10-foot radius around him, the user is able to shield himself and any creature within the radius of the cylinder against any ranged or thrown attacks, cone, line and rays effect that come from an outside source. Any creature attempting to pass through the wall will find it an impossible task unless it succeeds a Break check (DC 25), in which case the wall will be breached long enough to allow the creature to pass through. This defense can be bypassed if the attack come from upward. If a *Raiton* technique was used with the wall as its target or in its area of effect, it will deal 1d4 point of electricity damage per rank of the technique used to creatures making direct contact with it for 1d4+1 rounds.

*Material Focus:* A small (at least 100 liters) source of water nearby.

### **Suikiha no Jutsu (Water Fang Blast Technique)**

*Ninjutsu (Suiton) [B-Rank; Rank 7]*

**Learn DC:** 25; **Perform DC:** 22; **Time:** 1 attack action; **Components:** H, F; **Range:** Close; **Area:** 15-ft square (S; see text); **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 8.

Using this technique, the uses his Chakra to attack every creature in the targeted square. The attack comes from all sides and deal 5d8 point of piercing damage to any creature that finds itself in the area of effect, though they are allowed a Reflex save to take only half damage. Creatures protected by *Suijinheki no Jutsu* are shielded from this technique's effect as well.

*Material Focus:* A small (at least 50 liters) source of water *nearby*.

### **Suiken Taisei (Drunken Fist Stance)**

*Taijutsu (Stance) [C-Rank; Rank 3]*

**Learn DC:** 19; **Perform DC:** 16; **Time:** 1 full-round action; **Components:** C, M; **Range:** Personal; **Target:** You; **Duration:** 5 rounds (D); **Saving Throws:** None; **Chakra Cost:** 2.

To enter this stance, the user must concentrate to simulate a drunken state of mind. His attacks and movement become hard to read, forcing the enemy to open their guards to him. For the time the user maintains this stance, he gains a +2 competence bonus to attack rolls, the ability to make a Feint in combat as a move-equivalent action instead of an attack action, and +4 dodge bonus to defense. The user being actually inebriated lowers the Perform DC by 5 and reduces the time required to enter the stance to a move-equivalent action.

### **Suikodan no Jutsu (Shark Water Blast Technique)**

*Ninjutsu (Suiton) [B-Rank; Rank 8]*

**Learn DC:** 23; **Perform DC:** 23; **Time:** 1 attack action; **Components:** F, H; **Range:** Medium; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 7.

Using this technique, the user creates a gigantic shark made of water and sends it flying to the enemy to blast it away. The target of this technique suffers 7d8 points of damage, half of which is piercing. Damage dealt by this technique may be halved with a successful reflex save.

*Material Focus:* A small (at least 20 liters) source of water within the technique's range.

### **Suirou no Jutsu (Water Prison Technique)**

*Ninjutsu (Suiton) [A-Rank; Rank 8]*

**Learn DC:** 25; **Perform DC:** 25; **Time:** 1 attack action; **Components:** F, H; **Range:** Melee Touch; **Target:** One medium-sized or smaller creature; **Duration:** Concentration (1 round/level; see text); **Saving Throws:** Reflex negate; **Chakra Cost:** 7.

To properly execute this technique, the target must be a Medium-sized creature or smaller whose body is at least halfway immersed in water. With a successful touch attack, the user is able to use the water surrounding it to create a water prison to entrap and possibly drown the target. While caught in the water prison, the target can take no action and cannot free itself, and will start drowning on its next turn. While concentrating on this technique, the user cannot move from its point of origin nor break contact, since the prison would also be dissolved and the creature freed. The trapped creature can be seen and see outside the prison, though it takes a -4 penalty on its listen and spot checks. The trapped creature will be flat-footed if freed until its next turn come.

*Material Focus:* A medium (at least 100 litres) source of water immersing more than half of the target.

### **Suiryuudan no Jutsu (Water Dragon Blast Technique)**

*Ninjutsu (Suiton) [B-Rank; Rank 7]*

**Learn DC:** 21; **Perform DC:** 22; **Time:** 1 attack action; **Components:** F, H; **Range:** Close; **Area:** One 10-ft.-square; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 8.

This water element technique has the user create a small dragon made out of water and quickly dispose of his enemies. Albeit having a small range, this is a very effective technique to use against a group. Any creature caught in the area of effect suffer 7d6 points of piercing damage from the dragon's bite, damage which can be halved with a successful reflex save.

*Material Focus:* A small (at least 20 liters) source of water within the technique's range.

### **Suishouha no Jutsu (Great Water Wave Technique)**

*Ninjutsu (Suiton) [S-Rank; Rank 11]*

**Learn DC:** 29; **Perform DC:** 31; **Time:** 1 attack action; **Components:** H, F; **Range:** 15 ft. / level (see text); **Effect:** 35-ft. wide, 15-ft. tall line attack; **Duration:** Concentration (up to 1 round / level); **Saving Throws:** Reflex negate; **Chakra Cost:** 10.

Using the most devastating force of nature as medium, the user is able to create a gigantic wave of water that will destroy everything in its path. From the user's current location, a 35 feet wide and 15 feet tall wave of water will rush onward at the speed of 60 feet per round. Any creature of Large size or smaller caught in the wave must succeed a Reflex save or be pushed backward 2d6x5 feet and suffer 2d6 points of damage. Any structure caught in the wave, even those larger than Large size, suffer triple damage but are not pushed backward. Flying creatures are affected only if the wave can reach up to them, and Huge or larger creature are not affected. If a *Raiton* technique was used with the wave as its target or in its area of effect, it will deal 1d4 point of electricity damage per rank of the technique used per round to creatures and structures caught in it for 1d4+1 rounds. If a *Suishouha* collides with another or a *Daibakufu*, they will cancel each other out.

*Material Focus:* A huge (at least 10,000 liters) source of water nearby.

### **Suitai no Jutsu (Weakening Technique)**

*Ninjutsu [C-Rank; Rank 4]*

**Learn DC:** 18; **Perform DC:** 17; **Time:** 1 full-round action; **Components:** H; **Range:** Close; **Target:** One living creature; **Duration:** Concentration, plus 1 round; **Saving Throws:** Fortitude negate; **Chakra Cost:** 4.

This technique functions in the very same way as *Teichou no Jutsu*. For the duration of this technique, the subject's Strength Rank will be reduced by 1 (minimum 0), assuming it failed its save.

### **Sumi Namaru no Jutsu (Ink Concealment Technique)**

*Chakra Control (Spirit) [C-Rank; Rank 4]*

**Learn DC:** 17; **Perform DC:** 17; **Time:** 1 minute; **Components:** C; **Range:** Melee Touch; **Target:** One page or scroll; **Duration:** Permanent (until discharged); **Saving Throws:** None; **Chakra Cost:** 3.

This technique is often used during war time by messengers to carry important messages. While it takes a long time to completely erase the information on the targeted page or scroll, it can only be revealed by the creature with the matching Chakra Signature (be it the user's or the one he had when he used the technique). Every inking, writings, image or modifications on the targeted object will be completely erased and it will become once again completely blank. To reveal the information, the user (or a creature with the user's Chakra Signature) must concentrate for a full-round while holding the page or scroll, and the information will be revealed once again. If something was written on the scroll after the information was erased on it, the new information will, in turn, be removed to make way for the previous data.

### **Tadayou (Water Strider)**

*Chakra Control (Body) [D-Rank; Rank 2]*



**Learn DC:** 16; **Perform DC:** 13; **Time:** 1 move-equivalent action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round / level; **Saving Throws:** None; **Chakra Cost:** 1.

This technique allows the user to float on watery surfaces. He may float on water, oil or blood, even, but not actively harmful substance like Acid or Lava. The user is able to walk, run or charge normally and suffer no movement penalty while on *calm water*. If the user uses this technique on *rough water*, he must make a Balance check (DC 15) or move at half his normal speed until his next turn. If the technique is used on *stormy water*, the user must make a Balance check (DC 20) or move at one-quarter his normal speed and lose his dexterity bonus to defense until his next turn, where he must remake another check. On the round the technique should end, the user may spend a free action to sustain the technique and renew its effect on the same round, instead of having to spend another move-equivalent; doing so still costs the user the same Chakra Cost as it would if he used the technique normally. Using this technique underwater has no effect until the user surfaces.

### **Taijutsu Ougi - Hatafuri Rendan (Taijutsu Secret Technique - Combo Starter)**

*Taijutsu (Martial Arts) [B-Rank; Rank 3]*

**Learn DC:** 16; **Perform DC:** 18; **Time:** 1 attack action; **Components:** M; **Range:** Melee Touch; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

As its name implies, *Hatafuri Rendan* serves only as a combo starter. With a successful melee touch attack, the user ensures that a creature will be ready for his follow-up combo and forces it to lose its next turn and become flat-footed. Since the user is caught in-between attacks after the technique ends, his next target can only be the creature targeted by this technique (unless his follow-up targets more than one creature), and as such, if it is rendered unable to fight (dead, for example), the user also loses his next turn. Popular techniques used in combination with this one include, but are not limited to, *Konoha Reppuu*, *Konoha Gouriki Senpuu*, *Konoha Senpuu* and *Kage Buyou*. This technique cannot be used twice in a row on the same creature. If the follow-up combo is used during the same round as *Hatafuri Rendan*, the target does not lose its next turn.

### **Tajuu Kage Bunshin no Jutsu (Multiple Shadow Replication Technique)**

*Ninjutsu (Requires Kage Bunshin no Jutsu; Konoha Kinjutsu) [S-Rank; Rank 5]*

**Learn DC:** 23; **Perform DC:** 25; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 5 + 1 per additional clone (maximum 3 per level).

This technique is the very same technique as *Kage Bunshin*, except one small detail: the clones, while weaker than normal Shadow Replications due to a lesser amount of Chakra in them, now come in a much greater number. Each clone has the same limitations as a *kage bunshin*, the same defense as the user minus 10, the user's attack bonus -6 and can only make 1 attack. A *tajuu kage bunshin* cannot go further than 30 feet away from another clone or the original, and once it is destroyed or the duration runs out, it simply disappears in a puff of smoke. As with *Kage Bunshin*, the user may replace lost clones but

not control any more than his maximum. He also cannot control any other sort of clone while using this technique (including simple *Bunshins* or *Tajuu Kage Bunshins*). A simple usage of this technique without adding to the cost (5) creates **two** *tajuu kage bunshin*.

### **Takitsuke (Fire Igniter)**

*Ninjutsu (Katon) [E-Rank; Rank 1]*

**Learn DC:** 14; **Perform DC:** 11; **Time:** 1 attack action; **Components:** H; **Range:** Melee Touch; **Target:** Creature or object touched; **Duration:** Instantaneous (see text); **Saving Throws:** Reflex negate (creatures), None (objects); **Chakra Cost:** 2.

A technique that holds the very bases of *Katon* techniques, this extremely low ranked *Ninjutsu* was often used to light fires from dry or soaked wood, but very rarely as a combat technique. Upon completion of this technique, the user will deal 1 point of fire damage to the creature or object touched and automatically set it on fire, though creature touched get a Reflex save to avoid this fate. A touched creature will *catch on fire* for 1d4 rounds, but objects will burn until combusted or the fire is put out.

### **Tanchi no Shikai (Detection Field)**

*Ninjutsu [B-Rank; Rank 6]*

**Learn DC:** 20; **Perform DC:** 21; **Time:** 1 attack action; **Components:** C, H; **Range:** Close; **Area:** 30-ft. radius sphere-shaped emanation centered on the technique's targeted location; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 4.

This technique creates a field where the user's chakra lingers in the air, waiting to pick up a large chakra pool. The field is instantly dispelled when a creature with a current Chakra Pool greater than 9 walks into it, and the user is automatically warned that the field has been dispelled (and which, if he has more than one). Regardless of the creature's condition, if it is hidden, hiding or moving underground, the field will pick it up as long as it goes through it. A creature that can *See Chakra* or *See Through Chakra* can make a Spot check (DC 20) in order to detect the field and know its boundaries and limitations.

### **Teichou no Jutsu (Slowing Technique)**

*Ninjutsu [C-Rank; Rank 4]*

**Learn DC:** 18; **Perform DC:** 17; **Time:** 1 full-round action; **Components:** H; **Range:** Close; **Target:** One living creature; **Duration:** Concentration, plus 1 round; **Saving Throws:** Fortitude negate; **Chakra Cost:** 4.

This technique serves to reduce the target's speed a great deal. For the duration of this technique, the subject's Speed Ranks will be reduced by 1 (minimum Speed Rank 0) if it failed its save.

### **Tenchuu (Wrath of Heaven)**

*Ninjutsu (Raiton; Kumogakure Kinjutsu) [S-Rank; Rank 9]*

**Learn DC:** 33; **Perform DC:** 29; **Time:** 1 attack action; **Components:** C, H; **Range:** Close; **Area:** 10-ft. radius, 100-ft. tall cylinder; **Duration:** Instantaneous (see text); **Saving Throws:** Reflex half; **Chakra Cost:** 16.

This technique originates from the *Hidden Village of Cloud (Kumogakure no Sato)* in the Thunder Country. It was used to quickly dispose of commanding officers during a civil war and only taught to the most successful ninjas of the village. Any creature struck by the powerful lightning bolt will suffer 8d8 points of electricity damage and be *branded* and the *Seal of Heaven (Ten no In)* will appear on its forehead unless it succeeds a Reflex saving throw (and thus suffering only half damage at the same time). A *branded* creature suffers 1d4 point of damage per minute and cannot be treated by any *Medical* techniques of Rank 9 or lower. The *brand* lasts for 1 hour per character level. This technique is considered a *forbidden technique* amongst *Cloud* ninjas and should only be used during a war. If a branded creature dies with the brand still active, it will become permanent and impossible to remove.

### **Tenkou Bunshin no Jutsu (Clone Shift Technique)**

*Ninjutsu [B-Rank; Rank 7]*

**Learn DC:** 23; **Perform DC:** 22; **Time:** 1 move-equivalent action; **Components:** H; **Range:** Close; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** (Harmless); **Chakra Cost:** 2.

This technique requires the user to have at least one of any sort of clone active. Using this technique, the user is able to automatically change place with any of his clone within range. The change cannot be noticed unless a creature succeeds a Spot check (DC 20).

### **Tenkyou no Jutsu (Insanity Technique)**

*Genjutsu (Mind-Affecting; Compulsion) [S-Rank; Rank 11]*

**Learn DC:** 28; **Perform DC:** 31; **Time:** 1 attack action; **Components:** C, H; **Range:** Close; **Target:** One creature; **Duration:** 1 round/level (D); **Saving Throws:** Will negate; **Chakra Cost:** 10.

This peculiar but very dangerous *Genjutsu* causes the subject to become very unstable and to act randomly. Refer to the table below to determine its behavior every round.

<b>D20 Behavior</b>	
1-2	Attack the user with melee or ranged weapon (or close close with the user if attack is not possible).
3-4	Act normally.
5-10	Do nothing but babble incoherently.
11-15	Flee away from the user at top speed.
16-20	Attack nearest creature with melee or ranged weapon.

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused

character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked). The effects of this harmful Genjutsu can be dispelled.

### **Tenma Mukurode (Devil's Hand of Death)**

*Ninjutsu (Katon) [A-Rank; Rank 13]*

**Learn DC:** 31; **Perform DC:** 30; **Time:** 1 full-attack action; **Components:** H; **Range:** Melee Touch; **Target:** Creature touched; **Duration:** Instantaneous (see text); **Saving Throws:** Will partial (see text); **Chakra Cost:** 8.

This terrible, forbidden technique does not only damages the target's body but also directly affects its psyche. After a complicated series of hand seals, the user touches the target with his now blazing hand. If the unarmed touch attack is successful, the target suffers 8d8 point of fire damage as well as 2d6+1 point of fire damage each round each round for 1d8+2 rounds as it leaves a blazing seal on the target's body. The seal can be removed only with a *Fuuka Houin*, but will disappear once the time is up. Each round the technique deals damage, the target must succeed a Will save (DC 17) or be *cowering* for 1 round and suffer 1 point of temporary Wisdom damage.

### **Teppoudama no Jutsu (Water Bullet Technique)**

*Ninjutsu (Suiton; Requires Mizudama no Jutsu; Large-size or larger only) [A-Rank; Rank 7]*

**Learn DC:** 22; **Perform DC:** 24; **Time:** 1 attack action; **Components:** C, H; **Range:** Long; **Target:** One living creature (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4 + 2 per additional bullet (maximum 1 per 4 level).

As he does when using *Mizudama*, the user forces his saliva glands to produce a massive amount of saliva. The damage, this time, varies according to the user's size. *Large* size does 2d4 points of bludgeoning damage; *Huge* size does 2d8; *Gargantuan* size does 4d6 and *Colossal* does 4d8. The user must still make a ranged attack rolls for each Bullets to hit.

### **Tetsuhaji (Iron Grasp)**

*Taijutsu (Martial Arts; Requires Combat Martial Arts) [A-Rank; Rank 6]*

**Learn DC:** 22; **Perform DC:** 23; **Time:** 1 attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature or objects; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 4.

Also called the *Bone Shattering Hold*, this advanced martial arts technique has the user take hold of his opponent and, by focusing Chakra to his fingers, increasing the power of his grasp tenfold. To execute this attack, the user gains a +4 enhancement bonus to his Strength score and must hit the target's defense with a grapple check. If the attack connects, two things can happen: either the opponent fails its save and suffers double damage, or the user gets to apply his newly modified strength modifier to damage 1.5 times as though he was wielding a weapon two-handed. This technique deals standard unarmed attack damage and will not work against creatures immune to sneak attacks, critical hits or devoid of discernable anatomy (such as oozes). Inanimate objects don't receive a save to resist this technique. The strength bonus lasts only for the duration of

this attack and cannot be used for any other purpose. Remember that if the attack scores a critical hit, the damage is tripled and not quadrupled.

### **Tetsukouu no Jutsu (Iron Rain Technique)**

*Ninjutsu (Suiton; Amegakure Hijutsu) [B-Rank; Rank 7]*

**Learn DC:** 24; **Perform DC:** 22; **Time:** 1 full-attack action; **Components:** C, H; **Range:** Medium; **Area:** 80-ft. high, 40-ft.-radius cylinder; **Duration:** Instantaneous; **Saving Throws:** Fortitude half (creatures) or None (structures); **Chakra Cost:** 7.

This technique can only be used if the area of effect is rainy. It effectively turns falling raindrops to iron pellets for an instant, causing extreme damage to any creature or structure that finds itself within the technique's area. Any creature and structure that finds itself in the area of effect suffer 6d8 point of piercing damage, though creatures may make a Fortitude save and take only half damage. If a structure's width is completely immersed in the area of effect, it takes double damage.

### **Tobi Kunai (Flying Kunai)**

*Ninjutsu (Fuuton) [E-Rank; Rank 2]*

**Learn DC:** 14; **Perform DC:** 12; **Time:** 1 attack action; **Components:** H, F; **Range:** Personal; **Target:** One small or smaller throwing weapon; **Duration:** 1 round (or until discharged); **Saving Throws:** None; **Chakra Cost:** 1.

As a result of this technique, the user's next throw with any weapon of small size or smaller sees its range increment, and thus its max range, doubled.

*Material Focus:* One small or smaller throwing weapon, such as a kunai or shuriken.

### **Tobikiri Kawarimi no Jutsu (Greater Body Replacement Technique)**

*Ninjutsu [A-Rank; Rank 7]*

**Learn DC:** 18; **Perform DC:** 24 (see text); **Time:** 1 free action (see text); **Components:** H; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

Using this technique, the user is able to evade any damage from a technique that provokes a Reflex save. When threatened, the user may perform this technique instead of making standard Reflex save, with a Perform DC of 23 + 1 per rank of the technique (minimum 24). If the Perform DC was successful, the user takes no damage and may move up to 30 feet, and also make a Hide check to hide against creatures who are not observing him (unless the user has Hide in Plain Sight or a similar ability that allows him to hide even when observed). Since the technique is performed so fast, the user cannot convert the Chakra Cost to HPs.

### **Tobikiri Saisei no Jutsu (Greater Rebirth Technique)**

*Ninjutsu (Sealing; Requires Katou Saisei no Jutsu) [Super S-Rank; Rank 14]*

**Learn DC:** 35; **Perform DC:** 39; **Time:** 1 hour; **Components:** C, H, X; **Range:** Personal; **Target:** You; **Duration:** 1 year (or until discharged); **Saving Throws:** None; **Chakra Cost:** (see text).

This extremely powerful Sealing technique renders the user semi-immortal. Once this technique is successfully completed, the user is automatically reduced to 1 Chakra Points to begin the formation of the seal. Each day afterwards, the user will be completely drained from his Chakra (cost at the technique's use does not count, will not go lower than 1 point and cannot convert Chakra Cost to HP cost) until the amount drained by the seal reaches 250 points at which point the seal will cover the user's entire body and will remain there for one year until used. Once the seal is complete, it will automatically activate when the user's hit points reach -10, at which point he will be brought back from the dead and to 1 hit point in 1d4+1 rounds.

*Expendable Components:* Enough of the user's blood to paint the seal over his body.

### **Tora no Taisei (Tiger Stance)**

*Taijutsu (Stance) [C-Rank; Rank 4]*

**Learn DC:** 18; **Perform DC:** 17; **Time:** 1 free action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** 5 round/level (D); **Saving Throws:** (Harmless); **Chakra Cost:** 2.

For the duration of this technique, the user is able to fight prone without penalty. If the user so wishes, attack rolls made during this stance are modified by Dexterity instead of Strength.

### **Touketsu Koushou no Jutsu (Frozen Arsenal Technique)**

*Ninjutsu (Hyoton) [C-Rank; Rank 4]*

**Learn DC:** 24; **Perform DC:** 17; **Time:** 1 attack action; **Components:** H, X; **Range:** Personal; **Effect:** One weapon; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 2.

Using this technique, the user is able to create a weapon made from a source of water. The weapon will appear in the user's hand or within 10 feet from him and have the same stats as its original, no hardness and will deal an additional point of Cold damage with successful attacks. To successfully create a weapon, the user must be proficient in its use. The weapon may be of any size category of Large and below.

*Expendable Components:* A small (10 litres) source of water nearby.

### **Tourou Mozou no Jutsu (Praying Mantis Imitation Technique)**

*Taijutsu (Stance; Requires Tourouken) [C-Rank; Rank 5]*

**Learn DC:** 19; **Perform DC:** 18; **Time:** 1 free action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** 5 rounds (D); **Saving Throws:** None; **Chakra Cost:** 4.

When using this stance, the user gains all benefits of the *Tourouken* stance as well as seeing his unarmed attacks deal slashing damage and always deal lethal damage. Attack rolls made using the *Tourou Mozou* stance are modified by Dexterity.

### **Tourouken (Praying Mantis Style)**

*Taijutsu (Stance; Requires Defensive Martial Arts) [C-Rank; Rank 3]*

**Learn DC:** 16; **Perform DC:** 16; **Time:** 1 free action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** 5 rounds (D); **Saving Throws:** None; **Chakra Cost:** 3.

While the user remains in this stance, he gains a +2 bonus to Balance and Tumble checks as well as having his maximum number of attacks of opportunity per round increase by 1.

### **Toushou (Frostbite)**

*Ninjutsu (Hyoton) [C-Rank; Rank 4]*

**Learn DC:** 18; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C, H; **Range:** 10-foot; **Area:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 4.

By concentrating Chakra in his lungs, the user is able to freeze the air that comes out of it and blow it out in a 10-foot long cone that deals 3d6 points of cold damage. In addition, a creature caught within the cone must succeed a Fortitude save or suffer 1d4 points of temporary Strength damage. A creature immune to cold damage cannot suffer Strength damage from the frostbite. If this technique is used in a cold environment, the cold damage dealt by the frostbite is reduced to 2d6. At the GM's decision, strong winds may also nullify this technique.

### **Toushou Haijin no Jutsu (Crippling Frostbite Technique)**

*Ninjutsu (Hyoton) [B-Rank; Rank 6]*

**Learn DC:** 22; **Perform DC:** 21; **Time:** 1 attack action; **Components:** H; **Range:** Close; **Target:** One living creature; **Duration:** 1 round/level; **Saving Throws:** Fortitude negate; **Chakra Cost:** 6.

To execute this technique, the temperature around the target must be below 32 degree Fahrenheit (0 Celsius). Using this technique, the user is able to paralyze the target's limb by concentrating the cold air around it, thus creating an instant frostbite. The user may chose to target either the victim's arms or legs.

*Arms:* When a frostbite affects a target's arm, it gets a -2 penalty to Strength and Dexterity as the limb becomes unusable. In addition to that, it suffers a -2 penalty to skill and grapple checks as well as the inability to use techniques that requires hand seals unless he has the ability to perform seals one handed. If both arms are caught (technique was used twice), the penalties stated above stack and the target can no longer perform techniques requiring hand seals. A creature with more than two arm is unaffected until only 2 or less remain.

*Legs:* When a creature's leg is targeted, its movement speed is halved. If both legs are affected by the technique, the creature's movement are reduced to one quarter its normal and it falls prone until the condition ends. If a creature has more than 2 legs, it will be unaffected until 2 or less remains.

### **Touton no Jutsu (Peeping Technique)**

*Ninjutsu (Jiraiya Hijutsu) [E-Rank; Rank 1]*

**Learn DC:** 15; **Perform DC:** 11; **Time:** 1 attack action; **Components:** M; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D); **Saving Throws:** None; **Chakra Cost:** 2.

For the duration of this technique, the user gains a +4 bonus to his spot check and nullifies the penalty to spot check for an additional 20 feet. In addition, as long as he remains in the same square where he used the technique, he gains a +2 bonus to hide checks for the duration of this technique. This technique was originally created by Jiraiya of the Sannin to spy on the women's bath in his youth.

### **Tsubame Fubuki (Swallow Storm)**

*Ninjutsu (Hyoton) [B-Rank; Rank 5]*

**Learn DC:** 22; **Perform DC:** 20; **Time:** 1 attack action; **Components:** C, X, H; **Range:** Long; **Duration:** Concentration (up to 1 round/level); **Saving Throws:** Reflex half (see text); **Chakra Cost:** 7.

This technique calls forth a swarm of bird born from the ambient ice and snow. The swarm occupies a 5 foot wide by 10 foot long space and appears within 10 feet of the user. It can move at the user's will within the technique's range at a *flying* speed of 50 feet with *Perfect* maneuverability and provokes no attack of opportunity from moving in and out of a creature's threatened area. If it flies through a square occupied by a creature(s), said creature suffers 2d6 points of cold damage and 2d6 points of slashing damage, and is allowed a reflex save to take only half damage. The swarm is completely unaffected by attacks that target a single creature, has a Defense of 18 and 10 hit points. It cannot be caught flat-footed, entangled, stunned, poisoned, suffer ability drain or damage or affected by any effect requiring a will or fortitude save. It shares the user's Reflex save, however, and evasion or improved evasion if he has it. The swarm will continue to move according to the user's will until it is either destroyed, leaves the technique's range, the user dies or stop concentrating.

*Expendable Components:* A small (at least 10<sup>3</sup> feet) source of snow or ice nearby.

### **Tsuihou no Jutsu (Banishment Technique)**

*Ninjutsu [S-Rank; Rank 7]*

**Learn DC:** 25; **Perform DC:** 27; **Time:** 1 attack action; **Components:** H; **Range:** Melee Touch; **Target:** One summoned creature or object touched; **Duration:** Instantaneous; **Saving Throws:** None (object) or Will negate (creature); **Chakra Cost:** 8.

This technique often acts as a counter to *Kuchiyose no Jutsu* and many other summoning technique. It is actually quite easy to use, but getting the hang of the technique takes time. The summoned creature or object touched is immediately dismissed as though it was destroyed or the technique's duration ended, unless it succeeds a Will save if it is a creature. If the banished creature is a "unique" special creature such as *Enma* or *Gamabunta* (but not *Gama Kenshin* or *Yakai Kuzushi*) it cannot be summoned again for 1 day.

### **Tsuideni (Opportunity Strike)**



*Taijutsu (Martial Arts) [D-Rank; Rank 1]*

**Learn DC:** 14; **Perform DC:** 12; **Time:** 1 free action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 1 (see text).

This basic martial arts technique allows the user to take advantage of an opportunity and deal more damage to his opponent. This technique can only be used during an attack of opportunity; said attack gains a +2 bonus to attack and damage rolls. Because the technique is executed so fast, the user cannot convert its Chakra Cost to HPs.

### **Tsukigakure Toukai no Jutsu (Hidden Moon Concealment Technique)**

*Ninjutsu [A-Rank; Rank 9]*

**Learn DC:** 26; **Perform DC:** 26; **Time:** 1 full-round action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D); **Saving Throws:** None (see text); **Chakra Cost:** 7.

This long lost technique originates from a village from ages past, the hidden village of *steel*. Its technological progress was fantastic, but it finally lost against mundane-made technological wonders from a foreign continent. Unlike what its name implies, this technique covers the user in an extremely cold steel-like substance that will quickly harden and form a protective mantle that serves both as a protection and an effective camouflage without hindering the user's movement. The steel layer covers the user's body and equipment, though he can still use it without encountering any difficulty. As long as he remains in complete darkness (such as nighttime), the user gains a +20 bonus to hide. In addition the mantle muffles the user's movement and makes it harder to track him, as well as almost completely removing his scent; as such, he gains a +4 bonus to move silently checks and the DC to track him by 5, while making it impossible for a creature with the *scent* ability to locate him. If the user is exposed to light while in this condition, he does not gain a bonus to his hide checks from this technique, but neither does he suffer a penalty. On the other hand, if the user is exposed to *sunlight* while this technique is in effect, every creature (including the user) within 30 feet from him must make a Fortitude save (DC 15) or be blinded for 1d6 rounds; in addition, both the user and the surrounding creatures suffer a 25% miss chance on their attacks against him (or other creatures in the user's case) because of the blinding light the user reflects. Blind creatures are unaffected by the concealment effect or blindness caused by this technique.

*Reference:* This technique was directly taken from the fanfiction *Foxhound*, which I find extremely entertaining. Its name was changed from *Kage Jutsu: Yabun no Fukemen* which I found inappropriate.

### **Tsukuyomi (God of the Moon)**

*Genjutsu (Doujutsu; Requires Mangekyou Sharingan) [Super S-Rank; Rank 12]*

**Learn DC:** 33; **Perform DC:** 37; **Time:** 1 attack action; **Components:** C, H; **Range:** Personal; **Target:** You; **Duration:** Instantaneous (see text); **Saving Throws:** Will partial (see text); **Chakra Cost:** 12.

*Tsukiyomi* is considered the strongest of Uchiha's technique. Even as a Genjutsu, it can cause severe bodily and mental damage to the victim, enough to go so far as kill it. Once the user's Sharingan is active, he may use *Tsukiyomi* and gain a Gaze attack that will last until his next turn. A creature falling prey to the *Tsukiyomi* enters an illusionary world where the user is omniscient and overwhelmingly powerful, and drives the creature insane. The victims of *Tsukiyomi* must succeed a Will save in order to avoid suffering 3d6 points of Wisdom damage, and if the Wisdom score of the victim drops to 0 (or below) falling unconscious until the ability damage is fully healed. If the creature is still conscious after the illusion ends, whether or not it passed the Will save, *Tsukiyomi* still provokes a Massive Damage Save per round for 1d4+2 rounds afterwards. A blinded creature cannot be affected by *Tsukiyomi*, nor can a creature be affected twice by *Tsukiyomi* in a 24 hours period. In addition, ability damage dealt by *Tsukiyomi* takes twice as long to recover.

### **Tsutakazura Genzou no Jutsu (Illusionary Vines Technique)**

*Genjutsu [B-Rank; Rank 5]*

**Learn DC:** 19; **Perform DC:** 20; **Time:** 1 full-round action; **Components:** H; **Range:** Close; **Area:** 50-ft radius emanation (S); **Duration:** 1 round/level (D); **Saving Throws:** Will disbelief (see text); **Chakra Cost:** 3.

By means of this technique, the user is able to make one creature per character level that it is *entangled* as per condition for the duration of the technique. The creatures no longer suffer from this illusion once they leave the area. This illusion can be dispelled.

### **Tsuuga (Piercing Fang)**

*Taijutsu (Inuzuka Hijutsu; Requires Shikakyu no Jutsu) [C-Rank; Rank 4]*

**Learn DC:** 18; **Perform DC:** 17; **Time:** 1 full-attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

To properly execute this technique, the user must have his *Shikakyu no Jutsu* active, and have enough space between his opponent and he to execute a Charge. As he does, if the charge succeed and the attack(s) connects, the user applies his strength bonus to damage twice for this round with his claw attacks. An animal companion may execute this technique only in *Juujin Bunshin* state.

### **Uke Rendan (Lucky Combo)**

*Taijutsu (Tsunade Hijutsu) [A-Rank; Rank 7]*

**Learn DC:** 21; **Perform DC:** 24; **Time:** 1 full-attack action; **Components:** M; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 7.

This technique is based solely on the user's luck, and can be either a complete waste of time or a profitable gamble. The user rolls a d20 per level and, depending on the result, he may either be in luck or waste his time. If the user rolls a 20, he makes an attack with his held weapon at his maximum attack bonus against the targeted creature. If he rolls a 7, he

gains a cumulative +1 luck bonus to hit for any attacks he may gain during this technique, while a 13 results in a cumulative -1 penalty to future attacks. Rolling two 1 in a row abruptly ends the technique, and the user may not roll any more dice even if he had not reached the maximum. Any other number appearing on the dice have no effect.

### **Ura Renge (Extreme Lotus)**

*Taijutsu (Martial Art; Requires Kage Buyou; Konoha Kinjutsu) [S-Rank; Rank 8]*

**Learn DC:** 26; **Perform DC:** 28; **Time:** 1 full-attack action; **Components:** M; **Range:** Melee attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fortitude partial; **Chakra Cost:** 8.

This extremely dangerous and forbidden technique is also a follow-up combo to *Kage Buyou*. This technique is nothing more than an extremely powerful series of attack, destined to break the enemy entirely. The user simply makes an unarmed full-attack action that deal an additional die of damage on each attack, with a critical range increase of 2 on all attacks made during the *Extreme Lotus*. If the user knocked the opponent high enough with *Kage Buyou* so that it should normally suffer *falling damage*, the opponent does not get to make a Tumble check to avoid it and the suffers double falling damage. After completion of this technique, the user will be *Exhausted* and will suffer 1d4 point of temporary Strength and Constitution damage.

### **Utsusemi no Jutsu (Projection Technique)**

*Ninjutsu [D-Rank; Rank 3]*

**Learn DC:** 15; **Perform DC:** 14; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Duration:** 1 round; **Saving Throws:** None; **Chakra Cost:** 1.

Using this technique, the user is able to change the point of origin of his voice for the duration of the technique, making it seem as though he was speaking from a location anywhere within the technique's range.

### **Uzumaki Naruto Rendan (Uzumaki Naruto Combo)**

*Taijutsu (Martial Arts; Requires Kage Bunshin no Jutsu) [A-Rank; Rank 5]*

**Learn DC:** 21; **Perform DC:** 22; **Time:** 1 full-attack action; **Components:** C, M; **Range:** Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

Using his clones and so-called originality, *Uzumaki Naruto* created this technique while fighting *Imuzuka Kiba* during the Third Exam Preliminaries. To properly execute this technique, the user needs to have at least four *Kage Bunshin* flanking the target creature. On his turn, the user has his clones make an unarmed attack to knock the target in the air 1d6 feet per successful hits, and must make a successful Jump check to get within his unarmed attacks range to continue the technique; once the target is knocked in the air, it is denied its dexterity bonus to defense until it reaches the ground. The user may have some of his clones help, thus gaining a +4 bonus to Jump checks per clones, up to a maximum of +20 (the clones helping the Jump checks are making a full-round action and may not have been used to attack). If the user succeeds his Jump check, he must succeed

an unarmed attack against the target to send it back down full force. The unarmed attack deals normal damage and an additional 1d6 points of damage per 5 feet of the creature's fall, to a maximum of 4d6, in addition to standard falling damage and the target will be knocked prone when it crashes on the ground. The user may increase the number of clones to attack and send the creature higher in the air, but that number may never be greater than 8. The *Uzumaki Naruto Rendan* may not be used on creatures two size category larger than the user. If the target attempt to break its fall using the *Tumble* skill, the DC is increased by 10; the *Jump* skill may not be used for that purpose in this situation. If the user is unable to reach his target with a *Jump* check, the target still suffers standard falling damage without the DC increase to *Tumble* checks, but the technique can't be completed.

*Original technique by martryn. Heavily modified by yours truly.*

### **Yaibaei no Kuchiyose (Blade Spirit Summoning)**

*Ninjutsu (Summoning) [B-Rank; Rank 3]*

**Learn DC:** 18; **Perform DC:** 18; **Time:** 1 move-equivalent action; **Components:** C, M; **Range:** Close; **Duration:** 1 minute / level (D); **Saving Throws:** None; **Chakra Cost:** (see text).

This basic summoning Ninjutsu is often used by Ninjas to train. Of course, it also has a more practical use. This technique conjures a bladed weapon, which will rise up from the ground to be used by the user. The blade varies in size and weights, but all of them requires the Archaic Weapon Proficiency to be used correctly. To determine the cost of the summoned sword, refer to the table below. To increase the size category of a weapon by one step, double the cost. If a weapon is destroyed, it just disappears in a puff of smoke.

<b>Weapon</b>	<b>Cost</b>
Greatsword	3
Hand Knife	1
Kunai	1
Kunai, curved	1
Katana	2
Katana, large	3
Longsword	2
Naginata	2
Ninja-to	2
Shortsword	1

### **Yomi Numa (Hell Swamp)**

*Ninjutsu (Doton) [A-Rank; Rank 8]*

**Learn DC:** 26; **Perform DC:** 25; **Time:** 1 attack action; **Components:** C, M; **Range:** Close; **Area:** 10-foot square / level (S); **Duration:** 1 minute / level; **Saving Throws:** Reflex negate (see text); **Chakra Cost:** 10.

When the user performs this technique, all natural, undressed earth or stone in the technique's area turns to thick mud. The user affects a 10-foot square area to a depth of 5

to 10 feet, depending on the toughness or resilience of the ground at that spot. A creature caught in the mud must succeed on a Reflex save each round or be immobilized for 1d6 rounds and unable to move, attack, or use a technique that requires either mobility or hand seals. A creature that succeeds its save avoids being submerged this round. A small enough creature can *Drown* in *Yomi Numa*. It is possible to walk on a Hell Swamp using *Tadayou*.

### **Yotsu Kyuu Sokuryoku (Rank Four Speed)**

*Taijutsu (Body Art; Requires Mitsu Kyuu Sokuryoku) [A-Rank; Rank 8]*

**Learn DC:** 36; **Perform DC:** 25; **Time:** 1 free action; **Components:** C, M, P; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throws:** Fortitude negate (see text); **Chakra Cost:** 8.

It is said that past human movement, there is nothing. Some theorized that one simply disappears, lost through time; others said that some god-like creatures were the only one capable of such a feat. And others, much rarer individuals, achieved it. The user, now moving at quasi-godlike speed, sees his speed ranks increase by 4 for the duration of this technique. In addition, the user gains an additional move action, the benefits of the Spring Attack feat. Because this technique puts the body through a lot of strain, once the technique's effects expire, the user must succeed a Fortitude save (DC 20) or suffer 4d8 points of lethal damage as his muscles were damaged badly due to the effort; in addition, if the user fails the save, he will be *Fatigued* for six hour, and won't be able to use any *X Kyuu Sokuryoku* technique until he rids himself of the *Fatigued* condition.

### **Youso Fuuin no Jutsu (Element Seal Technique)**

*Ninjutsu (Sealing) [C-Rank; Rank 1]*

**Learn DC:** 13; **Perform DC:** 14 (see text); **Time:** 1 minute; **Components:** C, H, F; **Range:** Close; **Area:** 30-ft-radius emanation; **Duration:** Permanent; **Saving Throws:** None; **Chakra Cost:** 4.

This basic sealing technique is used as an exercise in many village and also to gather information about a battle. The user scribes on the scroll details on the target area, carefully leaving a space for the sealing symbol. Upon completion of this technique, the user will permanently scribe onto the scroll the Name and Element of the last technique used in the area of effect, up to 10 minutes per level earlier (any later and the user will not be able to seal the Chakra activity). Once the technique is sealed, it disappears and leave no trace behind, the new "last" technique being the one that was used after that, and so on. The technique can only be used to seal a *Doton*, *Fuuton*, *Hyoton*, *Katon*, *Raiton* or *Suiton* technique and the Perform DC is equal to 13 + the rank of the technique (Goukakyuu no Jutsu, for example, would be DC 16). A character with the ability to *Sense Chakra* may concentrate for a full-round and detect the user's Chakra Signature (or the one he had when sealing the technique) on the scroll. After successful usage of this technique, the scroll will be unusable, as it is no longer blank. If there was no elemental technique in the area of effect or the technique were used too long ago, the "blank" kanji will appear instead of the seal and the scroll will be ruined.

*Material Focus:* One blank scroll.

### **Yukigutsu (Snow Walking)**

*Chakra Control (Body) [E-Rank; Rank 3]*

**Learn DC:** 16; **Perform DC:** 13; **Time:** 1 move-equivalent action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 1.

A similar exercise and utility technique as *Kinobori* or *Tadayou*, this particular technique allows the user to walk on snow or ice without problem. For the duration of this technique, the user can walk on snow without sinking or suffering a movement penalty, even though he still leaves traces. In addition to that, the user no longer suffers a penalty to Tumble checks while moving across ice or slippery surface or a movement penalty when walking on ice (and neither does he have the chance of falling prone on a failed balance check, as per *Ginban no Jutsu* technique). The user will also be able to use the *Kinobori* to walk on ice-covered surfaces without penalty.

### **Yukijin Bunshin no Jutsu (Snowman Replication Technique)**

*Ninjutsu (Hyoton; Kumogakure Kinjutsu) [B-Rank; Rank 5]*

**Learn DC:** 22; **Perform DC:** 20; **Time:** 1 full-round action; **Components:** C, H, F; **Range:** Personal (see text); **Target:** You; **Duration:** 5 round/level (D); **Saving Throws:** None; **Chakra Cost:** 5 + 3 per additional clone (maximum 1 per 3 level).

Using this technique, the user is able to create a grotesque replica of himself with snow. With claws and the fact that it is a snow-man, it absolutely cannot be mistaken for the user, unlike its Shadow counterpart. A *Yukijin Bunshin* has the same limitations as a simple *Kage Bunshin*, has a maximum of 2 attacks and a defense equal to that of the user, minus 5. It has 1 hit points per 2 level of the user, takes double the fire damage and has a Cold Resistance 15. In addition, it does not slip on ice or similar surface, and can walk on top of snow without movement penalty (as per *Yukigutsu* technique.) A *Yukijin Bunshin* cannot stray further than 50 feet from the original or another clone, and cannot use any Chakra Control, Genjutsu, Ninjutsu or Taijutsu techniques. It carries the same equipment as the user and when slain or the duration expires, the replication and all its equipment crumbles in a heap of snow. The user can freely replace clones lost by using this technique more than once, he cannot control a number greater of clone than the specified maximum. He also cannot control any other sort of clone while using this technique (including simple *Bunshins* or *Kage Bunshins*). A simple usage of this technique without adding to the cost (5) creates one *yukijin bunshin*.

*Material Focus:* A small (at least 15<sup>3</sup> feet) source of ice or snow per clone.

### **Zenshin Fuzui no Jutsu (Complete Paralysis Technique)**

*Chakra Control (Spirit) [S-Rank; Rank 9]*

**Learn DC:** 25; **Perform DC:** 29; **Time:** 1 attack action; **Components:** C; **Range:** Melee Touch; **Target:** One creature; **Duration:** 1 round/level (D); **Saving Throws:** Fortitude negate; **Chakra Cost:** 6.

Using this technique, the user forces his Chakra into another creature's body and freezes it in order to paralyze it. If the target creature fails its save, it will be *paralyzed* for the

duration of this technique. It will still be able to breath, but will no longer to perform actions such as flying or swimming (and thus may fall or drown).

## Hachimon Tonkou

In the following section of the technique's chapter, you will find the techniques directly related to the eight celestial gate. Read and use at your own risk, as this material is completely and entirely optional.

### **Hyuuga Ryu - Kai-mon Gouin (Hyuuga Style - Initial Gate Forceful Release)**

*Taijutsu (Martial Art; Requires Hyuuga Ryu - Jyuuken; Hyuuga Hijutsu) [B-Rank; Rank 11]*

**Learn DC:** 27; **Perform DC:** 26; **Time:** 1 attack action; **Components:** C, M; **Range:** Melee Attack; **Duration:** 1 round/level; **Saving Throws:** Fortitude negate (see text); **Chakra Cost:** 8.

One of the less known technique of the Hyuuga *jyuuken* style allows the user to reach so deep with his attacks that he may even target the *hachimon tonkou*. Upon completion of this technique, with a single *jyuuken* attack, the user will open the *Initial Gate* in the target. Because the gate was forcefully opened, it cannot be closed and the target will suffer double damage from it if he doesn't have the *Hachimon Tonkou* feat. He will still, however, retain all benefits while the gate is open. A successful Fortitude save negates the effect of this technique when the attack is first made.

### **Kai-mon Kai (Initial Gate Release)**

*Hachimon Tonkou (Kai-mon) [C-Rank; Rank 3]*

**Learn DC:** 19; **Perform DC:** -; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D; see text); **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** -.

Opening the Initial Gate grants the user greater power and mobility, while greatly increasing his Chakra Pool. For as long as he maintain the Gate open, he gains a +4 bonus to Strength and Dexterity, and a +3 bonus to his Chakra Pool. In addition, his base movement speed will be increased by 10 feet. Because this puts a lot of strain on the user's body, for each round he maintain the gate open, he will suffer 1d4+1 points of damage. Once the user cease using this ability, he must make a Fortitude save (DC 15) or be *Fatigued* for 1d6+2 rounds. Unless explicitly specified, the effects of *Kai-mon Kai* does not stack with any non-permanent *Hachimon Tonkou* bonuses.

### **Kei-mon Kai (View Gate Release)**

*Hachimon Tonkou (Kei-mon) [S-Rank; Rank 12]*

**Learn DC:** 27; **Perform DC:** -; **Time:** 1 full-round action; **Components:** C, P; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D; see text); **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** -.

The *View Gate* serves as an unlimiter for the user's Chakra Reserve. While it gives the user a tremendous amount of Chakra, the rate at which it consumes the body is doubly

amazing. While the user maintains the *View Gate* open, he gains a +4 bonus to his Strength and Dexterity score, as well as a 5 feet movement increase. In addition to that, his Chakra regenerates at the rate of 1d4+1 point per round, while his maximum Chakra Pool increases by 6; though his Chakra Pool cannot be exceeded by this mean. While maintaining this state, the user suffers 1 point of temporary Constitution damage each round. Once its effect ceases, the user must make a Fortitude save (DC 25) or instantly fall to 0 hit points or be *disabled*. In case of success, the user will be *Exhausted* for 2d4+2 rounds. Unless explicitly specified, the effects of *Kei-mon Kai* does not stack with any non-permanent *Hachimou Tonkou* bonuses. If this technique, along with any other *X-mon Kai*, is used two times in a row without at least a 1 minute break in-between, the damage suffered by it is doubled and the user does not gain a bonus to his Chakra Pool.

### **Kyu-mon Kai (Heal Gate Release)**

*Hachimou Tonkou (Kyu-mon)* [B-Rank; Rank 4]

**Learn DC:** 22; **Perform DC:** -; **Time:** 1 full-round action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D; see text); **Saving Throws:** None; **Chakra Cost:** -.

By opening the *Heal Gate*, the user is able to heal most damage done to his body. For as long as he maintains the gate open, the user gains a *Fast Healing 4* and completely ignores the effects of the *Fatigued* and *Exhausted* conditions, as well as temporary Strength, Dexterity and Constitution damage. Fast Healing granted by opening the Heal Gate does not heal damage due to use of any *Hachimou Tonkou* technique or hit points lost while converting Chakra Cost to HPs. This condition consumes a lot of Chakra, and the user must spend 3 points of Chakra every round to maintain the Gate open, cost which cannot be converted to HPs. Any previously ignored conditions will come back if they would still be active once the gate is closed. The effect of *Kyu-mon Kai* stacks with all other *Hachimou Tonkou* bonuses except those coming from the *Kyu-mon* subtype.

### **Sei-mon Kai (Life Gate Release)**

*Hachimou Tonkou (Sei-mon)* [B-Rank; Rank 6]

**Learn DC:** 24; **Perform DC:** -; **Time:** 1 attack action; **Components:** C, P; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D; see text); **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** -.

By opening the *Life Gate*, the user gains a +6 bonus to his Strength and Dexterity scores as well as a 15 feet movement increase and a +5 bonus to his Chakra Pool as long as the gate is left open. Because the limits are pushed further than thought possible, the user suffers 1d6+1 points of damage each round. Once the gate is closed, the user must make a Fortitude save (DC 20) or be *Fatigued* 2d6+2 rounds. Unless explicitly specified, the effects of *Sei-mon* don't stack with any other *Hachimou Tonkou* bonuses. If this technique, along with any other *X-mon Kai*, is used two times in a row without at least a 1 minute break in-between, the damage suffered by it is doubled and the user does not gain a bonus to his Chakra Pool.

### **Seishun no Chikara!!! (Power of Youth!!!)**



*Hachimon Tonkou (Kyu-mon; Maito Gai Hijutsu) [B-Rank; Rank 6]*

**Learn DC:** 25; **Perform DC:** -; **Time:** 1 attack action; **Components:** C; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D; see text); **Saving Throws:** None; **Chakra Cost:** 6.

Using this technique allows the user to momentarily open the *Heal Gate* and gains 2d6+1 temporary hit points, as well as ignore the *Fatigued* and *Exhausted* condition effects for 1d4+1 rounds, when both the sudden outburst of energy and temporary hit points (assuming they still exist) dissipate. This technique's effect are not cumulative and cannot be used two times in a row to gain more hit points or a longer duration. Rather, its effect overlap with every use of this technique.

### **Sho-mon Kai (Harm Gate Release)**

*Hachimon Tonkou (Sho-mon) [A-Rank; Rank 8]*

**Learn DC:** 27; **Perform DC:** -; **Time:** 1 attack action; **Components:** C, P; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D; see text); **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** -.

Past the point of physical limitations, power burst forth once the user opens the *Harm Gate*. In exchange for his life force, the user is rewarded tremendous power that greatly surpasses an athlete's best effort in many domain. While maintaining the Harm Gate open, the user gains a +8 bonus to Strength and Dexterity, a +8 increase to his Chakra Pool and a 10 feet movement increase. He also gains a +4 bonus to initiative and balance, climb, jump, swim and tumble checks. In exchange for that power, the user suffers 2d4+2 points of damage and must make a Fortitude save (DC 15) every or suffer 1 point of temporary Constitution damage every round. Once the gate is closed, the user must make a Fortitude save (DC 25) or be *Exhausted* for 2d6+2 rounds. Unless explicitly specified, the effects of *Sho-mon* don't stack with any other *Hachimon Tonkou* bonuses. If this technique, along with any other *X-mon Kai*, is used two times in a row without at least a 1 minute break in-between, the damage suffered by it is doubled and the user does not gain a bonus to his Chakra Pool.

### **To-mon Kai (Limit Gate Release)**

*Hachimon Tonkou (To-mon) [A-Rank; Rank 10]*

**Learn DC:** 30; **Perform DC:** -; **Time:** 1 attack action; **Components:** C, P; **Range:** Personal; **Target:** You; **Duration:** 1 round/level (D; see text); **Saving Throws:** Fortitude partial (see text); **Chakra Cost:** -.

The final and most powerful physical "unlimiter" amongst its peer. Its power is unmatched even by the *Harm Gate* and should only be used as last-resort or end-all maneuver. At the cost of suffering 3d6+4 points of damage and making a Fortitude save (DC 18) to avoid suffering 1 point of temporary Constitution damage every round *To-mon* is left open, the user see his physical potential increased beyond his own imagination. While the gate's effect is maintained, the user gains a +12 bonus to his Strength and Dexterity scores, a 15 feet movement increase, a +2 dodge bonus to defense and a +12 increase to his Chakra Pool. In addition, he gains a +6 bonus to initiative and

balance, climb, jump, swim and tumble checks. Once the Limit Gate is closed, the user must succeed a Fortitude save (DC 20) or fall unconscious for 2d6+2 rounds. If the save was successful, the user will be *Exhausted* for 1d8+2 rounds instead. Unless explicitly specified, the effects of *To-mon Kai* does not stack with any non-permanent *Hachimon Tonkou* bonuses. If this technique, along with any other *X-mon Kai*, is used two times in a row without at least a 1 minute break in-between, the damage suffered by it is doubled and the user does not gain a bonus to his Chakra Pool.

## Chapter X: Technique Index.

In the following pages, you will see a listing of all techniques found in Naruto: d20 organized by Ranks.

### Rank 1 Techniques:

#### Chakra Control:

##### *Body:*

Chouyaku no Jutsu (Jumping Technique)

Kinobori (Tree Climbing Technique)

##### *Medical:*

Kekki no Jutsu (Vigor Technique)

##### *Spirit:*

Mitsukerudoku no Jutsu (Poison Detection Technique)

#### Genjutsu:

Bunshin no Jutsu (Duplication Technique)

Henge no Jutsu (Transformation Technique)

Naku Maneru no Jutsu (Animal Cry Imitation Technique)

Okodasu no Jutsu (Intimidation Technique)

Shitsukentou no Jutsu (Disorientation Technique)

#### Ninjutsu:

Fukurougan (Owl's Eyes)

Gyokou (Good Fortune)

Kawarimi no Jutsu (Body Substitution Technique)

Nawanuke no Jutsu (Escaping Technique)

##### *Fuuton:*

Kaze Oogama (Wind Scythe)

Sarutobi no Jutsu (Flying Monkey Technique)

##### *Katon:*

En'en no Shuriken (Blazing Shuriken)

Takitsuke (Fire Igniter)

##### *Raiton:*

Kyuuden Shuriken no Jutsu (Lightning Shuriken Technique)

##### *Sealing:*

Youso Fuuin no Jutsu (Element Seal Technique)

##### *Suiton:*

Mizudama no Jutsu (Water Sphere Technique)

*Hijutsu:*

**Ishimura Clan:**

Ishi no Teashi (Limbs of Stone)

**Jiraiya Hijutsu:**

Touton no Jutsu (Peeping Technique)

**Taijutsu:**

*Martial Arts:*

Asshou! (Complete Victory!)

Gouken (Iron Fist)

Keikai Butsu (Nimble Strike)

Shintai (Total Defense)

Tsuideni (Opportunity Strike)

*Hijutsu:*

**Ishimaru Clan:**

Ishimaru Ryu - Shodai Taisei (Ishimaru Style - First Stance)

**Rank 2 Techniques:**

**Chakra Control:**

Chakra no Kogasu (Chakra Burn)

*Body:*

Juuhi no Yoroi (Skin Armor)

Kagidasu no Jutsu (Detection Technique)

Seishou Bakuha (Energy Explosion)

Tadayou (Water Strider)

*Medical:*

Shinryou no Jutsu (Diagnosis Technique)

*Spirit:*

Chakra no Hikari (Chakra Light)

Kai (Release)

**Genjutsu:**

Akiraka Genzou (Minor Illusion)

**Ninjutsu:**

Akuma no Tsubasa (Demon Wings)

Chakra Tsumazuku Kousen no Jutsu (Chakra Tripline Technique)

Hitoinkohari (Hidden Throat Needle)

Jisatsu no Jutsu (Suicide Technique)

Kage Bunshin no Jutsu (Shadow Replication Technique)

Kaisoku no Jutsu (Nimble-footed Technique)

Shinobi no Jutsu (Infiltration Technique)

*Doton:*

Ishi Shuriken no Jutsu (Stone Shuriken Technique)

Shinjuu Zanshu no Jutsu (Inner Decapitation Technique)

*Fuuton:*

Tobi Kunai (Flying Kunai)

*Raiton:*

Jakuden (Minor Electric Current)

Raite no Jutsu (Hands of Thunder Technique)

*Hijutsu:*

**Akimichi Clan:**

Baika no Jutsu (Double Size Technique)

**Aburame Clan:**

Konchuu Shinku no Jutsu (Bug Recovery Technique)

**Taijutsu:**

*Body Art:*

Hitotsu Kyuu Sokuryoku (Rank One Speed)

Namidashite Kukkin! (Rippling Muscles!)

*Martial Art:*

Iwa Kuzuken (Rock Shattering Fist)

Kenjutsu Ougi - Iaido (Sword Art Secret Technique - Iaido)

Kenjutsu Ougi - Iainuki (Sword Art Secret Technique - Iainuki)

Konoha Reppuu (Leaf's Violent Wind)

Ryuu Inin (Dragon Thrust)

Shotei (Palm Thrust)

*Hijutsu:*

**Konoha Hijutsu:**

Sennen Goroshi (A Thousand Years of Pain)

**Rank 3 Techniques:**

**Chakra Control:**

*Body:*

Gishi no Jutsu (Feint Death)

Haneru no Jutsu (Greater Leap Technique)

Yukigutsu (Snow Walking)

*Medical:*

Chiyukarui no Jutsu (Minor Healing Technique)

*Spirit:*

Kihaku Ha (Soul Edge)

**Genjutsu:**

Kanashibari Gyoushi no Jutsu (Body Binding Stare Technique)

Nemuri no Jutsu (Sleep Technique)

**Ninjutsu:**

Kagehouyou no Jutsu (Shadow Embrace Technique)

Nekomeishi (Cat's Eyes)

Utsusemi no Jutsu (Projection Technique)

*Doton:*

Kuguru no Jutsu (Underground Displacement Technique)

*Hyoton:*

Touketsu Koushou no Jutsu (Frozen Arsenal Technique)

*Katon:*

Goukakyuu no Jutsu (Grand Fireball Technique)

*Raiton:*

Seidenki Reiki no Jutsu (Static Electricity Aura Technique)

*Sealing:*

Advanced Seal - Bakudan (Advanced Seal - Bomb)

*Suiton:*

Issui Suberi no Jutsu (Currents Sliding Technique)

Mizu Bunshin no Jutsu (Water Replication Technique)

Sekiyu Hakidasu no Jutsu (Oily Spit Technique)

*Summoning:*

Yaibaiei no Kuchiyose (Blade Spirit Summoning)

*Hijutsu:*

**Aburame Clan:**

Konchuu Bunshin no Jutsu (Bug Replication Technique)

Konchuu Rouka no Jutsu (Bug Beacon Technique)

**Amegakure Hijutsu:**

Kuudenkou no Jutsu (Static Rain Technique)

**Inuzuka Clan:**

Shikakyu no Jutsu (Quadruped Technique)

**Otogakure Hijutsu:**

Hakike Onpa no Jutsu (Sound Wave Nausea Technique)

**Taijutsu:**

*Martial Art:*

Butsukari (Charge Breaker)

Hirai Ashi (Flying Leg)

Kage Buyou (Shadow Dance)

Kage Shuriken no Jutsu (Shadow Shuriken Technique)

Kenjutsu Ougi - Kiritsuki (Sword Art Secret Technique - Cut and Thrust)

Kenjutsu Ougi - Tsuki (Sword Art Secret Technique - Thrust)

Konoha Senpuu (Leaf's Spinning Wind)

Taijutsu Ougi - Hatafuri Rendan (Taijutsu Secret Technique - Combo Starter)

*Stance:*

Suiken Taisei (Drunken Fist Stance)

Tourouken (Praying Mantis Style)

*Hijutsu:*

**Hyuuga Clan:**

Hyuuga Ryu - Jyuuken (Hyuuga Style - Gentle Fist)

**Ishimaru Clan:**

Ishimaru Ryu - Nidai Taisei (Ishimaru Style - Second Stance)

**Rank 4 Techniques:**

**Chakra Control:**

*Body:*

Kakusu Nioi (Conceal Odor)

*Medical:*

Dokukeshi no Jutsu (Poison Purge Technique)

*Spirit:*

Bouenkyou Shikaku no Jutsu (Telescopic Vision Technique)

Shinobi Kyoufuu no Jutsu (Shinobi Fear Technique)

Sumi Namaru no Jutsu (Ink Concealment Technique)

*Hijutsu:*

**Sarutobi Asuma Hijutsu:**

Hasaki no Jutsu (Keen Edge Technique)

**Ninjutsu:**

Bakuretsu Kawarimi no Jutsu (Exploding Body Substitute Technique)

Chakra Jirai no Jutsu (Chakra Land Mine Technique)

Hitokoe Maneru no Jutsu (Voice Mimicry Technique)

Kageshibari Shuriken no Jutsu (Shadow Binding Shuriken Technique)

Mukidou Sanpo no Jutsu (Trackless Step Technique)

Nanchoukarasu no Onpa (Deafening Sound Wave)

Suitai no Jutsu (Weakening Technique)

Teichou no Jutsu (Slowing Technique)

*Doton:*

Ishi Bunshin no Jutsu (Stone Replication Technique)

*Fuuton:*

Ichijin no Jutsu (Gust of Wind Technique)

*Hyoton:*

Toushou (Frostbite)

*Katon:*

Bakuretsu Junjiru no Jutsu (Explosive Sacrifice Technique)

*Raiton:*

Houden no Jutsu (Electrical Discharge Technique)

*Sealing:*

Advanced Seal - Touga (Advanced Seal - Ice Daggers)

*Suiton:*

Kirigakure no Jutsu (Concealing Mist Technique)

*Hijutsu:*

**Aburame Clan:**

Konchuu Gisei no Jutsu (Bug Sacrifice Technique)

**Kusagakure Hijutsu:**

Kusa Kasui no Jutsu (Grass Spikes Technique)

Ochibame no Jutsu (Rain of Falling Leaves Technique)

**Nara Clan:**

Kage Mane no Jutsu (Shadow Imitation Technique)

**Yamanaka Clan:**

Shintenshin no Jutsu (Mind Transfer Technique)

*Kinjutsu:*

**Konoha Kinjutsu:**

Shuriken Kage Bunshin no Jutsu (Shuriken Shadow Replication Technique)

**Taijutsu:**

*Body Art:*

Futatsu Kyuu Sokuryoku (Rank Two Speed)

Kyouran Suji! (Muscles Fury!)

*Martial Art:*

Irekawari Kaze (Shifting Winds)

Renzuki (Flurry of Blows)

Shime (Choke Hold)

*Mobility:*

Denkousekka Kaihi (Lightning Fast Evasion)

*Stance:*

Tora no Taisei (Tiger Stance)

*Hijutsu:*

**Akimichi Clan:**

Nikudan Sensha (Meat Tank)

**Inuzuka Clan:**

Tsuuga (Piercing Fang)

**Uchiha Sasuke Hijutsu:**

Shishi Rendan (Lion Combo)

## **Rank 5 Techniques:**

### **Chakra Control:**

*Body:*

Chikara no Toku (Energy Shield)

Hanten Chouyaku (Leap to the Sky)

Kayou Yuugyou (Swimming Like A Fish In Water)

Mugen Ibuki no Jutsu (Air Supply Technique)

Shirizokeru (Repel)

*Medical:*

Chiyu no Jutsu (Healing Technique)

Shiketsu no Jutsu (Hemostasis Technique)

*Spirit:*

Majin Kousei no Jutsu (Devilish Regeneration Technique)

Reikiha (Aura Wave)

### **Genjutsu:**

Kankiwamaru no Jutsu (Overwhelming Emotions Technique)

Joukyuu Genzou (Advanced Illusion)

Musou no Jutsu (Mind Blank Technique)

Tsutakazura Genzou no Jutsu (Illusionary Vines Technique)

### **Ninjutsu:**

Chakra no Bakudan (Chakra Bomb)

Meisaigakure no Jutsu (Concealing Camouflage Technique)

Onibuyou (Demon's Dance)

*Fuuton:*

Kamaitachi (Sickling Wind Blast)

*Hyoton:*

Tsubame Fubuki (Swallow Storm)

Yukijin Bunshin no Jutsu (Snowman Replication Technique)

*Katon:*

Kasumi Enbu no Jutsu (Blazing Mist Technique)

Ryuuka no Jutsu (Dragon Fire Technique)

*Raiton:*

Rakurai no Jutsu (Lightning Bolt Technique)

*Sealing:*

Kankin Kanshihon Fuuin (Confinement Scroll Seal)

*Summoning:*

Kankin Kaihou (Confinement Release)

*Hijutsu:*

**Amegakure Hijutsu:**

Sanseiu no Jutsu (Acidic Rain Technique)

**Hatake Kakashi Hijutsu:**

Chidori (Thousand Birds)

**Inuzuka Clan:**

Juujin Bunshin no Jutsu (Half Beast Clone Technique)

**Kazahana Hijutsu:**

Kokuryuu Boufuusetsu (Black Dragon Snowstorm)

**Kusagakure Hijutsu:**

Mokuton - Ure Tsutakazura no Jutsu (Wood Type - Vines Growth Technique)

*Kinjutsu:*

**Konoha Kinjutsu:**

Tajuu Kage Bunshin no Jutsu (Multiple Shadow Replication Technique)

**Taijutsu:**

*Body Art:*

Shissou (Dash)

*Martial Arts:*

Juuroku Rendan! (Sixteen-Hit Combo!)

Keibi Hakaisha (Defense Breaker)

Uzumaki Naruto Rendan (Uzumaki Naruto Combo)

*Stance:*

Tourou Mozou no Jutsu (Praying Mantis Imitation Technique)

**Rank 6 Techniques:**

**Chakra Control:**

*Body:*

Chuusuusei Biribiri (Central Nervous System Electrical Shock)

*Medical:*

Akiresuken Juushou (Crippling Injury)

Fujimi no Jutsu (Pain Numbing Technique)

*Spirit:*

Chakra Gomumari (Chakra Superball)

**Genjutsu:**

Funran no Jutsu (Confusion Technique)

Mitoomoi Funkyuu no Jutsu (Mind and Body Disorder Technique)

Nemurihane no Jutsu (Feather Sleep Technique)

Saimin no Jutsu (Hypnotism Technique)

*Hijutsu:*

**Akimichi Clan:**

Bubun Baika no Jutsu (Partial Multi-size Technique)

**Uchiha Clan:**

Kokoro Wana (Mind Snare)

**Ninjutsu:**

Chijimu no Jutsu (Shrinking Technique)

Dokukiri no Jutsu (Poison Mist Technique)



Dokutsume no Jutsu (Poison Claw Technique)  
Kage Bunshin no Tate (Shadow Replication Shield)  
Kanashibari no Jutsu (Body Binding Technique)  
Kousen Shibari no Jutsu (Iron Wire Bind Technique)  
Sansei Kouki no Jutsu (Acidic Breath Technique)  
Tanchi no Shikai (Detection Field)

*Doton:*

Doryudan (Dragon Mud Cannon)

*Fuuton:*

Hiryuu (Soaring Dragons)

Oboro Bunshin no Jutsu (Mist Clone Technique)

*Hyoton:*

Joushou Hyoushin (Rising Ice Guardians)

Toushou Haijin no Jutsu (Crippling Frostbite Technique)

*Katon:*

Housenka no Jutsu (Balsam Fire Technique)

*Raiton:*

Kyuuden no Jutsu (Lightning Ball Technique)

*Suiton:*

Gekirou no Jutsu (Raging Sea Technique)

Kirigakure Shuriken no Jutsu (Shuriken Hidden in the Mist Technique)

*Summoning:*

Kuchiyose - Gama Kenshin (Summoning Technique - Toad Swordsman)

Kuchiyose no Jutsu (Summoning Technique)

*Hijutsu:*

**Aburame Clan:**

Konchuu Dokukeshi no Jutsu (Bug Poison Purge Technique)

**Jiraiya Hijutsu:**

Hari Jizou (Hair Needle Guardian)

*Kinjutsu:*

**Konoha Kinjutsu:**

Bakuretsu Kage Bunshin no Jutsu (Explosive Shadow Replication Technique)

Sennei Jashuu (Hidden Snake Hands)

**Taijutsu:**

*Body Art:*

Daijinryouku (Extreme Strength)

Mitsu Kyuu Sokuryoku (Rank Three Speed)

*Martial Art:*

Kenjutsu Ougi - Soutouryuusen (Sword Art Secret Technique - Double-headed Dragon Flash)

Konoha Shoufuu (Leaf's Rising Gust)

Soujutsu Ougi - Hassun (Sword Art Secret Technique - Hassun)

Tetsuhaji (Iron Grasp)

*Stance:*

*Training:*

Shuugyou: Kuma no Dairiki (Training: Bear's Exceptional Strength)

*Hijutsu:*

**Dattoumaru Clan:**

Dattoumaru Ryu - Hirai Taisei (Dattoumaru Style - Rising Thunder Stance)

**Hyuuga Clan:**

Hyuuga Ryu - Hakkeshou Kaiten (Divination Whirl)

*Kinjutsu:***Konoha Kinjutsu:**

Omote Renge (Initial Lotus)

**Rank 7 Techniques:****Chakra Control:***Body:*

Soratobi no Jutsu (Air Walking Technique)

*Hijutsu:***Yondaime Hijutsu:**

Rasengan (Spiral Blast)

**Genjutsu:**

Kishibari no Jutsu (Tree Bind Technique)

Makai Kyuudo - Hakkyou Gyoushi (Hell's Enlightenment - Insanity Glare)

Shinkai Satsujin no Jutsu (Deep Sea Murder Technique)

**Ninjutsu:**

Hijou Kawarimi no Jutsu (Heartless Body Substitution Technique)

Jigen Ugoku no Jutsu (Dimension Shift Technique)

Kage Bunshin no Kaihi (Shadow Replication Evasion)

Otobakuha no Jutsu (Sound Blast Technique)

Shikon no Jutsu (Dead Soul Technique)

Tenkou Bunshin no Jutsu (Clone Shift Technique)

Tobikiri Kawarimi no Jutsu (Greater Body Replacement Technique)

Tsuihou no Jutsu (Banishment Technique)

*Doton:*

Doryu Taiga no Jutsu (Mud River Technique)

*Fuuton:*

Dai Tatsumaki no Jutsu (Great Tornado Technique)

Fuudou no Jutsu (Wind Tunnel Technique)

Kaze no Yaiba (Blade of the Wind)

Mugen Sajin Daitoppa (Infinite Sandstorm)

Renku Dan (Compressed Air Ball)

Reppuu Inin no Jutsu (Violent Wind Thrust Technique)

*Hyoton:*

Fubuki no Jutsu (Blizzard Technique)

Hyouheki no Jutsu (Ice Wall Technique)

Hyouki no Jutsu (Ice Age Technique)

Hyourou no Jutsu (Ice Prison Technique)

Sensatsu Suishou no Jutsu (Flying Water Needles Technique)

*Katon:*

Gamayu Endan (Toad Oil Blast)

*Raiton:*

Shuurai no Jutsu (Lightning Strike Technique)

*Sealing:*

Fuujiru no Koe (Sealing the Voice)

Fuuka Houin (Fire Suppressor)

*Suiton:*

Suikiha no Jutsu (Water Fang Blast Technique)

Suiryuudan no Jutsu (Water Dragon Blast Technique)

Teppoudama no Jutsu (Water Bullet Technique)

*Summoning:*

Kuchiyose - Yakai Kuzushi (Summoning Technique - Yakai Kuzushi)

*Hijutsu:*

**Amegakure Hijutsu:**

Tetsukouu no Jutsu (Iron Rain Technique)

**Kazahana Hijutsu:**

Souryuu Boufuusetsu (Rising Dragon Snowstorm)

**Kusagakure Hijutsu:**

Mokuton - Kiyun'yu no Jutsu (Wood Type - Tree Displacement Technique)

**Nara Clan:**

Kage Kubishibari no Jutsu (Shadow Neck Bind Technique)

*Kinjutsu:*

**Konoha Kinjutsu:**

Souja Sousai no Jutsu (Double Snake Assassination Technique)

**Suna Kinjutsu:**

Daisan no Me (The Third Eye)

**Taijutsu:**

*Martial Art:*

Bunkai Sabaki no Jutsu (Movement Analysis Technique)

Konoha Gouriki Senpuu (Leaf's Great Spinning Wind)

Shiden (Flicker of Sword)

Shou Ryu Ken (Dragon Wave Fist)

*Stance:*

Kousen Ryu (Iron Wire Style)

*Hijutsu:*

**Tsunade Hijutsu:**

Uke Rendan (Lucky Combo)

**Rank 8 Techniques:**

**Chakra Control:**

Kamehameha (Turtle Wave Blast)

*Medical:*

Chiyuue no Jutsu (Greater Healing Technique)

Dokuyoke no Jutsu (Poison Ward Technique)

Katou Saisei no Jutsu (Minor Rebirth Technique)

Shukketsushi no Jutsu (Profuse Bleeding Technique)

*Spirit:*

Chakra no Fukemen (Chakra Veil)

Chounouryouku (Extra Sensory Perception)

*Training:*

Shuugyou: Seitei no Chakra (Training: Instant Chakra Formation)

*Hijutsu:*

**Tsunade Hijutsu:**

Banryoku (Brute Strength)

Daichihasai (Earth Splitting Smash)

**Genjutsu:**

Chiyokubou no Jutsu (Bloodlust Technique)

Hichishi Zanshi no Jutsu (Non-lethal Brutality Technique)

Kouri Saimin no Jutsu (Auto Hypnotism Technique)

*Kinjutsu:*

**Konoha Kinjutsu:**

Kokuangyou no Jutsu (Absolute Darkness Technique)

**Ninjutsu:**

Goukan Ranchou no Jutsu (Senses Confusion Technique)

Kanagakure no Jutsu (Body Concealment Technique)

*Doton:*

Doryuuheki (Mudslide Barrier)

Iwayado Kuzushi (Cave-in Crusher)

Juuryoku Gachan (Gravity Slam)

Juuryoku Zanchuu (Gravity Pillar)

Ryuusa Bakuryu (Desert Avalanche)

Yomi Numa (Hell Swamp)

*Fuuton:*

Kuuhanzan (Air Wave Slash)

*Hyoton:*

Ginban no Jutsu (Ice Formation Technique)

*Katon:*

Joushou Kouha no Jutsu (Rising Phoenix Blast)

*Suimon:*

Goshoukusame (Five Hungry Sharks)

Suijinheki no Jutsu (Water Wall Technique)

Suikodan no Jutsu (Shark Water Blast Technique)

Suirou no Jutsu (Water Prison Technique)

*Hijutsu:*

**Hatake Kakashi Hijutsu:**

Raikiri (Lightning Edge)

**Nara Clan:**

Kage Mane Yusou no Jutsu (Shadow Imitation Transportation Technique)

*Kinjutsu:*

**Konoha Kinjutsu:**

Kyouka Kage Bunshin no Jutsu (Shadow Replication Reinforcement Technique)

Kyuuukyoku no Tate (Ultimate Flame Shield)

**Taijutsu:**

*Body Art:*

Yotsu Kyuu Sokuryoku (Rank Four Speed)

*Martial Art:*

Hyakuretsu Kyaku (One-Hundred Leg Blitz)

Kenjutsu Ougi - Maken (Sword Art Secret Technique - Demonic Sword)  
Ryuusei Masen (Meteor Demon Slash)  
Souhazan (Double Slash)

*Training:*

Shuugyou: Jikyuuryoku (Training: Stamina)

*Hijutsu:*

**Hyuuga Clan:**

Hyuuga Ryu - Kuushou (Vacuum Palm)

*Kinjutsu:*

**Konoha Kinjutsu:**

Ura Renge (Extreme Lotus)

## **Rank 9 Techniques:**

**Chakra Control:**

*Spirit:*

Zenshin Fuzui no Jutsu (Complete Paralysis Technique)

**Genjutsu:**

Kanpeki Genzou (Perfect Illusion)

*Hijutsu:*

**Naruto Hijutsu:**

Kuroi Rasengan (Dark Spiral Blast)

**Ninjutsu:**

Furoufushi no Jutsu (Perpetual Youth Technique)

Kage Ansatsujiken no Jutsu (Shadow Assassination Technique)

Sabaku Taiso (Desert Requiem)

Sanmai no Jutsu (Absorption Technique)

Shishiku no Jutsu (Lion's Roar Technique)

Tsukigakure Toukai no Jutsu (Hidden Moon Concealment Technique)

*Doton:*

Douka Dorodomu no Jutsu (Vampire Mud Dome Technique)

Retsudo Tenshou (Earth Splitting Force)

*Hyoton:*

Haryuu Muukou (Devastating Ice Tiger)

*Katon:*

Karyuu Endan (Fire Dragon Blast)

*Sealing:*

Chozou Fuuin (Storage Seal)

*Summoning:*

Kuchiyose - Enkouou Enma (Summoning Technique - Monkey King Enma)

Kuchiyose - Gamabunta (Summoning Technique - Gamabunta)

Kuchiyose - Katsuyu (Summoning Technique - Katsuyu)

Kuchiyose - Kirikiri Mai (Summoning Technique - Spinning Whirl)

*Hijutsu:*

**Akimichi Hijutsu:**

Chou Baika no Jutsu (Mega Multi-Size Technique)

*Kinjutsu:*

**Kumogakure Kinjutsu:**

Tenchuu (Wrath of Heaven)

**Orochimaru Kinjutsu:**

Kuchiyose - Dokubimaru (Summoning Technique - Dokubimaru)

**Taijutsu:**

*Martial Art:*

Mikazuki no Mai (Dance of the Crescent Moon)

*Mobility:*

Bakuhatsuryoku (Explosive Speed)

Kousen Ha (Iron Wire Wave)

Shunpo (Instant Step)

*Stance:*

Kenjutsu Ougi - Tenken (Sword Art Secret Technique - Heavenly Blade)

*Hijutsu:*

**Hyuuga Clan:**

Hyuuga Ryu - Hakke Rokujuuyon Shou (Sixty-four Palm of Divination)

**Rank 10 Techniques:**

**Chakra Control:**

*Medical:*

Mannouyaku no Jutsu (Panacea Technique)

*Spirit:*

Chakra Maneru no Jutsu (Chakra Imitation Technique)

**Genjutsu:**

Genzou Jishin no Jutsu (Illusionary Earthquake Technique)

**Ninjutsu:**

*Hyoton:*

Rouga Nadare no Jutsu (Wolf Fang Avalanche Technique)

*Katon:*

Amaterasu (Goddess of the Sun)

Mashouheki (Devil's Barrier)

*Sealing:*

Danketsufuu (Fusion Seal)

Hanasu no In (Disruption Seal)

*Suiton:*

Daibakufu no Jutsu (Great Waterfall Technique)

Kiri Shitai no Jutsu (Mist Body Technique)

*Hijutsu:*

**Kusagakure Kinjutsu:**

Mokuton - Futorisugi no Jutsu (Wood Type - Plant Overgrowth Technique)

*Kinjutsu:*

**Konoha Kinjutsu:**

Jikoku Kage Bunshin no Jutsu (Instant Shadow Replication Technique)

**Kumogakure Kinjutsu:**

Kaigan (Eyes of Divination)

**Otogakure Kinjutsu:**

Hijutsu - Banka no Jutsu (Secret Technique - Rhapsody for the Fallen)

**Taijutsu:**

*Hijutsu:*

**Maito Gai Hijutsu:**

Rekka Arashi (Raging Fire Storm)

**Rank 11 Techniques:**

**Genjutsu:**

Tenkyou no Jutsu (Insanity Technique)

*Hijutsu:*

**Yamanaka Clan:**

Shinranshin no Jutsu (Betrayal Technique)

**Ninjutsu:**

*Sealing:*

Gogyou Fuuin (Five Element Seal)

Gogyou Kaiin (Five Element Unsealer)

*Suiton:*

Suishouha no Jutsu (Great Water Wave Technique)

*Hijutsu:*

**Kumogakure Hijutsu:**

Saido Kaain (Redemption Unsealer)

*Kinjutsu:*

**Amegakure Kinjutsu:**

Ame no Kiseki (Miracle of Rain)

**Taijutsu:**

*Martial Arts:*

Issen no Shiden (One-thousand Flicker of Swords)

Soujutsu Ougi - Ura Hassun (Sword Art Secret Technique - Reversed Hassun)

*Mobility*

Museigenna Shunpo (Boundless Shunpo)

**Rank 12 Techniques:**

**Chakra Control:**

*Medical:*

Chiyukanpeki no Jutsu (Perfect Healing Technique)

Nikuteki Taisha no Jutsu (Physical Reconstruction Technique)

**Genjutsu:**

Genjutsu Taisaku no Jutsu (Illusion Counter Technique)

Morishouheki no Jutsu (Forest Barrier Technique)

Tsukuyomi (God of the Moon)

**Ninjutsu:**

*Fuuton:*

Mugen Kuuhan (Infinite Air Wave Slash)

**Taijutsu:**

*Body Art:*

Itsutsu Kyuu Sokuryoku (Rank Five Speed)

*Martial Arts:*

Kenjutsu Ougi - Shinken (Sword Art Secret Technique - Divine Sword)

*Hijutsu:*

**Yondaime Hijutsu:**  
Shunshin no Jutsu (Body Flicker Technique)

**Rank 13 Techniques:**

**Chakra Control:**

*Medical:*

Idenshi Tensha no Jutsu (Genetic Reconstruction Technique)

**Ninjutsu:**

Hito Ningyougeki no Jutsu (Living Human Puppetry Technique)

Kuukuu Bunshin no Yuugatou (Void Clone Death Trap)

*Doton:*

Jishin no Jutsu (Earthquake Technique)

*Katon:*

Tenma Mukurode (Devil's Hand of Death)

**Rank 14 Techniques:**

**Ninjutsu:**

Shouten no Jutsu (Avatar Technique)

*Doton:*

Sekijun Hayashi no Jutsu (Stalagmite Forest Technique)

*Hyoton:*

Itsukaku Hakusei no Jutsu (One-horned Snow Whale Technique)

*Sealing:*

Tobikiri Saisei no Jutsu (Greater Rebirth Technique)

*Kinjutsu:*

**Kinjutsu - All Ninja Villages:**

Juuin Jutsu (Cursed Seal Technique)

Shinji Henkou no Jutsu (Mind Alteration Technique)

**Rank 15 Techniques:**

**Ninjutsu:**

*Raiton:*

Raijin Jigen no Jutsu (Thunder God Avatar Technique)

*Kinjutsu:*

**Konoha Kinjutsu:**

Edo Tensei (Impure Resurrection)

**Taijutsu:**

*Martial Art:*

Amatsu Issen no Ouda (A Thousand Heavenly Strikes)

**Rank 16 Techniques:**

**Ninjutsu:**

*Katon:*

Ryuujin Bakuha (Dragon King Blast)

**Rank 17 Techniques:**



**Ninjutsu:**

*Sealing:*

Souzou Saisei (Genesis Rebirth)

*Hijutsu:*

**Orochimaru Hijutsu:**

Edo Zetsumei no Jutsu (Impure Reincarnation Technique)

**Rank 19 Techniques:**

**Ninjutsu:**

Choushinsei no Jutsu (Super Nova Technique)

**Hachimon Tonkou Technique List**

**Rank 3 Techniques:**

**Hachimon Tonkou:**

*Kai-mon:*

Kai-mon Kai (Initial Gate Release)

**Rank 4 Techniques:**

**Hachimon Tonkou:**

*Kyu-mon:*

Kyu-mon Kai (Heal Gate Release)

**Rank 6 Techniques:**

**Hachimon Tonkou:**

*Kyu-mon:*

Seishun no Chikara!!! (Power of Youth!!!)

*Sei-mon:*

Sei-mon Kai (Life Gate Release)

**Rank 8 Techniques:**

**Hachimon Tonkou:**

*Sho-mon:*

Sho-mon Kai (Harm Gate Release)

**Rank 10 Techniques:**

**Hachimon Tonkou:**

*To-mon:*

To-mon Kai (Limit Gate Release)

**Rank 12 Techniques:**

**Hachimon Tonkou:**

*Kei-mon:*

Kei-mon Kai (View Gate Release)

**Chapter XI: Clans, Advanced Bloodlines and Templates**

## **Aburame Clan**

The famous clan of the *Hidden Leaf* sprouted many excellent ninja. Their ability is on par to that of the *Hyuuga* clan, and while their *special ability* is not as powerful, it still is a valuable asset during a combat. They are often referred to as creepy, but never looked down upon.

### **Aburame Clan (Occupation)**

**Prerequisite:** Age 8+.

**Skills:** Select any two skill from the following list as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill: Balance, Chakra Control, Climb, Gather Information Genjutsu, Hide, Knowledge (ninja lore), Listen, Move Silently, Ninjutsu, Spot, Survival, Taijutsu, Tumble.

**Feat:** Select one of the following: Advanced Bloodline (Aburame Clan Konchuu Kashin), Genin, Genius Nin, Genjutsu Adept, Nin Weapon Proficiency, Ninjutsu Adept.

**Reputation Bonus:** +1

### **Aburame Clan Bloodline (Aburame Clan Konchuu Kashin)**

While not exactly a bloodline in itself, the Aburame Clan developed a special technique that allows them to use their body as host to Chakra-devouring bugs in exchange of being able to use them as tools freely. This fearsome ability alone is enough to discourage most ninja from ever making an enemy of the Aburame Clan.

**Special Qualities:** Konchuu Kashin, Konchuu Chisou

**Chakra Pool:** The character suffers a -6 penalty to his maximum Chakra Pool due to the bug eating away his Chakra.

**Saves:** The character suffers a -2 penalty to Fortitude saves

**Effective Character Level Adjustment:** +1

**Konchuu Kashin (Ex):** Characters of any level may have the *Konchuu Kashin* and use it freely. The character will host a number of bugs in his body depending his level (referred to as *Konchuumure*, roughly the equivalent of a one hit die swarm of insects). He start with one *Konchuumure* at level 1, and gains one every odd-numbered level thereafter (3, 5, 7, 9, etc). The *Konchuumure* are under direct control of the host, and knows not betrayal; they will never hesitate to obey a command and cannot be controlled by any others. Any number of *Konchuumure* can be freed from the host's body through carefully placed holes as a free action that does not provoke an attack of opportunity. Of course, once the host uses a technique that requires a *Konchuumure* being away from his body for the duration of a technique (for example, *Konchuu Bunshin no Jutsu*), he may not use said *Konchuumure* for any other purpose. The *Konchuumure* being insects, they can only perform either a move action or an attack action and one free action under the user's control; if a *Konchuumure* is within 5 feet of the user, it can return to the user's body as a free action. In addition, one *Konchuumure* can be freed for Kawarimi purpose without it being destroyed. Once a *Konchuumure* is destroyed or left behind, it will scatter after 3 days without the user's guidance and a new one will spawn in the user's body in 1d4 days.

More details can be found on the *Konchuumure*, including the stat block of one swarm, in the *Creatures and NPCs* chapter. To a certain extent, the host may communicate some limited information and orders to his bugs, and his bugs to him (to the GM's discretion).

**Konchuu Chisou (Ex):** Due to the *Konchuu* feasting upon the host's Chakra, the rate at which he naturally restores his Chakra while resting is slowed down. His Chakra Pool is restored at the rate of one point per constitution modifier per two hours of rest. The *Chakra Restoration* feat allows the user to restore his Chakra normally.

**Bug Reserve (Ex):** Upon reaching 4th level, the character's control over *Konchuumure* grows further. He may leave a number of *Konchuumure* equal to one per 4 total character level or hit dice outside his body for a duration of 1 week per level. The bugs will remain in the same general area, and the user will be able to locate them instantly. The user may then use the Bug Reserve to replace any lost *Konchuumure* instantly.

### Children of the Wild

Your bloodline has served the hunters for centuries, from the highest ranked ANBU to the most primitive caveman. You retain the natural ability to smell and act on instinct your fellow humans have lost countless years ago.

**Skills:** +2 racial bonus to Handle Animal and Survival checks.

**Special Qualities:** Son of the Wild, Advanced Tracking.

**Effective Character Level Adjustment:** None.

**Son of the Wild (Su):** Characters of 2nd level or higher are able to manifest this bloodline power as an attack action. While this power is maintained active, the character gains the *Scent* ability and a +2 bonus to Listen and Spot checks to avoid surprise. He may not, however, track by scent. Maintaining this power costs the character 4 points of Chakra per minute, which he cannot convert to HPs.

**Advanced Tracking (Su):** Characters of 7th level or above are able to manifest this ability. While using his ability "Son of the Wild," the character is able to freely track by scent and gains a +4 bonus to Survival checks while doing so. This does not increase the cost of the *Son of the Wild* ability, nor does it the activation time.

### Cursed Seal

The character is afflicted with the Cursed Seal, which may come as either a blessing or a curse.

**Skills:** Control Cursed Seal as a class skill.

**Special Qualities:** Cursed Seal Level 1, Cursed Seal Level 2.

**Effective Character Level Adjustment:** +2 (unwilling creature) or +1 (willing creature).

**Curse Seal Level 1 (Sp):** Only creature with a *Cursed Seal* or *Earth/Heaven Seal* may use this ability. By manifesting this power, the character greatly increase his potency and

celerity, as well as spiritual energy. While maintaining this power active, the character gains a +1 bonus Strength Rank and Speed Rank that, unlike most other bonuses, stack with other non-permanent increase. In addition, the user's maximum and current Chakra Pool will increase by 5. Manifesting this power is a reaction that does not provoke an attack of opportunity, but requires a skill check to manifest or control it. In addition, the character must make a Fortitude save (DC 10 + the number of round he used the cursed seal) when disactivating the ability or suffer 1 point of permanent Constitution damage.

**Cursed Seal Level 2 (Sp):** Only creatures with an *Earth* or *Heaven Seal* can use this ability. Similar to its Level 1 counterpart, Cursed Seal Level 2 grants the character a +2 bonus to Strength and Speed Ranks that stack with other non-permanent effects and a +8 increase to his maximum and current Chakra Pool. In addition, the user may chose a Natural Weapon upon attaining this level of cursed seal. If the weapon chosen is either *slam*, *bite*, *claws* or *gore* the character deals damage as though he was one size category larger and is automatically proficient with them. If the character choses *wings*, however, he may fly at a base speed of 20 feet and *clumsy* maneuverability, and deal *claw* damage as though he was one size category smaller. Manifesting this power is a reaction that does not provoke an attack of opportunity, but requires a skill check to manifest or control it. In addition, the character must make a Fortitude save (DC 15 + the number of round he used the cursed seal) when disactivating the ability or suffer 1 point of permanent Constitution damage. The Game Master may require a character to meet special requirements to be able to use this ability.

**Willing or Unwilling:** An unwilling creature's mind and body both resist the cursed seal and the origin's owner, and his progress, thus his level adjustment, is higher. A willing creature, on the other hand, must obey all orders given by the origin of his cursed seal (namely, the user of the *Juuin Jutsu* technique) as though it was a suggestion as per *Suggestion* spell. He may make a Will save (DC 5 + HD of the seal's origin) to resist the command. As a benefit, however, his body adapts more freely with the cursed seal and he is allowed faster progress than an unwilling creature.

### **Control Cursed Seal (Wis) [Cursed Seal]**

*Trained Only.*

This skill is used to force active or deactivate the cursed seal.

**Check:** The Cursed Seal instantly activates as soon as significant sign of stress are shown on the user, namely at the beginning of a combat.

*Resist Involuntary Transformation (DC 15):* To resist a transformation induced by stress, the character must beat the appropriate DC. This occurrence only happens at the beginning of combat and will not resurface again until the character calms down or leave the battle zone for at least 10 minutes.

*Force Level 1 Transformation (DC 10):* The character may force active his cursed seal level 1 by beating the specified DC.

*Force Level 2 Transformation (DC 15; requires Earth/Heaven Seal):* The character may force a level 2 cursed seal transformation after beating the said DC.

*Desactivate Cursed Seal (DC 15):* To desactivate his cursed seal transformation, of any level, and return to normal once again, the character must beat the specified DC.

*Resist Origin-induced Transformation (see text):* The origin of the cursed seal may force a transformation of any level upon the character, which he can only resist by succeeding a Control Cursed Seal check (DC 10 + Origin's HD.)

**Try Again?:** A character may try to deactivate or force activation of the cursed seal only once per round.

**Time:** Forcing active or deactivate the cursed seal requires a move-equivalent action that may only be attempted once per round.

**Special:** A character can't Take 10 or Take 20 when using this skill.

### **Dattoumaru Clan (Occupation)**

From the *Hidden Village of Cloud*, this clan of taijutsu users is reputed for their advanced bloodline, which gives them lightning speed and many other combat advantages. They are respected and well known in the *Thunder Country* as expert in *Missing-Nin* assassination.

**Prerequisite:** Age 8+.

**Skills:** Select any two skill from the following list as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill: Balance, Chakra Control, Climb, Jump, Ninjutsu, Sleight of Hand, Survival, Taijutsu, Tumble.

**Feat:** Select one of the following: Advanced Bloodline (Dattoumaru Clan Bloodline *Hiraishin*), Brawl, Combat Martial Arts, Dodge, Improved Initiative, Nin Weapon Proficiency, Run, Taijutsu Adept.

**Wealth Bonus Increase:** +1.

**Reputation Bonus:** +1.

### **Dattoumaru Clan Bloodline (Hiraishin)**

The special Bloodline power of the Dattoumaru clan relies mostly on speed, which generally gives one the edge he needs to catch his foe off-guard or quickly retreat or catch up to someone, thus making short work of a hot pursuit. This power is very popular amongst *Kumogakure's* ANBU and Hunter-Nins and many have tried, and failed, to claim it for themselves.

**Special Qualities:** Hiraishin, Denkousekka

**Effective Character Level Adjustment:** +1

**Hiraishin (Su):** Characters of level 4 and higher are able to manifest this power. Thunder surges through the character's nervous system and temporarily enhances his movements to achieve greater mobility and combat potential. While maintaining this ability, the character gains a bonus 2 feet increase per level to his base movement rate rounded to the nearest 5 feet unit (minimum 10 feet), along with a +2 dodge bonus to reflex saves and defense. Maintaining this bloodline power costs the user 2 points of Chakra every 3 rounds, which he cannot convert to HPs. The downside of this bloodline is that while it is active, the user takes 1d4 point of damage per round while maintaining direct contact with water, damage which increases to 1d6+1 during complete immersion. Manifesting this bloodline power requires an attack action that does not provoke an attack of opportunity.

**Denkousekka (Su):** Characters of 12th level or higher are able to manifest this power. This ability is merely an evolution of *Hiraishin*. While the speed increase and chakra cost remain the same, the bonus to defense and reflex saves, along with the bonus to defense while moving at full speed, are doubled. In addition, while moving at full speed, the character can run up walls by making a Climb check (DC 30), though his movement speed is reduced by half; should the character stop without taking the appropriate precaution (either Kinobori or reaching a safe spot for example), he will fall back towards the ground and take appropriate falling damage. The penalty when making contact with water still applies.

### **Fujiwara Clan (Occupation)**

**Prerequisite:** Age 8+.

**Skills:** Select any one skill from the following list as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill: Chakra Control, Decipher Script, Genjutsu, Knowledge (ninja lore), Ninjutsu, Survival.

**Feat:** Select one of the following: Advanced Bloodline (Fujiwara Clan *Douka no Me*), Educated, Gearhead, Genjutsu Adept, Harmony, Ninjutsu Adept, Nin Weapon Proficiency.

**Techniques:** Select one of the following techniques as bonus technique the character can learn requiring only half the usual time and gain a +1 competence bonus to perform: Douka Doroudomu no Jutsu, Hakke no Me, Sekiyu Hakidasu no Jutsu.

**Wealth Bonus Increase:** +1

### **Fujiwara Clan Bloodline (Douka no Me)**

**Skills:** +2 competence bonus to skill checks made to identify a Genjutsu or Ninjutsu.

**Special Qualities:** Douka no Me

**Effective Character Level Adjustment:** +1

**Douka no Me (Su):** Characters of level 2 and higher are able to manifest this power. The user's eyes become completely black, and the irises become silvery spirals, always spinning. When this power is active, the user gains a +4 bonus to Will checks against Genjutsu and Ninjustu's effects as well as the ability to *See Chakra*. In addition, he may spend an action point and declare a technique that he witnessed while manifesting this eye condition as "Assimilated". Doing so will grant the user a +2 bonus to Learn checks to learn the assimilated technique for a week, after which time the memory will fade. An assimilated technique takes half the usual time to learn. This special eye condition consumes 3 points of Chakra per 3 round, which can not be converted to HPs. Using this ability is an attack action that does not provoke an attack of opportunity.

### **Ghastly Inheritance**

*Kyuubi*, the nine-tailed fox monster, is a name that inspires fear in the heart of even the strongest Shinobi. Its fearsome and awe inspiring presence and blazing Chakra reveals its origin at the first glance: that of a terrible demon, which should be avoided at all cost. During ages long past, the fox monster used to roam these lands, leaving nothing but

chaos and destruction in its wake; it was then that the great *Kage* decided to have it sealed.

Every generation, a child is born to receive this *Ghastly Inheritance*, which takes the form of a seal placed on the user's body, preventing the demon from ever leaving its host. It is left to the host himself to learn to deal with, and use the demon's power at will.

The *Ghastly Inheritance* can only be bestowed upon the host, henceforth referred to as base creature, at birth, and will leave at the host's death, only to be sealed into another body.

*(This template was done according to abilities shown during the Naruto versus Sasuke fight, which ended in Chapter 233 of the manga.)*

**Hit Dice:** The base creature gains 1 additional hit points per level.

**Abilities:** +2 Constitution

**Saves:** +2 Fortitude saves against poison, +2 Reflex.

**Skills:** The base creature suffers a -2 penalty to Chakra Control and Concentration Checks.

**Feats:** The base creature gains the Improved Chakra Pool for free upon receiving this template, and said feat will always be available in any *Bonus Feat* list to the host.

**Special Qualities:** Blazing Rage, Overwhelming Chakra, Greater Health, Kyuubi Manifestation

**Effective Character Level Adjustment:** +3

**Challenge Rating:** +1

**Blazing Rage (Su):** When the host suffers an emotional trauma, the feral urges of the *Kyuubi* which were sealed away within the host come surging back through his body and take over; while he retain some sort of control over himself, when he enters the *Blazing Rage*, the host is likely to fight to the death and beyond with any creature he knows as a foe. When entering the *Blazing Rage*, the host grows *Claws* and *Fangs*, which he may use as natural weapon without penalty, gains a +6 Strength and Constitution bonus, a +2 bonus to his Will save, a 15 foot movement increase in addition to a +4 dodge bonus to Defense. In addition, the host gains a *Fast Healing* 3 for the duration of the rage. For as long as 4 rounds plus his new constitution modifier, the host's rage will not cease and he will carry on fighting until the rage ends. Once the host reaches 9th level, he may manifest the *Blazing Rage* at will. Regardless of the user's condition, the rage cannot be user more than one times per day per 5 character level or hit dice of the host.

**Overwhelming Chakra (Su):** Once the host reaches 3rd level, he may tap into *Kyuubi's* Chakra Pool, thus greatly increasing his own. Once per day per four character level, the host may spend an action point to increase his own Chakra Pool, as per standard rules, except that the amount is tripled and may exceed the host's maximum Chakra Pool. The obtained Chakra only lasts one round, however, and will disappear after the user's next turn (note that this increase if not cumulative and using this ability twice in a row will have no effect). Tapping into the *Kyuubi's* Chakra reserve has the side effect of enhancing

the user's body, and he will gain a +2 bonus to his Strength score for 1d3 rounds. This bonus cannot be increased by using this ability two or more times in a row.

**Greater Health (Su):** The host, while resting, recovers hit points and Chakra Pool twice as fast as a normal creature would during a night's rest, and he recovers from ability damage twice as fast.

**Kyuubi Manifestation (Su):** Once the host reaches 8th level, he may spend an action point during the *Blazing Rage* to increase its power and manifest some of *Kyuubi's* own. While the duration is no greater than it previously was, the host's rage bonus increase to +8 Strength and Constitution, +4 dodge bonus to defense, +4 deflection bonus to defense, +4 bonus to Will saves and a 25 feet movement increase. He also gains a *Fire Resistance* 10 and *Damage Reduction* of 3/-, and his claws deal damage as though the host was one size category larger than he really is for the duration of the manifestation. In addition to that, because *Kyuubi's* chakra is clearly the host's to control during the *Rage*, he gains an additional claw attack per round at his highest attack bonus, made by the chakra itself. He may also reach out and lash at the enemy at safe distance using the *Kyuubi's* chakra, and thus gains a 5 foot reach increment. Since the *Kyuubi's* influence is greater on the host, it gains 1 tail attack per round per 2 levels after 9th when making a full-attack action in that mode. A tail attack deals the equivalent of a slam attack with a 15 foot reach; because that mode of attack is so powerful, the host's attack bonus decreases only by 2 each attack instead of the usual 5 (+11/+9/+7/+5, etc.); in addition, the host cannot have more than 9 tails attack. Because puts the host's body through a lot of strain, he must succeed a Fortitude save (DC 25) or fall unconscious for 1d4+1 hours as soon as the *Rage* ends.

## **Hyuuga Clan**

The single most powerful clan in Konoha, the Hyuuga are a clan to be respected and feared. They possess the Byakugan, an eye bloodline limit that surpasses even the Sharingan in observational prowess.

### **Hyuuga Clan (Occupation)**

**Prerequisite:** Age 8+.

**Skills:** Select any one skill from the following list as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill: Balance, Chakra Control, Genjutsu, Hide, Intimidate, Knowledge (ninja lore), Move Silently, Ninjutsu, Sense Motive, Sleight of Hand, Spot, Taijutsu, Tumble.

**Feat:** Select one of the following: Advanced Bloodline (Hyuuga Clan Byakugan), Combat Martial Arts, Defensive Martial Arts, Genin, Genius Nin, Nin Weapon Proficiency, Ninjutsu Adept, Taijutsu Adept.

**Wealth Bonus Increase:** +1

**Reputation Bonus:** +1

### **Hyuuga Clan Bloodline (Byakugan)**

The *Byakugan* is a special eye condition that can be awakened by some members of the Hyuuga Clan. Any and all individual who carry the bloodline's power have white eyes, even when the power is not active. Once activated, the nerves around the eyes will be



visible under the skin, making even the most composed and beautiful face suddenly unsightly and intimidating.

**Special Qualities:** Byakugan

**Effective Character Level Adjustment:** +2

**Byakugan (Su):** This bloodline power can be manifested by characters of 3rd level or higher. Once a character activates the *Byakugan*, it gains a +4 insight bonus to defense, sense motive checks and initiative, reflex saves, attack rolls and a +6 bonus to spot checks. In addition, the character will be able to *See Chakra* for as long as he maintain his Byakugan active, as well as negating the penalties to spot checks for Speed Ranks up to 1 above his. If the character concentrates for a full round, he is able to *See Through Chakra* for 1d3 rounds and negate spot check penalties of Speed Ranks to up to 3 above his. By concentrating for a full-round action the character may nullify any spot check penalties for 100 feet and see through 2 feet of concrete per character level or hit dice the character has (a 8th level character has no penalty to spot checks for 800 feet and can see through 16 feet of concrete); this ability last for as long as the character concentrate. If attacked in melee, the character can't apply his Dexterity bonus to defense until he revert his sight back to normal. In addition, the character can no longer be flanked while the Byakugan is active. Manifesting this special eye condition requires an attack action that doesn't provoke an attack of opportunity, and costs the user 3 points of Chakra every 2 rounds to maintain, which cannot be converted to HPs. A blind character loses all benefits of this bloodline power.

**Tenketsu Mokushi Byakugan (Su):** This form of the Byakugan manifests itself when the character reaches 8th level and is actually no different than the previous state, in both appearance and effects. He still activates his power with the same bonuses and costs, except that this time the user is able to spot the *chakra coil system*, or tenketsu, in one's body. Using this ability, he can strike more precisely with his Jyuuken and is able to perform the advanced Hyuuga Ryu, such as the *Hakke Rokujuuyon Shou*. While maintaining this byakugan active, the user gains a +1 bonus to attack rolls while using the *jyuuken* stance, and deals 1 point of Chakra damage to the target of the attack if it connects, unless it succeeds a Fortitude save equal to  $5 + \frac{1}{2}$  the character's level + his wisdom modifier.

### **Ishimaru Clan**

The Suigyokugakure no Ishimaru Ichizoku (or Ishimaru Clan of the Hidden Jade) are among the best, if not the best, practitioners of ninjutsu and taijutsu in the village. Their combat style is as simplistic as it is brutal. Their dedication, although some would call it stubbornness, to a course of action is almost single-minded because once they have decided on how something is to/will be done it won't be easy to change their view on the matter.

### **Ishimaru Clan (Occupation)**

**Prerequisite:** Age 8+.

**Skills:** Select any one skill from the following list as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill: Climb, Hide, Jump, Move Silently, Ninjutsu, Survival, and Taijutsu.

**Feat:** Select one of the following: Advanced Bloodline (Ishimaru Clan Fortify), Archaic Weapon Proficiency, Armor Proficiency (light, medium), Brawl, Combat Martial Arts, Defensive Martial Arts, Genin, Nin Weapon Proficiency, Ninjutsu Adept, and Taijutsu Adept.

**Techniques:** Select one of the following techniques as bonus technique the character can learn requiring only half the usual time and gain a +1 competence bonus to perform: Ishi no Teashi, Ishimaru Ryu - Nidai Taisei, Ishimaru Ryu - Sandai Taisei, Ishimaru Ryu - Shodai Taisei, Iwa Kuzuken.

**Wealth Bonus Increase:** +1

**Reputation Bonus:** +1

### **Ishimaru Clan Bloodline (Fortify)**

Amongst the members of the Ishimaru Clan, there is a few individual born with the power to manipulate their cells in such way that their skin becomes hard as stone, while the texture itself doesn't change. They named the ability Fortify. It usually awakens at a young age, but takes a long time to control.

**Saving Throws:** +1 Fortitude.

**Special Qualities:** Lesser Fortify, Fortify, Greater Fortify, Flesh to Stone.

**Effective Character Level Adjustment:** +1

**Lesser Fortify (Su):** Characters of 2nd level or higher only may activate this power. At the cost of 2 Chakra Point (that may not be converted to HP) per round, the user may gain a Damage Reduction of 3/- and a +2 natural armor bonus to defense for the duration of the ability. If the user's chakra would be reduced to 0, the ability cannot be used or will end abruptly. Using this ability is an attack action that does not provoke an attack of opportunity.

**Fortify (Su):** Characters of level 6 or higher may activate this ability. It works in the same way as Lesser Fortify, except that the Damage Reduction granted is 6/-, the defense bonus of +4 and the Chakra cost is 3.

**Greater Fortify (Su):** Characters of 10th level or above may activate this ability. As with Lesser Fortify and Fortify, it grants a Damage Reduction of 9/-, a defense bonus of +6 and costs 4 Chakra points each round.

**Earth Avatar (Su):** The ultimate ability of the Ishimaru Clan's Bloodline. Even amongst the strongest of Ishimaru, it is a rare privilege; only two people were known to awaken it. The user's whole body becomes stone, and the user is said to gain tremendous power from it. Characters level 17 and above only may use this ability. Once the user uses this ability, he gains a slam attack that deals 1d10 damage, in addition to a Damage Reduction of 12/-, a +6 natural armor bonus to defense and a +8 Strength bonus. The user's weight triples for the duration of the ability, however, and it consumes 5 Chakra points per round.

(that may not be converted to HP). Using this ability is a full-round action that does not provoke an attack of opportunity.

### **Kyuushou Kousei**

With this odd bloodline, they say that you cannot die. It allows one to live longer, heal his body and never lose consciousness.

**Special Qualities:** Furoufushi, Kousei, Fujimi Daiou

**Effective Character Level Adjustment:** +2

**Furoufushi (Ex):** With this ability, the character will never see his body grow old and withered. The character will never see his body age past *Adult* state and will never suffer aging penalty to ability scores (while still retaining the granted bonuses). In addition, his maximum lifespan increases by 2d6+15 years.

**Kousei (Su):** Characters of 5th level or above are able to manifest this ability. At the cost of 3 points of Chakra per two rounds, which cannot be converted to HPs, the character gains a *Fast Healing* 4 and a +4 competence bonus to Constitution checks and Fortitude saves.

**Fujimi Daiou (Su):** Characters of 8th level or higher are able to manifest this ability. Whenever the character activates his *Kousei*, he can fight and act normally even below 0 hit points without losing consciousness and retain any previous ability he may have (and the use of his *Kousei*). He will still die when reaching -10 hit points.

### **Moujuu Aishou**

There are some things that can not be explained, something that not even the greatest shinobi minds can crack. That is how certain ninjas are able to connect with animals so strongly that they are bonded for life like a pair of soul mates. It is not simply master and pet, it is an equal partnership, one that both parties have to put effort in.

The animal must be a paragon of its species. It can even learn a few techniques, grow stronger, faster and smarter as well they can almost communicate with the one they bonded with. Losing one that they have bonded with the human can eventually overcome his grief and bond with another animal. The animal however, if it loses its human partner will never recover and slowly waste away.

**Special Qualities:** Animal Companion

**Effective Character Level Adjustment:** +1

**Animal Companion:** The character begins play with an animal companion selected from the following list: dog, hawk, owl or wolf (see *Creatures and NPCs* chapter for more details). The character grew up with the animal, which explains their closeness and complicity. The animal is a loyal companion that accompanies the character as he executes missions, offering aid in combat and non-combat situations as well as moral support when needed. As the character advances in level, the animal's power increases as shown on the table below. If the animal companion dies, a new one *can* be acquired, but

will need to be trained continuously, 8 hours a day, for 10 days per total level or hit dice of the character (maximum 210 days). An animal companion still benefits the ability score increase every 4 hit dice it gains, and their Chakra Pool is the same as that of Ordinaries.

TABLE 11-1: ANIMAL COMPANION

Character Level	Bonus HD	Natural Armor Adjustment	Str/Dex Adjustment	Bonus Tricks	Special Qualities
1-2	+0	+0	+0	1	Link
3-4	+1	+0	+0	1	-
5-6	+2	+1	+1	2	Chikuryoku
7-8	+3	+2	+1	2	Evasion
9-10	+4	+2	+2	3	Growth
11-12	+5	+3	+2	4	-
13-14	+6	+4	+3	4	Devotion
15-16	+7	+5	+4	5	Speech
17-18	+8	+6	+4	5	Growth
19-20	+9	+7	+5	6	-
21+	+10	+8	+6	7	Improved Evasion

**Character Level:** The character’s total level or hit dice.

**Bonus HD:** Extra hit dice, each of which gains a Constitution modifier, as normal. Remember that extra hit dice improves the animal companion’s base attack and base save bonuses. An animal companion’s base attack bonus is the same as that of a Fast Hero of a level equal to the animal’s HD. An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal’s HD). An animal companion gains additional skill points and feats for bonus HD as normal for advancing a monster’s hit dice.

**Natural Armor Adjustment:** The number noted here is an improvement to the animal companion’s existing natural armor bonus.

**Str/Dex Adjustment:** Add this value to the animal companion’s Strength and Dexterity scores.

**Bonus Tricks:** The value given in this column is the total number of “bonus” tricks that the animal knows in addition to any that the character might choose to teach it (refer to Handle Animal skill for details). These bonus tricks don’t require any training time or Handle Animal checks, and they don’t count against the normal limit of tricks known by the animal. A trick cannot be unlearned by the animal.

*Link (Ex):* The character may handle his animal companion as a free action, or push it as a move action, even if he doesn’t have any ranks in the Handle Animal skill. In addition, he gains a +4 circumstance bonus on all Handle Animal checks made regarding the animal companion.

*Chikuryoku (Ex):* Or Animal's Power. 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 5 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 rank - 2 + the animal companion's bonus in the relevant ability score. The animal's companion Learn bonus is equal to its total hit dice.

*Evasion (Ex):* If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

*Growth (Ex):* When an animal gained sufficient experience over time with its master, its body also develops. Whenever the character attains a level where the animal companion gains this ability, the animal companion's size category permanently increases by one step. An animal companion cannot, however, grows larger than *Large* size.

*Devotion (Ex):* An animal companion gains a +4 morale bonus on Will saves against mind-affecting technique and effects.

*Speech (Ex):* The animal companion is now able to express itself freely in the human tongue, using the language the user employs the most often only. As can be expected from an animal mind, the companion will not be as smart as your typical human, much less shinobi, but it can sell express itself freely and warn others from dangers.

*Improved Evasion (Ex):* When subjected to an attack that normally allows a Reflex saving throw for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

### **Uchiha Clan (Occupation):**

One of Konoha's most famous clan, the Uchiha clan are amongst the most respected and powerful individuals in the village. They are well known because of the Sharingan, a special eye condition that can be awakened by some members of the clan.

### **Uchiha Clan (Occupation)**

**Prerequisite:** Age 8+.

**Skills:** Select any one skill from the following list as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill: Balance, Hide, Knowledge (ninja lore, tactics), Move Silently, Ninjutsu, Sleight of Hand, Taijutsu, Tumble.

**Feat:** Select one of the following: Advanced Bloodline (Uchiha Clan Sharingan), Athletic, Combat Martial Arts, Defensive Martial Arts, Educated, Genin, Genius Nin, Nin Weapon Proficiency, Ninjutsu Adept, Taijutsu Adept.

**Techniques:** Select one of the following techniques as bonus technique the character can learn requiring only half the usual time and gain a +1 competence bonus to perform:

Goukakyuu no Jutsu, Housenka no Jutsu.

**Wealth Bonus Increase:** +1

**Reputation Bonus:** +1

### **Uchiha Clan Bloodline (Sharingan)**

The Sharingan is the most feared ability of the Uchiha Clan. This unique ability manifests in a clan member's eyes, and while some might call it a genetic aberration or deformity, the Uchiha have used this gift to devastating effect. In some members this ability will only let them anticipate or predict the path of an attack. Other clan members even have the ability to disorient and mimic an opponent's techniques, and although this aspect isn't perfect the Uchiha still have put it to good use. A subset ability of the mimicry ability is that of the ability to copy and learn a technique that one's opponent has used, and there are members of the clan that have grown most powerful because of this unique talent. The most secret abilities of the Sharingan are also the most feared, and have not been able to be recorded by those outside the clan for no one has survived an encounter with these abilities unscathed.

**Special Qualities:** Shodan Sharingan, Ichiryuu Sharingan

**Effective Character Level Adjustment:** +2

**Shodan Sharingan (Su):** Characters of 3rd level or above may manifest this ability. While the character manifests the Sharingan, his irises become crimson red and the pupils extend slightly to form two comma-shaped marks in his eyes. For the duration *Shodan Sharingan* lasts, the user gains a +4 insight bonus to Defense, Initiative, Reflex saves, Spot checks and attack rolls; he also gains a +4 bonus to Will saves made to resist an harmful Genjutsu. The character may also spend a move-equivalent action to *See Chakra* (see Chakra explanation for details) for 1d6+1 rounds and ignore the penalties to spot check per speed ranks for 2 ranks above his. In addition, the character can no longer be denied his dexterity bonus to defense. Manifesting this special eye condition requires an attack action that doesn't provoke an attack of opportunity, and costs the user 3 points of Chakra every 2 rounds to maintain, which cannot be converted to HPs. A blind character loses all benefits of this bloodline power.

**Ichiryuu Sharingan (Su):** Once a character who has awakened *Shodan Sharingan* attains 9th level, his Sharingan naturally evolves to *Ichiryuu Sharingan*. The previous two commas shape in his eyes are increased to three, and the bonus given by the Sharingan increases to +6 to Reflex saves, Initiative and Spot checks. In addition, whenever the user should face concealment, it is reduced by 10%, and when he concentrates to *See Chakra* or negate the Speed Rank spot checks penalty, he negates speed ranks up to 3 ranks above his. Manifesting the *Ichiryuu Sharingan* is an attack action that does not provoke an attack of opportunity and costs the user 3 points of Chakra every 2 rounds to maintain (cost that cannot be converted to HPs). This ability is merely an evolution of the *Shodan Sharingan*; once the character attains the require level, he will no longer be able to manifest *Shodan*.

**Sharingan Technique Mimicry:** This ability can only be used by someone who meets special requirements and has taken the *Ninja Mimicry* feat. One interesting aspect of the Sharingan is that it allows the character to predict the opponent's movement before he even thinks of moving; that insight allows one to copy techniques as the user is performing them himself.

To do this, the user must have his *Shodan* or *Ichiryuu Sharingan* active, and chose the *ready action*, as though he was using a counterspell, using the following rules: If the target chosen, which has to be in the user's line of sight and suffering from the user's *Kokoro Wana's* "Ninja Mimicry" effect, uses a *Genjutsu* or *Ninjutsu* technique using the hand seals component, the character makes the appropriate check to identify it. Identifying the technique is a free action. If the check succeeds, the character can copy the technique and must roll the appropriate Perform DC and pay the same Chakra Cost as the target would (though he can freely convert it to HPs). If the check fails or the user lacks the Chakra, the process also fails. In case of success, the user can chose to either *Nullify* or *Copy* the technique, as detailed below. The character cannot copy a technique that requires an Advanced Bloodline or special requirements which he does not meet. After using this ability, whether he chose to nullify or copy the technique, the user gains a +2 bonus to his Learn checks to learn the Copied technique for two weeks, after which the memory will fade if unused. The character can still successfully copy or nullify the technique, even though it fails on the target's side, and must declare which he will use before knowing the result.

*Nullify*: Using this ability, the character uses the technique against the target and both technique have absolutely no effect other than to cancel each other out. The target must obviously be in range of the technique for this to work.

*Copy*: With this aspect of the technique mimicry, the character gets to use the technique as the target would, on any target within range.

### **Yachoumaru Clan:**

A small but very powerful and respected clan of the Hidden Stone. They possess a strong bloodline and one of its founding member was the first *Tsuchikage*. They constitute a major trump card of the village's defense and have strong connection in its military.

### **Yachoumaru Clan (Occupation)**

**Prerequisite:** Age 8+.

**Skills:** Select any two skill from the following list as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill: Chakra Control, Climb, Genjutsu, Hide, Investigate, Jump, Knowledge (ninja lore, tactics), Move Silently, Ninjutsu, Survival, Taijutsu.

**Feat:** Select one of the following: Advanced Bloodline (Yachoumaru Clan Dairiki), Chakra Affinity, Defensive Martial Arts, Genin, Nin Weapon Proficiency, Ninjutsu Adept, Taijutsu Adept.

**Wealth Bonus Increase:** +1

**Reputation Bonus:** +1

### **Yachoumaru Clan Bloodline (Dairiki)**

This bloodline is very famous in the Hidden Village of Stone, for it was the bloodline of their first *Tsuchikage*. It has a direct connection with the earth and greatly enhances the strength of its heir. The clan is very famous for their implication in the Village's defense and are well known for their unwavering loyalty towards the *Tsuchikage*.

**Special Qualities:** Dairiki, Kyou Dairiki  
**Effective Character Level Adjustment:** +1

**Dairiki (Su):** Characters of level 5 and higher are able to manifest this power. The character's muscular mass dramatically increase during the use of this ability, and nearly doubles. For this, the clan has been known to wear baggy or extremely flexible clothing. While manifesting this ability, the character gains a +4 bonus to his Strength score and his carrying capacity increases as though he was one size category larger. In addition, while the character makes direct contact with the earth, he gains a +2 bonus to Ninjutsu checks and saving throws to perform and against *Doton* technique as well as a Damage Reduction 1/-. Manifesting this bloodline power requires an attack action that does not provoke an attack of opportunity and costs 2 points of Chakra per round.

**Kyou Dairiki (Su):** Characters of 10th level or higher are able to manifest this power. While maintaining this power active, the character gains a +8 bonus to his Strength score and his carrying capacity increases as though he was two size category larger. In addition, due to his increased mass, the character also gains a Damage Reduction 3/-. He also gains a +3 bonus to Ninjutsu checks and saving throws to perform and against *Doton* techniques. This ability cannot be used in conjunction with Dairiki. Manifesting this bloodline power requires an attack action that does not provoke an attack of opportunity and costs 4 points of Chakra per round to maintain.

## Chapter XII: Creatures and NPCs

### Low-Level Ordinaries and Heroic Characters

#### Low-level Heroic Ninja

Strong Hero 2; CR 2; Medium Humanoid (Human); **HD** 2d8+2; **hp** 14; **Mas** 50; **Init** +2; **Spd** 30 ft; **Defense** 16 (+2 dex, +2 class, +2 armor), Touch 14, Flat-Footed 14; **BAB** +2; **Grap** +4; **Atk** +5 melee (1d8+3 lethal, ninja-to), +4 melee and ranged (damage as per weapon); **Full Atk** +5 melee (1d8+3 lethal, ninja-to), +4 melee and ranged (damage as per weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV Fort** +3, Ref +2, Will +0; **AP** 6; **CP** 17; **Rep** +0; **Wealth** +6; **Learn:** +2; **Str** 15, **Dex** 14, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8.

**Occupation:** Occupation (*Bonus Class Skills:* Hide, Move Silently, Ninjutsu; *Bonus Feat:* Nin Weapon Proficiency)

**Skills:** Chakra Control +3 (2), Genjutsu +0 (1), Hide +5 (3), Jump +3 (1), Knowledge (ninja lore) +3 (2), Move Silently +5 (3), Ninjutsu +3 (2), Taijutsu +6 (3).

**Feats:** Genin (Taijutsu), Improved Chakra Pool, Nin Weapon Proficiency, Simple Weapon Proficiency, Weapon Focus (ninja-to).

**Talent (Strong):** Melee Smash

**Techniques Known 4:** *Control* (+3)- Kinobori; *Genjutsu* (+0)- Bunshin no Jutsu; *Ninjutsu* (+3)- Kawarimi no Jutsu; *Taijutsu* (+5)- Asshou!



**Equipment:** Ninja vest, shuriken holster (4 kunai, 5 shuriken), belt pouch (5 shuriken, 2 smoke bombs, 1 blank scroll), standard ninja outfit (any region), forehead protector (any village), ninja-to, various personal gear.

### Low-level Ordinary Ninja

Charismatic Ordinary 2; CR 1; Medium Humanoid (Human); **HD** 2d6; **hp** 9; **Mas** 50; **Init** +1; **Spd** 30 ft; **Defense** 12 (+1 dex, +1 class), Touch 12, Flat-Footed 11; **BAB** +1; **Grp** +0; **Atk** +0 melee (1d3-1 non-lethal, unarmed); **Full Atk** +0 melee (1d3-1 non-lethal, unarmed) or +2 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV** Fort +2, Ref +3, Will +1; **AP** 0; **CP** 6; **Rep** +1; **Wealth** +8; **Learn:** +2; **Str** 8, **Dex** 12, **Con** 10, **Int** 14, **Wis** 13, **Cha** 15.

**Occupation:** Academy Student (*Bonus Class Skills:* Chakra Control, Gather Information, Ninjutsu; *Bonus Feat:* Genjutsu Adept)

**Skills:** Bluff +7 (5), Chakra Control +5 (4), Concentration +2 (2), Diplomacy +9 (5), Gather Information +10 (5), Genjutsu +8 (4), Jump +1 (2), Knowledge (Ninja Lore) +6 (4), Ninjutsu +6 (4), Profession +3 (2), Taijutsu +1 (2).

**Feats:** Genjutsu Adept, Nin Weapon Proficiency, Simple Weapons Proficiency, Trustworthy.

**Techniques Known:** *Genjutsu (+8)*- Bunshin no Jutsu, Henge no Jutsu; *Ninjutsu (+6)*- Kawarimi no Jutsu; *Taijutsu (+1)*- None.

**Equipment:** Shuriken holster (4 kunai, 5 shuriken), belt pouch (5 shuriken, 2 smoke bombs, 1 blank scroll), standard ninja outfit (any region), forehead protector (any village), various personal gear.

### Low to Mid-level Heroic Ninja Scout

Fast Hero 3/Ninja Scout 1; CR 4; Medium Humanoid (Human); **HD** 4d8+8; **hp** 29; **Mas** 50; **Init** +3; **Spd** 30 ft; **Defense** 18 (+3 dex, +5 class), Touch 18; **BAB** +2; **Grp** +3; **Atk** +3 melee (1d3+1, Unarmed Strike); **Full Atk** +3 melee (1d3+1, Unarmed Strike) or +5 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV** Fort +3, Ref +7, Will +2; **AP** 8; **CP** 18; **Rep** +1; **Wealth** +6; **Learn:** +5; **Str** 13, **Dex** 16, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8.

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

**Skills:** Chakra Control +5 (4), Concentration +4 (2), Genjutsu +2 (3), Hide +5 (0), Jump +2 (1), Knowledge (Ninja Lore) +7 (7), Move Silently +6 (0), Ninjutsu +3 (3), Profession +3 (2), Survival +4 (3), Taijutsu +5 (4).

**Feats:** Chakra Restoration, Defensive Martial Arts, Genin (Move Silently), Nin Weapon Proficiency, Simple Weapons Proficiency, Stealthy.

**Talents (Fast Hero):** Evasion, Uncanny Dodge 1.

**Talent (Ninja Scout):** Track

**Techniques Known:** *Chakra Control (+5)*- Kinobori; *Genjutsu (+2)*- Bunshin no Jutsu, Henge no Jutsu; *Ninjutsu (+3)*- Kawarimi no Jutsu; *Taijutsu (+5)*- Irekawari Kaze, Ryou Inin.

**Equipment:** Shuriken holster (10 throwing needles, 5 shuriken), belt pouch (15 throwing needles, 1 smoke bombs, 2 blank scroll), standard ninja outfit (any region), forehead protector (any village), 3 exploding tags, various personal gear

### Low to Mid-level Ordinary Ninja Law Enforcement

Dedicated Ordinary 4; CR 3; Medium Humanoid (Human); **HD** 4d6+4; **hp** 20; **Mas** 50; **Init** +0; **Spd** 30 ft; **Defense** 13 (+0 dex, +3 class), Touch 13, Flat-Footed 13; **BAB** +3; **Grap** +2; **Atk** +2 melee (by weapon), +3 ranged (by weapon); **Full Atk** +2 melee (by weapon), +3 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV** Fort +3, Ref +1, Will +4; **AP** 0; **CP** 8; **Rep** +2; **Wealth** +7; **Learn:** +5; **Str** 8, **Dex** 10, **Con** 12, **Int** 14, **Wis** 15, **Cha** 14.

**Occupation:** Ninja Law Enforcement (*Bonus Class Skills:* Genjutsu, Ninjutsu; *Bonus Feat:* Nin Weapon Proficiency)

**Skills :** Chakra Control +11 (7), Craft (writing) +7 (5), Genjutsu +7 (5), Investigate +6 (4), Knowledge (ninja lore) +8 (6), Listen +5 (3), Ninjutsu +9 (5), Spot +5 (3), Survival +7 (5), Treat Injury +8 (6).

**Feats:** Genin (Chakra Control), Harmony, Ninjutsu Adept, Nin Weapon Proficiency, Simple Weapon Proficiency.

**Techniques Known:** *Control (+11)*- Kai, Kinobori (Auto-Success), Genki no Jutsu, Tadayou (Auto-Success); *Genjutsu (+7)*- Bunshin no Jutsu; *Ninjutsu (+9)*- Mizudama no Jutsu; *Taijutsu (-1)*- None

**Equipment:** Shuriken holster (4 kunai, 5 shuriken), belt pouch (7 throwing needles, 2 kunai, 2 smoke bombs, 1 blank scroll), standard ninja outfit (any region), forehead protector (any village), 1 exploding tags, various personal gear.

### Mid-Level Ordinaries and Heroic Characters

#### Mid Level Heroic Ninja

Smart Hero 6; CR 6; Medium Humanoid (Human); **HD** 6d6; **hp** 21; **Mas** 50; **Init** +1; **Spd** 30 ft; **Defense** 13 (+1 dex, +2 class), Touch 13, Flat-Footed 12; **BAB** +3; **Grap** +2; **Atk** +2 melee (1d3-1 nonlethal, unarmed); **Full Atk** +2 melee (1d3-1 nonlethal, unarmed) or +4 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** Varies; **SV** Fort +2, Ref +3, Will +6; **AP** 8; **CP** 18; **Rep** +2; **Wealth** +11; **Learn:** +7; **Str** 8, **Dex** 12, **Con** 10, **Int** 16, **Wis** 13, **Cha** 14.

**Occupation:** Academy Student (*Bonus Class Skills:* Chakra Control, Genjutsu, Jump; *Bonus Feat:* Nin Weapon Proficiency)

**Skills:** Chakra Control +11 (9), Concentration +4 (0), Decipher Script +12 (9), Disable Device +7 (4), Genjutsu +11 (9), Jump +7 (8), Knowledge (History) +11 (6), Knowledge (Ninja Lore) +14 (9), Knowledge (Theology and Philosophy) +9 (6), Ninjutsu +18 (9), Profession +10 (9), Survival +5 (4), Taijutsu +3 (4).

**Feats:** Chakra Restoration, Educated (Knowledge [History], Knowledge [Ninja Lore]), Genin (Ninjutsu), Harmony, Improved Chakra Pool, Iron Will, Ninjutsu Adept, Nin Weapon Proficiency, Simple Weapons Proficiency.

**Talents (Smart Hero):** Advanced Ninjutsu, Ninjutsu, Improved Ninjutsu.

**Techniques Known:** *Chakra Control (+11)*- Kinobori (Auto-Success), Tadayou (Auto-Success); *Genjutsu (+11)*- Bunshin no Jutsu, Henge no Jutsu; *Ninjutsu (+18)*- Fukurougan, Issui Suberi no Jutsu, Kage Bunshin no Jutsu, Kawarimi no Jutsu, Kaze Oogama, Mizudama no Jutsu; *Taijutsu (+3)*- None.

**Equipment:** Shuriken holster (4 kunai, 5 shuriken), belt pouch (5 kunai, 1 smoke bomb, 2 blank scroll), standard ninja outfit (any region), ninja vest, forehead protector (any village), 5 exploding tags, various personal gear.

### Mid Level Ordinary Ninja

Strong Ordinary 4/Fast Ordinary 2; CR 5; Medium Humanoid (Human); **HD** 4d8+4 plus 2d8+2; **hp** 33; **Mas** 50; **Init** +2; **Spd** 30 ft; **Defense** 21, 22 melee (+2 dex, +7 class, +2 armor), Touch 19, Flat-Footed 19; **BAB** +5; **Grp** +8; **Atk** +9 melee (1d4+3 lethal, unarmed), +8 melee (by weapon), +7 ranged (by weapon); **Full Atk** +9 melee (1d4+3 lethal, unarmed), +8 melee (by weapon), +7 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV** Fort +3, Ref +5, Will +2; **AP** 0; **CP** 11; **Rep** +0; **Wealth** +5; **Learn:** +6; **Str** 16, **Dex** 14, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8.

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

**Skills:** Chakra Control +6 (5), Climb +5 (2), Hide +7 (5), Jump +5 (2), Move Silently +6 (4), Ninjutsu +4 (4), Taijutsu +15 (9).

**Feats:** Combat Martial Arts, Defensive Martial Arts, Improved Chakra Pool, Nin Weapon Proficiency, Simple Weapon Proficiency, Taijutsu Adept.

**Techniques Known:** *Control (+6)*- None; *Genjutsu (+0)*- None; *Ninjutsu (+4)*- Gyoukou, Kawarimi no Jutsu; *Taijutsu (+15)*- Asshou!, Iwa Kuzuken.

**Equipment:** Shuriken holster (4 kunai, 5 shuriken), belt pouch (5 kunai, 3 smoke bombs), standard ninja outfit (any region), ninja vest, forehead protector (any village), 5 exploding tags, various personal gear.

### High Level Ordinaries and Heroic Characters

#### High Level Hunter-Nin

Strong Hero 3/Fast Hero 5/Ninja Scout 6; CR 14; Medium Humanoid (Human); **HD** 3d8+3 plus 5d8+5 plus 9d8+9; **hp** 88; **Mas** 50; **Init** +3; **Spd** 40 ft; **Defense** 25, 26 melee (+3 dex, +11 class, +1 armor), Touch 24, Flat-Footed 22; **BAB** +10; **Grp** +12; **Atk** +16 melee (1d4+3 lethal, unarmed), +13 melee (1d8+2 lethal, ninja-to), +12 melee (by weapon) or +13 ranged (by weapon); **Full Atk** +16/+11 melee (1d4+3 lethal, unarmed) +13/+8 melee (1d8+2 lethal, ninja-to), +12/+7 melee (by weapon) or +13/+8 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV** Fort +6, Ref +11, Will +5; **AP** 9; **CP** 27; **Rep** +2; **Wealth** +7; **Learn:** +16; **Str** 14, **Dex** 17, **Con** 13, **Int** 14, **Wis** 12, **Cha** 14.

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

**Skills:** Balance +12 (9), Chakra Control +15 (14), Genjutsu +10 (8), Hide +15 (10), Jump +5 (3), Knowledge (Ninja Lore) +12 (10), Move Silently +15 (10), Ninjutsu +12 (10), Survival +9 (8), Taijutsu +20 (14), Tumble +12 (9).

**Feats:** Advanced Combat Martial Arts, Chuunin (Taijutsu), Combat Martial Arts, Combat Reflexes, Defensive Martial Arts, Improved Combat Martial Arts, Genin (Taijutsu), Nin Weapon Proficiency, Stealthy, Simple Weapons Proficiency, Taijutsu Adept, Weapon Finesse (unarmed).

**Talent (Strong Hero):** Melee Smash 1, Taijutsu

**Talent (Fast Hero):** Evasion, Uncanny Dodge 1, Increase Speed 1

**Talent (Ninja Scout):** Track, Sneak Attack (+2d6), Increase Speed, Hide in Plain Sight.

**Techniques Known:** *Control (+15)*- Kinobori, Shinobi Kyoufu no Jutsu, Tadayou; *Genjutsu (+10)*- Bunshin no Jutsu, Henge no Jutsu, Kanashibari Gyoushi no Jutsu; *Ninjutsu (+12)*- Goukakyuu no Jutsu, Ishi Bunshin no Jutsu, Ishi Shuriken no Jutsu, Ishi no Teashi, Kawarimi no Jutsu; *Taijutsu (+20)*- Asshou, Futatsu Kyuu Sokuryoku, Hitotsu Kyuu Sokuryoku, Irekawari Kaze, Mitsu Kyuu Sokuryoku, Yotsu Kyuu Sokuryoku.

**Equipment:** Ninja vest, mastercraft (+1 to hit) ninja-to, shuriken holster (4 kunai, 4 shuriken), belt pouch (6 shuriken, 2 smoke bomb, 1 blank scroll), hunter-nin mask, standard ninja outfit (any region), forehead protector (any village), various personal gear.

## Popular Heroic and Ordinary Characters:

### Aburame Shino

Smart Hero 2/Dedicated Hero 1/Ninja Police 4 (ECL 8); CR 7; Medium Humanoid (Human); **HD** 2d6+4 plus 1d6+2 plus 4d6+8; **hp** 39; **Mas** 50; **Init** +1; **Spd** 30 ft; **Defense** 15 (+1 dex, +4 class), Touch 14, Flat-Footed 14; **BAB** +4; **Grap** +5; **Atk** +5 melee (by weapon) or +5 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** leaf, self, comrades; **SV** Fort +4, Ref +3, Will +7; **AP** 8; **CP** 15; **Rep** +4; **Wealth** +15; **Learn:** +8; **Str** 13, **Dex** 12, **Con** 13, **Int** 16, **Wis** 14, **Cha** 14.

**Occupation:** Aburame Clan (*Bonus Class Skills:* Chakra Control, Hide; *Bonus Feat:* Advanced Bloodline)

**Skills:** Chakra Control +16 (10), Craft (chemical) +8 (5), Disable Device +8 (5), Gather Information +7 (5), Genjutsu +7 (5), Hide +11 (10), Investigate +13 (10), Knowledge (ninja lore) +11 (8), Listen +4 (2), Ninjutsu +16 (10), Search +8 (5), Sense Motive +5 (3), Spot +4 (2), Survival +6 (4), Taijutsu +3 (2).

**Feats:** Advanced Bloodline (Aburame Clan Konchuu Kashin), Chakra Restoration, Genin (Ninjutsu), Harmony, Improved Chakra Pool, Nin Weapon Proficiency, Ninjutsu Adept, Simple Weapon Proficiency, Track.

**Talent (Smart Hero):** Ninjutsu, Bonus Feat (Ninjutsu Adept).

**Talent (Dedicated Hero):** Skill Emphasis (Chakra Control)

**Talent (Ninja Police):** Profile, Contact (low-level), Bonus Feat (Track), Sneak Attack (+1d6)

**Techniques Known:** *Control (+16)*- Kai, Kinobori (Auto-Success), Tadayou (Auto-Success); *Genjutsu (+7)*- Bunshin no Jutsu, Henge no Jutsu; *Ninjutsu (+16)*- Jigen Ugoku no Jutsu, Jisatsu no Jutsu, Kawarimi no Jutsu, Konchuu Bunshin no Jutsu, Konchuu Rouka no Jutsu, Konchuu Shinku no Jutsu, Kuguru no Jutsu; *Taijutsu (+3)*- None.

**Equipment:** Shuriken holster (4 kunai, 5 shuriken), belt pouch (4 kunai, 4 shuriken, 2 smoke bombs, 1 blank scroll), forehead protector (konoha), various personal gear.

### Akimichi Chouji

Strong Hero 2/Tough Hero 5; CR 7; Medium Humanoid (Human); **HD** 2d8+6 plus 5d10+15; **hp** 68; **Mas** 50; **Init** +0; **Spd** 30 ft; **Defense** 15 (+5 class), Touch 15, Flat-Footed 15; **BAB** +5; **Grap** +8; **Atk** +11 melee (1d8+3 nonlethal, brawl) or +8 melee (by weapon) or +5 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** shikamaru, leaf,

friends; **SV** Fort +8, Ref +1, Will +2; **AP** 8; **CP** 26; **Rep** +1; **Wealth** +16; **Learn**: +7; **Str** 16, **Dex** 11, **Con** 17, **Int** 11, **Wis** 12, **Cha** 10.

**Occupation:** Academy Student (*Bonus Class Skills*: Chakra Control, Ninjutsu, Taijutsu; *Bonus Feat*: Genin)

**Skills:** Chakra Control +9 (8), Genjutsu +3 (3), Knowledge (ninja lore) +3 (3), Ninjutsu +7 (7), Taijutsu +15 (9).

**Feats:** Brawl, Genin (Taijutsu), Improved Brawl, Improved Bull Rush, Nin Weapon Proficiency, Power Attack, Simple Weapon Proficiency, Taijutsu Adept, Technique Focus (Baika no Jutsu).

**Talent (Strong Hero):** Taijutsu

**Talent (Tough Hero):** Robust, Second Wind, Second Chance

**Techniques Known:** *Control* (+7)- Kinobori; *Genjutsu* (+3)- Bunshin no Jutsu, Henge no Jutsu; *Ninjutsu* (+7)- Baika no Jutsu, Bubun Baika no Jutsu, Kawarimi; *Taijutsu* (+15)- Asshou!, Iwa Kuzuken, Nikudan Sensha

**Equipment:** Belt pouch (4 kunai, 5 shuriken, Akimichi Enhancement Pills), Belt pouch (10 kunai with iron wire [+4 *Nikudan Sensha* damage, one full-round action to put on]), forehead protector (leaf), shuriken holster (4 kunai, 5 shuriken), casual outfit, various personal gear.

## Baki

Tough Hero 6/Ninja Scout 7/Fuuton Elementalist 2; CR 15; Medium Humanoid (Human); **HD** 6d10+24 plus 7d8+28 plus 2d6+8 plus 6; **hp** 141; **Mas** 50; **Init** +1; **Spd** 35 ft; **Defense** 23 (+1 dex, +9 class, +3 armor), Touch 20, Flat-Footed 22; **BAB** +10; **Grap** +13; **Atk** +14 melee (1d8+3, ninja-to) or +11 ranged (by weapon); **Full Atk** +14/+9 melee (1d8+3, ninja-to) or +11/+6 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** suna, duty, law; **SV** Fort +9, Ref +10, Will +8; **AP** 8; **CP** 33; **Rep** +4; **Wealth** +13; **Learn**: +16 (+14 doton); **Str** 16, **Dex** 13, **Con** 18, **Int** 13, **Wis** 12, **Cha** 13.

**Occupation:** Academy Student (*Bonus Class Skills*: Chakra Control, Genjutsu, Ninjutsu; *Bonus Feat*: Ninjutsu Adept)

**Skills:** Chakra Control +17 (16), Genjutsu +14 (13), Knowledge (ninja lore) +8 (7), Move Silently +6 (5), Ninjutsu +24 (18), Spot +6 (5), Survival +9 (8), Taijutsu +18 (13), Tumble +6 (5).

**Feats:** Agile Riposte, Chuunin (Ninjutsu), Combat Martial Arts, Defensive Martial Arts, Dodge, Genin (Ninjutsu), Gift of Summoning, Jounin (Ninjutsu, Taijutsu), Mobility, Nin Weapon Proficiency, Ninjutsu Adept, Simple Weapon Proficiency, Spring Attack, Weapon Focus (ninja-to).

**Talent (Tough Hero):** Robust, Bonus Feat (Genin, Gift of Summoning, Nin Weapon Proficiency), Damage Reduction 1/-, Damage Reduction 2/-.

**Talent (Ninja Scout):** Track, Sneak Attack (+2d6), Bonus Feat (Agile Riposte, Chuunin), Increase Speed (5 feet), Hide in Plain Sight, Evasion X (Evasion).

**Talent (Fuuton Elementalist):** Elemental Specialization (Fuuton), Elemental Fury

**Techniques Known:** *Control* (+17)- Chakra no Kogasu, Gishi no Jutsu, Kai, Kakusu Nioi, Kinobori, Shinobi Kyoufu no Jutsu, Tadayou; *Genjutsu* (+14)- Bunshin no Jutsu, Henge no Jutsu, Mitoomoi Funkyuu no Jutsu; *Ninjutsu* (+24)- Dai Tatsumaki no Jutsu, Daisan no Me, Ichijin no Jutsu, Ishi Bunshin no Jutsu, Jigen Ugoku no Jutsu, Kawarimi no Jutsu, Kaze no Yaiba, Kaze Oogama, Kuuhanzan; *Taijutsu* (+18)- Asshou!, Butsukari,

Futatsu Kyuu Sokuryoku, Hitotsu Kyuu Sokuryoku, Namidashite Kukkin!, Tetsuhaji, Tsuideni.

**Equipment:** Heavy ninja vest, standard ninja outfit (desert camouflage), ninja-to, shuriken holster (4 kunai, 5 shuriken), belt pouch (4 exploding kunai, 2 smoke bombs, 8 greater exploding tags, 2 blank scrolls), various personal gear.

### Fuyaguma Mizore

Tough Hero 6/Ninja Scout 1; CR 7; Medium Humanoid (Human); **HD** 6d10+24 plus 1d8+4; **hp** 73; **Mas** 50; **Init** +0; **Spd** 30 ft, fly 30 ft. *poor*; **Defense** 18, 22 ranged (+4 class, +4 armor), Touch 13, Flat-Footed 14; **BAB** +4; **Grap** +7; **Atk** +9 melee (1d6+4, snow-nin gauntlet) or +5 ranged (1d6+3, snow-nin gauntlet); **Full Atk** +9 melee (1d6+4, snow-nin gauntlet) or +5 ranged (1d6+3, snow-nin gauntlet); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** training, dotou, snow country; **SV** Fort +7, Ref +2, Will +3; **AP** 8; **CP** 31; **Rep** +2; **Wealth** +13; **Learn:** +8; **Str** 17, **Dex** 11, **Con** 18, **Int** 12, **Wis** 13, **Cha** 12.

**Occupation:** Academy Student (*Bonus Class Skills:* Ninjutsu, Taijutsu, Survival; *Bonus Feat:* Nin Weapon Proficiency)

**Skills:** Chakra Control +6 (5), Genjutsu +3 (2), Knowledge (ninja lore) +7 (6), Ninjutsu +6 (5), Taijutsu +16 (10), Survival +6 (4).

**Feats:** Chuunin (Taijutsu), Genin (Taijutsu), Improved Bull Rush, Improved Chakra Pool, Nin Weapon Proficiency, Power Attack, Simple Weapon Proficiency, Taijutsu Adept, Track, Weapon Focus (snow-nin gauntlet)

**Talent (Tough Hero):** Cold Resistance 3, Bonus Feat (Genin, Improved Chakra Pool, Taijutsu Adept), Damage Reduction 1/-, Damage Reduction 2/-.

**Talent (Ninja Scout):** Track

**Techniques Known:** *Control (+6)*- Kagidasu no Jutsu, Kinobori, Tadayou, Yukigutsu; *Genjutsu (+3)*- Bunshin no Jutsu, Henge no Jutsu; *Ninjutsu (+6)*- Issui Suberi no Jutsu, Touketsu Koushou no Jutsu, Tousehou; *Taijutsu (+16)*- Asshou!, Iwa Kuzuken, Keibi Hakaisha, Namidashite Kukkin!, Ryuu Inin.

**Equipment:** Chakra armor, snow-nin gauntlet, belt pouch (6 instant-ice bomb), various personal gear.

### Haruno Sakura

Dedicated Hero 3/Smart Hero 2/Medical Specialist 1; CR 6; Medium Humanoid (Human); **HD** 3d6 plus 2d6 plus 1d6; **hp** 18; **Mas** 50; **Init** +2; **Spd** 30 ft; **Defense** 16 (+2 dex, +4 class), Touch 16, Flat-Footed 14; **BAB** +3; **Grap** +3; **Atk** +4 melee (by weapon) or +5 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** Sasuke, friends, hidden leaf; **SV** Fort +2, Ref +4, Will +11; **AP** 8; **CP** 17; **Rep** +3; **Wealth** +15; **Learn:** +7; **Str** 12, **Dex** 14, **Con** 11, **Int** 16, **Wis** 16, **Cha** 12.

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

**Skills:** Chakra Control +18 (9), Genjutsu +11 (9), Hide +5 (3), Investigate +7 (4), Knowledge (earth and life science) +10 (7), Knowledge (history) +8 (3), Knowledge (ninja lore) +14 (9), Listen +8 (5), Ninjutsu +14 (9), Read/Write Language, Speak Language, Spot +7 (4), Survival +6 (3), Treat Injury +14 (9), Tumble +5 (3).

**Feats:** Educated (history, ninja lore), Genin (Chakra Control), Harmony, Heroic Surge, Iron Will, Medical Expert, Nin Weapon Proficiency, Simple Weapon Proficiency

**Talent (Dedicates):** Chakra Control, Improved Chakra Control

**Talent (Smart):** Ninjutsu

**Talent (Metrical Specialist):** Medical Ability, Chakra Scalpel (1d4)

**Techniques Known:** *Control (+18)*- Chiyukarui no Jutsu, Genki no Jutsu, Kai, Kinobori (Auto-Success), Tadayou (Auto-Success); *Genjutsu (+11)*- Bunshin no Jutsu, Henge no Jutsu; *Ninjutsu (+14)*- Kawarimi; *Taijutsu (+1)*- None.

**Equipment:** Shuriken holster (4 kunai, 5 shuriken), belt pouch (2 kunai, 15 throwing needles, 2 blank scroll), casual clothes, forehead protector (konoha), soldier pills (5), blood increasing pills (5), various personal gear.

### Hatake Kakashi

Fast Hero 3/Ninja Scout 8/Smart Hero 3/Ninja Operation Counter 5 (ECL 21); CR 19; Medium Humanoid (Human); **HD** 3d8+3 plus 8d8+8 plus 3d6+3 plus 5d6+5; **hp** 111; **Mas** 50; **Init** +4; **Spd** 45 ft; **Defense** 30 (33 vs traps) (+4 dex, +15 class, +1 armor), Touch 29, Flat-Footed 26; **BAB** +12; **Grp** +14; **Atk** +14 melee (by weapon) or +16 ranged (by weapon); **Full Atk** +14/+9/+4 melee (by weapon) or +16/+11/+6 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** konoha, friends, good; **SV Fort** +9, Ref +16 (+19 vs traps), Will +12; **AP** 8; **CP** 31; **Rep** +3; **Wealth** +21; **Learn:** +23; **Str** 14, **Dex** 18, **Con** 13, **Int** 18, **Wis** 17, **Cha** 16.

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

**Skills:** Balance +10 (6), Chakra Control +25 (22), Disable Device +20 (16), Genjutsu +27 (22), Hide +23 (17), Investigate +14 (10), Knowledge (ninja lore) +16 (12), Listen +13 (8), Move Silently +23 (17), Ninjutsu +33 (22), Search +25 (+29 vs traps) (16), Sleight of Hand +10 (6), Spot +14 (+18 vs traps) (9), Survival +11 (8), Taijutsu +12 (10), Tumble +15 (11).

**Feats:** Advanced Bloodline (Uchiha Clan Sharingan), Alertness, Armor Proficiency (light), Blood Pact (Dog), Chuunin (Ninjutsu), Combat Martial Arts, Genin (Ninjutsu), Genius Nin, Gift of Summoning, Jounin (Genjutsu, Ninjutsu), Nin Weapon Proficiency, Ninjutsu Adept, Ninja Mimicry, Simple Weapon Proficiency, Stealthy, Track.

**Talent (Fast Hero):** Evasion, Bonus Feat (Genin), Increase Speed.

**Talent (Ninja Scout):** Track, Sneak Attack (+2d6), Bonus Feat (Chuunin, Gift of Summoning), Increase Speed (10 feet), Hide in Plain Sight, Evasion X (Improved Evasion).

**Talent (Smart Hero):** Savant (Search), Bonus Feat (Ninjutsu Adept), Plan.

**Talent (Ninja Operation Counter):** Technique Counter, Trap Sense, Evasion X (Improved Evasion), Plan X, Swift Tracker, Tenketsu Freeze, Bonus Feat (Jounin), Greater Technique Counter.

**Techniques Known:** *Control (+25)*- Chouyaku no Jutsu, Kai, Kinobori, Mugen Ibuki no Jutsu, Shinobi Kyoufuu no Jutsu, Shirizokeru, Tadayou; *Genjutsu (+27)*- Bunshin no Jutsu, Henge no Jutsu, Kokoro Wana; *Ninjutsu (+33)*- Bakuretsu Junjiru no Jutsu, Chidori, Daibakufu no Jutsu, Hijou Kawarimi no Jutsu, Jigen Ugoku no Jutsu, Jisatsu no Jutsu, Kage Bunshin no Jutsu, Kawarimi no Jutsu, Kuchiyose no Jutsu, Kuguru no Jutsu, Mizu Bunshin no Jutsu, Raikiri, Shinjuu Zanshu no Jutsu, Suijinheki no Jutsu, Suiryuudan no Jutsu, Tajuu Kage Bunshin no Jutsu; *Taijutsu (+12)*- Futatsu Kyuu

Sokuryoku, Hitotsu Kyuu Sokuryoku, Mitsu Kyuu Sokuryoku, Ryuu Inin, Sennen Goroshi, Taijutsu Ougi - Hatafuri Rendan.

**Equipment:** Light ninja vest, camouflage outfit (forest), forehead protector (konoha), shuriken holster (4 kunai, 5 shuriken), belt pouch (4 kunai, 5 shuriken, 4 exploding tags, icha icha paradise), various personal gear.

**Notes:** Kakashi was allowed to select the Advanced Bloodline feat after first level. Because of that, Kakashi's body cannot fully adapt to the Sharingan, and its Chakra Cost is doubled.

### **Hyuuga Hinata**

Dedicated Hero 3/Fast Hero 1/Ninja Scout 2 (ECL 8); CR 6; Medium Humanoid (Human); **HD** 3d6+3 plus 1d8+1 plus 2d8+2; **hp** 38; **Mas** 50; **Init** +2; **Spd** 30 ft; **Defense** 19, 20 melee (+2 dex, +7 class), Touch 19, Flat-Footed 17; **BAB** +3; **Grp** +4; **Atk** +5 melee (1d6, *jyuuken*) or +5 ranged (by weapon); **Full Atk** +5 melee (1d6, *jyuuken*) or +5 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** Naruto, konoha, friends; **SV** Fort +3, Ref +7, Will +4; **AP** ; **CP** 18; **Rep** +1; **Wealth** +9; **Learn:** +7; **Str** 11, **Dex** 14, **Con** 12, **Int** 14, **Wis** 15, **Cha** 12.

**Occupation:** Academy Student (*Bonus Class Skills:* Genjutsu, Ninjutsu, Taijutsu; *Bonus Feat:* Nin Weapon Proficiency)

**Skills:** Chakra Control +13 (10), Genjutsu +9 (8), Hide +7 (5), Knowledge (ninja lore) +8 (6), Move Silently +7 (5), Ninjutsu +11 (9), Spot +8 (6), Survival +8 (6), Taijutsu +9 (8).

**Feats:** Advanced Bloodline (Hyuuga Clan Byakugan), Defensive Martial Arts, Genin (Chakra Control), Harmony, Nin Weapon Proficiency, Simple Weapon Proficiency, Track, Weapon Finesse (unarmed).

**Talent (Dedicated Hero):** Empathy, Bonus Feat (Harmony), Intuition

**Talent (Fast Hero):** Evasion

**Talent (Class):** Track, Sneak Attack (+1d6)

**Techniques Known:** *Control (+13)*- Kinobori (Auto-Success), Tadayou (Auto-Success); *Genjutsu (+9)*- Bunshin no Jutsu, Henge no Jutsu; *Ninjutsu (+11)*- Kawarimi no Jutsu; *Taijutsu (+9)*- Asshou!, Hyuuga Ryu - Jyuuken, Kekai Butsu.

**Equipment:** Shuriken holster (4 kunai, 5 shuriken), belt pouch (4 kunai, 4 shuriken, 4 exploding tags, 2 smoke bombs), forehead protector (konoha), various personal gear.

### **Hyuuga Neji**

Fast Hero 4/Dedicated Hero 1/Taijutsu Master 3 (ECL 10); CR 8; Medium Humanoid (Human); **HD** 4d8+8 plus 1d6+2 plus 3d10+6; **hp** 60; **Mas** 50; **Init** +3; **Spd** 30 ft; **Defense** 21, 22 melee (+3 dex, +8 class), Touch 21, Flat-Footed 18; **BAB** +6; **Grp** +8; **Atk** +10 melee (1d6+3, unarmed) or +10 melee (1d6+1, *jyuuken*); **Full Atk** +10/+5 melee (1d6+3, unarmed) or +10/+5 melee (1d6+1, *jyuuken*); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** self, konoha; **SV** Fort +7, Ref +7, Will +4; **AP** 8; **CP** 22; **Rep** +2; **Wealth** +16; **Learn:** +11; **Str** 14, **Dex** 17, **Con** 14, **Int** 14, **Wis** 14, **Cha** 14.

**Occupation:** Hyuuga Clan (*Bonus Class Skills:* Ninjutsu; *Bonus Feat:* Advanced Bloodline)



**Skills:** Balance +5 (2), Chakra Control +8 (6), Genjutsu +3 (1), Hide +9 (6), Jump +4 (2), Knowledge (ninja lore) +9 (7), Move Silently +9 (6), Ninjutsu +9 (7), Sense Motive +3 (1), Sleight of Hand +4 (2), Spot +8 (6), Taijutsu +15 (11), Tumble +7 (4).

**Feats:** Advanced Bloodline (Hyuuga Clan Byakugan), Byakugan Sight, Combat Martial Arts, Combat Reflexes, Defensive Martial Arts, Genin (Taijutsu), Genius Nin, Nin Weapon Proficiency, Simple Weapon Proficiency.

**Talent (Fast Hero):** Evasion, Uncanny Dodge

**Talent (Dedicated Hero):** Empathy

**Talent (Taijutsu Master):** Unarmed Attack (1d6), Taijutsu Mastery (Way of Expertise)

**Techniques Known:** *Control (+8)*- Kinobori, Seishou Bakuha, Tadayou; *Genjutsu (+3)*- Bunshin no Jutsu, Henge no Jutsu; *Ninjutsu (+9)*- Kawarimi no Jutsu; *Taijutsu (+13)*- Asshou!, Futatsu Kyuu Sokuryoku, Hitotsu Kyuu Sokuryoku, Hyuuga Ryu - Hakke Rokujuuyon Shou, Hyuuga Ryu - Hakkeshou Kaiten, Hyuuga Ryu - Jyuuken.

**Equipment:** Belt pouch (4 kunai, 4 shuriken, 1 smoke bombs, 4 exploding tags, 1 blank scroll), forehead protector (leaf/hyuuga), shuriken holster (4 kunai, 5 shuriken), hyuuga outfit, various personal gear.

### **Inuzuka Kiba**

Strong Hero 2/Tough Hero 4/Ninja Scout 1 (ECL 8); CR 7; Medium Humanoid (Human); **HD** 4d8+8 plus 4d10+8 plus 1d8+2; **hp** 67; **Mas** 50; **Init** +1; **Spd** 30 ft; **Defense** 19 (+1 dex, +6 class, +2 armor), Touch 17, Flat-Footed 18; **BAB** +5; **Grap** +7; **Atk** +7 melee (by weapon) or +8 ranged (by weapon) or +8 melee (1d3+2 nonlethal, unarmed) or +8 melee (1d4+2 claws, *shikakyu no jutsu*) or +7 melee (1d4+2 bite, *shikakyu no jutsu*); **Full Atk** +; **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** konoha, friends, Akamaru; **SV** Fort +6, Ref +4, Will +2; **AP** 8; **CP** 24; **Rep** +1; **Wealth** +11; **Learn:** +8; **Str** 14, **Dex** 12, **Con** 15, **Int** 10, **Wis** 12, **Cha** 11.

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

**Skills:** Chakra Control +7 (6), Genjutsu +1 (1), Knowledge (ninja lore) +6 (6), Ninjutsu +7 (7), Survival +4 (3), Taijutsu +14 (9).

**Feats:** Armor Proficiency (light), Genin (Taijutsu), Moujuu Aishou (Dog), Nin Weapon Proficiency, Simple Weapon Proficiency, Technique Focus (Juujiin Bunshin no Jutsu).

**Talent (Strong Hero):** Taijutsu, Bonus Feat (Weapon Focus - claws)

**Talent (Tough Hero):** Robust, Bonus Feat (Increased Chakra Pool, Power Attack), Second Wind

**Talent (Ninja Scout):** Swift Tracker

**Techniques Known:** *Control (+7)*- Chouyaku no Jutsu, Kagidasu no Jutsu, Kinobori; *Genjutsu (+1)*- Bunshin no Jutsu, Henge no Jutsu; *Ninjutsu (+7)*- Juujiin Bunshin no Jutsu (+11), Kawarimi no Jutsu, Shikakyu no Jutsu; *Taijutsu (+14)*- Asshou!, Tsuuga

**Equipment:** Shuriken holster (4 kunai, 5 shuriken), belt pouch (6 kunai, 5 shuriken, 3 smoke bombs, 5 soldier pills), casual clothes, forehead protector (konoha), battle vest

**Akamaru:** CR 2; Tiny animal; HD 4d8+4; hp 21; Mas 50; Init +4; Spd 30 ft.; Defense 19, touch 19, flat-footed 15 (+2 size, +4 Dex, +3 natural); BAB +3; Grap +0; Atk +5

melee (1d3, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ low-light vision, scent, link, chikuryoku (tsuuga), evasion; AL Inuzuka Kiba; SV Fort +4, Ref +7, Will +2; AP 0; CP 8; Rep +0; Str 10, Dex 18, Con 12, Int 3, Wis 12, Cha 6.

**Skills:** Jump +3, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +5, Taijutsu +7.

**Feats:** None.

### **Kakuyoku Fubuki**

Fast Hero 3/Charismatic Hero 2/Ninja Scout 2; CR 7; Medium Humanoid (Human); **HD** 3d8+3 plus 2d6+2 plus 2d8+2; **hp** 41; **Mas** 50; **Init** +3; **Spd** 30 ft, fly 30 ft. *poor*; **Defense** 24, 28 ranged (+3 dex, +7 class, +4 armor), Touch 20, Flat-Footed 24; **BAB** +4; **Grap** +5; **Atk** +5 melee (by weapon) or +7 ranged (by weapon); **Full Atk** +5 melee (by weapon) or +7 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** self, snow country, dotou; **SV** Fort +4, Ref +10, Will +3; **AP** 8; **CP** 26; **Rep** +2; **Wealth** +13; **Learn:** +8; **Str** 12, **Dex** 16, **Con** 13, **Int** 13, **Wis** 14, **Cha** 16.

**Occupation:** Academy Student (*Bonus Class Skills:* Chakra Control, Craft (chemical), Ninjutsu; *Bonus Feat:* Nin Weapon Proficiency)

**Skills:** Chakra Control +10 (8), Craft (chemical) +11 (10), Genjutsu +9 (6), Hide +10 (7), Knowledge (ninja lore) +9 (8), Move Silently +10 (7), Ninjutsu +14 (10), Survival +6 (4).

**Feats:** Agile Riposte, Armor Proficiency (medium), Craft Poisons, Chuunin (Ninjutsu), Dodge, Genin (Ninjutsu), Nin Weapon Proficiency, Simple Weapon Proficiency, Track.

**Talent (Fast Hero):** Evasion, Uncanny Dodge I, Bonus Feat (Dodge)

**Talent (Charismatic Hero):** Fast-talk, Bonus Feat (Agile Riposte)

**Talent (Ninja Scout):** Track, Sneak Attack (+1d6)

**Techniques Known:** *Control (+10)*- Chouyaku no Jutsu, Kai, Kinobori, Tadayou, Yukigutsu; *Genjutsu (+9)*- Bunshin no Jutsu, Henge no Jutsu, Naku Maneru no Jutsu, Nemuri no Jutsu, Okodasu no Jutsu, Shitsukentou no Jutsu; *Ninjutsu (+14)*- Fubuki no Jutsu, Hyourou no Jutsu, Issui Suberi no Jutsu, Joushou Hyoushin, Kawarimi no Jutsu, Tsubame Fubuki; *Taijutsu (+1)*- None.

**Equipment:** Chakra armor, shuriken holster (4 kunai, 5 shuriken), belt pouch (6 kunai, 6 instant-ice bombs), various personal gear.

### **Kazahana Dotou**

Strong Hero 4/Tough Hero 6; CR 10; Medium Humanoid (Human); **HD** 4d8+12 plus 6d10+18 plus 6; **hp** 100; **Mas** 50; **Init** +1; **Spd** 30 ft, fly 30 ft. *poor*; **Defense** 23, 24 melee, 27 ranged (+1 dex, +6 class, +6 armor), Touch 17, Flat-Footed 22; **BAB** +8; **Grap** +11; **Atk** +12 melee (1d4+4, unarmed) or +9 ranged (by weapon); **Full Atk** +12/+7 melee (1d4+4, unarmed) or +9/+4 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** self, power, money; **SV** Fort +10, Ref +4, Will +4; **AP** 8; **CP** 36; **Rep** +2; **Wealth** +26; **Learn:** +10; **Str** 17, **Dex** 12, **Con** 16, **Int** 13, **Wis** 12, **Cha** 13.

**Occupation:** Ninja Law Enforcement (*Bonus Class Skills:* Chakra Control, Ninjutsu, Taijutsu; *Bonus Feat:* Armor Proficiency)

**Skills:** Chakra Control +10 (9), Climb +10 (7), Concentration +12 (7), Jump +10 (7), Ninjutsu +14 (12), Taijutsu +13 (10).

**Feats:** Armor Proficiency (heavy), Cleave, Combat Martial Arts, Defensive Martial Arts, Focused, Genin (Ninjutsu), Great Fortitude, Nin Weapon Proficiency, Power Attack, Simple Weapon Proficiency, Technique Focus (Souryuu Boufuusetsu).

**Talent (Strong Hero):** Bonus Feat (Power Attack, Combat Martial Arts)

**Talent (Tough Hero):** Endurance, Bonus Feat (Great Fortitude, Improved Bull Rush, Improved Chakra Pool), Cold Resistance 3, Improved Endurance

**Techniques Known:** *Control (+10)*- Chouyaku no Jutsu, Kinobori, Yukigutsu; *Genjutsu (+0)*- None; *Ninjutsu (+14)*- Kokuryuu Boufuusetsu, Souryuu Boufuusetsu (+18), Touketsu Koushou no Jutsu, Toushou; *Taijutsu (+13)*- Asshou!, Iwa Kuzuken, Hitotsu Kyuu Sokuryoku, Namidashite Kukkin!.

**Equipment:** Advanced chakra armor, designer outfit, various personal gear.

### "Kiri no Kaijin," Hoshigaki Kisame

Strong Hero 8/Elite Shinobi Swordsman 10/Suiton Elementalist 4; CR 22; Medium Humanoid (Human); **HD** 8d8+24 plus 10d10+30 plus 4d6+12; **hp** 189; **Mas** 50; **Init** +1; **Spd** 30 ft; **Defense** 23 (+1 dex, +10 class, +2 armor), Touch 21, Flat-Footed 22; **BAB** +19; **Grp** +25; **Atk** +28 melee (2d6+13, samehada) or +21 ranged (by weapon); **Full Atk** +28/+23/+18/+13 melee (2d6+13, samehada) or +21/+16/+11/+6 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** self, power, akatsuki; **SQ** water affinity; **SV** Fort +14, Ref +9, Will +9; **AP** 8; **CP** 47; **Rep** +8; **Wealth** +11; **Learn:** +22 (+20 raiton); **Str** 22, **Dex** 13, **Con** 17, **Int** 13, **Wis** 10, **Cha** 13.

**Occupation:** Academy Student (*Bonus Class Skills:* Chakra Control, Move Silently, Ninjutsu; *Bonus Feat:* Archaic Weapon Proficiency)

**Skills:** Chakra Control +22 (20), Genjutsu +9 (8), Hide +20 (17), Jump +8 (2), Move Silently +23 (20), Ninjutsu +27 (22), Swim +14 (4), Taijutsu +21 (14), Tumble +5 (4).

**Feats:** Archaic Weapon Proficiency, Armor Proficiency (light), Blind-Fight, Chuunin (Ninjutsu), Cleave, Combat Reflexes, Genin (Taijutsu), Improved Chakra Pool (x4), Jounin (Chakra Control, Ninjutsu), Monkey Grip, Nin Weapon Proficiency, Ninjutsu Adept, Power Attack, Simple Weapon Proficiency, Stealthy.

**Epic Feats:** Elemental Specialization (Suiton).

**Talent (Strong Hero):** Melee Smash 1, Bonus Feat (Genin, Armor Proficiency, Power Attack, Cleave), Melee Smash 2, Melee Smash 3, Ignore Hardness 1.

**Talent (Elite Shinobi Swordsman):** Weapon Focus (greatsword), Quick Draw, Invisible Strike, Bonus Feat (Monkey Grip, Blind-Fight, Combat Reflexes), Sneak Attack (+2d6), Weapon Specialization, Greater Weapon Focus, Power of the Elite, Improved Critical, Greater Weapon Specialization.

**Talent (Suiton Elementalist):** Elemental Specialization, Elemental Fury, Limitless Fury, Bonus Feat (Jounin).

**Techniques Known:** *Control (+22)*- Chakra no Kougasu, Chouyaku no Jutsu, Kai, Kayou Yuugyou, Kinobori, Shinobi Kyoufuu no Jutsu, Tadayou; *Genjutsu (+9)*- Akiraka Genzou, Bunshin no Jutsu, Henge no Jutsu, Okodasu no Jutsu; *Ninjutsu (+27)*- Daibakufu no Jutsu, Gekirou no Jutsu, Goshoukusame, Jigen Ugoku no Jutsu, Issui Suberi no Jutsu, Kawarimi no Jutsu, Kirigakure no Jutsu, Meisaigakure no Jutsu, Mizu Bunshin no Jutsu, Mizudama, Shouten no Jutsu, Sekiyu Hakidasu no Jutsu, Suikodan no Jutsu, Suiro no Jutsu, Suishouha no Jutsu; *Taijutsu (+21)*- Butsukari, Hitotsu Kyuu Sokuryoku, Keibi Hakaisha, Namidashite Kukkin!, Ryuu Inin, Tsuideni

**Equipment:** Akatsuki cloak, standard ninja outfit (night camouflage), Samehada, belt pouch (4 kunai, 5 shuriken, 4 exploding tags, 2 blank scrolls), various personal gear.

**"Kiri no Kaijin," Hoshigaki Kisame (Shouten no Jutsu)**

**CR** 15; **HD** 8d8+24 plus 10d10+30 plus 4d6+12; **hp** 63; **Mas** 50; **Init** +1; **Spd** 30 ft; **Defense** 19 (+1 dex, +10 class, +2 armor, -4 shouten no jutsu), Touch 17, Flat-Footed 18; **BAB** +19; **Grap** +21; **Atk** +24 melee (2d6+13, samehada) or +17 ranged (by weapon); **Full Atk** +24/+19/+14/+9 melee (2d6+13, samehada) or +17/+12/+7/+2 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** self, power, akatsuki; **SQ** water affinity; **SV** Fort +10, Ref +5, Will +5; **AP** 8; **CP** 15; **Rep** +8; **Learn:** +22 (+20 raiton); **Str** 22, **Dex** 13, **Con** 17, **Int** 11, **Wis** 8, **Cha** 11.

**Skills:** Chakra Control +17, Genjutsu +4, Hide +16, Jump +4, Move Silently +19, Ninjutsu +22, Swim +10, Taijutsu +17, Tumble +1.

**Techniques Known:** *Control (+17)*- Chakra no Kougasu, Chouyaku no Jutsu, Kai, Kayou Yuugyou, Kinobori, Shinobi Kyoufu no Jutsu, Tadayou; *Genjutsu (+4)*- Akiraka Genzou, Bunshin no Jutsu, Henge no Jutsu, Okodasu no Jutsu; *Ninjutsu (+22)*- Gekirou no Jutsu, Goshoukusame, Jigen Ugoku no Jutsu, Issui Suberi no Jutsu, Kawarimi no Jutsu, Kirigakure no Jutsu, Kuguru no Jutsu, Meisaigakure no Jutsu, Mizu Bunshin no Jutsu, Mizudama, Sekiyu Hakidasu no Jutsu, Suikodan no Jutsu, Suirou no Jutsu; *Taijutsu (+17)*- Butsukari, Hitotsu Kyuu Sokuryoku, Keibi Hakaisha, Namidashite Kukkin!, Ryuu Inin, Tsuideni.

**Water Affinity (Ex):** Because of his special body, Kisame is able to be underwater four times as long before *drowning*. In addition, he gains a +4 racial bonus to his swim checks.

**Maito Gai**

Strong Hero 3/Taijutsu Master 10/Ninja Scout 4; **CR** 17; Medium Humanoid (Human); **HD** 3d8+9 plus 10d10+30 plus 4d8+12; **hp** 152; **Mas** 50; **Init** +2; **Spd** 35 ft; **Defense** 27, 28 melee (+2 dex, +12 class, +3 armor), Touch 24, Flat-Footed 25; **BAB** +16; **Grap** +19; **Atk** +23 melee (1d10+6, unarmed) or +18 ranged (by weapon); **Full Atk** +23/+18/+13/+8 melee (1d10+6, unarmed) or +18/+13/+8/+3 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** Lee, friends, konoha; **SV** Fort +13, Ref +12, Will +5; **AP** 8; **CP** 33; **Rep** +2; **Wealth** +20; **Learn:** +19; **Str** 17, **Dex** 15, **Con** 16, **Int** 14, **Wis** 10, **Cha** 13.

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

**Skills:** Balance +9 (7), Chakra Control +15 (15), Climb +10 (7), Genjutsu +9 (8), Jump +16 (13), Knowledge (ninja lore) +13 (11), Ninjutsu +21 (17), Taijutsu +30 (20), Tumble +12 (10).

**Feats:** Armor Proficiency (light), Blood Pact (Turtle), Chuunin (Taijutsu), Combat Martial Arts, Defensive Martial Arts, Genin (Taijutsu), Gift of Summoning, Gouken, Improved Combat Martial Arts, Jounin (Ninjutsu, Taijutsu), Nin Weapon Proficiency, Simple Weapon Proficiency, Somukeru, Track.

**Talent (Strong Hero):** Taijutsu, Bonus Feat (Combat Martial Arts), Improved Taijutsu.

**Talent (Taijutsu Master):** Unarmed Attack (1d10), Taijutsu Mastery (Weapon Focus (unarmed), Weapon Specialization (unarmed), Flying Kick, Critical Strike,

Improved Critical (unarmed)), Bonus Feat (Gouken, Improved Combat Martial Arts), Sneak Attack (+1d6)

**Talent (Ninja Scout):** Track, Sneak Attack (+1d6), Bonus Feat (Gift of Summoning), Increase Speed.

**Techniques Known:** *Control (+15)*- Chakra no Kogasu, Chouyaku no Jutsu, Kai, Kinobori, Tadayou; *Genjutsu (+9)*- Bunshin no Jutsu, Henge no Jutsu; *Ninjutsu (+21)*- Kage Bunshin no Jutsu, Kaisoku no Jutsu, Kawarimi no Jutsu, Kuchiyose no Jutsu, Nawanuke no Jutsu; *Taijutsu (+30)*- Asshou!, Bakuhatsumyoku, Denkousekka Kaihi, Futatsu Kyuu Sokuryoku, Iwa Kuzuken, Hitotsu Kyuu Sokuryoku, Kage Buyou, Konoha Gouriki Senpoo, Keibi Hakaisha, Konoha Reppoo, Konoha Senpoo, Mitsu Kyuu Sokuryoku, Namidashite Kukkin!, Omote Renge, Rekka Arashi, Renzuki (unarmed), Ryuu Inin, Shunpo, Taijutsu Ougi - Hatafuri Rendan, Ura Renge, Yotsu Kyuu Sokuryoku.

**Equipment:** Green spandex suit, heavy ninja vest, weights (ankle, 75 pounds each), shuriken holster (4 kunai, 5 shuriken), belt pouch (4 kunai, 5 shuriken, 2 blank scrolls, 1 smoke bombs), forehead protector (konoha), various personal gear.

### Mitarashi Anko

Fast 3/Charismatic 2/Ninja Scout 6/Ninja Operation Counter 3 (ECL 16); CR 14; Medium Humanoid (Human, Cursed Seal Template); **HD** 3d8+3 plus 2d6+2 plus 6d8+6 plus 3d6+3; **hp** 83; **Mas** 50; **Init** +3; **Spd** 35 ft; **Defense** 24, 25 ranged, 27 vs. traps (+3 dex, +11 class), Touch 24, Flat-Footed 21; **BAB** +9; **Grap** +10; **Atk** +10 melee (by weapon) or +12 ranged (by weapon); **Full Atk** +10/+5 melee (by weapon) or +12/+7 melee (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** cursed seal level 1, cursed seal level 2, unwilling; **AL** leaf, comrades, killing Orochimaru; **SV** Fort +8, Ref +14 (+17 vs. traps), Will +7; **AP** 8; **CP** 26; **Rep** +4; **Wealth** +13; **Learn:** +16; **Str** 13, **Dex** 16, **Con** 12, **Int** 14, **Wis** 14, **Cha** 16.

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

**Skills:** Bluff +9 (4), Chakra Control +20 (16), Disable Device +6 (4), Disguise +11 (6), Genjutsu +16 (12), Hide +18 (14), Knowledge (ninja lore) +14 (12), Listen +10 (6), Move Silently +18 (14), Ninjutsu +25 (16), Search +6 (+10 vs. traps) (4), Spot +10 (+14 vs. traps) (6), Survival +8 (6), Taijutsu +11 (10).

**Feats:** Alertness, Blood Pact (snake), Chuunin (Ninjutsu), Jounin (Chakra Control, Ninjutsu), Genin (Ninjutsu), Gift of Summoning, Nin Weapon Proficiency, Ninjutsu Adept, Simple Weapon Proficiency, Stealthy, Talented Shinobi, Track.

**Talent (Fast Hero):** Evasion, Bonus Feat (Stealthy), Deflect.

**Talent (Charismatic Hero):** Genjutsu, Bonus Feat (Deceptive).

**Talent (Ninja Scout):** Track, Sneak Attack (+2d6), Bonus Feat (Gift of Summoning, Talented Shinobi), Increase Speed (5 feet), Hide in Plain Sight.

**Talent (Ninja Operation Counter):** Technique Counter, Trap Sense, Plan X, Evasion X, Swift Tracker, Tenketsu Freeze.

**Techniques Known:** *Control (+20)*- Chakra no Fukemen, Chakra no Kogasu, Chikara no Toku, Gishi no Jutsu, Kagidasu no Jutsu, Kai, Kinobori, Tadayou, Yukigutsu; *Genjutsu (+16)*- Akiraka Genzou, Funran no Jutsu, Joukyuu Genzou, Musou no Jutsu, Nemuri no Jutsu, Saimin no Jutsu; *Ninjutsu (+25)*- Doryuudan, Doryuu Taiga no Jutsu, Housenka no Jutsu, Ichijin no Jutsu, Jigen Ugoku no Jutsu, Kage Bunshin no Jutsu,

Karyuu Endan, Kasumi Enbu no Jutsu, Kawarimi no Jutsu, Kouryuu no Jutsu, Kuchiyose - Dokubimaru, Kuchiyose no Jutsu, Meisaigakure no Jutsu, Mukidou Senpou no Jutsu, Nawanuke no Jutsu, Sennei Jashuu, Souja Sousai no Jutsu, Suitai no Jutsu; *Taijutsu (+11)*- Asshou!, Butsukari, Futatsu Kyuu Sokuryoku, Hitotsu Kyuu Sokuryoku, Tsuideni.

**Equipment:** Shuriken holster (4 kunai, 5 shuriken), belt pouch (4 kunai, 2 poisoned shuriken (turtle's dexterity), 4 greater exploding tag, 4 red smoke bombs), standard ninja outfit (forest camouflage), forehead protector (leaf).

### **Momochi Zabuzo**

Strong Hero 3/Ninja Scout 3/Elite Shinobi Swordsman 10; CR 16; Medium Humanoid (Human); **HD** 3d8+6 plus 2d8+4 plus 10d10+20; **hp** 122; **Mas** 50; **Init** +2; **Spd** 30 ft; **Defense** 21, 22 melee (+2 dex, +9 class), Touch 21, Flat-Footed 19; **BAB** +15; **Grap** +16; **Atk** +19 melee (2d6+8, greatsword) or +16 ranged (by weapon); **Full Atk** +19/+14/+9 melee (2d6+8, greatsword) or +16/+11/+6 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** dream, power, Haku; **SV** Fort +12, Ref +9, Will +8; **AP** 8; **CP** 29; **Rep** +2; **Wealth** +18; **Learn:** +18; **Str** 15, **Dex** 15, **Con** 14, **Int** 14, **Wis** 16, **Cha** 15.

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

**Skills:** Chakra Control +17 (14), Genjutsu +7 (5), Hide +20 (16), Knowledge (ninja lore) +8 (6), Listen +15 (12), Move Silently +20 (16), Ninjutsu +15 (13), Survival +6 (3), Taijutsu +15 (13).

**Feats:** Armor Proficiency (light), Archaic Weapon Proficiency, Blind-Fight, Chuunin (Chakra Control), Cleave, Combat Reflexes, Genin (Ninjutsu), Great Cleave, Jounin (Ninjutsu, Taijutsu), Monkey Grip, Nin Weapon Proficiency, Power Attack, Simple Weapon Proficiency, Stealthy, Track.

**Talent (Strong Hero):** Melee Smash, Bonus Feat (Genin), Melee Smash 2.

**Talent (Ninja Scout):** Track, Sneak Attack (+1d6).

**Talent (Elite Shinobi Swordsman):** Weapon Focus (greatsword), Quick Draw, Invisible Strike, Bonus Feat (Chuunin, Monkey Grip, Power Attack), Sneak Attack (+2d6), Weapon Specialization, Greater Weapon Focus, Power of the Elite, Improved Critical, Greater Weapon Specialization.

**Techniques Known:** *Control (+17)*- Kinobori, Mugen Ibuki no Jutsu, Shinobi Kyoufu no Jutsu, Tadayou; *Genjutsu (+7)*- Bunshin no Jutsu, Henge no Jutsu, Kanashibari Gyoushi no Jutsu; *Ninjutsu (+15)*- Akuma no Tsubasa, Daibakufu no Jutsu, Issui Suberi no Jutsu, Kawarimi no Jutsu, Kirigakure no Jutsu, Kirigakure Shuriken no Jutsu, Mizu Bunshin no Jutsu, Suijinheki no Jutsu, Suirou no Jutsu, Suiiryudan no Jutsu; *Taijutsu (+15)*- Asshou!, Futatsu Kyuu Sokuryoku, Hitotsu Kyuu Sokuryoku, Keibi Hakaisha, Ryuu Inin.

**Equipment:** Greatsword, shuriken holster (4 kunai, 5 shuriken), belt pouch (6 kunai, 4 shuriken, 1 smoke bomb, 4 exploding tags), forehead protector (kiri), various personal gear.

### **Morino Ibiki**

Smart Hero 4/Charismatic Hero 3/Ninja Police 10; CR 17; Medium Humanoid (Human); **HD** 4d6+8 plus 3d6+6 plus 10d6+20; **hp** 93; **Mas** 50; **Init** +; **Spd** 30 ft; **Defense** 19 (+7 class, +2 armor), Touch 17, Flat-Footed 19; **BAB** +10; **Grap** +12; **Atk** +12 melee (by

weapon) or +10 ranged (by weapon); **Full Atk** +12/+7 melee (by weapon) or +10/+5 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** ; **SV** Fort +10, Ref +8, Will +13; **AP** 8; **CP** 31; **Rep** +11; **Wealth** +16; **Learn:** +18; **Str** 14, **Dex** 11, **Con** 14, **Int** 17, **Wis** 16, **Cha** 18.

**Occupation:** Ninja Law Enforcement (*Bonus Class Skills:* Chakra Control, Genjutsu; *Bonus Feat:* Nin Weapon Proficiency)

**Skills:** Bluff +20 (14), Chakra Control +20 (17), Demolitions +9 (6), Diplomacy +12 (6), Disable Device +13 (10), Forgery +13 (10), Gather Information +16 (10), Genjutsu +33 (20), Intimidate +23 (17), Investigate +27 (18), Knowledge (ninja lore) +10 (7), Ninjutsu +23 (16), Research +9 (6), Search +13 (10), Sense Motive +22 (17), Survival +6 (3), Taijutsu +4 (2).

**Feats:** Attentive, Chuunin (Genjutsu), Confident, Deceptive, Frightful Presence (DC 27), Genin (Genjutsu), Genjutsu Adept, Heroic Surge, Jounin (Genjutsu, Ninjutsu) Nin Weapon Proficiency, Renown, Simple Weapon Proficiency, Trustworthy.

**Talent (Smart Hero):** Savant (Investigate), Bonus Feat (Iron Will, Ninjutsu Adept), Exploit Weakness.

**Talent (Charismatic Hero):** Genjutsu, Bonus Feat (Genjutsu Adept), Improved Genjutsu.

**Talent (Ninja Police):** Profile, Contact (low-level), Bonus Feat (Chuunin, Confident, Deceptive), Sneak Attack (+2d6), Contact (mid-level), Contact (high-level), Anticipate

**Techniques Known:** *Control (+20)*- Gishi no Jutsu, Kai, Kakusu Nioi, Kinobori, Shinobi Kyofu no Jutsu, Tadayou; *Genjutsu (+33)*- Akiraka Genzou, Bunshin no Jutsu, Henge no Jutsu, Hichishi Zanshi no Jutsu, Joukyuu Genzou, Kanpeki Genzou, Makai Kyuudou - Hakkyou Gyoushi, Mitoomoi Funkyuu no Jutsu, Nemurihane no Jutsu, Nemuri no Jutsu, Okodasu no Jutsu, Saimin no Jutsu, Shinkai Satsujin no Jutsu, Shitsukentou no Jutsu, Tsutakazura Genzou no Jutsu; *Ninjutsu (+23)*- Bakuretsu Junjiru no Jutsu, Fujiru no Koe, Fuuka Houin, Hiryyu, Hitokoe Maneru no Jutsu, Jigen Ugoku no Jutsu, Jisatsu no Jutsu, Juuryoku Gachan, Kage Bunshin no Jutsu, Kawarimi no Jutsu, Kaze Oogama, Kiryoku Fuuin, Nawanuke no Jutsu; *Taijutsu (+4)*- Shintai, Tsuideni.

**Equipment:** Ninja vest, standard ninja outfit (night camouflage), black overcoat, shuriken holster (4 kunai, 5 shuriken), belt pouch (8 greater exploding tags, 4 sunburst tags, 4 blood increasing pills, 4 soldier pills, 2 smoke bombs), various personal gear.

### Nara Shikamaru

Smart Hero 3/Charismatic Hero 3/Ninja Scout 1; CR 7; Medium Humanoid (Human); **HD** 3d6+6 plus 3d6+6 plus 1d8+2; **hp** 41; **Mas** 50; **Init** +2; **Spd** 30 ft; **Defense** 17 (+2 dex, +3 class, +2 armor), Touch 15, Flat-Footed 15; **BAB** +2; **Grap** +3; **Atk** +3 melee (by weapon) or +4 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** konoha, friends, self; **SV** Fort 5, Ref +5, Will +7; **AP** 8; **CP** 21; **Rep** +3; **Wealth** +18; **Learn:** +8; **Str** 12, **Dex** 15, **Con** 14 **Int** 18, **Wis** 15, **Cha** 16.

**Occupation:** Academy Student (*Bonus Class Skills:* Chakra Control, Genjutsu, Survival; *Bonus Feat:* Nin Weapon Proficiency)

**Skills:** Bluff +13/16 (8), Chakra Control +12 (10), Craft (structural) +8 (4), Craft (writing) +12 (8), Disable Device +10 (6), Diplomacy +6/9 (3), Genjutsu +12 (9), Hide +7 (5), Investigate +8 (6), Intimidate +6 (3), Knowledge (ninja lore) +10 (6), Knowledge

(tactics) +13 (6), Move Silently +3 (1), Ninjutsu +15 (10), Research +10 (6), Spot +5 (3), Survival +11 (9).

**Feats:** Armor Proficiency (Medium), Deceptive, Chuunin (Bluff), Genin (Ninjutsu), Iron Will, Nin Weapon Proficiency, Shadow Arts, Simple Weapon Proficiency

**Talent (Smart Hero):** Savant (Knowledge - tactics), Bonus Feat (Combat Expertise), Plan

**Talent (Charismatic Hero):** Coordinate, Bonus Feat (Deceptive), Fast-talk

**Talent (Ninja Scout):** Track

**Techniques Known:** *Control (+12)*- Chakra no Kogasu, Gishi no Jutsu, Kai, Kinobori; *Genjutsu (+12)*- Bunshin no Jutsu, Henge no Jutsu; *Ninjutsu (+15)*- Kawarimi no Jutsu, Kage Kubishibari no Jutsu, Kage Mane no Jutsu, Nekomeishi; *Taijutsu (+1)*- None.

**Equipment:** Belt pouch (4 kunai, 4 shuriken, 2 smoke bombs, 4 exploding tags and 4 sunburst tags), forehead protector (leaf), ninja vest, shuriken holster (4 kunai, 5 shuriken), standard ninja outfit, various personal gear.

### Rock Lee

Strong Hero 3/Fast Hero 1/Taijutsu Master 6; CR 10; Medium Humanoid (Human); **HD** 3d8+6 plus 1d8+2 plus 6d10+12; **hp** 74; **Mas** 50; **Init** +3; **Spd** 30 ft; **Defense** 22, 23 melee (+3 dex, +9 class), Touch 22, Flat-Footed 19; **BAB** +9; **Grap** +12; **Atk** +17 melee (1d8+6 lethal, unarmed), +12 melee or ranged (by weapon); **Full Atk** +17/+12 melee (1d8+6 lethal, unarmed), +12/+7 melee or ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** Dreams, friends, hidden leaf; **SV** Fort +9, Ref +7, Will +7; **AP** 8; **CP** 25; **Rep** +1; **Wealth** +15; **Learn:** +11 (+15 when taking 1½ the normal time); **Str** 16, **Dex** 16, **Con** 15, **Int** 12, **Wis** 14, **Cha** 9.

**Occupation:** Academy Student (*Bonus Class Skills:* Chakra Control, Jump, Taijutsu; *Bonus Feat:* Nin Weapon Proficiency)

**Skills:** Balance +8 (5), Chakra Control +15 (13), Hide +5 (2), Jump +12 (8), Knowledge (ninja lore) +7 (6), Move Silently +5 (2), Taijutsu +25 (13), Tumble +8 (5).

**Feats:** Combat Martial Arts, Defensive Martial Arts, Determined Genius/Chakra Coil Disorder, Genin (Taijutsu), Gouken, Hachimon Tonkou, Nin Weapon Proficiency, Simple Weapon Proficiency.

**Talent (Strong):** Taijutsu, Bonus Feat (Genin), Improved Taijutsu.

**Talent (Fast):** Evasion

**Talent (Taijutsu Master):** Unarmed Attack (1d8), Taijutsu Mastery (Weapon Focus - unarmed, Weapon Specialization - unarmed, Critical Strike), Bonus Feat (Taijutsu Adept), Sneak Attack (+1d6).

**Techniques Known:** *Control (+15)*- None; *Genjutsu (+0)*- None; *Ninjutsu (+0)*- None; *Taijutsu (+25)*- Asshou!, Butsukari, Denkousekka Kaihi, Futatsu Kyuu Sokuryoku, Gouken, Hitotsu Kyuu Sokuryoku, Kage Buyou, Kekkai Butsu, Konoha Reppu, Konoha Senpū, Konoha Shoufuu, Mitsu Kyuu Sokuryoku, Omote Renge, Renzuki (unarmed), Shintai, Suiken Taisei, Tsuideni, Ura Renge; *Hachimon Tonkou* - Kai-mon Kai, Kyu-mon Kai, Sei-mon Kai, Seishun no Chikara!!!, Sho-mon Kai, To-mon Kai.

**Equipment:** Shuriken holster (4 kunai, 5 shuriken), standard ninja outfit (forest camouflage), forehead protector (konoha), belt pouch (4 kunai, 4 shuriken, 2 smoke



bombs (purple), 4 exploding tags), 2 shin weights (60 pounds each), various personal gear.

### **Rouga Nadare**

Fast Hero 4/Smart Hero 1/Ninja Scout 7/Hyoton Elementalist 3; CR 15; Medium Humanoid (Human); **HD** 4d8 plus 1d6 plus 7d8 plus 3d6; **hp** 71; **Mas** 50; **Init** +3; **Spd** 30 ft, fly 30 ft. *poor*; **Defense** 29, 33 ranged (+3 dex, +12 class, +4 armor), Touch 25, Flat-Footed 29; **BAB** +10; **Grap** +11; **Atk** +11 melee (by weapon) or +13 ranged (by weapon); **Full Atk** +11/+6 melee (by weapon) or +13/+8 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** snow country, dotou, self; **SV** Fort +4, Ref +13, Will +8; **AP** 8; **CP** 32; **Rep** +3; **Wealth** +21; **Learn**: +20 (+22 ninjutsu, +19 taijutsu, +18 katon); **Str** 13 **Dex** 17, **Con** 11, **Int** 15, **Wis** 12, **Cha** 14.

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

**Skills:** Balance +12 (9), Chakra Control +21 (18), Disable Device +14 (12), Genjutsu +18 (16), Hide +10 (7), Jump +7 (6), Knowledge (ninja lore) +17 (15), Move Silently +7 (4), Ninjutsu +28 (18), Sleight of Hands +9 (6), Survival +4 (3), Taijutsu +5 (4), Tumble +12 (9).

**Feats:** Armor Proficiency (medium), Blood Pact (Frost Dragon), Chakra Affinity (Good Ninjutsu, Poor Taijutsu), Chuunin (Ninjutsu), Dodge, Genin (Ninjutsu), Genius Nin, Gift of Summoning, Jounin (Chakra Control, Ninjutsu), Nin Weapon Proficiency, Ninjutsu Adept, Simple Weapon Proficiency, Technique Focus (Itsukaku Hakusei no Jutsu), Track.

**Talent (Fast):** Evasion, Uncanny Dodge I, Bonus Feat (Genin, Dodge)

**Talent (Smart Hero):** Ninjutsu

**Talent (Ninja Scout):** Track, Sneak Attack (+2d6), Bonus Feat (Chuunin, Gift of Summoning), Increase Speed (5 feet), Hide in Plain Sight, Evasion X (Improved Evasion).

**Talent (Hyoton Elementalist):** Elemental Specialization (Hyoton), Elemental Fury, Limitless Fury

**Techniques Known:** *Control (+21)*- Chakra no Kogasu, Chikara no Toku, Chouyaku no Jutsu, Kai, Kinobori, Shinobi Kyofu no Jutsu, Tadayou, Yukigutsu; *Genjutsu (+18)*- Bunshin no Jutsu, Henge no Jutsu, Shitsukentou no Jutsu; *Ninjutsu (+28)*- Fubuki no Jutsu (+30), Ginban no Jutsu (+30), Haryuu Muukou (+30), Itsukaku Hakusei no Jutsu (+34), Jigen Ugoku no Jutsu, Jisatsu no Jutsu, Joushou Hyoushin, Kaisoku no Jutsu, Kawarimi no Jutsu, Kuchiyose no Jutsu, Kuguru no Jutsu, Mizu Bunshin no Jutsu, Rouga Nadare no Jutsu (+30), Suijinheki no Jutsu, Tousehou (+30), Tousehou Haijin no Jutsu (+30); *Taijutsu (+5)*- Hitotsu Kyuu Sokuryoku.

**Equipment:** Chakra armor, belt pouch (6 kunai, 6 instant-ice bomb), shuriken holster (4 kunai, 5 shuriken), various personal gear.

### **Sabaku no Gaara**

Tough Hero 5/Ninja Scout 5; CR 12; Medium Humanoid (Human); **HD** 5d10+20 plus 5d8+16 plus 5 **hp** 94; **Mas** 50; **Init** +1; **Spd** 30 ft; **Defense** 24 (+1 dex, +7 class, +6 deflection), Touch 24, Flat-Footed 23; **BAB** +6; **Grap** +8; **Atk** +11 melee (1d8+4, *sand's embrace*) or +7 ranged (by weapon) or +7 ranged (1d6+2, *suna shuriken*); **Full Atk**

+11/+6 melee (1d8+4, *sand's embrace*) or +7/+2 ranged (by weapon) or +7 ranged (1d6+2, 4 *sunas shuriken*); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** fear aura, sand's embrace, shukaku metamorphosis, sand armor, sand manipulation, suna shuriken, tanuki neiri no jutsu; **AL** massacre, self, power; **SV** Fort +8, Ref +6, Will +4; **AP** 8; **CP** 33; **Rep** +2; **Wealth** +14; **Learn**: +11; **Str** 14, **Dex** 12, **Con** 19, **Int** 13, **Wis** 14, **Cha** 12.

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

**Skills**: Chakra Control +14 (12), Genjutsu +4 (3), Hide +16 (13), Knowledge (ninja lore) +7 (6), Move Silently +9 (6), Ninjutsu +15 (11), Survival +5 (3), Taijutsu +7 (5).

**Feats**: Combat Throw, Defensive Martial Arts, Genin (Ninjutsu), Improved Chakra Pool, Improved Combat Throw, Nin Weapon Proficiency, Ninjutsu Adept, Power Attack, Simple Weapon Proficiency, Stealthy, Track.

**Talent (Tough Hero)**: Robust, Bonus Feat (Improved Chakra Pool, Power Attack), Endurance, Improved Endurance

**Talent (Class)**: Track, Sneak Attack (+1d6), Bonus Feat (Stealthy), Increase Speed (5 feet), Hide in Plain Sight

**Techniques Known**: *Control (+14)*- Kinobori, Tadayou; *Genjutsu (+4)*- Henge no Jutsu; *Ninjutsu (+15)*- Daisan no Me, Ishi Bunshin no Jutsu, Jigen Ugoku no Jutsu, Kawarimi no Jutsu, Mugen Sajin Daitoppa, Ryuusa Bakuryu, Sabaku Kyuu, Sabaku Sousou, Sabaku Taiso; *Taijutsu (+7)*- None.

**Equipment**: Designer outfit, shuriken holster (4 kunai, 5 shuriken), forehead protector (suna), sand gourd (medium-sized sand mass), various personal gear.

**Fear Aura (Ex)**: Any creature that finds itself within 50 feet of the *transformed* Gaara must make a Will save (DC 17) or be Shaken for 2d6+2 rounds.

**Sand's Embrace**: Using the sand around him, Gaara is able to form gigantic arms to slam into his enemies. Using a *nearby* mass of sand equal to his own, Gaara is able to deliver *Slam* attacks as per his own unarmed attacks within 30 feet as long as his Chakra Pool is not depleted. The Slam attacks deal damage as though he was two size category larger and he had a Strength score of 18, for both attack and damage rolls. The Sand's embrace also gains a +4 bonus to grapple checks.

**Shukaku Metamorphosis (Su)**: Using a *nearby* mass of sand equal to his own, Gaara is able to force a bestial transformation upon himself. He will no longer be able to use the Sand's Embrace, but will gain the Fear Aura and Suna Shuriken abilities instead. In addition, Gaara's unarmed attack in this form deal Claw damage as though he was one size category larger than in reality. In addition, Gaara gains a +4 bonus to Strength and Constitution and a 15 feet movement increase. This transformation last for 10 minutes and is usable once per day.

**Sand Armor (Su)**: Using the sand surrounding his body at all time, Gaara is able to shield his own body from attacks. If he somehow was hit, he may decide to burn 4 points of Chakra which he may not convert to HPs, and activate the Sand Armor. Against aforementioned attack, Gaara gains a Damage Reduction of 10/-.

**Sand Manipulation (Su):** Gaara, regardless of his will, is always protected by the sand. Whenever he finds himself within 50 feet of sand, Gaara will gain a +6 deflection bonus to defense along with an immunity to ray attacks because of the sand shielding him.

**Suna Shuriken (Ex):** *Transformed* Gaara is able to throw shuriken made from his own sand. Each shuriken require an attack roll, and he can throw 4 per round at his highest attack bonus. A Suna Shuriken deals 1d6+2 points of piercing damage and has a range of 50 feet.

**Tanuki Neiri no Jutsu (Su):** Gaara's fearsome ability to call upon the power of Shukaku. Once in his *Transformed* form, Gaara can transform once again and become the incarnation of sand himself, Shukaku. He will no longer be himself and because of the technique, fall asleep, but his power will be infinite. For until Gaara wakes up (8 hours unless forced awake), Shukaku will be freed upon the world and be at full power. If Shukaku is slain during that time, Gaara will die also, and the transformation will end. Using this ability is a full-round action that does not provoke an attack of opportunity.

### **Sarutobi Asuma**

Strong Hero 3/Taijutsu Master 6/Ninja Scout 5; CR 14; Medium Humanoid (Human); **HD** 3d8+6 plus 6d10+12 plus 5d8+10; **hp** 105; **Mas** 50; **Init** +2; **Spd** 30 ft; **Defense** 25 (+2 dex, +10 class, +3 armor), Touch 22, Flat-Footed 23; **BAB** +12; **Grap** +16; **Atk** +18 melee (1d8+7, hand knives) or +14 ranged (by weapon); **Full Atk** +16/+11/+6 melee (1d8+7, hand knives [primary hand]) and +16/+11 melee (1d8+5, hand knives [off-hand]) or +14 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** friends, konoha, duty; **SV** Fort +11, Ref +10, Will +5; **AP** 8; **CP** 28; **Rep** +2; **Wealth** +12; **Learn:** +15; **Str** 18, **Dex** 15, **Con** 14, **Int** 14, **Wis** 14, **Cha** 14.

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

**Skills:** Chakra Control +17 (15), Genjutsu +6 (4), Hide +5 (3), Jump +21 (17), Knowledge (ninja lore) +10 (8), Move Silently +6 (4), Ninjutsu +20 (16), Survival +14 (12), Taijutsu +28 (16).

**Feats:** Armor Proficiency (light), Chuunin (Taijutsu), Combat Martial Arts, Genin (Taijutsu), Improved Two-Weapon Fighting, Jounin (Ninjutsu, Taijutsu), Nin Weapon Proficiency, Simple Weapon Proficiency, Taijutsu Adept, Two-Weapon Fighting.

**Talent (Strong Hero):** Extreme Efforts, Bonus Feat (Combat Martial Arts), Taijutsu.

**Talent (Taijutsu Master):** Unarmed Attack (1d8), Taijutsu Mastery (Weapon Focus - unarmed, Critical Strike), Bonus Feat (Chuunin), Sneak Attack (+1d6).

**Talent (Ninja Scout):** Track, Sneak Attack (+1d6), Bonus Feat (Gift of Summoning), Increase Speed (5 feet), Hide in Plain Sight.

**Techniques Known:** *Control (+17)*- Chouyaku no Jutsu, Hasaki no Jutsu, Kai, Kinobori, Seishou Bakuha, Shinobi Kyoufuu no Jutsu, Tadayou; *Genjutsu (+6)*- Bunshin no Jutsu, Henge no Jutsu; *Ninjutsu (+20)*- Kage Bunshin no Jutsu, Kaisoku no Jutsu, Kawarimi no Jutsu, Kuguru no Jutsu, Nawanuke no Jutsu, Sarutobi no Jutsu, Shuriken Kage Bunshin no Jutsu; *Taijutsu (+28)*- Asshou!, Futatsu Kyuu Sokuryoku, Hitotsu Kyuu Sokuryoku, Keibi Hakaisha, Namidashite Kukkin!, Renzuki (hand knife), Ryuu Inin, Shintai, Shunpo, Tsuideni.

**Equipment:** Two hand knives, heavy ninja vest, standard ninja outfit (night camouflage), shuriken holster (4 kunai, 5 shuriken), belt pouch (4 kunai, 4 shuriken, 2 smoke bombs, 4 greater exploding tags), cigarettes, various personal gear.

### Temari

Smart Hero 3/Ninja Scout 3/Fuuton Elementalist 2; CR 8; Medium Humanoid (Human); **HD** 3d6+6 plus 3d8+6 plus 2d6+4; **hp** 50; **Mas** 50; **Init** +2; **Spd** 30 ft; **Defense** 16 (+2 dex, +4 class), Touch 16, Flat-Footed 14; **BAB** +4; **Grap** +5; **Atk** +5 melee (1d8+1, large tessen) or +6 ranged (by weapon); **Full Atk** +5 melee (1d8+1, large tessen) or +6 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** suna, duty, friends; **SV** Fort +4, Ref +8, Will +7; **AP** 8; **CP** 22; **Rep** +2; **Wealth** +12; **Learn:** +9; **Str** 12, **Dex** 14, **Con** 14, **Int** 16, **Wis** 12, **Cha** 14.

**Occupation:** Academy Student (*Bonus Class Skills:* Chakra Control, Genjutsu, Taijutsu; *Bonus Feat:* Nin Weapon Proficiency)

**Skills:** Balance +8 (6), Chakra Control +10 (9), Craft (writing) +7 (6), Genjutsu +9 (7), Hide +6 (4), Investigate +8 (6), Knowledge (ninja lore) +8 (6), Knowledge (tactics) +7 (5), Listen +5 (4), Move Silently +6 (4), Ninjutsu +18 (11), Search +11 (6), Spot +5 (4), Survival +4 (3), Taijutsu +7 (6), Tumble +8 (6).

**Feats:** Chuunin (Ninjutsu), Genin (Ninjutsu), Gift of Summoning, Dodge, Nin Weapon Proficiency, Ninjutsu Adept, Scribe Chakra Symbols, Simple Weapon Proficiency.

**Talent (Smart Hero):** Savant (Search), Bonus Feat (Ninjutsu Adept), Plan.

**Talent (Ninja Scout):** Track, Sneak Attack (+1d6), Bonus Feat (Gift of Summoning).

**Talent (Fuuton Elementalist):** Elemental Specialization (Fuuton), Elemental Fury.

**Techniques Known:** *Control (+10)*- Kai, Kinobori, Tadayou; *Genjutsu (+9)*- Bunshin no Jutsu, Henge no Jutsu, Okodasu no Jutsu; *Ninjutsu (+18)*- Kamaitachi, Kawarimi no Jutsu, Kaze Oogama; *Taijutsu (+7)*- Asshou!, Butsukari.

**Equipment:** Large tessen, forehead protector (suna), casual outfit, shuriken holster (4 kunai, 5 shuriken), belt pouch (4 kunai, 4 shuriken, 4 exploding tags, 1 smoke bomb), various personal gear.

### Tenten

Fast Hero 3/Shuriken Expert 4; CR 7; Medium Humanoid (Human); **HD** 3d8+6 plus 4d6+8; **hp** 56; **Mas** 50; **Init** +3; **Spd** 30 ft; **Defense** 20 (+3 dex, +7 class), Touch 20, Flat-Footed 17; **BAB** +5; **Grap** +6; **Atk** +9 ranged (1d4+1 lethal, kunai), +6 melee (by weapon) or +8 ranged (by weapon); **Full Atk** +9 ranged (1d4+1 lethal, kunai), +7/+7 ranged (1d4+1 lethal, kunai), +6 melee (by weapon) or +8 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** leaf, friends, self; **SV** Fort +2, Ref +9, Will +2; **AP** 8; **CP** 21; **Rep** +0; **Wealth** +15; **Learn:** +7; **Str** 12, **Dex** 17, **Con** 14, **Int** 13, **Wis** 13, **Cha** 14.

**Occupation:** Academy Student (*Bonus Class Skills:* Hide, Ninjutsu, Sleight of Hands; *Bonus Feat:* Nin Weapon Proficiency)

**Skills :** Balance +10 (7), Chakra Control +3 (2), Climb +5 (4), Genjutsu +3 (1), Hide +13 (10), Jump +5 (4), Move Silently +13 (10), Ninjutsu +7 (6), Sleight of Hand +9 (6), Tumble +10 (7).

**Feats:** Dodge, Mobility, Nin Weapon Proficiency, Point Blank Shot, Precise Shot, Shot on the Run, Simple Weapon Proficiency

**Talent (Fast):** Evasion, Deflect

**Talent (Shuriken Expert):** Weapon Focus (kunai), Rapid Shot, Sneak Attack (+1d6), Quick Draw

**Techniques Known:** *Control* (+3)- Kai, Kinobori; *Genjutsu* (+3)- Bunshin no Jutsu, Henge no Jutsu; *Ninjutsu* (+7)- Fukurougan, Hiryou, Kawarimi no Jutsu, Nekomeishi; *Taijutsu* (+0)-

**Equipment:** Shuriken holster (5 kunai, 4 shuriken), casual clothes, belt pouch (10 kunai, 2 scrolls), forehead protector (konoha), various personal gear.

## **Uchiha Itachi**

Fast 4/Ninja Scout 10/Ninja Operations Counter 1/Shuriken Expert 10 (ECL 27); CR 25; Medium Humanoid (Human); **HD** 4d8+4 plus 10d8+10 plus 1d6+1 plus 10d6+10; **hp** 151; **Mas** 50; **Init** +5; **Spd** 30 ft; **Defense** 33, 34 melee, 36 vs traps (+5 dex, +17 class, +1 epic), Touch 33, Flat-Footed 33; **BAB** +13; **Grap** +17; **Atk** +17 melee (by weapon) or +20 ranged (by weapon) or +22 ranged (1d4+4, kunai); **Full Atk** +17/+12/+7 melee (by weapon) or +20/+15/+10 ranged (by weapon) or +22/+17/+12 ranged (1d4+4, kunai) or +20/+20/+15/+10 ranged (1d4+4, kunai); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** self, power; **SV** Fort +10, Ref +22 (+25 vs traps), Will +11; **AP** 30; **CP** 38; **Rep** +10; **Wealth** +24; **Learn:** +29; **Str** 14, **Dex** 21, **Con** 13, **Int** 18, **Wis** 15, **Cha** 16.

**Occupation:** Academy Student (Chakra Control, Genjutsu, Ninjutsu; Nin Weapon Proficiency)

**Skills:** Balance +11 (6), Chakra Control +28 (26), Disable Device +19 (15), Genjutsu +22 (19), Hide +27 (20), Jump +9 (7), Knowledge (ninja lore) +14 (10), Listen +12 (10), Move Silently +27 (20), Ninjutsu +34 (28), Sleight of Hands +12 (7), Search +21 (+25 vs traps) (17), Spot +12 (+16 vs traps) (10), Survival +10 (8), Taijutsu +20 (18) and Tumble +17 (12).

**Feats:** Advanced Bloodline (Uchiha Clan Sharingan), Combat Martial Arts, Chuunin (Ninjutsu), Defensive Martial Arts, Far Shot, Genin (Ninjutsu), Genius Nin, Gift of Summoning, Mangekyou Sharingan, Ninja Mimicry, Ninjutsu Adept, Nin Weapon Proficiency, Point Blank Shot, Precise Shot, Stealthy, Technique Focus (Tsukuyomi)

**Epic Feats:** Epic Sharingan, Epic Technique Focus (Tsukuyomi)

**Talent (Fast Hero):** Evasion, Bonus Feat (Defensive Martial Arts, Genin), Uncanny Dodge 1

**Talent (Ninja Scout):** Tracker, Sneak Attack (+3d6), Bonus Feat (Combat Martial Arts, Chuunin, Gift of Summoning), Increase Speed (10 feet), Hide in Plain Sight, Evasion X (Improved Evasion), Quicken Technique

**Talent (Ninja Operations Counter):** Technique Counter, Trap Sense

**Talent (Shuriken Expert):** Weapon Focus (Kunai), Rapid Shot, Sneak Attack (+2d6), Bonus Feat (Dodge, Far Shot, Precise Shot), Quick Draw, Tenketsu (all attacks), Greater Weapon Focus (Kunai), Weapon Specialization (Kunai), Skip Throw

**Techniques Known:** *Control* (+28)- Chikara no Kogasu, Chouyaku no Jutsu, Kai, Kakusu Nioi, Kinobori, Mugen Ibuki no Jutsu, Shinobi Kyoufu no Jutsu, Tadayou; *Genjutsu* (+22)- Bunshin no Jutsu, Genjutsu Taisaku no Jutsu, Henge no Jutsu, Kokoro Wana, Naku Maneru no Jutsu, Nemuri no Jutsu, Tsukuyomi (Auto Success); *Ninjutsu* (+34)- Amaterasu, Bakuretsu Kage Bunshin no Jutsu, Goukakyuu no Jutsu, Housenka no Jutsu, Ishi Shuriken no Jutsu, Jigen Ugoku no Jutsu, Jikoku Kage Bunshin no Jutsu,

Jisatsu no Jutsu, Jishin no Jutsu, Kage Bunshin no Jutsu, Kawarimi no Jutsu, Kaze Oogama, Ryuuka no Jutsu, Shuriken Kage Bunshin no Jutsu, Suikiha no Jutsu, Tenkou Bunshin no Jutsu; *Taijutsu (+20)*- Asshou!, Futatsu Kyuu Sokuryoku, Hitotsu Kyuu Sokuryoku, Mitsu Kyuu Sokuryoku and Shunpo.

**Equipment:** Belt pouch (6 kunai, 3 shuriken, 2 smoke bombs), shuriken holster (4 kunai, 5 shuriken), standard ninja outfit (night camouflage), akatsuki cloak, various personal gear.

### **Uchiha Itachi (Shouten no Jutsu)**

**CR** 18; **HD** 4d8+4 plus 10d8+10 plus 1d6+1 plus 10d6+10; **hp** 50; **Mas** 50; **Init** +5; **Spd** 30 ft; **Defense** 29, 30 melee, 32 vs traps (+5 dex, +17 class, +1 epic, -4 shouten no jutsu), Touch 29, Flat-Footed 29; **BAB** +13; **Grp** +13; **Atk** +13 melee (by weapon) or +16 ranged (by weapon) or +18 ranged (1d4+4, kunai); **Full Atk** +13/+8/+3 melee (by weapon) or +16/+11/+6 ranged (by weapon) or +18/+13/+8 ranged (1d4+4, kunai) or +16/+16/+11/+6 ranged (1d4+4, kunai); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** self, power; **SV** Fort +6, Ref +18 (+21 vs traps), Will +7; **AP** 30; **CP** 12; **Rep** +10; **Learn:** +29; **Str** 14, **Dex** 21, **Con** 13, **Int** 16, **Wis** 13, **Cha** 14.

**Skills:** Balance +7, Chakra Control +23, Disable Device +14, Genjutsu +17, Hide +23, Jump +5, Knowledge (ninja lore) +9, Listen +7, Move Silently +23, Ninjutsu +29, Sleight of Hands +8, Search +16 (+20 vs traps), Spot +7 (+11 vs traps), Survival +5, Taijutsu +16 and Tumble +13.

**Techniques Known:** *Control (+23)*- Chikara no Kogasu, Chouyaku no Jutsu, Kai, Kakusu Nioi, Kinobori, Mugen Ibuki no Jutsu, Shinobi Kyofu no Jutsu, Tadayou; *Genjutsu (+17)*- Bunshin no Jutsu, Henge no Jutsu, Kokoro Wana, Naku Maneru no Jutsu, Nemuri no Jutsu; *Ninjutsu (+29)*- Bakuretsu Kage Bunshin no Jutsu, Goukakyuu no Jutsu, Housenka no Jutsu, Ishi Shuriken no Jutsu, Jigen Ugoku no Jutsu, Jisatsu no Jutsu, Kage Bunshin no Jutsu, Kawarimi no Jutsu, Kaze Oogama, Ryuuka no Jutsu, Shuriken Kage Bunshin no Jutsu, Suikiha no Jutsu, Tenkou Bunshin no Jutsu; *Taijutsu (+16)*- Asshou!, Futatsu Kyuu Sokuryoku, Hitotsu Kyuu Sokuryoku, Mitsu Kyuu Sokuryoku.

### **Uchiha Sasuke**

Fast Hero 3/Ninja Scout 3/Taijutsu Master 2 (ECL 11); **CR** 8; Medium Humanoid (Human; Cursed Seal Template); **HD** 3d8+6 plus 3d8+6 plus 2d10+4; **hp** 57; **Mas** 50; **Init** +3; **Spd** 35 ft; **Defense** 21, 22 melee (+3 dex, +8 class), Touch 21, Flat-Footed 18; **BAB** +6; **Grp** +8; **Atk** +9 melee (1d6+2, unarmed strike); **Full Atk** +9/+4 melee (1d6+2, unarmed strike) or +9/+4 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Shodan Sharingan, cursed seal level 1, cursed seal level 2, willing (origin Orochimaru); ; **AL** power, revenge, Uchiha Clan; **SV** Fort +7, Ref +10, Will +3; **AP** 10; **CP** 23; **Rep** +2; **Wealth** +16; **Learn:** +11; **Str** 14, **Dex** 16, **Con** 15, **Int** 14, **Wis** 13, **Cha** 13.

**Occupation:** Uchiha Clan (*Bonus Class Skills:* Ninjutsu; *Bonus Feat:* Advanced Bloodline; *Bonus Technique:* Goukakyuu no Jutsu)

**Skills:** Balance +8 (3), Chakra Control +6 (5), Concentration +6 (2), Control Cursed Seal +5 (4), Genjutsu +6 (5), Hide +5 (2), Knowledge (Ninja Lore) +7 (6), Move Silently +4 (1), Ninjutsu +11 (8), Sleight of Hand +8 (5), Survival +4 (3), Taijutsu +8 (6), Tumble +5 (2).

**Feats:** Advanced Bloodline (Uchiha Clan Sharingan), Combat Martial Arts, Defensive Martial Arts, Focused, Genin (Ninjutsu), Genius Nin, Nin Weapon Proficiency, Simple Weapon Proficiency

**Talents (Fast Hero):** Evasion, Increase Speed

**Talents (Ninja Scout):** Track, Sneak Attack (+1d6)

**Talents (Taijutsu Master):** Unarmed Attack (1d6), Taijutsu Mastery (Martial Arts Master)

**Techniques Known:** *Chakra Control (+6)*- Chouyaku no Jutsu, Kinobori, Tadayou; *Genjutsu (+6)*- Bunshin no Jutsu, Henge no Jutsu; *Ninjutsu (+11)*- Chidori, Goukakyuu no Jutsu (+12), Housenka no Jutsu, Kawarimi no Jutsu, Ryuuka no Jutsu; *Taijutsu (+8)*- Asshou!, Futatsu Kyuu Sokuryoku, Hitotsu Kyuu Sokuryoku, Kage Buyou, Ryuu Inin, Shishi Rendan.

**Equipment:** Shuriken holster (4 kunai, 5 shuriken), forehead protector (konoha), uchiha clan outfit, belt pouch (6 kunai, 4 shuriken, 2 smoke bombs), various personal gear.

### Umino Iruka

Charismatic Hero 3/Smart Hero 3/Ninja Scout 5; CR 11; Medium Humanoid (Human); **HD** 3d6+6 plus 3d6+6 plus 5d8+10; **hp** 75; **Mas** 50; **Init** +2; **Spd** 30 ft; **Defense** 20 (+2 dex, +6 class, +2 armor), Touch 18, Flat-Footed 18; **BAB** +5; **Grap** +6; **Atk** +6 melee (by weapon) or +7 ranged (by weapon); **Full Atk** +6 melee (by weapon) or +7 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** friends, konoha, good; **SV** Fort +5, Ref +9, Will +6; **AP** 8; **CP** 25; **Rep** +4; **Wealth** +14; **Learn:** +13; **Str** 13, **Dex** 14, **Con** 14, **Int** 15, **Wis** 14, **Cha** 16.

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

**Skills:** Bluff +7 (4), Chakra Control +18 (14), Diplomacy +7 (4), Disable Device +10 (8), Disguise +7 (4), Forgery +7 (3), Gather Information +9 (6), Genjutsu +20 (14), Hide +9 (5), Investigate +7 (5), Knowledge (ninja lore) +16 (14), Move Silently +9 (5), Ninjutsu +20 (14), Search +9 (5), Survival +8 (6), Taijutsu +8 (7).

**Feats:** Chuunin (Ninjutsu), Genin (Chakra Control), Genjutsu Adept, Harmony, Meticulous, Nin Weapon Proficiency, Point Blank Shot, Rapid Shot, Simple Weapon Proficiency, Stealthy.

**Talent (Charismatic Hero):** Genjutsu, Bonus Feat (Genin), Fast Talk.

**Talent (Smart Hero):** Ninjutsu, Bonus Feat (Genjutsu Adept), Improved Ninjutsu.

**Talent (Ninja Scout):** Track, Sneak Attack (+1d6), Bonus Feat (Chuunin), Increase Speed (5 feet), Hide in Plain Sight.

**Techniques Known:** *Control (+18)*- Chouyaku no Jutsu, Kai, Kinobori (Auto-Success), Tadayou (Auto-Success); *Genjutsu (+20)*- Akiraka Genzou, Bunshin no Jutsu, Henge no Jutsu, Nemuri no Jutsu, Tsutakazura Genzou no Jutsu; *Ninjutsu (+20)*- Fukurougan, Goukakyuu no Jutsu, Ishi Shuriken no Jutsu, Jigen Ugoku no Jutsu, Kawarimi no Jutsu, Mizudama, Nawanuke no Jutsu, Raite no Jutsu, Rakurai no Jutsu; *Taijutsu (+8)*- Butsukari, Hitotsu Kyuu Sokuryoku, Shintai.

**Equipment:** Ninja vest, standard ninja outfit (forest camouflage), shuriken holster (4 kunai, 5 shuriken), belt pouch (4 kunai, 4 shuriken, 2 blank scrolls, 1 ninja bombs, 4 exploding tags), various personal gear.

### Uzumaki Naruto

Tough Hero 5/Dedicated Hero 3 (Ghastly Inheritance; ECL 11); CR 9; Medium Humanoid (Human); **HD** 5d10+25 plus 3d6+15 plus 8; **hp** 90; **Mas** 50; **Init** +1; **Spd** 30 ft; **Defense** 15 (+1 dex, +4 class), Touch 15, Flat-Footed 14; **BAB** +5; **Grap** +7; **Atk** +8 melee (1d8+2 nonlethal, brawl); **Full Atk** +8 melee (1d8+2 nonlethal, brawl); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Blazing Rage, Greater Health, Kyuubi Manifestation, Overwhelming Chakra; **AL** dreams, friends, good; **SV** Fort +9, Ref +8, Will +4; **AP** 12; **CP** 36; **Rep** +2; **Wealth** +16; **Learn**: +8; **Str** 14, **Dex** 13, **Con** 21, **Int** 13, **Wis** 9, **Cha** 14.

**Occupation:** Academy Student (*Bonus Class Skills:* Ninjutsu, Survival, Taijutsu; *Bonus Feat:* Nin Weapon Proficiency)

**Skills:** Chakra Control +8 (11), Concentration +8 (6), Genjutsu +4 (2), Knowledge (ninja lore) +4 (3), Listen +2 (3), Ninjutsu +10 (8), Survival +3 (4), Taijutsu +11 (9).

**Feats:** Blood Pact (Toad), Brawl, Genin (Ninjutsu), Gift of Summoning, Improved Brawl, Improved Chakra Pool, Nin Weapon Proficiency, Power Attack, Simple Weapon Proficiency, Technique Focus (Tajuu Kage Bunshin no Jutsu).

**Talent (Tough Hero):** Endurance, Improved Endurance, Advanced Endurance

**Talent (Dedicated Hero):** Empathy, Intuition

**Techniques Known:** *Control (+8)*- Kinobori, Kuroi Rasengan, Seishou Bakuha, Rasengan, Tadayou; *Genjutsu (+4)*- Henge no Jutsu; *Ninjutsu (+10)*- Kage Bunshin no Jutsu, Kawarimi no Jutsu, Kuchiyose no Jutsu, Kuroi Rasengan, Tajuu Kage Bunshin no Jutsu (+14); *Taijutsu (+11)*- Asshou!, Sennen Goroshi, Uzumaki Naruto Rendan

**Equipment:** Shuriken holster (4 kunai, 5 shuriken), forehead protector (konoha), casual clothes, belt pouch (4 kunai, 4 shuriken, 2 smoke bombs, various ninja scrolls, 1 blank scroll), various personal gear.

### Uzumaki Naruto (Blazing Rage)

Medium Humanoid (Human); **HD** 5d10+25 plus 3d6+15 plus 8 plus 27; **hp** 117; **Mas** 50; **Init** +1; **Spd** 45 ft; **Defense** 19 (+1 dex, +4 class, +4 dodge), Touch 19, Flat-Footed 14; **BAB** +5; **Grap** +10; **Atk** +10 melee (1d4+5, claws); **Full Atk** +10/+10 melee (1d4+5, claws); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Kyuubi Manifestation, Overwhelming Chakra, Fast Healing 3; **AL** dreams, friends, good; **SV** Fort +12, Ref +8, Will +6; **AP** 12; **CP** 42; **Str** 20, **Dex** 13, **Con** 27, **Int** 13, **Wis** 9, **Cha** 14.

### Uzumaki Naruto (Kyuubi Manifestation)

Medium Humanoid (Human); **HD** 5d10+25 plus 3d6+15 plus 8 plus 36; **hp** 126; **Mas** 50; **Init** +1; **Spd** 55 ft; **Defense** 23 (+1 dex, +4 class, +4 dodge, +4 deflection), Touch 23, Flat-Footed 18; **BAB** +5; **Grap** +11; **Atk** +11 melee (1d6+6, claws) or +11 melee (1d4+6, tail); **Full Atk** +11/+11 melee (1d6+6, claws) or +11 melee (1d4+6, tail); **FS** 5 ft by 5 ft; **Reach** 10 ft; **SQ** Kyuubi Manifestation, Overwhelming Chakra, Fast Healing 3, Fire Resistance 10, Damage Reduction 3/-; **AL** dreams, friends, good; **SV** Fort +13, Ref +8, Will +8; **AP** 12; **CP** 44; **Str** 22, **Dex** 13, **Con** 29, **Int** 13, **Wis** 9, **Cha** 14.

### Uzumaki Naruto (After Timeskip)

Tough Hero 5/Dedicated Hero 3/Ninja Scout 5 (Ghastly Inheritance; ECL 16); CR 14; Medium Humanoid (Human); **HD** 5d10+30 plus 3d6+18 plus 5d8+30 plus 13; **hp** 153;



**Mas** 50; **Init** +2; **Spd** 30 ft; **Defense** 20 (+2 dex, +8 class), Touch 20, Flat-Footed 18; **BAB** +8; **Grp** +10; **Atk** +11 melee (1d8+3 nonlethal, brawl); **Full Atk** +11/+6 melee (1d8+3 nonlethal, brawl); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** Blazing Rage, Greater Health, Kyuubi Manifestation, Overwhelming Chakra; **AL** dreams, friends, good; **SV** Fort +11, Ref +13, Will +6; **AP** 12; **CP** 46; **Rep** +3; **Wealth** +16; **Learn**: +14; **Str** 14, **Dex** 14, **Con** 22, **Int** 14, **Wis** 10, **Cha** 14.

**Occupation:** Academy Student (*Bonus Class Skills:* Ninjutsu, Survival, Taijutsu; *Bonus Feat:* Nin Weapon Proficiency)

**Skills:** Chakra Control +14 (16), Concentration +12 (6), Genjutsu +9 (7), Knowledge (ninja lore) +8 (6), Listen +6 (6), Ninjutsu +19 (16), Spot +3 (3), Survival +7 (7), Taijutsu +15 (13).

**Feats:** Blood Pact (Toad), Brawl, Genin (Ninjutsu), Gift of Summoning, Improved Brawl, Improved Chakra Pool (3), Nin Weapon Proficiency, Power Attack, Simple Weapon Proficiency, Technique Focus (Tajuu Kage Bunshin no Jutsu), Track.

**Talent (Tough Hero):** Endurance, Improved Endurance, Advanced Endurance

**Talent (Dedicated Hero):** Empathy, Intuition

**Talent (Ninja Scout):** Track, Sneak Attack (+1d6), Bonus Feat (Improved Chakra Pool), Increased Speed (5 feet), Hide in Plain Sight

**Techniques Known:** *Control (+14)*- Kai, Kinobori, Kuroi Rasengan, Seishou Bakuha, Rasengan, Tadayou; *Genjutsu (+9)*- Akiraka Genzou, Bunshin no Jutsu, Henge no Jutsu; *Ninjutsu (+19)*- Kage Bunshin no Jutsu, Kage Bunshin no Kaihi, Kage Bunshin no Tate, Kankin Kaihou, Kankin Kanshihon Fuuin, Kawarimi no Jutsu, Kuchiyose no Jutsu, Kuchiyose - Gamabunta, Kuroi Rasengan, Tajuu Kage Bunshin no Jutsu (+23); *Taijutsu (+15)*- Asshou!, Sennen Goroshi, Uzumaki Naruto Rendan

**Equipment:** Shuriken holster (4 kunai, 5 shuriken), forehead protector (konoha), casual clothes, belt pouch (4 kunai, 4 shuriken, 2 smoke bombs, various ninja scrolls, 1 blank scroll), various personal gear.

### Yamanaka Ino

Fast Hero 3/Charismatic Hero 3; CR 6; Medium Humanoid (Human); **HD** 3d8+3 plus 3d6+3; **hp** 43; **Mas** 50; **Init** +3; **Spd** 30 ft; **Defense** 18 (+3 dex, +5 class), Touch 18, Flat-Footed 18; **BAB** +3; **Grp** +5; **Atk** +5 melee (by weapon) or +6 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** sasuke, konoha, friends; **SV** Fort +4, Ref +7, Will +3; **AP** 8; **CP** 18; **Rep** +3; **Wealth** +15; **Learn**: +7; **Str** 14, **Dex** 16, **Con** 12, **Int** 13, **Wis** 13, **Cha** 16.

**Occupation:** Academy Student (*Bonus Class Skills:* Chakra Control, Genjutsu, Ninjutsu; *Bonus Feat:* Genin)

**Skills:** Balance +9 (6), Chakra Control +7 (6), Diplomacy +11 (8), Escape Artist +6 (3), Genjutsu +12 (8), Hide +9 (3), Knowledge (ninja lore) +7 (6), Move Silently +8 (3), Ninjutsu +7 (6), Sleight of Hand +8 (5), Taijutsu +8 (6).

**Feats:** Agile Riposte, Archaic Weapon Proficiency, Armor Proficiency (Light), Genin (Genjutsu), Nin Weapon Proficiency, Simple Weapon Proficiency, Stealthy.

**Talent (Fast Hero):** Evasion, Bonus Feat (Stealthy), Uncanny Dodge 1

**Talent (Charismatic Hero):** Charm (men), Bonus Feat (Dodge), Fast-talk

**Techniques Known:** *Control* (+7)- Kai, Kinobori; *Genjutsu* (+12)- Bunshin no Jutsu, Henge no Jutsu, Kanashibari Gyoushi no Jutsu, Okodasu no Jutsu; *Ninjutsu* (+7)- Kawarimi no Jutsu, Shintenshin no Jutsu; *Taijutsu* (+8)- Namidashite Kukkin!

**Equipment:** Belt pouch (4 kunai, 5 shuriken, 1 smoke bombs, 2 blank scrolls), forehead protector (leaf), shuriken holster (5 kunai, 3 shuriken), casual outfit, various personal gear.

## Creatures

**Dog Companion:** CR 1/4; Tiny animal; HD 1d8; hp 4; Mas 50; Init +3; Spd 30 ft.; Defense 16, touch 16, flat-footed 13 (+2 size, +3 Dex, +1 natural); BAB +0; Grap -4; Atk +1 melee (1d3-1, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ low-light vision, scent; AL companion; SV Fort +2, Ref +5, Will +1; AP 0; CP 6; Rep +0; Str 9, Dex 17, Con 11, Int 3, Wis 12, Cha 6.

**Skills:** Jump +2, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +4.

**Feats:** None.

**Advancement:** By HD and as shown on table 11-1.

**Hawk Companion:** CR 1/4; Tiny animal; HD 1d8; hp 4; Mas 50; Init +3; Spd 10 ft., fly 60 ft. (average); Defense 17, touch 15, flat-footed 14 (+2 size, +3 Dex, +2 natural); BAB +0; Grap -10; Atk +5 melee (1d4-2, claw); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; AL companion; SV Fort +2, Ref +5, Will +2; AP 0; CP 5; Rep +0; Str 6, Dex 17, Con 10, Int 3, Wis 14, Cha 6.

**Skills:** Listen +6, Spot +6 (+14 in daylight).

**Feats:** Weapon Finesse (claw).

**Advancement:** By HD and as shown on table 11-1.

**Konchuumure:** CR 1/8; Diminutive vermin; HD 1d8; hp 4; Mas 50; Init +3; Spd 15 ft., fly 5ft. (poor); Defense 17, touch 17, flat-footed 14 (+4 size, +3 Dex); BAB +0; Grap -16; Atk +3 melee (*chakra leech*); FS 2 ft. by 2 ft.; Reach 0 ft.; SQ *chakra leech*, darkvision 20ft., immunity to mind-affecting effects, scent; AL the host; SV Fort +2, Ref +3, Will -2; AP 0; CP -; Rep +0; Str 1, Dex 16, Con 10, Int -, Wis 6, Cha 1.

**Skills:** Hide +12, Move Silently +12, Survival +6 (+12 while tracking by scent)

**Feats:** Weapon Finesse (*chakra leech*)

**Chakra Leech (Su):** By attaching itself to a creature, the Konchuumure is able to drain its Chakra at the rate of 1 point per round. To succeed that, the Konchuumure needs to make a melee touch attack against the target, and will then attach itself to it until it succeeds an Escape Artist (or Dexterity) check (DC 15). No more than 1 Konchuumure can be attached on a *Fine* creature, 2 on a *Diminutive* creature, 3 on a *Small* creature, 4 on a *Medium-sized* creature, 6 on a *Large* creature, 12 on a *Huge* creature, 16 on a *Gargantuan* creature and 32 on a *Colossal* creature. Once a creature succeeds the check to free itself from the Konchuumure, all are detached at once; another creature may aid the victim of the Konchuumure, and may spend a full-round action detaching up to 4 Konchuumure from a creature at time. The Konchuumure wishing to attach itself to a

creature gains a +2 bonus to attack rolls per Konchuumure already attached to the creature.

**Owl Companion:** CR 1/4; Tiny animal; HD 1d8; hp 4; Mas 50; Init +3; Spd 10 ft., fly 40 ft. (average); Defense 17, touch 15, flat-footed 14 (+2 size, +3 Dex, +2 natural); BAB +0; Grap -10; Atk +5 melee (1d2-2, claw); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ low-light vision; AL companion; SV Fort +2, Ref +5, Will +2; AP 0; CP 5; Rep +0; Str 7, Dex 16, Con 10, Int 3, Wis 14, Cha 4.

**Skills:** Listen +14, Move Silently +20, Spot +6 (+14 in dusk and darkness).

**Feats:** Weapon Finesse (claw).

**Advancement:** By HD and as shown on table 11-1.

### **Thunder God Avatar**

CR 17; Medium-sized Outsider; **HD** 22d8+66; **hp** 131; **Mas** 50; **Init** +20; **Spd** 60 ft; **Defense** 34 (+8 dex, +8 natural, +8 dodge), Touch 26, Flat-Footed 26; **BAB** +20; **Grap** +23; **Atk** +23 melee (2d6+3 slam [electricity]) or +28 ranged (3d8, thunder javelin); **Full Atk** +23 melee (2d6+3, 3 slam [electricity]) or +28 ranged (3d8, 3 thunder javelin); **FS** 5 ft by 5 ft; **Reach** 10 ft; **SQ** immunity to mind affecting effect, immunity to critical hits and sneak attack, evasion, thunder avatar, thunder javelin; **AL** none or master; **SV** Fort +16, Ref +21, Will +16; **CP** 40; **Str** 17, **Dex** 26, **Con** 16, **Int** 14, **Wis** 17, **Cha** 21.

**Skills:** Chakra Control +23, Genjutsu +27, Jump +28, Ninjutsu +24, Taijutsu +13.

**Feats:** Archaic Weapon Proficiency, Improved Chakra Pool, Improved Initiative, Run, Superior Initiative.

**Thunder Avatar (Su):** Being one with thunder, the Thunder God Avatar is completely immune to all *electricity* damage. In addition, the Thunder Avatar can use all *raiton* technique, including Hijutsu and Epic Techniques (minus *Raijin Jigen no Jutsu*) except the ones created recently without ever making a Ninjutsu check. He can also use *Bakuhatsuryoku*, *Museigenna Shunpo*, *Shunpo* and *Shunshin no Jutsu* without ever needing to make a Taijutsu check. He can still convert Chakra Cost to HPs normally. In addition, in the hand of the Thunder Avatar, *Raijin no Ken* deals double damage and cannot be destructed. Because he is nothing more than thunder, the avatar can extend his limbs to reach up to 10 feet and attack any enemy within range if needed.

**Thunder Javelin (Su):** The Thunder Avatar can shoot 3 thunder javelin per round as a full-attack action. Each javelin has an attack bonus of +28, a range of 50 feet and deals 3d8 points of electricity damage.

**Wolf Companion:** CR 1/4; Small-size animal; HD 1d8+1; hp 5; Mas 15; Init +2; Spd 30 ft.; Defense 14, touch 14, flat-footed 11 (+2 Dex, +1 size, +1 natural); BAB +1; Grap +2; Atk +1 melee (1d4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ scent, low-light vision; AL none; SV Fort +5, Ref +5, Will +1; AP 0; CP 6; Rep +0; Str 10, Dex 15, Con 12, Int 2, Wis 12, Cha 6.

**Skills:** Hide +3, Listen +6, Move Silently +4, Spot +4, Survival +1 (+5 when tracking by scent).

**Advancement:** By HD and as shown on table 11-1.

## Special Creatures (Summoning)

**Dokubimaru:** CR 7; Medium-size Magical Beast; HD 9d8+9; hp 45; Mas 50; Init +2; Spd 20 ft., climb 20 ft., swim 20 ft.; Defense 16, touch 13, flat-footed 13 (+3 Dex, +3 natural); BAB +9; Grap +12; Atk +12 melee (1d6+3, bite); Full Atk +12/+10/+7/+5 melee (1d6+3, bite); FS 5 ft. by 5 ft. (coiled); Reach 5 ft.; SQ improved grab, constrict 1d6+8, scent, low-light vision, poison (DC 16), immunity to poisons; AL summoner; SV Fort +4, Ref +9, Will +4; AP 0; CP 22; Rep +0; Str 17, Dex 16, Con 13, Int 9, Wis 13, Cha 14.

**Skills:** Balance +8, Chakra Control +8, Climb +11, Genjutsu +9, Hide +14, Listen +9, Move Silently +8, Ninjutsu +11, Spot +9, Swim +9.

**Feat:** Multiattack, Ninjutsu Adept.

**Techniques Known:** *Control (+8)*- Kinobori, Tadayou; *Genjutsu (+9)*- Funran no Jutsu, Saimin no Jutsu; *Ninjutsu (+11)*- Dokukiri no Jutsu, Dokutsume no Jutsu, Sansei Kouki no Jutsu; *Taijutsu (+3)*- None.

**Enma (Fast Hero 3):** CR 11; Medium-sized Magical Beast; HD 12d6+36 plus 3d8+9; hp 109; Mas 50; Init +6; Spd 40 ft.; Defense 26, touch 16, flat-footed 26 (+2 dex, +10 natural, +4 class); BAB +14; Grap +17; Atk +17 melee (1d4+3, claw) or +18 melee (1d6+3, bite); Full Atk +17/+12/+7 melee (1d4+3, claws) and +18 melee (1d6+3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ henge - kongou nyoi, speech; AL none; SV Fort +12, Ref +11, Will +7; AP 0; CP 31; Rep +0; Str 16, Dex 15, Con 16, Int 17, Wis 14, Cha 13.

**Skills:** Chakra Control +12, Balance +18, Chakra Control +14, Climb +16, Genjutsu +8 Hide +16, Jump +9, Listen +9, Move Silently +11, Ninjutsu +13, Spot +11, Taijutsu +10.

**Feats:** Improved Initiative, Nin Weapon Proficiency, Weapon Focus (bite).

**Talents (Fast Hero):** Evasion, Uncanny Dodge I.

**Techniques:** *Control (+12)*- Chakra no Kogasu, Kai, Kinobori; *Genjutsu (+8)*- Henge no Jutsu; *Ninjutsu (+14)*- Kage Bunshin no Jutsu, Kaze Oogama, Sarutobi no Jutsu; *Taijutsu (+18)*- Asshou!, Futatsu Kyuu Sokuryoku, Hitotsu Kyuu Sokuryoku.

**Henge - Kongou Nyoi (Sp):** Using *Henge no Jutsu*, Enma is able to transform itself into *Kongou Nyoi* for the duration of the technique. See *Ninja Tools - Relics and Artifact* chapter for more details.

**Gama Kenshin:** CR 5; Small Magical Beast; HD 5d6+5; hp 26; Mas 50; Init +3; Spd 25 ft.; Defense 17, touch 14, flat-footed 14 (+3 Dex, +2 armor, +1 natural, +1 size); BAB +5; Grap +6; Atk +9 melee (1d10+1, katana); Full Atk +9 melee (1d10+1, katana); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ constrict, darkvision 60ft., evasion, speech, tongue; AL none; SV Fort +5, Ref +7, Will +3; AP 0; CP 24; Rep +0; Str 12, Dex 16, Con 12, Int 12, Wis 14, Cha 7.

**Skills:** Hide +15, Jump +18, Listen +7, Spot +6.

**Feats:** Exotic Melee Weapon Proficiency (katana), Weapon Finesse (katana), Weapon Focus (katana).

**Equipment:** Katana, battle armor.

**Gamabunta:** CR 15; Colossal Magical Beast; HD 17d6+204; hp 263; Mas 50; Init +0; Spd 50 ft.; Defense 14, touch 2, flat-footed 14 (+12 natural, -8 size); BAB +17; Grap +23; Atk +23 melee (6d6+14, colossal shortsword) or +11 ranged (by weapon); Full Atk +23/+18/+13 melee (6d6+14, colossal shortsword) or +11/+6/+1 ranged (by weapon); FS 50 ft. by 50 ft.; Reach 30 ft.; SQ constrict, darkvision 60ft., evasion, share energy, speech, tongue; AL none; SV Fort +19, Ref +10, Will +6; AP 0; CP 51; Rep +0; Str 39, Dex 11, Con 34, Int 14, Wis 12, Cha 11.

**Skills:** Chakra Control +16, Intimidate +20, Jump +34, Listen +9, Ninjutsu +14, Spot +4, Taijutsu +18.

**Feats:** Archaic Weapon Proficiency, Technique Focus (Teppoudama no Jutsu).

**Techniques:** *Control (+16)*- Chouyaku no Jutsu, Haneru no Jutsu; *Genjutsu (+0)*- None; *Ninjutsu (+14)*- Mizudama, Teppoudama no Jutsu (+18); *Taijutsu (+18)*- Butsukari, Kenjutsu Ougi - Kiritsuki.

**Equipment:** Casual clothes, colossal shortsword.

**Share Energy (Su):** Gamabunta can share his own life force with his summoner by simply touching it. As an attack action, the toad boss can spend his chakra to give his summoner 1 point of Chakra per two spent, or two hit points by chakra spent.

**Katsuyu (Dedicated Hero 3/Medical Specialist 1):** CR 12; Gargantuan Vermin; HD 11d6+55 plus 3d6+15 plus 1d6+5; hp 132; Mas 50; Init -3; Spd 30 ft.; Defense 13, touch 3, flat-footed 13 (-4 size, -3 Dex, +10 natural); BAB +10; Grap +32; Atk +16 melee (1d8+10 slam); FS 20 ft. by 60 ft.; Reach 10 ft.; SQ acid resistance 15, breath weapon (15d8, reflex DC 20), darkvision 60 ft., immune to mind-affecting attacks, escape artist, speech; AL none; SV Fort +13, Ref +1, Will +8; AP 0; CP 34; Rep +0; Str 31, Dex 4, Con 21, Int 13, Wis 15, Cha 10.

**Skills:** Chakra Control +20, Diplomacy +7, Genjutsu +11, Knowledge (earth and life science) +10, Listen +8, Ninjutsu +14, Spot +8, Treat Injury +13.

**Feats:** None.

**Techniques Known:** *Control (+20)*- Chiyukarui no Jutsu, Chiyu no Jutsu, Dokukeshi no Jutsu, Seishou Bakuha, Shiketsu no Jutsu, Tadayou; *Genjutsu (+11)*- Akiraka Genzou, Bunshin no Jutsu, Henge no Jutsu, Shitsukentou no Jutsu; *Ninjutsu (+14)*- Dokukiri no Jutsu, Nawanuke no Jutsu, Sansei Kouki no Jutsu; *Taijutsu (+0)*- None.

**Yakai Kuzushi:** CR 7; Medium-size Magical Beast; HD 10d6+20; hp 58; Mas 50; Init +2; Spd 30 ft.; Defense 17, touch 15, flat-footed 15 (+2 Dex, +2 armor, +3 natural); BAB +10; Grap +13; Atk +13 melee (1d8+3, longsword); Full Atk +13/+8 melee (1d8+3, longsword) or +9/+4 melee (1d8+3, longsword) and +9 melee (1d8+1, longsword); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ constrict, darkvision 60ft., tongue; AL none; SV Fort +9, Ref +9, Will +4; AP 0; CP 24; Rep +0; Str 16, Dex 15, Con 14, Int 11, Wis 13, Cha 8.

**Skills:** Balance +9, Jump +21, Listen +7, Spot +6.

**Feats:** Archaic Weapon Proficiency, Two-Weapon Fighting.

**Equipment:** Longswords (2), battle armor.

## Nine Demon Beast (Bijuu)

### "Ichibi," Suna no Shukaku ("One-tail," Shukaku of the Sands)

CR 24; Colossal Magical Beast; **HD** 37d10+518; **hp** 739; **Mas** 50; **Init** +3; **Spd** 30 ft; **Defense** 22 (-1 dex, -8 size, +15 natural, +6 deflection), Touch 6, Flat-Footed 22; **BAB** +20; **Grap** +50; **Atk** +35 melee (2d6+14 slam) or +35 melee (3d6+14 tail) or +20 ranged (2d6+14 suna shuriken); **Full Atk** +35 melee (2d6+14, 2 slams) and +35 melee (3d6+14, 1 tail) or +20 ranged (2d6+14, 4 suna shurikens); **FS** 55 ft by 55 ft; **Reach** 30 ft; **SQ** darkvision 60ft., fear aura, great size, sand affinity, sand incarnation, sand manipulation, suna shuriken; **AL** self, chaos, evil; **SV** Fort +35, Ref +19, Will +16; **CP** 85; **Str** 38, **Dex** 8, **Con** 39, **Int** 14, **Wis** 14, **Cha** 14.

**Skills:** Chakra Control +20, Intimidate +18, Jump +20.

**Feats:** Cleave, Dire Charge, Epic Chakra Pool (x3), Great Cleave, Improved Chakra Pool (x2), Improved Initiative, Power Attack

**Fear Aura (Ex):** Any creature that finds itself within 50 feet of Shukaku must make a Will save (DC 30) or be Shaken for 2d6+2 rounds.

**Great Size (Ex):** Due to its overwhelming size, all of Shukaku's attack target a 10-foot square instead of a single creature.

**Sand Affinity (Sp):** Due to its nature, "Ichibi" knows and is able to perform any *Fuuton* as well as *Sabaku Kyuu*, *Sabaku Sousou* and *Sabaku Taisou* without having to make a Ninjutsu check. He may not however perform *Hijutsu*, newly created techniques or techniques that require a special ability to work, but this limitation does not apply to epic techniques. He must still pay the Chakra cost normally, and can freely convert Chakra Cost to HPs with the Chakra Control skill.

**Sand Incarnation (Su):** Due to Shukaku's nature and body, he can very well be cut but not wounded. Shukaku has a Slashing, Piercing, Ballistic, Fire and Electricity Resistance of 10. In addition, damage dealt from any of these source heals at a rate of 9 hit points per round. Shukaku will not regenerate if its hit point are reduced to -10 or below.

**Sand Manipulation (Su):** Shukaku's main focus being sand, at his will he may use the sand consisting of his own body to deflect attacks coming his way. Shukaku gains a +6 deflection bonus to defense, along with an immunity to *ray* attacks.

**Suna Shuriken (Ex):** Shukaku is able to throw shuriken made from his own sand. Each shuriken require an attack roll, and he can throw 4 per round at his highest attack bonus. A Suna Shuriken deals 2d6+14 points of piercing damage and has a range of 200 feet.

### "Kyuubi" no Kitsune (Nine-tailed Fox)

CR 29; Colossal Magical Beast; **HD** 41d10+738; **hp** 958; **Mas** 50; **Init** -2; **Spd** 30 ft; **Defense** 26 (-2 dex, -8 size, +18 natural, +8 deflection), Touch 8, Flat-Footed 26; **BAB** +20; **Grap** +58; **Atk** +37 melee (2d8+15 claws) or +37 melee (4d6+15 bite) or +37 melee (1d8+15, tails); **Full Atk** +37 melee (2d8+15, 4 claws) and +37 melee (4d6+15, 1 bite) or +37 melee (1d8+15, 9 tails); **FS** 45 ft by 45 ft; **Reach** 25 ft; **SQ** chakra deflection,

darkvision 60ft., fast healing 11, fear aura, fire element affinity, fire immunity, great size, scent; **AL** power, chaos, evil; **SV** Fort +41, Ref +21, Will +20; **CP** 131; **Str** 41, **Dex** 7, **Con** 46, **Int** 17, **Wis** 17, **Cha** 17.

**Skills:** Chakra Control +23, Jump +18, Survival +27 (+37 when tracking by scent).

**Feats:** Cleave, Epic Chakra Pool (x6), Improved Chakra Pool (x7), Power Attack

**Chakra Deflection (Su):** As long as Kyuubi's Chakra Pool more than 50% full, it gains a +8 deflection bonus to defense against all attacks.

**Fast Healing (Ex):** Kyuubi regenerates damage at the rate of 11 points per round, though it will not regenerate if it is reduced below -10 hit points.

**Fear Aura (Ex):** Any creature that finds itself within 50 feet of Kyuubi must make a Will save (DC 33) or be Shaken for 2d6+2 rounds.

**Fire Element Affinity (Sp):** Due to its nature, the Kyuubi knows and is able to perform any *Katon* technique without having to make a Ninjutsu check. He may not perform *Hijutsu*, however, or techniques that require a special ability. He may not however perform *Hijutsu*, newly created techniques or techniques that require a special ability to work, but this limitation does not apply to epic techniques. He must still pay the Chakra cost normally, and can freely convert Chakra Cost to HPs with the Chakra Control skill.

**Fire Immunity (Su):** Kyuubi's hide and nature completely shields it against fire. It can, in no case, suffer any form of fire damage.

**Great Size (Ex):** Due to its overwhelming size, all of Kyuubi's attack target a 10-foot square instead of a single creature.

**Scent (Ex):** Kyuubi's senses are extremely accurate, and as such he is able to sniff out hidden foes and track by scent.

## The Sannins

### Jiraiya

Tough Hero 4/Charismatic Hero 7/Ninja Scout 7/Smart Hero 3/Ninja Police 4; CR 25; Medium Humanoid (Human); **HD** 4d10+12 plus 7d6+21 plus 7d8+21 plus 3d6+9 plus 4d6+12; **hp** 181; **Mas** 50; **Init** +1; **Spd** 30 ft; **Defense** 23 (+1 dex, +11 class, +1 epic), Touch 23, Flat-Footed 22; **BAB** +12; **Grap** +15; **Atk** +15 melee (by weapon) or +15 ranged (by weapon); **Full Atk** +15/+10/+5 melee (by weapon) or +15/+10/+5 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** friends, self, konoha; **SV** Fort +13, Ref +14, Will +14; **AP** 8; **CP** 42; **Rep** +15; **Wealth** +31; **Learn:** +28; **Str** 13, **Dex** 12, **Con** 15, **Int** 16, **Wis** 15, **Cha** 17.

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

**Skills:** Chakra Control +31 (26), Craft (writing) +13 (10), Gather Information +32 (27), Genjutsu +18 (15), Hide +18 (17), Investigate +23 (18), Knowledge (ninja lore) +21 (18), Ninjutsu +40 (26), Research +6 (3), Search +13 (10), Sense Motive +9 (5), Spot +26 (22), Survival +8 (6), Taijutsu +5 (4).

**Feats:** Alertness, Armor Proficiency (Light), Attentive, Blood Pact (Toad), Chuunin (Ninjutsu), Genin (ninjutsu), Gift of Summoning, Harmony, Improved Chakra Pool, Iron Will, Jounin (Chakra Control, Ninjutsu), Nin Weapon Proficiency, Ninjutsu Adept, Renown, Scribe Chakra Symbols, Simple Weapon Proficiency, Technique Focus (Rasengan), Track, Trustworthy, Windfall.

**Epic Feats:** Epic Ninjutsu Adept, Epic Technique Focus (Rasengan).

**Talent (Tough Hero):** Robust, Bonus Feat (Alertness, Genin), Stamina.

**Talent (Charismatic Hero):** Charm (women), Bonus Feat (Iron Will, Renown, Windfall), Fast-talk, Dazzle, Taunt.

**Talent (Ninja Scout):** Track, Sneak Attack (+2d6), Bonus Feat (Chuunin, Gift of Summoning), Increase Speed (5 feet), Hide in Plain Sight, Evasion X (Evasion).

**Talent (Smart Hero):** Ninjutsu, Bonus Feat (Ninjutsu Adept), Improved Ninjutsu.

**Talent (Ninja Police):** Profile, Contact (low-level), Bonus Feat (Trustworthy), Sneak Attack (+1d6).

**Techniques Known:** *Control (+31)*- Chakra no Kogasu, Chouyaku no Jutsu, Kai, Kinobori (Auto-Success), Mugen Ibuki no Jutsu, Rasengan (Auto-success), Shirizokeru, Tadayou (Auto-Success); *Genjutsu (+18)*- Akiraka Genzou, Bunshin no Jutsu, Henge no Jutsu, Joukyuu Genzou; *Ninjutsu (+40)*- Fuuka Houin, Gamayu Endan, Gogyou Fuuin, Gogyou Kaiin, Goukakyuu no Jutsu, Hari Jizou, Issui Suberi no Jutsu, Jigen Ugoku no Jutsu, Kage Bunshin no Jutsu, Kawarimi no Jutsu, Kuchiyose - Gama Kenshin, Kuchiyose - Gamabunta, Kuchiyose - Yakai Kuzushi, Kuchiyose no Jutsu, Meisaigakure no Jutsu, Mizudama no Jutsu, Mukidou Sanpo no Jutsu, Nawanuke no Jutsu, Sarutobi no Jutsu, Shuriken Kage Bunshin no Jutsu, Touton no Jutsu, Yomi Numa; *Taijutsu (+5)*- Asshou!, Butsukari, Sennen Goroshi, Shime.

**Equipment:** Casual outfit, toad contract, various personal gear.

## Orochimaru

Charismatic Hero 5/Ninja Scout 8/Fast Hero 4/Smart Hero 4/Ninja Operations Counter 5 (ECL 27); CR 26; Medium Humanoid (Human; Cursed Seal Template); **HD** 5d6+10 plus 8d8+16 plus 4d8+10 plus 4d6+8 plus 5d6+10; **hp** 152; **Mas** 50; **Init** +3; **Spd** 40 ft; **Defense** 29, 30 melee, 32 traps (+3 dex, +14 class, +2 epic), Touch 29, Flat-Footed 29; **BAB** +12; **Grp** +17; **Atk** +17 melee (by weapon) or +18 ranged (by weapon) or +18 melee (1d10+5, kusanagi no tsurugi); **Full Atk** +17/+12/+7 melee (by weapon) or +18/+13/+8 ranged (by weapon) or +18/+13/+8 melee (1d10+5, kusanagi no tsurugi) or +15/+15/+10/+5 melee (1d10+5, kusanagi no tsurugi); **FS** 5 ft by 5 ft; **Reach** 5 ft; **SQ** cursed seal level 1, cursed seal level 2, willing (origin self); **AL** self, power, evil; **SV** Fort +11, Ref +18 (+21 vs. traps), Will +12; **AP** 8; **CP** 41; **Rep** +12; **Wealth** +22; **Learn**: +34; **Str** 14, **Dex** 16, **Con** 15, **Int** 18, **Wis** 16, **Cha** 18.

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

**Skills:** Bluff +10 (6), Chakra Control +32 (29), Control Cursed Seal +11 (8), Diplomacy +12 (8), Disable Device +15 (11), Disguise +10 (6), Escape Artist +8 (5),



Gather Information +12 (8), Genjutsu +44 (29), Hide +19 (14), Intimidate +15 (11), Knowledge (earth and life science) +30 (24), Knowledge (ninja lore) +35 (29), Listen +9 (6), Move Silently +19 (14), Ninjutsu +39 (29), Search +10 (+14 vs. traps) (6), Sleight of Hand +8 (5), Spot +13 (+17 vs. traps) (10), Survival +11 (8), Taijutsu +16 (14), Tumble +6 (3).

**Feats:** Armor Proficiency (light), Blood Pact (Snake), Chuunin (Genjutsu), Combat Expertise, Combat Martial Arts, Deceptive, Defensive Martial Arts, Educated (earth and life science, ninja lore), Exotic Melee Weapon Proficiency (katana), Genin (Genjutsu), Genius Nin, Genjutsu Adept, Jounin (Genjutsu, Ninjutsu), Nin Weapon Proficiency, Ninjutsu Adept, Shadow Arts, Simple Weapon Proficiency, Stealthy, Track, Weapon Focus (katana).

**Epic Feats:** Epic Technique - Edo Tensei, Epic Technique - Edo Zetsumei no Jutsu.

**Talent (Charismatic Hero):** Genjutsu, Bonus Feat (Deceptive, Genjutsu Adept), Improved Genjutsu, Advanced Genjutsu.

**Talent (Ninja Scout):** Track, Sneak Attack, Bonus Feat (Chuunin, Stealthy), Increase Speed (10 feet), Hide in Plain Sight, Evasion X (Improved Evasion).

**Talent (Fast Hero):** Evasion, Bonus Feat (Defensive Martial Arts, Combat Expertise), Uncanny Dodge I.

**Talent (Smart Hero):** Ninjutsu, Bonus Feat (Ninjutsu Adept, Educated), Improved Ninjutsu.

**Talent (Ninja Operations Counter):** Technique Counter, Trap Sense, Plan X (Plan), Evasion X (-), Swift Tracker, Tenketsu Freeze, Bonus Feat (Jounin), Greater Technique Counter.

**Techniques Known:** *Control (+32)*- Chakra no Kogasu, Chikara no Toku, Chouyaku no Jutsu, Gishi no Jutsu, Kai, Kinobori, Mugen Ibuki no Jutsu, Tadayou; *Genjutsu (+44)*- Akiraka Genzou, Bunshin no Jutsu, Henge no Jutsu, Joukyuu Genzou, Kanashibari Gyoushi no Jutsu, Kanpeki Genzou, Makai Kyuudou - Hakkyou Gyoushi, Kokuangyou no Jutsu, Mitoomoi Funkyuu no Jutsu, Naku Maneru no Jutsu, Nemuri no Jutsu, Saimin no Jutsu, Shinkai Satsujin no Jutsu, Shitsukentou no Jutsu, Tsutakazura Genzou no Jutsu; *Ninjutsu (+39)*- Akuma no Tsubasa, Douka Dorodomu no Jutsu, Edo Tensei, Edo Zetsumei no Jutsu, Fukurougan, Fuujiru no Koe, Ginban no Jutsu, Gogyou Fuuin, Gogyou Kaiin, Goukakyuu no Jutsu, Goukan Ranchou no Jutsu, Hijou Kawarimi no Jutsu, Hiryou, Houden no Jutsu, Ichijin no Jutsu, Ishi Shuriken no Jutsu, Issui Suberi no Jutsu, Jakuden, Jigen Ugoku no Jutsu, Jisatsu no Jutsu, Joushou Hyoushin, Joushou Kouha no Jutsu, Juuin Jutsu, Kage Bunshin no Jutsu, Kagehouyou no Jutsu, Kageshibari Shuriken no Jutsu, Kaisoku no Jutsu, Kanashibari no Jutsu, Kawarimi no Jutsu, Kaze Oogama, Kuchiyose no Jutsu, Kuchiyose - Dokubimaru, Kuguru no Jutsu, Kuuhazan, Mashouheki, Meisaigakure no Jutsu, Mizu Bunshin no Jutsu, Mizudama, Nanchoukarasu no Onpa, Nawanuke no Jutsu, Nekomeishi, Otobakuha no Jutsu, Rakurai no Jutsu, Ryuuka no Jutsu, Sansei Kouki no Jutsu, Seidenki Renki no Jutsu, Sekijun Hayashi no Jutsu, Sennei Jashuu, Shinjuu Zanshu no Jutsu, Souja Sousai no Jutsu; *Taijutsu (+16)*- Asshou!, Butsukari, Futatsu Kyuu Sokuryoku, Hitotsu Kyuu Sokuryoku, Kenjutsu Ougi - Kiritsuki, Kenjutsu Ougi - Tsuki, Mikazuki no Mai, Renzuki (katana), Shime, Tsuideni.

**Equipment:** Casual clothes, kusanagi no tsurugi, forehead protector (sound), various personal gear.

**Tsunade-hime**

Strong Hero 10/Dedicated Hero 1/Medical Specialist 10/Epic Strong Hero 4; CR 25; Medium Humanoid (Human); **HD** 10d8+20 plus 1d6+2 plus 10d6+20 plus 4d8+8; **hp** 170; **Mas** 50; **Init** +0; **Spd** 30 ft; **Defense** 22, 23 melee (+11 class, +1 epic), Touch 22, Flat-Footed 22; **BAB** +16; **Grap** +25; **Atk** +28 melee (1d4+14, unarmed) or +17 ranged (by weapon); **Full Atk** +28/+23/+18/+13 melee (1d4+14, unarmed) or +18/+13/+8/+3 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** loved ones, good, konoha; **SV** Fort +13, Ref +10, Will +16; **AP** 8; **CP** 40; **Rep** +11; **Wealth** +0; **Learn:** +26 (+28 chakra control, +25 taijutsu); **Str** 24, **Dex** 11, **Con** 15, **Int** 14, **Wis** 16, **Cha** 16.

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

**Skills:** Chakra Control +39 (28), Concentration +10 (8), Craft (chemical) +15 (13), Craft (pharmaceutical) +17 (13), Genjutsu +18 (15), Knowledge (earth and life science) +12 (10), Knowledge (ninja lore) +10 (8), Ninjutsu +34 (28), Taijutsu +20 (12), Treat Injury +24 (19).

**Feats:** Armor Proficiency (light), Blood Pact (Slug), Chakra Affinity (Good Chakra Control, Poor Taijutsu), Chuunin (Chakra Control), Combat Martial Arts, Craft Poisons, Defensive Martial Arts, Genin (Chakra Control), Gift of Summoning, Harmony, Heroic Surge, Jounin (Chakra Control, Ninjutsu), Medical Expert, Nin Weapon Proficiency, Ninjutsu Adept, Power Attack, Simple Weapon Proficiency, Surgery, Weapon Focus (unarmed).

**Epic Feats:** Epic Technique - Souzou Saisei, Great Strength (x3).

**Talent (Strong Hero):** Melee Smash 1, Bonus Feat (Armor Proficiency, Combat Martial Arts, Genin, Power Attack, Weapon Focus - unarmed), Melee Smash 2, Melee Smash 3, Ignore Hardness 1, Taijutsu

**Talent (Dedicated Hero):** Chakra Control.

**Talent (Medical Specialist):** Medical Ability, Chakra Scalpel (1d6), Expert Healer, Bonus Feat (Chuunin, Gift of Summoning, Surgery), Sneak Attack (+2d6), Chakra Scalpel Expertise, Medical Mastery, Empower Healing.

**Talent (Epic Strong Hero):** Epic Melee Smash 1, Bonus Epic Feat (Great Strength, Great Strength), Epic Melee Smash 2

**Techniques Known:** *Control (+39)*- Akiresuken Juushou, Banryoku, Chakra no Kogasu, Chikara no Toku, Chiyu no Jutsu, Chiyukanpeki no Jutsu, Chiyukarui no Jutsu, Chiyuue no Jutsu, Chouyaku no Jutsu, Chuusuusei Biribiri, Daichihasai, Dokukeshi no Jutsu, Dokuyoke no Jutsu, Kai, Kakusu Nioi, Katou Saisei no Jutsu, Kekki no Jutsu, Kinobori (Auto-Success), Mannouyaku no Jutsu, Mitsukerudoku no Jutsu, Shiketsu no Jutsu, Shinryou no Jutsu, Tadayou (Auto-Success); *Genjutsu (+18)*- Akiraka Genzou, Bunshin no Jutsu, Henge no Jutsu, Nemuri no Jutsu, Okodasu no Jutsu, Shitsukentou no Jutsu; *Ninjutsu (+34)*- Dokukiri no Jutsu, Furoufushi no Jutsu, Jigen Ugoku no Jutsu, Kage Bunshin no Jutsu, Kawarimi no Jutsu, Kuchiyose no Jutsu, Kuguru no Jutsu, Nawanuke no Jutsu, Shinjuu Zanshu no Jutsu, Souzou Saisei, Tobikiri Saisei no Jutsu; *Taijutsu (+20)*- Asshou!, Hitotsu Kyuu Sokuryoku, Namidashite Kukkin!, Suiken Taisei, Uke Rendan.

**Equipment:** Casual outfit, precious necklace, various personal gear.

## Complete Characters

This expert hunter-nin from the *Hidden Village of Cloud* is world-famous for never letting his pray escape. No matter how fast one is, *Zanshi of the Winds* is faster. This special jounin, while young, has already completed more missions than people twice his age. He is also considered as one of the experts in *Kenjutsu* of the Thunder Country.

He's more commonly known as "Tenken no Zanshi", Zanshi of the Heaven Sword. He usually can be found approximately anywhere in the world, wearing a gas mask, samurai clothes and his katana. When on a mission, he will use any means necessary to accomplish his task. No peace treaty, no agreement or promises will keep him from retrieving (or killing) his target. His mastery of the sword is rarely matched by anyone or anything. He escaped death many times alone and with his teammates, back in the "Three man team" days. He can and likely will ally himself with the worst scum or the most pious noble without remorse or second thoughts if it might benefit. For him, the adage: "True ninjas lies in deception" is a motto.

Back in the Academy, he was a quiet student with few friends and no rivals. Girls didn't look at him much and he was glad not to draw too much attention. His father was a good jounin, with a preference for Genjutsu, a he was disappointed when Zanshi told him that he would sooner carry the sword than try to fool people with stupid illusions. As Chuunin at 12 and a Jounin at 14, he one was the youngest of his village and one of the most feared. His missions are usually given directly by the Raikage and he will answer only to him.

Normally, people tends to back off when they see him roaming the streets of the *Hidden Cloud*. His mask and outfits are well known and a few still call him *Zanshi* around a cup of warm sake, but they are a rarity indeed. His parents died about a year ago on a mission, the bodies have been retrieved but no indications of who is responsible for that. *Zanshi* is still searching.

### **Zanshi of the Winds**

Fast Hero 7/Elite Shinobi Swordsman 8; CR 15; Medium Humanoid (Human); **HD** 7d8+21 plus 8d10+24; **hp** 121; **Mas** 50; **Init** +8; **Spd** 45 ft; **Defense** 25, 26 melee (+4 dex, +11 class), Touch 25, Flat-Footed 21; **BAB** +15; **Grap** +16; **Atk** +21 melee (1d10+7, katana) or +19 ranged (by weapon); **Full Atk** +21/+16/+11 melee (1d10+7, katana) or +19/+14/+9 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** kumogakure, duty, training; **SV** Fort +12, Ref +11, Will +7; **AP** 12; **CP** 31; **Rep** +4; **Wealth** +11; **Learn**: +16; **Str** 12, **Dex** 19, **Con** 16, **Int** 14, **Wis** 14, **Cha** 14.

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

**Skills:** Balance +9 (5), Chakra Control +18 (16), Genjutsu +11 (9), Hide +18 (12), Knowledge (ninja lore) +8 (6), Move Silently +18 (12), Ninjutsu +20 (16), Taijutsu +26 (18), Tumble +18 (14).

**Feats:** Archaic Weapon Proficiency, Armor Proficiency (light), Chuunin (Taijutsu), Defensive Martial Arts, Dodge, Exotic Melee Weapon Proficiency (katana), Genin (Taijutsu), Improved Initiative, Jounin (Ninjutsu, Taijutsu), Mobility, Nin Weapon Proficiency, Simple Weapon Proficiency, Spring Attack, Stealthy.

**Talent (Fast Hero):** Increased Speed, Bonus Feat (Defensive Martial Arts, Dodge, Stealthy), Improved Increase Speed, Advanced Increased Speed, Evasion.

**Talent (Elite Shinobi Swordsman):** Weapon Focus (katana), Quick Draw, Invisible Strike, Bonus Feat (Chuunin, Genin), Sneak Attack (+2d6), Weapon Specialization, Greater Weapon Focus, Power of the Elite.

**Techniques Known:** *Control (+18)*- Chakra no Kogasu, Chouyaku no Jutsu, Gishi no Jutsu, Haneru no Jutsu, Hanten Chouyaku, Kai, Kakusu Nioi, Kinobori, Soratobi no Jutsu, Tadayou; *Genjutsu (+9)*- Akiraka Genzou, Bunshin no Jutsu, Henge no Jutsu, Kokuangyou no Jutsu; *Ninjutsu (+20)*- Jakuden no Jutsu, Kawarimi no Jutsu, Meisaigakure no Jutsu, Nawanuke no Jutsu, Rakurai no Jutsu, Seidenki Reiki no Jutsu, Shuurai no Jutsu; *Taijutsu (+26)*- Asshou!, Bakuhatsumyoku, Butsukari, Futatsu Kyuu Sokuryoku, Hitotsu Kyuu Sokuryoku, Itsutsu Kyuu Sokuryoku, Kekai Butsu, Kenjutsu Ougi - Iaido, Kenjutsu Ougi - Iainuki, Kenjutsu Ougi - Shinken, Kenjutsu Ougi - Kiritsuki, Kenjutsu Ougi - Shinken, Kenjutsu Ougi - Soutouryuusen, Kenjutsu Ougi - Tenken, Kenjutsu Ougi - Tsuki, Mitsu Kyuu Sokuryoku, Museigenna Shunpo, Renzuki (katana), Ryuu Inin, Ryuusei Masen, Shiden, Shime, Shotei, Shunpo, Souhazan, Tsuideni, Yotsu Kyuu Sokuryoku.

**Equipment:** "Ma Kaze" (+2 damage) mastercraft katana, black samurai outfit, belt pouch (6 kunai, 4 sunburst tags, 8 greater exploding tags, 5 soldier pills, 5 blood increasing pills, 1 spirit bottle), various personal gear.

**Mission Card:**

**D-Rank:** 59

**C-Rank:** 46

**B-Rank:** 92

**A-Rank:** 56

**S-Rank:** 39

## Chapter XIII: Summoning and Summoned Creature Templates

### Summary

In the following lines, I will explain the basics of a Summoned Creature's entry.

**Name (Japanese Translation):** This entry indicates the creature type's name.

**Creature Type:** This entry indicates the type used to make a creature's type, and its advancement by hit dice (saves, base attack bonus, skills, feats and special abilities). A creature's intelligence may be greater than its type indicates.

**Size:** This entry is based on the Summoner's *Effective Character Level*. The user may decide to summon a creature of smaller size. A special creature may be larger, but it counts as the largest category indicated in the entry for ECL requirements. Size affects the defense, ability score and attack bonus of a creature, as well as its fighting space and reach.

**HD:** This entry indicates the dice type used in the creature's hit dice. A creature's statistics change depending on its hit dice, and the summoner may not summon a creature with more hit dice than him. In addition, the hit dice granted to a creature may not match that of the creature's type. Use this entry instead.

**Ability Scores:** This entry contains the basic ability scores of a summoned creature. *Strength*, *Dexterity* and *Constitution* change as the creature's size increase, but *Intelligence*, *Wisdom* and *Charisma* do not. Some special creature may have different ability scores.

**Size Limitations:** This indicates the maximum HDs a creature may have based on its size.

**Special Qualities:** This entry contains additional information not specified in the Creature's Type. In addition, a Summoned creature has a Natural Armor bonus to defense equal to one third its hit dice.

**Techniques:** This entry is quite rarely seen in this chapter. Not many summoned creatures have techniques but some, more special ones, do.

**Base Chakra Cost:** This entry indicates the base Chakra Cost per hit dice based on the creature's size. A Base Cost may be indicated in units of .5; if the total isn't a rounded number, round up (19.5 becomes 20). A special creature may have a different cost.

### **Bear (Kuma)**

The powerful animal is one of the strongest of mother nature's creation. Bane of many men and other 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.

**Creature Type:** Magical Beast

**Size:** Large (ECL 8+), Huge (ECL 12+), Gargantuan (ECL 18+)

**HD:** 1d10

**Ability Scores:** Str 26, Dex 10, Con 16, Int 4, Wis 8, Cha 4

**Size Limitations:** Large (16 HD), Huge (20 HD), Gargantuan (None)

**Special Qualities:** Improved Grab (Ex), Natural Weapon (claw), Scent (Ex)

**Base Chakra Cost:** Large (1.5), Huge (2.5), Gargantuan (3.5)

**Contract Holder (Bear; Chakra Cost 17):** CR 7; Large Magical Beast; HD 9d10+27; hp 78; Mas 50; Init +0; Spd 40 ft.; Defense 14, (-1 size, +5 natural) touch 9, flat-footed 14; BAB +9; Grap +20; Atk +18 melee (1d6+8, claw); Full Atk +18 melee (1d6+8, 2 claws); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ improved grab, darkvision 60 ft., scent, speech; AL none; SV Fort +8, Ref +6, Will +3; AP 0; CP 25; Rep +0; Str 26, Dex 10, Con 16, Int 8, Wis 10, Cha 8.

**Skills:** Climb +14, Diplomacy +7, Listen +5, Spot +5.

**Feats:** Power Attack, Weapon Focus - Claw.

**Equipment:** Bear Blood Pact

**Speech (Ex):** The Contract Holder, while not extraordinarily intelligent, is able to speak normally.

### **Boar (Osu-butā)**

A boar may not be the smartest of creatures but it does possess one redeeming quality, its almost single-minded dedication to a task or ideal. Once a boar has decided on a course of action their attention and dedication are not easily averted or diverted. They will serve

those that dedicated themselves to a purpose or ideal. They will not, however, serve those who lack focus and determination within them.

**Creature Type:** Animal

**Size:** Small (ECL 6+), Medium-size (ECL 8+), Large (ECL 10+), Huge (ECL 12+)

**HD:** 1d12

**Ability Scores:** Str 16, Dex 6, Con 16, Int 2, Wis 9, Cha 2

**Size Limitations:** Small (11 HD), Medium-size (14 HD), Large (17 HD), Huge (None)

**Special Qualities:** Darkvision 60ft. (Ex), Natural Weapon (gore), Scent (Ex), Trample (Ex)

**Base Chakra Cost:** Small (1), Medium-size (1.5), Large (2), Huge (2.5)

**Contract Holder (Boar; Chakra Cost 18):** CR 7; Medium-size animal; HD 9d12+45; hp 123; Mas 50; Init -3; Spd 30 ft.; Defense 12, (-3 dex, +5 natural) touch 7, flat-footed 12; BAB +6; Grap +10; Atk +10 melee (1d6+5, gore); Full Atk +10 melee (1d6+5, 2 gore); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., speech, trample; AL none; SV Fort +12, Ref +3, Will +3; AP 0; CP 29; Rep +0; Str 20, Dex 4, Con 20, Int 4, Wis 10, Cha 3.

**Skills:** Intimidate +2, Listen +5, Spot +5.

**Feats:** Power Attack

**Equipment:** Boar Blood Pact

**Trample (Ex):** If a Boar succeeds a Charge attack, he may attempt to trample the target. If it does not succeed a Strength check (DC 11 +4 per size category over small), it is knocked prone and the charge attack deals double damage.

## **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.

**Creature Type:** Animal

**Size:** Small (ECL 6+), Medium-size (ECL 8+), Large (ECL 10+)

**HD:** 1d8

**Ability Scores:** Str 13, Dex 14, Con 10, Int 6, Wis 14, Cha 8

**Size Limitations:** Small (10 HD), Medium-size (16 HD), Large (None)

**Special Qualities:** Darkvision 60ft. (Ex), Natural Weapon (bite, claw), Scent (Ex; may track by scent), Skill Bonuses (+2 racial bonus to Jump checks, +6 to Survival when tracking by scent)

**Base Chakra Cost:** Small (1), Medium-size (1.5), Large (2)

**Contract Holder (Dog; Chakra Cost 11):** CR 4; Medium-size Animal; HD 6d8+6; hp 33; Mas 50; Init +1; Spd 40 ft.; Defense 14, touch 11, flat-footed 12 (+1 Dex, +2 natural); BAB +4; Grap +7; Atk +7 melee (1d6+3, bite); Full Atk +7 melee (1d6+3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., scent, speech; AL none; SV Fort +6, Ref +6, Will +4; AP 0; CP 18; Rep +0; Str 17, Dex 12, Con 12, Int 7, Wis 14, Cha 9.

**Skills:** Jump +7, Listen +6, Spot +6, Survival +5 (+11 when tracking by scent), Swim +8.

**Feats:** None.

**Equipment:** Dog Blood Pact

### **Dragon (Ryuu)**

These mythical creatures are thought of 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 three types of dragon: Cold, Electricity and Fire. 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.

**Creature Type:** Dragon

**Size:** Small (ECL 10+), Medium-size (ECL 14+), Large (ECL 18+), Huge (ECL 22+)

**HD:** 1d10

**Ability Scores:** Str 14, Dex 8, Con 12, Int 6, Wis 10, Cha 9

*Fire:* +2 Str, -2 Wis

*Cold:* +2 Con, -2 Int

*Electricity:* +2 Dex, -2 Cha

**Size Limitations:** Small (10 HD), Medium-size (15 HD), Large (20 HD), Huge (None)

**Special Qualities:** Energy Resistance (1 per HD), Darkvision 60ft. (Ex), Breath Weapon (see special abilities for details), Flight (Ex), Natural Weapon (bite, claw)

**Base Chakra Cost:** Small (1.5), Medium-size (2.5), Large (3), Huge (4)

**Breath Weapon (Su):** A breath weapon attack causes energy damage (of the selected type) equal to 1d8 per two Dragon hit dice. The breath may be either a 40-foot-long cone, or a 60-foot-long line. It allows a Reflex save for half damage with a DC equal to 10 + ½ Dragon's HD + Dragon's Constitution modifier. A creature is immune to its own breath weapon and those of others of its kind unless noted otherwise. A Dragon can only breath once per 1d6 rounds.

**Flight (Ex):** A Dragon can fly at its normal speed with poor maneuverability.

**Contract Holder (Frost Dragon; Chakra Cost 24):** CR 7; Medium-size Dragon; HD 9d10+27; hp 76; Mas 50; Init -2; Spd 30 ft., fly 30 ft. (poor); Defense 14, touch 8, flat-footed 14 (-2 Dex, +6 natural); BAB +9; Grap +13; Atk +13 melee (1d8+4 bite), +13 melee (1d6+4 claw); Full Atk +13 melee (1d8+4 bite), +13 melee (1d6+4, 2 claws); FS 10 ft. by 5 ft.; Reach 5 ft.; SQ breath weapon (4d8 cold DC 17), cold resistance 9, darkvision 60 ft, speech; AL none; SV Fort +9, Ref +4, Will +7; AP 0; CP 25; Rep +0; Str 18, Dex 6, Con 16, Int 5, Wis 12, Cha 11.

**Skills:** Concentration +12, Listen +14, Spot +14

**Feats:** Alertness, Multiattack, Power Attack

**Equipment:** Frost Dragon Blood Pact

**Contract Holder (Electricity Dragon; Chakra Cost 24):** CR 7; Medium-size Dragon; HD 9d10+18; hp 67; Mas 50; Init -1; Spd 30 ft., fly 30 ft. (poor); Defense 15, touch 9, flat-footed 15 (-1 Dex, +6 natural); BAB +9; Grap +13; Atk +13 melee (1d8+4 bite), +14 melee (1d6+4 claw); Full Atk +13 melee (1d8+5 bite), +14 melee (1d6+4, 2 claws); FS 10 ft. by 5 ft.; Reach 5 ft.; SQ breath weapon (4d8 electricity DC 16), electricity

resistance 9, darkvision 60 ft, speech; AL none; SV Fort +8, Ref +5, Will +7; AP 0; CP 23; Rep +0; Str 18, Dex 8, Con 14, Int 7, Wis 12, Cha 9.

**Skills:** Balance +4, Listen +12, Spot +12, Tumble +5

**Feats:** Multiattack, Power Attack, Weapon Focus (claws)

**Equipment:** Electricity Dragon Blood Pact

**Contract Holder (Fire Dragon; Chakra Cost 24):** CR 7; Medium-size Dragon; HD 9d10+18; hp 67; Mas 50; Init -2; Spd 30 ft., fly 30 ft. (poor); Defense 14, touch 8, flat-footed 14 (-2 Dex, +6 natural); BAB +9; Grap +14; Atk +15 melee (1d8+5 bite), +14 melee (1d6+5 claw); Full Atk +15 melee (1d8+5 bite), +14 melee (1d6+5, 2 claws); FS 10 ft. by 5 ft.; Reach 5 ft.; SQ breath weapon (4d8 fire DC 16), fire resistance 9, darkvision 60 ft, speech; AL none; SV Fort +8, Ref +4, Will +6; AP 0; CP 23; Rep +0; Str 20, Dex 6, Con 14, Int 7, Wis 10, Cha 11.

**Skills:** Concentration +11, Listen +11, Spot +11

**Feats:** Multiattack, Power Attack, Weapon Focus (bite)

**Equipment:** Fire Dragon Blood Pact

### **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 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.

**Creature Type:** Animal

**Size:** Tiny (ECL 6+), Small (ECL 8+), Medium-size (ECL 10+)

**HD:** 1d6

**Ability Scores:** Str 4, Dex 18, Con 6, Int 7, Wis 11, Cha 6

**Size Limitations:** Tiny (8 HD), Small (10 HD), Medium-size (None)

**Special Qualities:** Natural Weapon (bite, claw), Darkvision 60ft. (Ex), Scent (Ex), Skill Bonus (+8 racial bonus to hide, jump, listen and spot checks)

**Base Chakra Cost:** Tiny (1), Small (1.5), Medium-size (2)

**Contract Holder (Hare; Chakra Cost 10):** CR 1; Small Animal; HD 6d6-6; hp 16; Mas 50; Init +3; Spd 30 ft.; Defense 16, touch 14, flat-footed 13 (+1 size, +3 Dex, +2 natural); BAB +4; Grap -1; Atk +2 melee (1d2-2, claw), +7 melee (1d4-2 bite); Full Atk +2 melee (1d2-2, claw), +7 melee (1d4-2 bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 2 1/2 ft.; SQ darkvision 60 ft., scent, speech; AL none; SV Fort +5, Ref +8, Will +3; AP 0; CP 14; Rep +0; Str 6, Dex 16, Con 8, Int 8, Wis 12, Cha 7.

**Skills:** Balance +7, Hide +15, Jump +8, Listen +11, Move Silently +5, Spot +11.

**Feats:** Weapon Finesse (bite).

**Equipment:** Hare Blood Pact

### **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.

**Creature Type:** Animal

**Size:** Tiny (ECL 6+), Small (ECL 8+), Medium-size (ECL 10+)

**HD:** 1d6

**Ability Scores:** Str 6, Dex 17, Con 10, Int 6, Wis 13, Cha 6

**Size Limitations:** Tiny (10 HD), Small (14 HD), Medium-size (None)

**Special Qualities:** Darkvision 60 ft. (Ex), Natural Weapon (claw), Skill Bonuses (+8 racial bonus to spot and survival checks in daylight)

**Base Chakra Cost:** Tiny (1), Small (1.5), Medium-size (2)

**Contract Holder (Hawk; Chakra Cost 12):** CR 1; Small Animal; HD 7d6+7; hp 31; Mas 50; Init +3; Spd 10 ft., fly 60 ft. (average); Defense 15, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 natural); BAB +5; Grap +1; Atk +7 melee (1d3-1, claw); Full Atk +7 melee (1d3-1, claw); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ darkvision 60ft., speech; AL none; SV Fort +6, Ref +7, Will +4; AP 0; CP 19; Rep +0; Str 8, Dex 15, Con 12, Int 7, Wis 14, Cha 8.

**Skills:** Listen +7, Spot +7 (+15 in daylight), Survival +4 (+12 in daylight).

**Feats:** Weapon Finesse (claw).

**Equipment:** Hawk Blood Pact

### Horse (Uma)

There are few creatures in nature that can rival the horse's speed and splendor. A horse is a creature of determination, often willing to be pushed to their death by fatigue, rather than buckle under the pressure their rider puts on them. Many think a horse is useless in combat, but its kicks can be deadly to the unprepared. Horses can't stand laziness and will not accept a master if they don't show similar determination.

**Creature Type:** Magical Beast

**Size:** Medium-size (ECL 6+), Large (ECL 10+), Huge (ECL 14+)

**HD:** 1d8

**Ability Scores:** Str 15, Dex 13, Con 14, Int 5, Wis 7, Cha 4

**Size Limitations:** Medium-size (14 HD), Large (18 HD), Huge (None)

**Special Qualities:** Bonus Feat (Endurance), Improved Natural Weapon (hoof [slam; one size category larger for damage]), Scent (Ex)

**Base Chakra Cost:** Medium-size (1), Large (2), Huge (3)

**Horse:** CR 1; Large Magical Beast; HD 7d8+28; hp 59; Mas 50; Init +0; Spd 60 ft.; Defense 11, touch 9, flat-footed 11 (-1 size, +2 natural); BAB +7; Grap +17; Atk +13 melee (1d6+6, hoof); Full Atk +13 melee (1d6+6, 2 hooves); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ darkvision 60 ft, scent, speech; AL none; SV Fort +9, Ref +5, Will +1; AP 0; CP 25; Rep +0; Str 23, Dex 11, Con 18, Int 6, Wis 9, Cha 5.

**Skills:** Listen +7, Spot +7.

**Feats:** Power Attack, Endurance.

**Equipment:** Horse Blood Pact.

### 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.

**Creature Type:** Magical Beast

**Size:** Tiny (ECL 6+), Small (ECL 8+), Medium-size (ECL 10+), Large (ECL 16+)

**HD:** 1d6

**Ability Scores:** Str 7, Dex 16, Con 8, Int 9, Wis 12, Cha 8

**Size Limitations:** Tiny (10 HD), Small (14 HD), Medium-size (18 HD), Large (None)

**Special Qualities:** Bonus Feat (Weapon Finesse - Bite), Natural Weapon (bite, claw),

Skill Bonuses (+4 racial bonus to balance and climb checks)

**Base Chakra Cost:** Tiny (1), Small (1.5), Medium-size (2), Large (4)

**Contract Holder (Monkey; Chakra Cost 10):** CR 2; Small Magical Beast; HD 6d6; hp 24; Mas 50; Init +2; Spd 30 ft., climb 30 ft.; Defense 15, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 natural); BAB +6; Grap -12; Atk +4 melee (1d3-4, bite); Full Atk +8 melee (1d4-1, bite), +5 melee (1d3-1, claws); Face/Reach 2 1/2 ft. by 2 1/2 ft.; Reach 2 1/2 ft.; SQ speech; AL owner; SV Fort +5, Ref +7, Will +4; AP 0; CP 16; Rep +0; Str 9, Dex 14, Con 10, Int 11, Wis 14, Cha 10.

**Skills:** Balance +15, Climb +12, Hide +11, Listen +6, Spot +6.

**Feats:** Weapon Finesse (bite).

**Equipment:** Monkey Blood Pact

### **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.

**Creature Type:** Animal

**Size:** Medium-size (ECL 6+), Large (ECL 10+), Huge (ECL 16+)

**HD:** 1d10

**Ability Scores:** Str 18, Dex 5, Con 20, Int 2, Wis 3, Cha 2

**Size Limitations:** Tiny (10 HD), Small (14 HD), Medium-size (18 HD), Large (None)

**Special Qualities:** Bonus Feat (Improved Bull Rush), Darkvision 60ft. (Ex), Natural Weapon (gore)

**Base Chakra Cost:** Tiny (1), Small (1.5), Medium-size (2), Large (4)

**Contract Holder (Ox; Base Cost 10):** CR 5; Medium-size animal; HD 7d10+35; hp 83; Mas 50; Init -3; Spd 30 ft.; Defense 9, touch 7, flat-footed 9 (-3 dex, +2 natural); BAB +5; Grap +9; Atk +9 melee (1d6+4 gore); Full Atk +9 melee (1d6+4 gore); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60ft., speech; AL none; SV Fort +10, Ref +2, Will -1; AP 0; CP 27; Rep +0; Str 18, Dex 5, Con 20, Int 4, Wis 4, Cha 3.

**Skills:** Concentration +7, Swim +12

**Feats:** Improved Bull Rush

**Equipment:** Ox Blood Pact

### **Ram (O-hitsuji)**

The ram is a very headstrong and brash animal. Often charging head first at a problem, it won't quit until it has overcome the obstacle. That fact alone makes them a creature not to be trifled with on the battlefield. Many have fallen to a ram's horns and will. The meek sicken a ram; in its eyes if a person is not willing to stand by itself, it does not deserve its services.

**Creature Type:** Animal

**Size:** Small (ECL 8+), Medium-size (ECL 10+), Large (ECL 16+)

**HD:** 1d8

**Ability Scores:** Str 16, Dex 9, Con 12, Int 1, Wis 3, Cha 2

**Size Limitations:** Small (14 HD), Medium-size (18 HD), Large (None)

**Special Qualities:** Bonus Feat (Improved Bull Rush), Darkvision 60 ft., Natural Weapon (gore), Scent (Ex), Skill Bonuses (+4 racial bonus to balance, climb and jump checks)

**Base Chakra Cost:** Small (1), Medium-size (2), Large (3)

**Contract Holder (Ram; Base Cost 17):** CR 7; Medium-size animal; HD 8d8+16; hp 52; Mas 50; Init -2; Spd 35 ft.; Defense 10, touch 8, flat-footed 10 (-2 Dex, +2 natural); BAB +5; Grap +12; Atk +10 melee (1d6+5 gore); Full Atk +10 melee (1d6+5 gore); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60ft., scent, speech; AL none; SV Fort +8, Ref +4, Will -1; AP 0; CP 22; Rep +0; Str 20, Dex 7, Con 14, Int 3, Wis 4, Cha 4.

**Skills:** Balance +9, Climb +13, Jump +12

**Feats:** Improved Bull Rush, Power Attack

**Equipment:** Ram Blood Pact

### **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.

**Creature Type:** Animal

**Size:** Tiny (ECL 6+), Small (ECL 8+), Medium-size (ECL 10+)

**HD:** 1d6

**Ability Scores:** Str 4, Dex 16, Con 10, Int 2, Wis 13, Cha 6

**Size Limitations:** Tiny (8 HD), Small (12 HD), Medium-size (None)

**Special Qualities:** Bonus Feat (Weapon Finesse - Bite), Darkvision 60ft. (Ex), Natural Weapon (bite, claw), Scent (Ex; may track by smell), Skill Bonuses (+8 racial bonus to balance, hide and move silently checks during night time)

**Base Chakra Cost:** Tiny (1), Small (1.5), Medium-size (2)

**Contract Holder (Rat; Base Cost 13):** CR 4; Small animal; HD 8d6; hp 28; Mas 50; Init +2; Spd 20 ft., climb 15 ft., swim 10 ft.; Defense 15, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 natural); BAB +6; Grap +1; Atk +8 melee (1d4-1, bite); Full Atk +8 melee (1d4-1, 2 bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 2 1/2 ft.; SQ darkvision 60ft., scent; AL none;

SV Fort +7, Ref +8, Will +4; AP 0; CP 18; Rep +0; Str 8, Dex 14, Con 10, Int 4, Wis 14, Cha 6.

**Skills:** Balance +9, Climb +13, Hide +13, Move Silently +9, Swim +12.

**Feats:** Weapon Finesse (bite).

**Equipment:** Rat Blood Pact

### **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.

**Creature Type:** Vermin

**Size:** Tiny (ECL 6+), Small (ECL 8+), Medium-size (ECL 10+)

**HD:** 1d6

**Ability Scores:** Str 4, Dex 10, Con 8, Int 8, Wis 12, Cha 8

**Size Limitations:** Tiny (8 HD), Small (12 HD), Medium-size (None)

**Special Qualities:** Acid Resistance (1 per HD), Breath Weapon (Su), Darkvision 60ft. (Ex), Escape Artist, Iron Will (Ex), Natural Weapon (slam), Speech (Ex), Vermin Immunities

**Base Chakra Cost:** Tiny (1), Small (1.5), Medium-size (2)

**Contract Holder (Slug; Base Cost 14):** CR 4; Small Vermin; HD 9d6; hp 32; Mas 50; Init -1; Spd 30 ft.; Defense 13, touch 10, flat-footed 13 (+1 size, -1 Dex, +3 natural); BAB +6; Grap +2; Atk +6 melee (1d2-1 slam); Full Atk +6 melee (1d2-1 slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ acid resistance 9, breath weapon, darkvision 60 ft., immune to mind-affecting attacks, escape artist, speech; AL none; SV Fort +6, Ref +2, Will +7; AP 0; CP 19; Rep +0; Str 8, Dex 8, Con 10, Int 10, Wis 13, Cha 10.

**Skills:** Diplomacy +3, Knowledge (earth and life science) +4, Listen +4, Spot +4, Treat Injury +3.

**Feats:** None.

**Equipment:** Slug Blood Pact

**Breath Weapon (Su):** A slug of small size or larger may spit a gob of acid with a 60 feet range. The acid deals 3d8 point of acid damage (or 6d8 for medium-size, etc.). The creature caught (and the ones in a 5 feet radius of it) are allowed a Reflex save (DC Slug's HD + its constitution modifier) for half damage. A slug can breath once per two rounds.

**Escape Artist (Su):** The slug is able to escape a grapple or hold by breaking itself in smaller slugs and reforming outside the grapple. Using this ability requires a move-equivalent action.

**Iron Will (Ex):** Slugs have a "Good" will save (refer to Creatures Save and Base Attack Bonus table for details).

### **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.

**Creature Type:** Magical Beast

**Size:** Small (ECL 6+), Medium-size (ECL 10+), Large (ECL 14+), Huge (ECL 18+)

**HD:** 1d8

**Ability Scores:** Str 14, Dex 16, Con 9, Int 4, Wis 9, Cha 7

**Size Limitations:** Small (8 HD), Medium-size (12 HD), Large (16 HD), Huge (None)

**Special Qualities:** Constrict (Ex), Natural Weapon (bite), Poison (Ex), Scent (Ex; may track by scent), Skill Bonuses (+8 racial bonus on balance checks, and +6 bonus on hide, listen, and spot checks)

**Base Chakra Cost:** Small (1), Medium-size (2), Large (3), Huge (4)

**Contract Holder (Snake; Base Cost 16):** CR 4; Medium-size Magical Beast; HD 7d8; hp 31; Mas 50; Init +2; Spd 20 ft., climb 20 ft., swim 20 ft.; Defense 14, touch 12, flat-footed 12 (+2 Dex, +2 natural); BAB +7; Grap +11; Atk +12 melee (1d6+4, bite); Full Atk +12 melee (1d6+4, 2 bite); FS 5 ft. by 5 ft. (coiled); Reach 5 ft.; SQ improved grab, constrict 1d6+7, scent, low-light vision, poison (DC 14); AL none; SV Fort +5, Ref +7, Will +2; AP 0; CP 18; Rep +0; Str 18, Dex 14, Con 11, Int 7, Wis 11, Cha 11.

**Skills:** Balance +9, Climb +14, Hide +10, Listen +8, Spot +8, Swim +12.

**Feats:** Power Attack, Weapon Focus - Bite.

**Equipment:** Snake Blood Pact

**Constrict (Ex):** With a successful grapple check against a creature of its size or smaller, a snake deals damage equal to its bite damage.

**Poison (Ex):** A snake injects venom with a successful bite. The victim must succeed on a Fortitude save or take 1d6 points of temporary Constitution damage; a second Fortitude save must be made 1 minute later to negate the venom's secondary damage (same as the initial damage). The save DC is equal to 11 + 1/2 the snake's Hit Dice + the snake's Constitution modifier (DC 11 for a Tiny viper).

## 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.

**Creature Type:** Vermin

**Size:** Tiny (ECL 6+), Small (ECL 8+), Medium-size (ECL 10+)

**HD:** 1d6

**Ability Scores:** Str 6, Dex 15, Con 10, Int 0, Wis 8, Cha 1

**Size Limitations:** Tiny (8 HD), Small (12 HD), Medium-size (None)

**Special Qualities:** As per monstrous spider, Poison (the poison save DC increases by 5)

**Base Chakra Cost:** Tiny (1), Small (1.5), Medium-size (2)

**Contract Holder (Spider; Base Cost 11):** CR 3; Small vermin; HD 6d6; hp 21; Mas 50; Init +2; Spd 30 ft., climb 10 ft.; Defense 15, touch 13, flat-footed 13 (+1 size, +2 Dex, +2

natural); BAB +3; Grap +0; Atk +6 melee (1d4 plus poison, bite); Full Atk +6 melee (1d4 plus poison, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ poison, webs, darkvision 60 ft., immune to mind-affecting attacks, resistance to massive damage, speech; AL none; SV Fort +4, Ref +3, Will +1; AP 0; CP 16; Rep +0; Str 10, Dex 15, Con 10, Int 3, Wis 10, Cha 2.

**Skills:** Climb +12, Hide +12, Jump +4, Move Silently +9, Spot +12.

**Feats:** Weapon Finesse (bite).

**Equipment:** Spider Blood Pact

### **Tiger (Tora)**

This fierce creature is feared by even the most sturdy animal. 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.

**Creature Type:** Magical Beast

**Size:** Large (ECL 8+), Huge (ECL 13+), Gargantuan (ECL 19+)

**HD:** 1d8

**Ability Scores:** Str 24, Dex 16, Con 16, Int 4, Wis 13, Cha 7

**Size Limitations:** Large (12 HD), Huge (16 HD), Gargantuan (None)

**Special Qualities:** Natural Weapon (bite, claw), Pounce (Ex), Rake (Ex), Skill Bonuses (+4 racial bonus to balance, hide and move silently checks, +8 to hide if in tall grass or heavy undergrowth)

**Base Chakra Cost:** Large (1.5), Huge (2), Gargantuan (3)

**Contract Holder (Tiger; Base Cost 16):** CR 7; Large Magical Beast; HD 9d8+27; hp 68; Mas 50; Init +3; Spd 40 ft.; Defense 15, touch 12, flat-footed 12 (–1 size, +3 Dex, +3 natural); BAB +9; Grap +16; Atk +16 melee (1d8+7, claw); Full Atk +16 melee (1d8+7, 2 claws), +9 melee (2d6+4, bite); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ pounce, improved grab, rake, darkvision 60ft., speech; AL none; SV Fort +8, Ref +9, Will +5; AP 0; CP 25; Rep +0; Str 24, Dex 16, Con 16, Int 7, Wis 14, Cha 9.

**Skills:** Balance +8, Hide +7 (+11 in tall grass or undergrowth), Listen +4, Move Silently +9, Spot +4, Swim +12.

**Feats:** Cleave, Power Attack.

**Equipment:** Tiger Blood Pact

**Pounce (Ex):** If a tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Rake (Ex):** A tiger that gets a hold of its target can make two rake attacks with its hind legs for standard claw damage each. If the tiger pounces on an opponent, it can also rake.

### **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.

**Creature Type:** Magical Beast

**Size:** Tiny (ECL 6+), Small (ECL 8+), Medium-size (ECL 10+), Large (ECL 16+)

**HD:** 1d6

**Ability Scores:** Str 4, Dex 16, Con 10, Int 6, Wis 13, Cha 6

**Size Limitations:** Tiny (8 HD), Small (12 HD), Medium-size (14 HD), Large (None)

**Special Qualities:** Constrict (Ex), Natural Weapon (slam), Skill Bonuses (+8 racial bonus to hide and jump checks), Tongue (Ex)

**Base Chakra Cost:** Tiny (1), Small (1.5), Medium-size (2), Large (3)

**Contract Holder (Toad; Base Cost 9):** CR 2; Small Magical Beast; HD 6d6+6; hp 27; Mas 50; Init +2; Spd 25 ft.; Defense 15, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 natural); BAB +6; Grap +2; Atk +6 melee (1d2-1 slam); Full Atk +6 melee (1d2-1 slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ constrict, darkvision 60ft., speech, tongue; AL none; SV Fort +5, Ref +7, Will +4; AP 0; CP 16; Rep +0; Str 8, Dex 14, Con 10, Int 9, Wis 14, Cha 9.

**Skills:** Hide +16, Jump +11, Listen +6, Spot +5.

**Feats:** None.

**Equipment:** Toad Blood Pact

**Constrict (Ex):** With a successful grapple check using its tongue against a creature of its size or smaller, a toad deals damage equal to its slam damage.

**Tongue (Ex):** The toad may, once per round, use its tongue to deliver slam damage with doubled reach.

### **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. The will not accept a master who will lead them needlessly into danger, and cannot stand for himself.

**Creature Type:** Animal

**Size:** Tiny (ECL 6+), Small (ECL 8+), Medium-size (ECL 10+)

**HD:** 1d8

**Ability Scores:** Str 8, Dex 6, Con 12, Int 4, Wis 13, Cha 6

**Size Limitations:** Tiny (8 HD), Small (12 HD), Medium-size (None)

**Special Qualities:** Natural Weapon (bite, slam), Shell (Ex)

**Base Chakra Cost:** Tiny (1), Small (1.5), Medium-size (2)

**Shell (Ex):** Because of the hard shell it carries, a turtle gains a +4 natural armor bonus per size-category above Tiny.

**Contract Holder (Turtle; Base Cost 9):** CR 1; Small Animal; HD 7d6+14; hp 38; Mas 50; Init -3; Spd 10 ft.; Defense 14, touch 8, flat-footed 14 (+1 size, -3 Dex, +6 natural); BAB +5; Grap +3; Atk +7 melee (1d2+1, slam), +7 melee (1d4+1, bite); Full Atk +7 melee (1d2+1, slam), +7 melee (1d4+1 bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 2 1/2 ft.; SQ darkvision 60ft., shell, speech; AL none; SV Fort +7, Ref +2, Will +4; AP 0; CP 21; Rep +0; Str 12, Dex 4, Con 14, Int 5, Wis 14, Cha 7.

**Skills:** Listen +7, Spot +7, Swim +9

**Feats:** None.

**Equipment:** Turtle Blood Pact

## Chapter XIV: Quests and Events

### Missions

Typically, in the world of Naruto, characters working in one of the *Hidden Villages* will be given different tasks to accomplish that fits in their abilities. Those missions are distributed to Ninjas in the form of D-Rank, C-Rank, B-Rank and A-Rank missions. Genins are allowed to take on D-Rank missions, with the occasional C-Rank or accidental B-Rank (in which case they are always accompanied by their jounin or chuunin protectors). Chuunins are given D-Rank and C-Rank, with the occasional B-Rank if they show real skills, and finally Jounins are given all of the above. The GM may set a special rank of ninjas to be given a different array of missions, but typically, refer to the above mention for standards. Over the course of a week, the missions may give a wealth reward equal to that of a Profession check with a bonus equal to +0 for *D-Rank*, +1 for *C-Rank*, +2 for *B-Rank* and +3 for *A-Rank*. Treat this as a standard level up profession check, and the bonus for each mission stack. A failed mission of course does not grant any bonus to profession checks, and if all missions were failed in a week or no mission were completed or requested, a ninja receives no pay.

### Hiring Ninjas

To hire a ninja, one must visit the *Hidden Village* in which he wishes to do business, or find a liaison willing to act as intermediary to complete the transaction. A *Gather Information* check (of *Specific* type) is required to find the location of a *liaison* agent, and a *Gather Information* check of *Restricted* type is required to find the location of a hidden village.

Once the introductions to the village leader (*Kage*; see Ninja Ranks chapter for details) are complete and the task to be accomplished are decided, a price will be offered. Refer to the table below for details on price. The leader may decide that the number of Ninja is not sufficient to execute the required task and simply refuse to do the mission for that price.

	<b>Purchase</b>
	<b>DC</b>
D-Rank*	15
C-Rank*	20
B-Rank*	30
A-Rank*	35
Per additional Ninja	+2
<i>Additional time required</i>	
1 day	+0.5**
1 week	+2
1 month	+4



\* Those modifiers do not stack, they act as a base price for each mission. Chose one of the four.

\*\*Round up when the time comes to make the total.

A basic mission "package" counts 3 ninjas and lasts for 3 days. No modifications to the DC are needed if the team count less Ninjas or the mission takes less than 3 days to complete.

### D-Rank

Those missions consist of non-lethal manual labor or activities such as walking a dog(s), babysitting a child or helping an old lady weed her garden. In those missions, there is always no risk of injury, and the salary is very minimal. Below is a table containing 50 D-Rank Mission sample.

TABLE 14-1: D-RANK MISSIONS

D%	Mission	D%	Mission
1-2	Walk an elderly woman's horde of dog across town	51-52	Help a team of journalist make interviews
3-4	Pick up trash left across town	53-54	Act as a cook for a restaurant
5-6	Weed a lady's garden	55-56	Help the child of a prominent political figure in a childish and harmless prank war
7-8	Mow the lawns of an entire neighborhood	57-58	Guard a celebrity against paparazzi
9-10	Find a little girl's lost pet	59-60	Act as a life guard for kids swimming in a lake/river
11-12	Deliver groceries for a man calling in sick	61-62	Find a lost pendant or something else with sentimental value
13-14	Babysit a young woman's three children	63-64	Find the pervert that has been peeping in the woman's bath house
15-16	Paint a wounded man's house	65-66	Help tutor an academy student
17-18	Delivering various letters	67-68	Clean the streets after a parade/festival
19-20	Cleaning a messy basement/attic	69-70	Being a bag carrier for a rich girl on a shopping spree
21-22	Picking various herbs for the hospital	71-72	Helping with orientation day for new academy students
23-24	Housekeeping	73-74	Help construction workers take down a house
25-26	Destroy a rats' nest plaguing a neighborhood	75-76	Wash dishes at a restaurant
27-28	Help restore a soiled monument	77-78	Win a eating contest for a third-party
29-30	Help on a farm	79-80	Help an academy student in tactical training
31-32	Help a construction team to build various structures (such as houses)	81-82	Help a writer find inspiration by performing for him

33-34	Take pictures at a family reunion	83-84	Fix a destroyed field, where a ninja battle previously took place
35-36	Win the <i>Easter Race</i> for a third party	85-86	Perform an exorcism at a haunted house
37-38	Entertain children at a party	87-88	Recover the precious watch lost somewhere in the city
39-40	Decorate a house for a party	89-90	Clean up after the child of a prominent political figure engaged in a childish but harmless prank war (see 55-56)
41-42	Promote a third party's business	91-92	Help an elderly man find the "matured fruit" he's been looking for
43-44	Distribute flyers	93-94	Help a linguist decipher an old manuscript
45-46	Escort an elderly man or woman over town	95-96	Help a convoy cross a river
47-48	Help a man try to calm his furious wife	97-98	Cross a trap field to recover a lost child
49-50	Help a rescue team look for a lost person	99-100	Reroll twice and use both suggestions in one mission.

### C-Rank

The *C-Rank Missions* are in many way similar to the previous *D-Ranks*, but slightly more dangerous. They may involve battle against bandits, or recovering a document before it reaches a certain location by train. Most *C-Rank* missions take place outside the village, and will put the characters in more danger than *D-Ranks*. Below is a list of 20 example *C-Rank Missions*.

TABLE 14-2: C-RANK MISSIONS

D20	Mission	D20	Mission
1	Escort the client outside village, in a non-life threatening situation	11	Protect the client against kidnappers
2	Execute a <i>D-Rank</i> mission in a foreign country	12	Serve as a witness during an important deal is being processed
3	Follow the client's daughter as she sneaks out of her house at night	13	Investigate the recent disappearance in a small town
4	Track down the client's old business associate who wronged him	14	Stop a thief that creates havoc in a wealthy village
5	Fend off bandits assaulting a shop continuously in a nearby village	15	Take diplomatic actions to end a conflict between two clans
6	Act as a bodyguard for a celebrity when the client comes in town for a week, during his world tour	16	Gather information for the client about his wife, whom he suspect is cheating him
7	Strengthen the security at the fair in a nearby village	17	Help a wounded ninja back home to his hidden village
8	Deliver the very expensive master crafted sword to the expert in a foreign country	18	Find the ingredient to a secret recipe that are scattered over the world and very tricky to obtain

9	Give the feudal lord's son some rudimentary training	19	Sneak into a house and steal the wife's precious necklace
10	Protect an actress over the course of a film's production	20	End a gang war, by force if you need to

### B-Rank

The dangerous and expensive *B-Rank* generally put the characters' life directly at risk during espionage, bodyguard duty or even battles between ninjas. Those missions are usually handled by the experienced Jounin and very skilled Chuunins. Below is a list of 20 example mission a *Chuunin* or *Jounin* would be sent on.

TABLE 14-3: B-RANK MISSIONS

D20	Mission	D20	Mission
1	Force your way into the enemy base and rescue a wounded comrade	11	Rescue the client's relative from public execution
2	Lead a platoon of ninja into a deadly battle in the shadows against other, low-level ninjas	12	Replace several expensive items in a museum with fakes
3	Infiltrate the enemy base and learn the battle plans for the upcoming war	13	A wealthy and powerful band of gangster are after the deed to an important allied base; protect it with your life
4	Defend the client's life with your own against bandits or low-level ninjas	14	Two enemy factions are meeting in secret; find out why
5	Escort the client to a foreign country, all the while protecting him during possible encounter with bandits	15	The mutilated body of a prominent political figure has been found; investigate the murder
6	Sneak into the enemy fortress and steal an important item	16	A scroll of seal containing many forbidden techniques has been stolen; recover it at all cost
7	Conduct an investigation about strange serial murders	17	The client's heir is dying, and the only cure available can only be found in enemy territory; retrieve it in time before all is lost
8	Start a war between two opposed factions.	18	A long thought extinct animal has been spotted in the wilds; retrieve it before the many others hunting party do
9	Replace the target's medication by the one provided to you before it is delivered to him	19	A man needs to have his brother incapacitated so that he alone can inherit his father's business
10	Before it is shown in an exposition, steal the expensive diamond necklace and bring it back to the client	20	Assassinate the child of a prominent political figure and make it pass as an accident.

### A-Rank

In most situation, *A-Rank* missions will put either the characters' life at risk or require them to take the life of another. Very rarely will a character be given an *A-Rank Mission* that is not, in fact, an unsavory job. They must still, however, do it. Below is a list of 20 example *A-Rank* mission the player(s) can be assigned to.

TABLE 14-4: A-RANK MISSIONS

<b>D20</b>	<b>Mission</b>	<b>D20</b>	<b>Mission</b>
1	An assassination contract has been issued on a merchant; disguise yourself as him to buy him time to escape	11	A ninja from your village has been discovered to be a spy; execute him and his contacts
2	Before a man passes on, he wants the head of his enemy brought to him	12	A strange cult has been spreading discontentment among civilians that has lead to revolts; find the heads of this cult and stop the movement at all costs
3	Eliminate a band of 12 renegade ninjas whose sole purpose is the murder of all feudal lords	13	A man has been killed by one of his relative; hide all traces of the murder and destroy the body before the authorities can blame anybody
4	A strange rumor of a oni roaming across the country has been spreading; investigate the matter thoroughly	14	The client requested the murder of the head of a wealthy company; sneak past the guard and do the deed without being seen
5	A high-ranking Jounin has been murdered and a threatening message written in his blood; bring his murderer to justice	15	Wipe out a large bandit headquarter and burn it to ashes
6	A group of bandits, dressed in your village's uniform, has attacked an important ambassador; to avoid war at all cost, hunt the responsible down and bring their head to the offended country	16	A serial murderer his rumored to be a high-level jounin from an enemy village; deal with him as soon as possible and bring back evidence to your village
7	A dangerous missing-nin long thought dead has resurfaced; kill him for good this time	17	A very powerful potential ninja has been spotted by numerous scout from hidden villages; recruit him before the enemy does
8	Unnatural weather has been plaguing a village: discover what's causing it and deal with it	18	A group of powerful missing-nins has been trying to claim land in your country to create a new hidden village; stop them at all cost
9	Two minor <i>hidden villages</i> are playing war, with a major village backing one up; find out what they hope to gain in the conflict	19	A full scale revolt has happened in a far off country. The rebel side promises to ally with your village; tip the scale in their favor just enough to have them win

10	The entire population of a small village has disappeared; find the cause	20	A girl who has 5 identical twins witnessed a wealthy merchant eliminating a rival; she stayed silent until now but it may lead to trouble later. Find out which of the twins did it and eliminate her
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**Missing-Nin Hunt:** These missions are commissioned by a village to get rid of a nuisance. They are reserved to hunter-nins most of the time, but some other ninjas may attempt them with the village Kage's blessing. The mission's reward and rank vary upon the level of the encounter, though one still has to follow some guidelines. Refer to Table 14-5 below for informations on mission ranks and reward.

TABLE 14-5: MISSING-NIN HUNT

Encounter Level	Mission Rank	Wealth Reward
1-4	C-Rank	+3
5-9	B-Rank	+5
10-14	A-Rank	+7
15+	S-Rank	+10

**Encounter Level:** The estimated level of the counter, including all opponent. Left to the GM's decision (see Awarding Experience Points in chapter 7 of the core rulebook).

**Mission Rank:** A more detailed and in-depths explanation is offered below.

*C-Rank:* A C-Rank mission demands that the hunter uses as little force as possible if it were to endangers innocent lives and unless special orders are given, the hunter can capture his victim instead of killing it. These missions usually target Genin-level ninjas.

*B-Rank:* These missions require the user to quickly dispose of his target and bring back proof of its demise to collect his pay and thus end the mission. Unless special orders are given, the hunter must kill his victim to complete such a mission. Again, one has to be mindful of his surrounding and must not threaten innocently life during this mission. These missions usually target one Chuunin-level ninja or a few Genins.

*A-Rank:* During a A-Rank hunt, one must face one or more Jounin and/or Chuunin-level foes and quickly eliminate them through whatever means necessary. Unless specific orders are given, the hunter must kill his target and bring proof of its death to complete the mission.

*S-Rank:* Using whatever means necessary to subdue his target, the hunter must get rid of this extreme nuisance as soon as humanly possible while still collecting proof of its demise. Failure is not an option to consider. A suitable target for such a mission will be of high-Jounin level or many Chuunin. The S-Rank is a "off-chart" mission rank that can only be given during Missing-Nin assassination mission.

**Wealth Reward:** This wealth bonus is awarded to the whole team, not individually. How it is split is up to the hunters.

## Adventures

# PASS OR FAIL! THE TRIAL OF THE MYSTERIOUS CAVE!

By Matthew McDonnell

This adventure is designed for three to four characters of first level and is intended to be used as a campaign starter. The characters should be created with the standard rules: 36 point buy, 1d4+1 starting techniques and be around 12 years in age. Characters will not receive too much experience, but by the end of the adventure the players should have a good idea about how both to play this game and what their characters can do.

There is no village named in this adventure or any NPCs besides the character's Chuunin teacher. This is to help you integrate this adventure into whatever campaign you plan have planned.

## Adventure Summary

Today is the big day for academy students. It's graduation day! Many students are happy about possibly becoming ninjas and getting away from their strict instructor Gyuketsu-sensei. After getting to school the Gyuketsu selects teams, (with the PCs being on the same team of course) and are sent of to learn about their mission. The mission involves the characters finding their way to cave in the wilderness (Forest, desert, etc.) and retrieving a "valuable" scroll from with in. The cave is filled with traps and other obstacles to test the characters ninja abilities and intelligence.

Once the scroll is found the characters start to travel back to town. A group of bandits decide that the characters would be an easy target and decide to try and rob them. After the fight is over, they arrive home and depending on how the characters preformed the either graduate or have to repeat the class again.

## Part One: One Step Closer to Becoming a Ninja!

When getting ready for play ask each of the players to describe how each of their characters gets ready and heads out for the academy on graduation day. After that roll a d20 for each player and consult the following chart, making sure to re roll any duplicates. Humor and the element of randomness are important elements of the Naruto anime and manga and this chart should help you to integrate it in your first adventure. Number twenty is left vague for you to possible work in details for a future adventure.

TABLE 14-5: RANDOM AND FUNNY EVENTS

### D20 Occurrence

- 1 The character runs into his/her rival

- 2 The character runs into aunt/friendly old lady that likes to pinch/pull his face like taffy
- 3 The character has to try and dodge (or possibly join with) a stream of fan girls chasing after the village heart throb
- 4 The character gets a bucket of water accidentally dumped on her from someone in a second story window
- 5 The town drunk collapses on top of the character
- 6 A group of kids are playing catch, one of them misses it and the ball beans the character in the head
- 7 A thief runs by with the victim in hot pursuit
- 8 A child cries because her kitty is up a tree
- 9 A group of kids picks on a younger kid
- 10 A passing kid tries to trip the character
- 11 An old lady spills her grosseries
- 12 Little kids ask the character to play ninja with them
- 13 An escaped farm animal rushes down the street
- 14 A younger academy student is trying to use Henge no Jutsu, but it just won't turn out right
- 15 A large swarm of insects begins to follow the character
- 16 A prankster has tied a trip wire and the person that trips it will have water poured on their head
- 17 A panicked woman runs down the street with a large spider on her shoulder
- 18 A small child tries to use a ninja prop to help himself hide and fails horribly
- 19 A crowd forms around a street performer
- 20 A fortune teller wishes to speak with the character

### **Random and Funny Events**

After the characters get to class it should still be a little time before class begins so, fill it with random kids talking amongst themselves. Most kids are excited about becoming a genin and finally getting away from the very strict Gyuketsu-sensei. A few more are quite nervous. Unless of course they all decide that their characters come late. In that case Gyuketsu-sensei will chew them out in front of the class about how they are lucky to have even made it this far with their pathetic abilities and how punctuality is essential to a ninja.

With a few minutes of pointless banter, Gyuketsu-sensei shows up and the class goes silent. Clearing his throat he tells the class that, now that they have graduated, they are to be given a mission. With that he begins to read off names. Naturally the PCs are all on the same team. Just use random names for the rest of the class or simply skip that part. Gyuketsu then tells the PC's team to follow him to receive their instructions.

After a long walk down a hallway, Gyuketsu leads them into a small room. Looking at the door he explains that a long lost, forbidden scroll has been rumored to be located in a cave deep in the wilderness. Their mission is to travel to the cave and secure the scroll

and bring it back to town without reading the contents. With that he tells the characters to hurry up and get out of his sight.

### **Part Two: The Forbidden Scroll**

The cave is located a good three days traveling time from town. The trip should be uneventful unless you would like to throw in a few minor encounters, like say with wild animals or other travelers, maybe even a scouting party of bandits. (No more than 1 per character)

There is no map provided for the cave, just general guidelines as to which order to run the challenges. All the traps will be CR 1/2 unless otherwise noted.

#### **Area 1: Cave Entrance**

The mouth of the cave is about 20 feet wide and 30 feet high. There is enough light to be able to see far into the cave, but then again that's not what's interesting. Hidden rather poorly are several bear traps. The teeth have been removed, so if a character that steps in one won't receive any damage. A spot roll (DC 5) is required to spot the traps and if a character steps in one a strength check with a DC of 10 will free him.

The only real danger here is at the mouth of the cave. Roll secretly a spot check (DC 10) for all characters. A net trap is hidden in the dirt that surrounds the cave entrance. If the characters are caught in it, they can attempt a combined strength check (DC 20) to break free, an escape artist check (DC 15) or draw something sharp, then try and cut the net. The net has a no hardness and 4 hp.

#### **Area 2: The Wall**

The first tunnel of the cave goes about 40 feet and leads to a high (20 foot tall) wall that the characters must climb in order to continue on. It's quite steep, attempting to climb it requires a successful climb check with a DC of 20. The characters can use Kinobori, grappling hooks or, surprisingly enough, since the wall is not made of hard stone, using a kunai to create stepping stones can reduce the DC by 10 but takes ten times longer to climb.

#### **Area 3: The Dangerous Floors.**

This room is contains hidden 5' by 5' pit traps, which a spot check (DC 15) will reveal, thus allowing the characters to avoid them. If a character falls into one, they find that the pit is only ten feet deep and the walls are coated with grease preventing the victim from climbing out (Climb check DC 30 to climb out). There is a large, but unlocked, wooden door at the end of this room.

#### **Area 4: The Phantom Ravine**

As the characters enter this room, they will no doubt be surprised to see that the room stretches for about 400 feet. However, that's not the surprise; the real surprise is that there is a large ravine cutting the room in two. The only way to cross it is a rope tied to a stake on both end of the chasm. To cross it by tight rope walking the characters must succeed 10 balance check, one every 10 feet. The DC for this check is 10 + 2 for every



PC trying to cross at the same time. If they try to cross with the hand over hand method they have to make a DC 10 Str check every 20 feet.

If a character happens to fall, everyone is in for a shock as the character will fall only 15 feet! The ravine is merely a Genjutsu that is dispelled when a character falls. The Genjutsu can be identified with a successful Genjutsu check (DC 20); make it a secret roll also.

### **Area 5: A Final Puzzle**

The next room is rather small, only 30 feet in diameter. There is a locked steel door blocking the characters way. The lock cannot be picked, and any attempts to pick it will result in a cloud of pepper being sprayed in the characters face. If the character fails a Fortitude save (DC 15), he will be blinded for 1d6 rounds. Any attempts to tamper with the door results in the same spray of pepper, as does answering the riddle wrong.

Carved in the right hand way is "What does a ninja lack?". The words are carved above a small alcove above four keys. On each key is a picture. The first has an image of a man running, the second has an angry face, the third has a muscled arm on it and the last has an image of a man hiding in shadows. The correct key is the one with an angry face. A ninja lacks emotion. Strength, speed and stealth are all elements important to a ninja.

### **Area 6: The Scroll**

Here, finally, is what the characters are after, the scroll! It rests on an altar in a small alcove. With that done the characters can head back.

However if a character opens the scroll at all before handing it over to Gyuketsu. A special jutsu is triggered that lets the sensei know that the scroll has been opened. The word "fail" is printed in bright red ink letting the characters know that they screwed up.

### **Part 3: The Final Lap! The Journey Home**

About half way home the characters are confronted by a group of men wearing ragged, dirty clothes. The bandits have decided that these little kids would be easy prey. It's up to the characters prove them wrong! The bandits will fight until only one remains. The final one will scream and run off (if allowed to). The characters can loot for a total wealth bonus of +2 from the bandits.

The way home should be uneventful after that. When they get back to the school and deliver the scroll to Gyuketsu-sensei, as long as they didn't look in the scroll and spring too many traps, the characters are promoted to the rank of genin and receive their forehead protectors. A kind hearted GM can let the characters pass any way as long as they defeated the bandits if he doesn't want to run any more academy based adventures.

**Congratulations! You have finished your first adventure in Naruto: d20!**

**Follow up:**

There are several follow-ups you can do: first there is the possible hints to future adventures the fortuneteller may have dropped and secondly just what exactly were bandits doing so close to the town? Don't forget that first they have to all meet their new Jounin teacher!

## Appendix

Here is complementary informations to the *Naruto: d20* adventure: Pass or Fail! The Trial of the Mysterious Cave!

### Traps:

**5x Bear Traps** (*Spot DC 5; Disable Device DC 15*) - Immobilizes a Medium-sized creature until it frees itself as a full-round action requiring a Strength check (DC 10).

**6x Pit Traps** (*Spot DC 15; Disable Device DC -*) - A character that fails to notice this may fall into this 10 foot deep pit unless it succeeds either a Reflex save (DC 15) or a Jump check (DC 15) to grab onto the edge of the pit. The walls are covered with goo, making it extremely hard to climb out of the pit without aid. A Climb check (DC 30) is required to climb out.

**Pepper Bomb** (*Spot DC -; Disable Device DC 25*) - This trap is only triggered if a character attempts to pick the lock on the iron door or answers the riddle incorrectly. The victim and any creature in a 10-foot radius must make a Fortitude save (DC 15) or be blinded for 1d6 rounds. The trap can be triggered 5 times, when it runs out of charges.

### The Bandits:

**The Leader (Charismatic Ordinary 1):** CR 1/2; Medium-sized Human; HD 1d6+1; hp 5; Mas 50; Init +1; Spd 30 ft.; Defense 11, touch 11, flat-footed 10 (+1 Dex); BAB +0; Grap -1; Atk +1 melee (1d4-1, straight razor); FS 5 ft. by 5 ft.; Reach 5 ft.; AL none; SV Fort +2, Ref +1, Will +0; AP 0; CP 7; Rep +0; Str 8, Dex 12, Con 13, Int 10, Wis 14, Cha 15.

**Skills:** Diplomacy +6, Disguise +6, Gamble +6, Intimidate +8, Knowledge (streetwise) +4, Treat Injury +4.

**Feats:** Confident, Simple Weapon Proficiency, Weapon Finesse (straight razor)

**Equipment:** Casual clothes, straight razor, various personal gear.

**The Lieutenant (Fast Ordinary 1):** CR 1/2; Medium-sized Human; HD 1d8+1; hp 6; Mas 50; Init +2; Spd 30 ft.; Defense 15, touch 15, flat-footed 13 (+2 Dex, +3 class); BAB +6; Grap +2; Atk +2 melee (1d6+2, swordcane); Full Atk -2 melee (1d6+2 swordcane) and -2 melee (1d6+1 scabbard [club]); FS 5 ft. by 5 ft.; Reach 5 ft.; AL the leader; SV Fort +1, Ref +3, Will -1; AP 0; CP ; Rep +0; Str 14, Dex 15, Con 13, Int 12, Wis 8, Cha 10.

**Skills:** Balance +6, Escape Artist +6, Hide +6, Move Silently +6, Taijutsu +6, Tumble +6.

**Feats:** Archaic Weapon Proficiency, Simple Weapon Proficiency, Two Weapon Fighting

**Equipment:** Casual clothes, swordcane, various personal gear.

**Technique:** *Taijutsu (+6)*- Asshou!

**The 2 Thugs (Tough Ordinary 1):** CR 1/2; Medium-sized Human; HD 1d10+2; hp 7; Mas 50; Init +0; Spd 30 ft.; Defense 16, touch 12, flat-footed 15 (+1 Dex, +1 class, +4 armor); BAB +6; Grap +2; Atk +2 melee (1d6+2, clubs); FS 5 ft. by 5 ft.; Reach 5 ft.; AL the leader; SV Fort +3, Ref +0, Will +1; AP 0; CP 8; Rep +0; Str 14, Dex 10, Con 15, Int 8, Wis 13, Cha 12.

**Skills:** Concentration +6, Intimidate +5, Knowledge (streetwise) +3, Survival +5.

**Feats:** Armor Proficiency (Medium), Power Attack, Simple Weapon Proficiency

**Equipment:** Casual clothes, concealable vest, clubs, various personal gear.

### **Jounin Examination (Original idea by TokehGeko, Adapted by Frankto Vinneti)**

This jounin examination is held in any village and is considered a very hard one. The exam is a 6 part exam that tests the characters on their ability to perform a technique they likely have to learn on the spot, their knowledge of the ninja world and its history, their ability to perform a mission and their combat capabilities. Adding to the difficulty, the test is taken individually, with a chance of even being put against a teammate to compete for the Jounin title. Below, you will find further explanation of the 6 parts of this exam.

**The Scroll Test (Part 1):** For this part, the characters will have two days (48 hours) to seal as many elemental techniques as they can using the *Youso Fuuin no Jutsu* technique. They are given a scroll of seal explaining the basics of this technique, enough for a character to learn it but not to provide a bonus. The deadline given includes the time spent to Learn the technique (1 day, or half a day taking a -10 penalty to one's Learn check.) Each scroll sealed gives the character 1 point per rank of the sealed technique, and they need 30 point to pass. A character cannot seal the same technique more than twice, and the origins of the technique do not matter. If a character is caught cheating (the Chakra Signature in the scroll is not his own), he is instantly disqualified. Also note that a character of 13th level or below suffers a -8 penalty to his Learn checks to learn Sealing techniques (or -6 with the Advanced Seal Proficiency feat) and that training for a day costs the character 80% of his total Chakra Pool, and half a day 40%.

**The Ninja Paper Test (Part 2):** For this part of the exam, the character must answer 25 questions about the Ninja World in one hour and a half (90 minutes). For this purpose, the character must succeed certain Knowledge (ninja lore) checks in order to gain enough points. Each question from 1 to 18 is worth one point, the 19th 2 points and the 20th question 3. A character needs 15 points to pass. Each check takes a set time to make, and may be retried as long as the exam is not over. In addition, a character can halve the time required to answer a question by taking a -10 penalty to his knowledge (ninja lore) check. A character caught cheating is instantly disqualified (left to the GM's discretion). Refer to the table below for DCs and Time required by questions. The maximum number of points acquired in this test is 23, and the minimum time required to answer all question is 40 minutes (or 20 minutes by taking a -10 penalty on one's knowledge checks).

Question #	Time	Knowledge (ninja lore) DC
1	1 minute	15

2-5	1 minute	18
6-15	2 minutes	23
16-18	2 minutes	26
19	3 minutes	29
20	5 minutes	35

**The Efficiency Test (Part 3):** During this test, the character will be tested in his efficiency and ability to execute solo missions. He may request missions from any rank, and is given 10 days to acquire 35 point. A D-Rank mission is worth 2 point, a C-Rank mission is worth 5 points, a B-Rank mission 15 points, an A-Rank mission is worth 20 points and finally, an S-Rank mission is worth 35 points. The missions that can be requested can be either missing-nin hunt or a random mission from table 14-1, 14-2, 14-3 and 14-4. The character receives no wealth award from the mission and must accomplish them alone, even if he is to die. If he received some sort of assistance, the mission count as failed. To receive point, a character must of course succeed the mission. The duration of the mission is left to the GM's discretion.

**The First Combat Test (Part 4):** In this part of the exam, the character is pitted against a Rookie Jounin and 3 genins. The combat is entirely non-lethal and both party must be alive once the fight is over. The character is denied the right to use any Template ability or Advanced Bloodline except Moujuu Aishou. The character begins with 20 points, and loses one every round that passes during the fight. To pass this test, the character must have at least 1 point. Killing any of the genins or the jounin results in disqualification, as will the activation of a bloodline or template ability. This restriction does not apply to any of the opposing party, however, and any of the opponents may activate their abilities to its fullest.

**The Second Combat Test (Part 5):** Just like in the previous part of the exam, the character will be put against this time 2 Mid-Level Chuunins. Before the fight, he will be treated by expert medical ninjas and will be at full hit points, chakra pool and any ability damage or negative level will be cured. Again, the both party must be alive at the end of the fight. This time, however, he can freely use any bloodline and template ability. As the previous test, the character begins with 20 points, loses one every round and must have at least 1 point to pass. Killing either opponent will result in disqualification.

**The Finale (Part 6):** In this last part of the exam, the user will again be pitted against a High-Level Jounin. As per the previous exams, he will be completely healed and healthy before the fight. Unlike the two previous fight where there was no life threatening conditions, the character is allowed to kill his opponent, just as he himself may be killed (though if knocked unconscious, the fight ends and the character will not be killed unless it is necessary). The character begins with 1 point and gains another every round that passes while fighting. To pass this test, the character must have at least 10 points (have fought for at least 10 round before being knocked out or beating his opponent) and if he beats his opponent, he gains an additional 20 points.

*Note:* During the last 3 combat tests, the opponents will give up if reduced below 15% of their total health.

To be promoted to Jounin, a character needs to have a certain number of points. Even if he has gone through all 6 parts of this exam without problem, he may still not pass the test. In other words, the character needs at least 102 points to be promoted to Jounin, or at least 20 more points than the minimum. A character with 150 or more points is considered extremely skilled and may receive additional bonuses or propositions. The table below shows the skill level of an individual depending on the number of points it has.

Points	Rank Equivalence
Less than 15	Genin
16-101	Chuunin
102+	Jounin
135+	ANBU
150+	Hunter-Nin

## Appendix

### Example Genin (Strong Hero)

Strong Hero 2; CR 2; Medium Humanoid (Human); **HD** 2d8+4; **hp** 16; **Mas** 50; **Init** +1; **Spd** 30 ft; **Defense** 13, 14 melee (+1 dex, +2 class), Touch 13, Flat-Footed 12; **BAB** +2; **Grap** +4; **Atk** +5 melee (1d4+2, unarmed) or +3 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV** Fort +4, Ref +1, Will +1; **AP** 6; **CP** 16; **Rep** +0; **Learn**: +2; **Str** 15, **Dex** 13, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10.

**Occupation:** Academy Student (*Bonus Class Skills:* Chakra Control, Genjutsu, Taijutsu; *Bonus Feat:* Nin Weapon Proficiency)

**Skills:** Chakra Control +4 (3), Genjutsu +2 (2), Ninjutsu +0 (1), Taijutsu +8 (3).

**Feats:** Combat Martial Arts, Defensive Martial Arts, Genin (Taijutsu), Nin Weapon Proficiency, Simple Weapon Proficiency.

**Talent (Strong Hero):** Taijutsu, Bonus Feat (Genin).

**Techniques Known:** *Control (+4)*- Kinobori; *Genjutsu (+2)*- Bunshin no Jutsu, Henge no Jutsu; *Ninjutsu (+0)*- Nawanuke no Jutsu; *Taijutsu (+7)*- Asshou!, Namidashite Kukkin!, Shotei.

**Equipment:** Shuriken holster (4 kunai, 5 shuriken), belt pouch (4 kunai, 4 exploding tags, 1 smoke bomb), forehead protector (any village), various personal gear.

### Example Genin (Smart Hero)

Smart Hero 3; CR 3; Medium Humanoid (Human); **HD** 3d6-3; **hp** 10; **Mas** 50; **Init** +1; **Spd** 30 ft; **Defense** 12 (+1 dex, +1 class), Touch 12, Flat-Footed 11; **BAB** +1; **Grap** +0; **Atk** +0 melee (by weapon) or +2 ranged (1, throwing needle); **Full Atk** +0 melee (by weapon) or +2/+2 ranged (1, throwing needle); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV** Fort +0, Ref +2, Will +5; **AP** 6; **CP** 11; **Rep** +1 (+3 in his village); **Learn**: +5; **Str** 8, **Dex** 12, **Con** 8, **Int** 13, **Wis** 16, **Cha** 14.

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

**Skills:** Chakra Control +9 (6), Forgery +7 (6), Genjutsu +8 (6), Hide +4 (3), Knowledge (ninja lore) +10 (6), Listen +6 (3), Move Silently +4 (3), Ninjutsu +10 (6), Spot +6 (3), Survival +6 (3), Taijutsu +2 (3).

**Feats:** Genin (Ninjutsu), Genius Nin, Ninjutsu Adept, Nin Weapon Proficiency, Simple Weapon Proficiency.

**Talent (Smart Hero):** Savant (knowledge - ninja lore), Plan.

**Techniques Known:** *Control (+9)*- Kai, Kinobori; *Genjutsu (+8)*- Bunshin no Jutsu, Henge no Jutsu; *Ninjutsu (+10)*- Goukakyuu no Jutsu, Kawarimi no Jutsu, Mukidou Sanpo no Jutsu; *Taijutsu (+2)*- Shintai.

**Equipment:** Shuriken holster (15 throwing needles, 5 shuriken), belt pouch (4 kunai, 10 throwing needles, 1 smoke bomb), forehead protector (any village), various personal gear.

### Example Genin (Charismatic Ordinary)

Charismatic Hero 3; CR 2; Medium Humanoid (Human); **HD** 3d6; **hp** 13; **Mas** 50; **Init** -1; **Spd** 30 ft; **Defense** 12 (-1 dex, +1 class, +2 armor), Touch 10, Flat-Footed 13; **BAB** +1; **Grap** +2; **Atk** +2 melee (by weapon) or +1 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV** Fort +2, Ref +1, Will +1; **AP** 6; **CP** 6; **Rep** +2; **Learn:** +4; **Str** 12, **Dex** 8, **Con** 10, **Int** 14, **Wis** 13, **Cha** 15.

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

**Skills:** Bluff +8 (6), Chakra Control +6 (5), Craft (visual art) +8 (6), Diplomacy +6 (4), Disguise +7 (5), Genjutsu +11 (6), Knowledge (ninja lore) +8 (6), Ninjutsu +8 (6), Sense Motive +4 (3), Taijutsu +3 (2).

**Feats:** Armor Proficiency (light), Genjutsu Adept, Genin (Genjutsu), Nin Weapon Proficiency, Simple Weapon Proficiency.

**Techniques Known:** *Control (+6)*- None; *Genjutsu (+11)*- Bunshin no Jutsu, Henge no Jutsu, Shitsukentou no Jutsu; *Ninjutsu (+8)*- Kawarimi no Jutsu, Nawanuke no Jutsu; *Taijutsu (+3)*- None.

**Equipment:** Shuriken holster (4 kunai, 5 shuriken), belt pouch (4 kunai, 4 soldier pills), battle vest, forehead protector (any village), various personal gear.

### Mid-Level Chuunin

Strong Hero 4/Taijutsu Master 4; CR 8; Medium Humanoid (Human); **HD** 4d8+4 plus 4d10+4; **hp** 51; **Mas** 50; **Init** +2; **Spd** 30 ft; **Defense** 20, 21 melee (+2 dex, +6 class, +2 armor), Touch 18, Flat-Footed 18; **BAB** +8; **Grap** +11; **Atk** +13 melee (1d8+6, unarmed) or +10 ranged (by weapon); **Full Atk** +13/+8 melee (1d8+6, unarmed) or +10/+5 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV** Fort +8, Ref +5, Will +2; **AP** 8; **CP** 20; **Rep** +0; **Learn:** +8; **Str** 16, **Dex** 14, **Con** 12, **Int** 10, **Wis** 10, **Cha** 12.

**Occupation:** Occupation (*Bonus Class Skills:* Chakra Control, Ninjutsu, Taijutsu; *Bonus Feat:* Nin Weapon Proficiency)

**Skills:** Chakra Control +9 (9), Climb +4 (1), Genjutsu +2 (1), Jump +6 (3), Ninjutsu +10 (9), Taijutsu +16 (9).

**Feats:** Armor Proficiency (light), Chuunin (Taijutsu), Combat Martial Arts, Defensive Martial Arts, Genin (Ninjutsu), Nin Weapon Proficiency, Simple Weapon Proficiency.

**Talent (Strong Hero):** Taijutsu, Bonus Feat (Combat Martial Arts, Genin), Melee Smash.

**Talent (Taijutsu Master):** Unarmed Strike (1d8), Taijutsu Mastery (Weapon Focus - unarmed, Weapon Specialization - unarmed), Bonus Feat (Chuunin).

**Techniques Known:** *Control (+9)*- Chouyaku no Jutsu, Kai, Kinobori, Tadayou; *Genjutsu (+2)*- Bunshin no Jutsu, Henge no Jutsu; *Ninjutsu (+10)*- Kawarimi no Jutsu, Kyuuden Shuriken no Jutsu, Mizudama no Jutsu, Nawanuke no Jutsu; *Taijutsu (+16)*- Asshou!, Butsukari, Iwa Kuzuken, Gouken, Juuroku Rendan!, Ryuu Inin, Shotei, Taijutsu Ougi - Hatafuri Rendan, Tsuideni.

**Equipment:** Shuriken holster (4 kunai, 5 shuriken), belt pouch (4 soldier pills, 4 exploding tags), battle vest, forehead protector (any village), various personal gear.

### Mid-Level Chuunin

Fast Hero 3/Ninja Scout 3/Elite Shinobi Swordsman 2; CR 8; Medium Humanoid (Human); **HD** 3d8+3 plus 3d8+3 plus 2d10+2; **hp** 46; **Mas** 50; **Init** +6; **Spd** 30 ft; **Defense** 22, 23 ranged (+3 dex, +7 class, +2 armor), Touch 20, Flat-Footed 19; **BAB** +6; **Grap** +8; **Atk** +10 melee (1d8+2, ninja-to) or +9 ranged (by weapon); **Full Atk** +10/+5 melee (1d8+2, ninja-to) or +9 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV** Fort +6, Ref +8, Will +1; **AP** 7; **CP** 21; **Rep** +1; **Learn:** +9; **Str** 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 8, **Cha** 12.

**Occupation:** Occupation (*Bonus Class Skills:* Chakra Control, Genjutsu, Ninjutsu; *Bonus Feat:* Nin Weapon Proficiency)

**Skills:** Chakra Control +11 (10), Genjutsu +9 (8), Knowledge (ninja lore) +6 (6), Ninjutsu +11 (10), Survival +2 (3), Taijutsu +13 (11).

**Feats:** Armor Proficiency (light), Chuunin (Chakra Control), Genin (Ninjutsu), Improved Initiative, Nin Weapon Proficiency, Simple Weapon Proficiency, Stealthy, Weapon Finesse (ninja-to).

**Talent (Fast Hero):** Deflect, Bonus Feat (Genin), Evasion

**Talent (Ninja Scout):** Track, Sneak Attack (+1d6), Bonus Feat (Chuunin).

**Talent (Elite Shinobi Swordsman):** Weapon Focus (ninja-to), Quick Draw.

**Techniques Known:** *Control (+11)*- Kinobori, Tadayou; *Genjutsu (+9)*- Akiraka Genzou, Bunshin no Jutsu, Henge no Jutsu, Shitsukentou no Jutsu; *Ninjutsu (+11)*- Jakuden no Jutsu, Kawarimi no Jutsu, Kyuuden no Jutsu, Kyuuden Shuriken no Jutsu, Mizu Bunshin no Jutsu, Nawanuke no Jutsu, Rakurai no Jutsu; *Taijutsu (+13)*- Asshou!, Futatsu Kyuu Sokuryoku, Hitotsu Kyuu Sokuryoku, Kenjutsu Ougi - Kiritsuki, Kenjutsu Ougi - Tsuki, Shintai, Tsuideni.

**Equipment:** Shuriken holster (4 kunai, 5 shuriken), belt pouch (4 kunai, 1 smoke bomb, 4 greater exploding tags), forehead protector (any village), battle vest, various personal gear.

### Rookie Jounin

Smart Hero 3/Ninja Scout 5/Ninja Operation Counter 4 (ECL 13); CR 12; Medium Humanoid (Human); **HD** 3d6+6 plus 5d8+10 plus 4d8+8; **hp** 82; **Mas** 50; **Init** +0; **Spd** 30 ft; **Defense** 20, 23 vs. traps (+8 class, +2 armor), Touch 18, Flat-Footed 20; **BAB** +7; **Grap** +8; **Atk** +8 melee (by weapon) or +7 ranged (by weapon); **Full Atk** +8/+3 melee (by weapon) or +7/+2 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV** Fort

+6, Ref +7 (+10 vs. traps), Will +5; **AP** 9; **CP** 26; **Rep** +2; **Learn**: +16; **Str** 12, **Dex** 10, **Con** 14, **Int** 16, **Wis** 10, **Cha** 13.

**Occupation:** Academy Student (*Bonus Class Skills*: Chakra Control, Genjutsu, Survival; *Bonus Feat*: Nin Weapon Proficiency)

**Skills:** Chakra Control +15 (15), Craft (chemical) +12 (9), Demolitions +9 (6), Disable Device +12 (9), Genjutsu +18 (15), Hide +16 (14), Investigate +9 (6), Knowledge (ninja lore) +13 (10), Move Silently +15 (13), Ninjutsu +25 (15), Spot +10 (+14 vs traps) (10), Search +8 (+12 vs traps) (8), Survival +8 (8).

**Feats:** Advanced Bloodline (Fujiwara Clan Douka no Me), Armor Proficiency (light), Blood Pact (Hawk), Chuunin (Ninjutsu), Genin (Ninjutsu), Genius Nin, Gift of Summoning, Jounin (Genjutsu, Ninjutsu), Ninjutsu Adept, Nin Weapon Proficiency, Simple Weapon Proficiency, Stealthy, Track.

**Talent (Smart Hero):** Ninjutsu, Bonus Feat (Genin), Improved Ninjutsu.

**Talent (Ninja Scout):** Track, Sneak Attack (+2d6), Bonus Feat (Armor Proficiency, Chuunin), Increased Speed (5 feet), Hide in Plain Sight

**Talent (Ninja Operation Counter):** Technique Counter, Trap Sense, Plan X (Plan), Evasion X (Evasion), Tenketsu Freeze, Swift Tracker, Bonus Feat (Jounin)

**Techniques Known:** *Control (+15)*- Chakra no Hikari, Chakra no Kogasu, Chikara no Toku, Juuhi no Yoroi, Kai, Kinobori, Tadayou; *Genjutsu (+18)*- Akiraka Genzou, Bunshin no Jutsu, Henge no Jutsu, Joukyuu Genzou, Kanpeki Genzou, Shitsukentou no Jutsu; *Ninjutsu (+25)*- Doryuuheki, En'en no Shuriken, Goukakyuu no Jutsu, Houden no Jutsu, Jigen Ugoku no Jutsu, Kage Bunshin no Jutsu, Kawarimi no Jutsu, Meisaigakure no Jutsu, Suikiha no Jutsu, Tajuu Kage Bunshin no Jutsu, Tanchi no Shikai, Toushou no Jutsu, Utsusemi no Jutsu, Youso Fuuin no Jutsu; *Taijutsu (+0)*- None.

**Equipment:** Ninja vest, shuriken holster (4 kunai, 5 shuriken), belt pouch (4 kunai, 4 instant-ice bomb, 4 greater exploding tags, 5 blood increasing pills), standard ninja outfit (night camouflage), forehead protector (any village), various personal gear.

### High-Level Jounin

Tough Hero 6/Ninja Scout 8/Katon Elementalist 2; CR 16; Medium Humanoid (Human); **HD** 6d10+18 plus 8d8+24 plus 2d6+6; **hp** 135; **Mas** 50; **Init** +2; **Spd** 40 ft; **Defense** 25 (+2 dex, +10 class, +3 armor), Touch 22, Flat-Footed 23; **BAB** +11; **Grp** +14; **Atk** +14 melee (1d8+3, ninja-to) or +12 ranged (by weapon); **Full Atk** +14/+9/+4 melee (1d8+3, ninja-to) or +12/+8/+3 ranged (by weapon); **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** none; **SV** Fort +7, Ref +12, Will +9; **AP** 8; **CP** 32; **Rep** +4; **Learn**: +18 (+16 hyoton); **Str** 16, **Dex** 14, **Con** 16, **Int** 14, **Wis** 14, **Cha** 14.

**Occupation:** Academy Student (*Bonus Class Skills*: Chakra Control, Genjutsu, Ninjutsu; *Bonus Feat*: Ninjutsu Adept)

**Skills:** Chakra Control +19 (15), Genjutsu +12 (10), Hide +8 (6), Knowledge (ninja lore) +12 (11), Move Silently +6 (5), Ninjutsu +23 (16), Spot +10 (8), Survival +13 (11), Taijutsu +13 (10), Tumble +6 (5).

**Feats:** Armor Proficiency (light), Blood Pact (Tiger), Chuunin (Ninjutsu), Combat Martial Arts, Dodge, Genin (Ninjutsu), Gift of Summoning, Jounin (Chakra Control, Ninjutsu), Mobility, Nin Weapon Proficiency, Ninjutsu Adept, Simple Weapon Proficiency, Track.



**Talent (Tough Hero):** Robust, Bonus Feat (Genin, Gift of Summoning, Nin Weapon Proficiency), Damage Reduction 1/-, Fire Resistance 3.

**Talent (Ninja Scout):** Track, Sneak Attack (+2d6), Bonus Feat (Armor Proficiency, Chuunin), Increase Speed (10 feet), Hide in Plain Sight, Evasion X (Evasion).

**Talent (Fuuton Elementalist):** Elemental Specialization (Katon), Elemental Fury

**Techniques Known:** *Control (+19)*- Chakra no Kogasu, Chikara no Toku, Kai, Kakusu Nioi, Kinobori, Reikiha, Tadayou; *Genjutsu (+12)*- Bunshin no Jutsu, Henge no Jutsu; *Ninjutsu (+23)*- En'en no Shuriken, Goukakyuu no Jutsu, Housenka no Jutsu, Jigen Ugoku no Jutsu, Joushou Kouha no Jutsu, Kage Bunshin no Jutsu, Karyuu Endan, Kawarimi no Jutsu, Mashouheki, Takitsuke; *Taijutsu (+13)*- Asshou!, Hitotsu Kyuu Sokuryoku, Namidashite Kukkin!, Shou Ryu Ken.

**Equipment:** Heavy vest, ninja-to, shuriken holster (4 kunai, 5 shuriken), belt pouch (4 exploding kunai, 2 smoke bombs, 4 greater exploding tags, 2 spirit bottle), various personal gear.

## Chapter XV: Naruto: d20 Epics

Once a character reach 20th level, it is usually assumed to retire and cannot progress farther. In *Naruto: d20*, however, rules to continue the campaign beyond 20th level are available.

### General Rules

The Epic Levels follow a different progression than non-epic levels. While they receive similar bonuses, such as Feats, Skills, Ability Bonus and Action Points, some classes-basic, advanced and prestige alike- may progress farther than the indicated maximum and he now has access to Epic Feats.

**Epic Attack Bonus:** While the character does not gain any additional attacks, nor does his base attack bonus increase beyond 20th level, he does receive a +1 cumulative epic bonus to attack rolls every odd-numbered levels.

**Epic Saves:** The epic character's base save do not increase beyond 20th level. However, the character does receive a cumulative +1 epic bonus on all saving throws at every even-numbered level beyond 20th.

**Epic Defense Bonus:** As for Epic Saves and Attack bonuses, the character's Defense does not increase once he reaches 20th level. He receives a cumulative +1 epic bonus every 3 level beyond 20th (23rd, 26th, 29th, etc.).

**Epic Reputation Bonus:** The Epic Character's reputation increase tremendously once he reaches epic levels. His base reputation bonus will not increase, but instead he will receive a cumulative +1 epic bonus to reputation every level.

### TABLE 15-1: EPIC LEVEL PROGRESSION

Level	Epic Attack Bonus	Epic Saves	Epic Defense Bonus	Epic Reputation Bonus
21st	+0	+1	+0	+1
22nd	+1	+1	+0	+2
23rd	+1	+2	+1	+3
24th	+2	+2	+1	+4
25th	+2	+3	+1	+5
26th	+3	+3	+2	+6
27th	+3	+4	+2	+7
28th	+4	+4	+2	+8
29th	+4	+5	+3	+9
30th	+5	+5	+3	+10

### Wealth:

For character a whose starting level is 21st or higher, refer to **Table 15-2: Epic Starting Wealth** to determine the character's starting wealth.

**TABLE 15-2: EPIC STARTING WEALTH**

Level	Epic Character Wealth Bonus	Level	Epic Character Wealth Bonus
21 <sup>st</sup>	+18	31 <sup>st</sup>	+24
22 <sup>nd</sup>	+18	32 <sup>nd</sup>	+24
23 <sup>rd</sup>	+19	33 <sup>rd</sup>	+25
24 <sup>th</sup>	+19	34 <sup>th</sup>	+25
25 <sup>th</sup>	+20	35 <sup>th</sup>	+26
26 <sup>th</sup>	+20	36 <sup>th</sup>	+26
27 <sup>th</sup>	+21	37 <sup>th</sup>	+27
28 <sup>th</sup>	+21	38 <sup>th</sup>	+27
29 <sup>th</sup>	+22	39 <sup>th</sup>	+28
30 <sup>th</sup>	+23	40 <sup>th</sup>	+29

### Techniques:

These extremely powerful techniques not only require that a character takes a feat to learn it, who often have very high requirements, but also may require that a character goes on a quest to find a source to learn the technique from, or acquire a special material component absolutely needed for the technique to work.

### Class Features:

Some things do not change once he reaches epic levels.

The character continues to gain Hit Dice normally.

The character gains a number of Action Points as per class entry.

Epic Character Level stack with non-epic levels to determine the maximum damage of a technique, the character's ECL, and anywhere else the Character Level is used.

Any class feature that uses the character's level as a base still increases normally beyond 20th level.

*Optional Rules:* It is strongly suggested that, once characters reach epic level, to raise their Massive Damage Threshold to 50 if it wasn't already.

## **Epic Classes**

Once a character reaches 10th level in a basic class, he is forced to choose from either another basic class, or an advanced or prestige class. At epic levels, this is no longer the case. In the following chapter will be introduced Epic Basic Classes, a progression of the standard basic classes beyond 10th level available to any Epic Character that meets the requirements. Ordinary classes are not available beyond 20th level.

## **Epic Strong Hero**

Nothing is as unmatched in the realm of melee combat and strength as the epic level strong hero. He has trained his body until it is at the peak of human physical power and honed his fighting skill until few can stand against it. Whether by weapon or his bare fist, all will eventually fall before the hero. This class is only available to characters with 10 levels in Strong Hero.

## **Class Information**

The following information pertains to the Strong Hero epic class.

## **Hit Die**

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

## **Action Points**

The Strong Hero gains a number of action points equal to  $8 + \text{one-half his character level}$ , rounded down, everytime he attains a new level in this class.

## **Class Skills**

The Strong Hero's class skills are as follows.

Climb (Str), Craft (structural) (Int), Handle Animal (Cha), Jump (Str), Knowledge (current events, ninja lore, popular culture, streetwise, tactics) (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Speak Language (none), Swim (Str) and Taijutsu (Str).

**Skill Points at Each Level:**  $3 + \text{Int modifier}$ .

**TABLE 15-3: EPIC STRONG HERO**

<b>Level</b>	<b>Class Ability</b>
1 <sup>st</sup>	Epic Talent
2 <sup>nd</sup>	Epic Bonus Feat
3 <sup>rd</sup>	Epic Talent
4 <sup>th</sup>	Epic Bonus Feat
5 <sup>th</sup>	Epic Talent
6 <sup>th</sup>	Epic Bonus Feat
7 <sup>th</sup>	Epic Talent
8 <sup>th</sup>	Epic Bonus Feat
9 <sup>th</sup>	Epic Talent

**Class Features**

The following features pertain to the Strong Hero epic class.

**Epic Talent**

At 1st, 3rd, 5th, 7th, and 9th level, the Strong hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

**Epic Extreme Effort Talent Tree**

The Epic Strong hero's ability to show immense strength.

**Epic Extreme Effort:** The effort requires a full-round action and provides a +8 bonus on the check.

*Prerequisites:* Extreme effort, improved extreme effort, advanced extreme effort, any 2 strong hero talent, Str 19+.

**Improved Epic Extreme Effort:** The effort requires a full-round action and provides a +2 bonus that stacks with the bonus provided by extreme effort (+10 total).

*Prerequisites:* Extreme effort, improved extreme effort, advanced extreme effort, any 2 strong hero talent, epic extreme effort, Str 19+.

**Advanced Epic Extreme Effort:** The effort now requires an attack round action and provides a +2 bonus that stacks with the bonus provided by extreme effort (+12 total).

*Prerequisites:* Extreme effort, improved extreme effort, advanced extreme effort, any 2 strong hero talent, epic extreme effort, improved epic extreme effort, Str 19+.

**Epic Ignore Hardness Talent Tree**

The Epic Strong hero's aptitude at breaking things.

**Epic Ignore Hardness:** The Epic Strong Hero ignores an additional 2 points of ignore hardness, which stack with the previously attained *Ignore Hardness* talent tree, for a total of 8.

*Prerequisites:* Ignore hardness, improved ignore hardness, advanced ignore hardness, any 2 strong hero talent, Str 18+.

**Improved Epic Ignore Hardness:** The Epic Strong Hero's strength is able to effortlessly bend even the toughest iron, and he gains an additional two points of ignore hardness, for a total of 10.

*Prerequisites:* Ignore hardness, improved ignore hardness, advanced ignore hardness, epic ignore hardness, any 2 strong hero talent, Str 18+.

**Advanced Epic Ignore Hardness:** Finally, the Epic Strong Hero's *Epic Ignore Hardness* maxes out at 14 points.

*Prerequisites:* Ignore hardness, improved ignore hardness, advanced ignore hardness, epic ignore hardness, improved epic ignore hardness, any 2 strong hero talent, Str 18+.

**Epic Melee Smash Talent Tree**

The Epic Strong hero's ability to deal excessive damage is taken to epic proportion.

**Epic Melee Smash:** The Epic Strong Hero receives a +1 bonus to damage on melee attacks due to his great strength. This bonus stacks with the standard Melee Smash talent tree.

*Prerequisites:* Melee smash, improved melee smash, advanced melee smash, any 2 strong hero talent, Str 18+.

**Improved Epic Melee Smash:** The Epic Strong Hero's bonus to damage increases to +2.

*Prerequisites:* Melee smash, improved melee smash, advanced melee smash, any 2 strong hero talent, epic melee smash, Str 18+.

**Advanced Epic Melee Smash:** Finally, the Epic Strong Hero's bonus to damage increases to +4.

*Prerequisites:* Melee smash, improved melee smash, advanced melee smash, any 2 strong hero talent, epic melee smash, improved epic melee smash, Str 18+.

### **Smite Allegiance Talent Tree**

The Epic Strong hero's wrath is not to be trifled with. If he decides to unleash his fury upon you, death is the only possible outcome.

**Smite Allegiance:** The Epic Strong Hero receives a +1 bonus to attack damage rolls against the allegiance chosen upon selecting this talent.

*Prerequisites:* Epic Melee Smash, Str 18+, Cha 16+.

**Improved Smite Allegiance:** The Epic Strong hero's bonus to damage against the chosen allegiance increases to +2.

*Prerequisites:* Epic Melee Smash, Str 18+, Cha 17+, Smite Allegiance.

**Advanced Smite Allegiance:** The Epic Strong hero deals an additional 1d4 point of damage against attacks on creatures of the chosen allegiance. This bonus stacks with the previous talents granted bonus.

*Prerequisites:* Epic Melee Smash, Str 18+, Cha 18+, Smite Allegiance, Improved Smite Allegiance.

### **Epic Bonus Feats**

At 2nd, 4th, 6th, 8th, and 10th level, the Epic Strong hero gains a bonus epic feat. The character may either pick a bonus epic feat or chose from the Strong Hero bonus feat list. Armor Skin, Combat Archery, Dire Charge, Epic Chakra Pool, Epic Fortitude, Epic Reputation, Epic Taijutsu Adept, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Great Strength, Legendary Climber, Legendary Leaper, Legendary Wrestler.

### **Epic Fast Hero**

The shadow that moves too fast to be seen, a sniper that can hit the head of a match from hundreds of meters away all are examples of the epic fast hero. Impossible to strike in combat, he displays the kind of grace that few can match. Able to react with pin-point precision, the hero is like a whirlwind on the battle field and like a shadow when stealth is needed. This class is only available to characters with 10 levels in Fast Hero.

### **Class Information**

The following information pertains to the Fast Hero epic class.

## Hit Die

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

## Action Points

The Fast Hero gains a number of action points equal to 8 + one-half his character level, rounded down, everytime he attains a new level in this class.

## Class Skills

The Fast Hero's class skills are as follows.

Balance (Dex), Craft (mechanical) (Int), Drive (Dex), Escape Artist (Dex), Hide (Dex), Knowledge (current events, ninja lore, popular culture, streetwise) (Int), Move Silently (Dex), Pilot (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Sleight of Hand (Dex), Speak Language (none), Taijutsu (Str) and Tumble (Dex).

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

TABLE 15-4: EPIC FAST HERO

Level	Class Ability
1 <sup>st</sup>	Epic Talent
2 <sup>nd</sup>	Epic Bonus Feat
3 <sup>rd</sup>	Epic Talent
4 <sup>th</sup>	Epic Bonus Feat
5 <sup>th</sup>	Epic Talent
6 <sup>th</sup>	Epic Bonus Feat
7 <sup>th</sup>	Epic Talent
8 <sup>th</sup>	Epic Bonus Feat
9 <sup>th</sup>	Epic Talent
10 <sup>th</sup>	Epic Bonus Feat

## Class Features

The following features pertain to the Fast Hero epic class.

### Epic Talent

At 1st, 3rd, 5th, 7th, and 9th level, the Fast hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

### Outstanding Speed Talent Tree

The Epic Fast hero's speed is so great that it enables him to avoid any attacks like he would jump out of the way of a rushing turtle.

**Improved Evasion:** When subjected to an attack that normally allows a Reflex saving throw for half damage, the Epic Fast hero takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

*Prerequisites:* Evasion, Uncanny Dodge 1, Uncanny Dodge 2, Defensive Roll, any fast hero talent.

**Concealment:** Attacks against the Epic Fast hero have a 5% miss chance, similar to the effect of concealment. The epic loses this benefit whenever he would lose his Dexterity bonus to Defense.

*Prerequisites:* Dex 21+, Evasion, Uncanny Dodge 1, Uncanny Dodge 2, Defensive Roll, any fast hero talent, Improved Evasion.

**Greater Concealment:** The Epic hero's miss chance increases to 10% upon selecting this talent.

*Prerequisites:* Dex 23+, Evasion, Uncanny Dodge 1, Uncanny Dodge 2, Defensive Roll, any fast hero talent, Improved Evasion, Concealment.

### **Epic Deflect Talent Tree**

The Epic Fast hero's ability at deflecting projectile increases so that very few even land anymore.

**Epic Deflect:** To use this talent, the Epic Fast hero must have at least one hand free (holding nothing). Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flatfooted. The Epic Fast hero may deflect ballistic weapons and such projectile as well.

Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons and ranged attacks generated by techniques (such as *Shuriken Kage Bunshin no Jutsu*) can't be deflected. Burst fires, strafes or autofire can be deflected as well with this ability.

*Prerequisites:* Dex 18+, Deflect, Improved Deflect, Advanced Deflect, any 2 fast hero talent.

**Snatch Projectile:** When using the Epic Deflect ability, the Epic Fast hero may catch the weapon instead of just deflecting it. You must have at least one hand free (holding nothing) to use this ability. Ballistic weapons are also affected, although the ammunition cannot be re used.

*Prerequisites:* Dex 20+, Deflect, Improved Deflect, Advanced Deflect, any 2 fast hero talent., Epic Deflect.

**Reflect Projectile:** When the Epic Fast hero deflects an projectile, the attack is reflected back upon the attacker at the character's base ranged attack bonus.

*Prerequisites:* Dex 21+, Deflect, Improved Deflect, Advanced Deflect, any 2 fast hero talent., Epic Deflect, Snatch Projectile.

### **Epic Increase Speed Talent Tree**

The Epic Fast hero's Increase Speed talent taken to epic proportion.

**Epic Increase Speed:** The Epic Fast hero's speed increases by 25 feet. This bonus overlaps (does not stack) with the Increased Speed talent tree of the Fast Hero basic class.

*Prerequisites:* Dex 18+, Increase Speed, Improved Increase Speed, Advanced Increase Speed, any 2 fast hero talent.

**Improved Epic Increase Speed:** The Epic Fast hero's speed increases by 30 feet.

*Prerequisites:* Dex 18+, Increase Speed, Improved Increase Speed, Advanced Increase Speed, any 2 fast hero talent, Epic Increase Speed.

**Advanced Epic Increase Speed:** The Epic Fast hero's speed increases by 40 feet.  
*Prerequisites:* Dex 18+, Increase Speed, Improved Increase Speed, Advanced Increase Speed, any 2 fast hero talent, Epic Increase Speed, Epic Improved Increase Speed.

### **Epic Bonus Feats**

At 2nd, 4th, 6th, 8th, and 10th level, the Epic Fast hero gains a bonus epic feat. The character may either pick a bonus epic feat or chose from the Fast Hero bonus feat list. Blinding Speed, Combat Archery, Dexterous Fortitude, Dexterous Will, Distant Shot, Epic Dodge, Epic Reflexes, Epic Reputation, Epic Speed, Epic Taijutsu Adept, Great Dexterity, Improved Combat Reflexes, Improved Sneak Attack, Instant Reload, Legendary Rider, Legendary Wrestler, Perfect Two-Weapon Fighting, Sneak Attack of Opportunity, Superior Initiative, Two-Weapon Rend.

### **Epic Tough Hero**

An epic level tough hero has more in common with a tank than other human beings. Able to shrug off injuries and toxins that could fall a lesser man, the tough here is one to be feared in combat. Be it for their endurance alone, they will be able to fight long after everyone else has dropped from fatigue. This class is only available to characters with 10 levels in Tough Hero.

### **Class Information**

The following information pertains to the Tough Hero epic class.

### **Hit Die**

The Tough Hero gains 1d10 hit points per level. The Constitution modifier applies.

### **Action Points**

The Tough Hero gains a number of action points equal to 8 + one-half his character level, rounded down, everytime he attains a new level in this class.

### **Class Skills**

The Tough Hero's class skills are as follows.

Climb (Str), Concentration (Con), Craft (mechanical, structural) (Int), Drive (Dex), Intimidate (Cha), Knowledge (current events, ninja lore, popular culture, streetwise) (Int), Profession (Wis), Read/Write Language (none), Ride (Dex), Speak Language (none), Spot (Wis), Survival (Wis) and Taijutsu (Str).

**Skill Points at Each Level:** 3 + Int modifier.

**TABLE 15-5: EPIC TOUGH HERO**

<b>Level</b>	<b>Class Ability</b>
1 <sup>st</sup>	Epic Talent
2 <sup>nd</sup>	Epic Bonus Feat
3 <sup>rd</sup>	Epic Talent
4 <sup>th</sup>	Epic Bonus Feat
5 <sup>th</sup>	Epic Talent
6 <sup>th</sup>	Epic Bonus Feat
7 <sup>th</sup>	Epic Talent



8 <sup>th</sup>	Epic Bonus Feat
9 <sup>th</sup>	Epic Talent
10 <sup>th</sup>	Epic Bonus Feat

## Class Features

The following features pertain to the Tough Hero epic class.

### Epic Talent

At 1st, 3rd, 5th, 7th, and 9th level, the Tough hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

### Epic Damage Reduction Talent Tree

The Epic Tough hero's fearsome ability to shake off damage taken to the limits.

**Epic Damage Reduction 4/-:** The Epic Tough hero ignores 4 points of damage from melee and ranged attacks. This bonus overlaps (does not stack) the damage reduction granted by the tough hero talent.

*Prerequisites:* Damage Reduction 1/-, Damage Reduction 2/-, Damage Reduction 3/-, any tough talent, Con 19+.

**Improved Epic Damage Reduction 5/-:** The Epic Tough hero ignores an additional point of damage (DR 5/-).

*Prerequisites:* Damage Reduction 1/-, Damage Reduction 2/-, Damage Reduction 3/-, any tough talent, Con 19+, Epic Damage Reduction 4/-.

**Advanced Epic Damage Reduction 6/-:** The Epic Tough hero ignores an additional point of damage from melee and ranged attacks, in addition to two more points of damage from non-epic characters or ordinaries (DR 6/- to epic characters, DR 8/- to non-epic characters or ordinaries).

*Prerequisites:* Damage Reduction 1/-, Damage Reduction 2/-, Damage Reduction 3/-, any tough talent, Con 19+, Epic Damage Reduction 4/-, Improved Epic Damage Reduction 5/-.

### Epic Energy Resistance Talent Tree

To the Epic Tough hero, the strength of the elements is nothing to be afraid of.

**Epic Acid Resistance:** The Epic Tough hero ignores an amount of Acid damage equal to twice his Constitution modifier. This number overlaps (does not stack) with the tough hero talent or non permanent effects.

*Prerequisites:* Acid Resistance, any 4 tough hero talent, Con 18+.

**Epic Cold Resistance:** The Epic Tough hero ignores an amount of Cold damage equal to twice his Constitution modifier. This number overlaps (does not stack) with the tough hero talent or non permanent effects.

*Prerequisites:* Cold Resistance, any 4 tough hero talent, Con 18+.

**Epic Electricity Resistance:** The Epic Tough hero ignores an amount of Electricity damage equal to twice his Constitution modifier. This number overlaps (does not stack) with the tough hero talent or non permanent effects.

*Prerequisites:* Electricity Resistance, any 4 tough hero talent, Con 18+.

**Epic Fire Resistance:** The Epic Tough hero ignores an amount of Fire damage equal to twice his Constitution modifier. This number overlaps (does not stack) with the tough hero talent or non permanent effects.

*Prerequisites:* Fire Resistance, any 4 tough hero talent, Con 18+.

**Epic Sonic/Concussion Resistance:** The Epic Tough hero ignores an amount of Sonic or Concussion damage equal to twice his Constitution modifier. This number overlaps (does not stack) with the tough hero talent or non permanent effects.

*Prerequisites:* Sonic/Concussion Resistance, any 4 tough hero talent, Con 18+.

### **Epic Toughness Talent Tree**

As his name indicates, the Epic Tough hero is amazingly tough. He will most likely recover from any injury in no time.

**Epic Toughness:** The Epic Tough hero becomes especially robust, gaining a number of hit points equal to his Epic Tough level times three as soon as he selects this talent. Thereafter, the hero gains +3 hit point with each level of Epic Tough he gains.

*Prerequisites:* Robust, any 4 tough talent.

**Epic Second Wind:** The Epic Tough hero can spend an action point to obtain a quick recovery. Once this talent is activated, the Epic hero will recover a number of hit points equal to twice his Constitution modifier. The Tough Hero may not exceed his maximum hit points by this mean.

*Prerequisites:* Robust, any 4 tough talent, Epic Toughness.

**Epic Second Chance:** The Epic Tough hero can spend an action point to gain a extra Chakra, as with Second Chance. Once this talent is activated, the Epic hero will recover a number of Chakra point equal to twice his Constitution modifier. The Tough Hero may not exceed his maximum Chakra Pool by this mean.

*Prerequisites:* Robust, any 4 tough talent, Epic Toughness, Epic Second Wind.

**Epic Stamina:** The Epic Tough hero ability to recover from the brink of death is truly amazing. The epic hero recovers 4 hit points per character level per evening of rest, 4 points of temporary ability damage per evening of rest, and awakens in one third the normal time after being knocked unconscious.

*Prerequisites:* Robust, any 4 tough talent, Epic Toughness.

### **Epic Bonus Feats**

At 2nd, 4th, 6th, 8th, and 10th level, the Epic Tough hero gains a bonus epic feat. The character may either pick a bonus epic feat or chose from the Tough Hero bonus feat list. Armor Skin, Damage Reduction, Dire Charge, Energy Resistance, Epic Chakra Pool, Epic Endurance, Epic Fortitude, Epic Reputation, Epic Taijutsu Adept, Epic Toughness, Fast Healing, Great Constitution, Legendary Climber, Perfect Health.

### **Epic Smart Hero**

The greatest intellects and strategist of our time belong to the epic level smart hero. With but a glance he is able to form unique and successful strategies for any battle or situation. The epic smart hero literally holds a library full of information in her head, there is very little he doesn't know or can't figure out. This class is only available to characters with 10 levels in Smart Hero.

## Class Information

The following information pertains to the Smart Hero epic class.

### Hit Die

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

### Action Points

The Smart Hero gains a number of action points equal to 8 + one-half his character level, rounded down, everytime he attains a new level in this class.

### Class Skills

The Smart Hero's class skills are as follows.

Craft (chemical, electronic, mechanical, pharmaceutical, structural, visual art, writing) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Forgery (Int), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, ninja lore, physical sciences, popular culture, streetwise, tactics, technology, theology and philosophy) (Int), Navigate (Int), Ninjutsu (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), and Speak Language (none).

**Skill Points at Each Level:** 9 + Int modifier.

**TABLE 15-6: EPIC SMART HERO**

Level	Class Ability
1 <sup>st</sup>	Epic Talent
2 <sup>nd</sup>	Epic Bonus Feat
3 <sup>rd</sup>	Epic Talent
4 <sup>th</sup>	Epic Bonus Feat
5 <sup>th</sup>	Epic Talent
6 <sup>th</sup>	Epic Bonus Feat
7 <sup>th</sup>	Epic Talent
8 <sup>th</sup>	Epic Bonus Feat
9 <sup>th</sup>	Epic Talent
10 <sup>th</sup>	Epic Bonus Feat

### Class Features

The following features pertain to the Smart Hero epic class.

#### Epic Talent

At 1st, 3rd, 5th, 7th, and 9th level, the Smart hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

#### Epic Research Talent Tree

Be it languages or science, none can best the Epic Smart hero.

**Epic Savant:** The Epic Smart hero, upon selecting this talent, gains a +5 bonus to any skill for which he has selected the Savant smart hero talent. This talent may be selected more than once, and each time it applies to a different skill.

*Prerequisites:* Savant, Linguist, any 3 smart hero talent.

**Polyglot:** The Epic Smart hero can speak any and every language. If he is literate, he may also read and write in any language with an alphabet.

*Prerequisites:* Savant, Linguist, any 3 smart hero talent.

### **Epic Strategy Talent Tree**

As a cunning strategist, the Epic Smart hero is completely at ease making plans on the fly.

**Epic Plan:** This talent of the Epic hero works in the exact same way as the Plan talent of the smart hero, except that he uses his Epic Smart hero level instead of Smart hero levels. The results obtained are simply doubled. An epic plan never really fails, and requires one minute to complete.

<b>Check Result</b>	<b>Bonus</b>
9 or lower	+1
10-14	+2
15-24	+4
25 or higher	+6

*Prerequisites:* Plan, any 4 smart hero talent, 1 talent from the Epic Research Talent Tree.

**Canny Tactics:** Upon selecting this talent, the Epic Smart hero may decide to apply his Intelligence modifier instead of Strength to attack rolls or Dexterity modifier to defense. A situation that would normally deny the character's dexterity denies the hero use of this ability.

*Prerequisites:* Plan, any 4 smart hero talent, 1 talent from the Epic Research Talent Tree, Epic Plan.

**Greater Canny Tactics:** The Epic Smart hero, with this talent, applies his Intelligence modifier *in addition* to both his Strength modifier for attack rolls, and Dexterity modifier to defense. A situation that would normally deny the character's dexterity denies the hero use of this ability.

*Prerequisites:* Plan, any 4 smart hero talent, 1 talent from the Epic Research Talent Tree, Epic Plan, Canny Tactics.

### **Epic Bonus Feats**

At 2nd, 4th, 6th, 8th, and 10th level, the Epic Smart hero gains a bonus epic feat. The character may either pick a bonus epic feat or chose from the Smart Hero bonus feat list. Distant Shot, Elemental Specialization, Epic Ninjutsu Adept, Epic Reputation, Epic Will, Great Intelligence, Trap Sense.

### **Epic Dedicated Hero**

Whether through simple common sense or experience, there are few people in history wiser than the epic level dedicated hero. This wisdom allowed the hero to become a great healer and helped him develop a keen insight for people that can only be rivaled by the greatest psychiatric minds. The human heard holds but very few secrets to the epic level dedicated hero. A epic dedicated hero will be able to face most situations with a serene calm. This class is only available to characters with 10 levels in Dedicated Hero.

## Class Information

The following information pertains to the Dedicated Hero epic class.

### Hit Die

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

### Action Points

The Dedicated Hero gains a number of action points equal to 8 + one-half his character level, rounded down, everytime he attains a new level in this class.

### Class Skills

The Dedicated Hero's class skills are as follows.

Chakra Control, Craft (pharmaceutical, visual art, writing) (Int), Gamble (Wis), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, ninja lore, physical sciences, popular culture, streetwise, tactics, technology, theology and philosophy) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), and Treat Injury (Wis).

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

**TABLE 15-7: EPIC DEDICATED HERO**

Level	Class Ability
1 <sup>st</sup>	Epic Talent
2 <sup>nd</sup>	Epic Bonus Feat
3 <sup>rd</sup>	Epic Talent
4 <sup>th</sup>	Epic Bonus Feat
5 <sup>th</sup>	Epic Talent
6 <sup>th</sup>	Epic Bonus Feat
7 <sup>th</sup>	Epic Talent
8 <sup>th</sup>	Epic Bonus Feat
9 <sup>th</sup>	Epic Talent
10 <sup>th</sup>	Epic Bonus Feat

### Class Features

The following features pertain to the Dedicated Hero epic class.

#### Epic Talent

At 1st, 3rd, 5th, 7th, and 9th level, the Dedicated hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

#### Epic Empathy Talent Tree

The human heart holds very little secret to the Epic Dedicated hero.

**Epic Aid Another:** The Epic Dedicated hero's bonus on attempts to aid another increases by +3 on a successful aid another check. This talent can be selected multiple times, each time increasing the bonus by +3.

*Prerequisites:* Aid Another, any 4 dedicated hero talent.

**Epic Empathy:** By spending a full minute studying a creature, the Epic Dedicated hero is able to detect its surface thoughts by succeeding a Sense Motive check (DC 35) with a bonus equal to his Epic Dedicated level. This also grants the hero a +4 insight bonus to attack rolls, skill checks and defense against that creature for one minute afterward.

*Prerequisites:* Wis 19+, Empathy, any 4 dedicated hero talent, Epic Aid Another

### **Epic Healing Talent Tree**

The Epic Dedicated hero's way with healing surpass all.

**Epic Healing Knack:** The epic hero has a knack for the healing arts, so much that it's almost magical. The hero receives a +4 bonus on all Treat Injury skill checks. This talent may be selected more than once; its effects stack.

*Prerequisites:* Healing Knack, Healing Touch 1, Healing Touch 2, any 2 dedicated hero talent.

**Epic Healing Touch 1:** The Epic Dedicated hero is able to restore greater amount of health using a medical kit, or performing a surgery. The amount of hit point recovered increases by 1d4.

*Prerequisites:* Healing Knack, Healing Touch 1, Healing Touch 2, any 2 dedicated hero talent, Epic Healing Knack.

**Epic Healing Touch 2:** The Epic Dedicated hero's ability to heal damage increases even further. He heals an additional 1d4 point of damage when performing a surgery or with a medical kit. This ability stacks with any previous increase the hero may have had.

*Prerequisites:* Healing Knack, Healing Touch 1, Healing Touch 2, any 2 dedicated hero talent, Epic Healing Knack, Epic Healing Touch 1.

### **Epic Insight Talent Tree**

The Epic Dedicated Hero's ability of insight is taken to epic extent.

**Epic Skill Emphasis:** When the Epic hero selects this talent, he chooses a single skill and receives a +5 bonus on all checks with that skill. This bonus does not allow the epic hero to make checks for a trained-only skill if he has no ranks in the skill. This talent may be selected more than once; its effect stack.

*Prerequisites:* Skill Emphasis, any 4 dedicated hero talent, Wis 18+.

**Epic Faith:** The Epic hero's faith drives him to achieve greater heights. Whenever the Epic Dedicated hero spends an action point to alter a roll to which he apply his wisdom modifier, he may add an additional die to the result.

*Prerequisites:* Skill Emphasis, Faith, any 3 dedicated hero talent, Wis 18+, Epic Skill Emphasis.

**Epic Composure:** With Dedicated hero's skill previously selected with the Cool Under Pressure dedicated hero talent, he may now take 20 even when distracted or under pressure. If the character cannot take 20 with a skill, he still may not do so with this ability.

*Prerequisites:* Skill Emphasis, either Faith or Aware, any 3 dedicated hero talent, Wis 18+, Epic Skill Emphasis, Epic Faith.

### **Epic Bonus Feats**

At 2nd, 4th, 6th, 8th, and 10th level, the Epic Dedicated hero gains a bonus epic feat. The character may either pick a bonus epic feat or chose from the Dedicated Hero bonus feat list.

Combat Archery, Distant Shot, Elemental Specialization, Epic Fortitude, Epic Reputation, Epic Will, Epic Weapon Focus, Great Wisdom, Instant Reload, Legendary Tracker, Trap Sense.

### **Epic Charismatic Hero**

There are few people that can become the center of attention just by entering a room. The epic level charismatic hero is just such a person. With but a few words, the hero can get even the most shy and level-headed person to do something that goes against his long held beliefs. If he had the drive, the epic level charismatic hero could become one of the greatest world leaders of all time. This class is only available to characters with 10 levels in Charismatic Hero.

### **Class Information**

The following information pertains to the Charismatic Hero epic class.

### **Hit Die**

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

### **Action Points**

The Charismatic Hero gains a number of action points equal to 8 + one-half his character level, rounded down, everytime he attains a new level in this class.

### **Class Skills**

The Charismatic Hero's class skills are as follows.

Bluff (Cha), Craft (visual art, writing) (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Genjutsu (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, ninja lore, popular culture, streetwise, theology and philosophy) (Int), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, wind instruments) (Cha), Profession (Wis), Read/Write Language (none), and Speak Language (none).

**Skill Points at Each Level:** 7 + Int modifier.

**TABLE 15-8: EPIC CHARISMATIC HERO**

<b>Level</b>	<b>Class Ability</b>
1 <sup>st</sup>	Epic Talent
2 <sup>nd</sup>	Epic Bonus Feat
3 <sup>rd</sup>	Epic Talent
4 <sup>th</sup>	Epic Bonus Feat
5 <sup>th</sup>	Epic Talent
6 <sup>th</sup>	Epic Bonus Feat

7 <sup>th</sup>	Epic Talent
8 <sup>th</sup>	Epic Bonus Feat
9 <sup>th</sup>	Epic Talent
10 <sup>th</sup>	Epic Bonus Feat

## Class Features

The following features pertain to the Charismatic Hero epic class.

### Epic Talent

At 1st, 3rd, 5th, 7th, and 9th level, the Charismatic hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

### Epic Fast-talk Talent Tree

The Epic Charismatic hero's innate ability with words and mannerism.

**Epic Fast-talk:** The Epic Charismatic hero has an uncanny ability to con and deceive, and is very at ease in situations where the odds are against him. With this talent, he applies his Epic Charismatic level as a competence bonus on any Bluff, Diplomacy, or Gamble checks the hero makes while attempting to lie, cheat, or otherwise bend the truth. This bonus stacks with the Fast-talk charismatic hero talent.

*Prerequisites:* Cha 18+, Fast-talk, Dazzle, Taunt, any 2 charismatic hero talent.

**Epic Barter:** By spending an action point to activate this ability, the Hero is able to reduce the purchase DC of an item by 1 point per Epic Charismatic Hero level (minimum 1).

*Prerequisites:* Cha 21+, Fast-talk, Dazzle, Taunt, any 2 charismatic hero talent.

**Epic Dazzle:** The Epic Charismatic hero has the ability to dazzle a target through sheer force of personality, a winning smile, and fast-talking. The target must have an Intelligence score of 3 or higher to be susceptible to a dazzle attempt, must be within 30 feet of the hero, and must be able to see, hear, and understand the hero.

To dazzle a target, the hero must use an attack action and make a Charisma check (DC 25), adding his Epic Charismatic levels and Charismatic hero levels as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the dazzle attempt by making a Will saving throw (DC 10 + Charismatic hero's class level + Epic Charismatic hero's class level + Cha bonus). If the save fails, the target receives a –3 penalty on attack rolls, ability checks, skill checks, and saving throws for a number of rounds equal to the character's total Charismatic levels. This talent can be selected multiple times, each time worsening the dazzled penalty by –3. This is a Mind-Affecting effect.

*Prerequisites:* Cha 19+, Fast-talk, Dazzle, Taunt, any 2 charismatic hero talent, Epic Fast-talk.

**Surrender!:** The Epic Charismatic Hero may inflict significant moral drop upon his foes. The targets may have an Intelligence score of 3 or higher, be subject to mind-affecting effects and be within 50 feet of the Hero. When this talent is activated, the character rolls a Charisma check with a bonus equal to his Epic Charismatic Hero level; the number of Hit Dice of creature affect depends solely on the result of the check.



**Check Result Number of HDs**

15 or lower	8
16-23	12
24-30	16
31+	21

The Hero may target any number of creature providing the number of hit dice targeted covers it. The target creature must then make a Will save (DC 10 + Epic Charismatic Hero's level + his Charisma modifier) or suffer a -6 moral penalty to attack and damage rolls and skill checks. The effects of this talent last for 2d6+2 rounds.

This talent requires an action point to activate.

*Prerequisites:* Fast-talk, Dazzle, Taunt, any 2 charismatic hero talent, Epic Fast-talk.

**Epic Taunt:** With a successful bluff check (DC 10 + target's total HD) with a bonus equal to his Epic Charismatic hero level, the Hero is able to deny the target its next turn and causes it to be flat-footed unless it succeeds a Will save (DC 10 + total Charismatic level + Cha modifier). This mind-affecting effect does not affect creature with an intelligence of 3 or lower. A creature cannot be taunted more than once per minute (10 rounds).

*Prerequisites:* Cha 20+, Fast-talk, Dazzle, Taunt, any 2 charismatic hero talent, Epic Fast-talk, Epic Dazzle.

**Epic Leadership Talent Tree**

As the Epic hero's reputation has grown, he also acquired respect. This respect allow him to recruit fanatics to help him in time of need.

**Cohort:** The Epic Charismatic hero's renown has grown and he is now known throughout the land. He may recruit up to 1 cohort per 3 Epic Charismatic level. Regardless of his reputation, the cohort's level can not be higher than the Charismatic's level minus 10. The cohorts do not count to determine party experience, and gain experience half as fast as the hero does. A slain cohort may be replaced.

*Prerequisites:* Reputation 8+, Cha 20+, Coordinate, Inspiration, Greater Inspiration, any 2 charismatic talent.

**Motivate!** With either smooth talking or sheer force of personality, the hero is able to motivate his Cohorts to improve their performance further. By spending an action point to activate his talent, the hero may grant any cohort within 50 feet a +4 bonus to attack rolls, skill checks and saving throws, in addition to an immunity to fear effects.

*Prerequisites:* Coordinate, Inspiration, Greater Inspiration, any 2 charismatic talent, Cohort.

**Epic Inspiration:** The hero's ability to inspire an ally reaches epic proportion with this talent. An ally must listen to and observe the Charismatic hero for a full round for the greater inspiration to take hold, and the hero must make a Charisma check (DC 15). The effect lasts for a number of rounds equal to the hero's Charisma modifier.

An inspired ally gains an additional +6 morale bonus on saving throws, attack rolls, and damage rolls, which stacks with the bonus from inspiration and greater inspiration for a total of a +6 morale bonus.

A Charismatic hero can't inspire him or herself. The hero can inspire a number of allies equal to one-half his total Charismatic level, rounded down (to a minimum of five ally). Cohorts are not affected.

*Prerequisites:* Coordinate, Inspiration, Greater Inspiration, any 2 charismatic talent, Cohort, Motivate!.

### **Epic Bonus Feats**

At 2nd, 4th, 6th, 8th, and 10th level, the Epic Strong hero gains a bonus epic feat. The character may either pick a bonus epic feat or chose from the Charismatic Hero bonus feat list.

Distant Shot, Elemental Specialization, Epic Fortitude, Epic Genjutsu Adept, Epic Prowess, Epic Reputation, Epic Reflex, Epic Will, Great Charisma, Instant Reload, Superior Initiative.

**Epic Feats** are available to any character or creature with at least 21 hit dice or level. The Epic Classes offer many of those feats as bonus epic feat.

### **Armor Skin (Epic)**

**Benefit:** The character gains a +2 natural armor bonus to Defense, or his existing natural armor bonus increases by 2. This feat does not stack with any natural armor bonus granted by non permanent techniques effect.

**Special:** A character can gain this feat multiple times. Its effects stack.

### **Blinding Speed (Epic)**

**Prerequisite:** Dex 25.

**Benefit:** The character can act as if *hasted* for 5 rounds each day. The duration of the effect need not be consecutive rounds. Activating this power is a free action.

**Special:** A character can gain this feat multiple times. Each time he takes the feat, it grants an additional 5 rounds of *haste* per day.

### **Combat Archery (Epic)**

**Prerequisites:** Dodge, Mobility, Point Blank Shot.

**Benefit:** The character does not incur any attacks of opportunity for firing a bow or firearm when threatened.

**Normal:** Without this feat, a character incurs an attack of opportunity from all opponents who threaten him or her whenever he uses a bow or firearm.

### **Damage Reduction (Epic)**

**Prerequisite:** Con 21.

**Benefit:** The character gains damage reduction 2/-. This does not stack with damage reduction granted by non permanent effects, but it does stack with any damage reduction granted by class features or this feat itself.

**Special:** A character can gain this feat multiple times. Each time he or she gains the feat, his or her damage reduction increases by 2.

### **Dexterous Fortitude (Epic)**

**Prerequisites:** Dex 25, slippery mind class feature.

**Benefit:** Once per round, when targeted by an effect that requires a Fortitude saving throw, the character may make a Reflex save instead to avoid the effect (evasion is not applicable).

### **Dexterous Will (Epic)**

**Prerequisites:** Dex 25, slippery mind class feature.

**Benefit:** Once per round, when targeted by an effect that requires a Will saving throw, the character may make a Reflex save instead to avoid the effect (evasion is not applicable).

### **Dire Charge (Epic)**

**Prerequisite:** Improved Initiative.

**Benefit:** If the character charges a foe during the first round of combat (or the surprise round, if the character is allowed to act in it), he can make a full attack against the opponent charged.

**Normal:** Without this feat, a character may only make a single attack as part of a charge.

### **Distant Shot (Epic)**

**Prerequisites:** Dex 21, Far Shot, Point Blank Shot, Spot 24 ranks.

**Benefit:** The character may throw or fire a ranged weapon at any target within line of sight, with no penalty for range.

### **Elemental Specialization (Epic)**

**Prerequisite:** Ninjutsu 24 ranks

**Benefit:** By selecting this feat, the character has to choose one of the elements: Doton, Fuuton, Hyoton, Katon, Raiton and Suiton. He may use any techniques of the chosen element ignoring any material focus the technique may require.

**Special:** A character can gain this feat multiple times. Each time, the character must select another element.

### **Energy Resistance (Epic)**

**Benefit:** Choose a type of energy (acid, cold, electricity, fire, or sonic). The character gains resistance 5 to that type of energy, or the character's existing resistance to that type of energy increases by 5. This feat does not stack with energy resistance granted by non permanent effects.

**Special:** A character can gain this feat multiple times. If the same type of energy is chosen, the effects stack.

### **Epic Chakra Pool (Epic)**

**Benefit:** Your chakra pool increases by 5 points at the selection of this feat.

**Special:** You can select this feat multiple times, its effects stack.

### **Epic Dodge (Epic)**

**Prerequisites:** Dex 25, Dodge, Tumble 30 ranks, improved evasion, defensive roll talent.

**Benefit:** Once per round, when struck by an attack from an opponent the character has designated as the object of his dodge, the character may automatically avoid all damage from the attack.

### **Epic Endurance (Epic)**

**Prerequisites:** Con 23, Endurance.

**Benefit:** Whenever the character makes a check for performing a physical action that extends over a period of time, he or she gets a +10 bonus on the check.

### **Epic Fortitude (Epic)**

**Benefit:** The character gains a +4 bonus on all Fortitude saving throws.

### **Epic Genjutsu Adept (Epic)**

**Benefit:** You gain a +2 bonus to Genjutsu checks by selecting that feat and the DCs of your Genjutsu techniques increase by 2.

**Special:** This feat is a Epic Charismatic hero class bonus feat.

### **Epic Harmony (Epic)**

**Benefit:** You gain a +4 bonus to Genjutsu checks by selecting that feat and the DCs of your Chakra Control techniques increase by 1. In addition, you automatically learn and succeed in performing automatically, without rolling, the following techniques: Kinobori, Tadayou and Yukigutsu. If you already have the Harmony feat, the perform time for Kinobori and Tadayou is automatically reduced one step.

**Special:** This feat is a Epic Dedicated hero class bonus feat.

### **Epic Mastercrafting (Epic)**

**Prerequisites:** Craft (electronic or mechanical) 21 ranks, Mastercraft (+3) ability.

**Benefit:** When using his Mastercraft ability, a character with this feat may chose to make a +4 mastercraft item by adding 15 to the DC, or a +5 mastercraft item by adding 20 to the DC.

### **Epic Ninjutsu Adept (Epic)**

**Benefit:** You gain a +4 bonus to Ninjutsu checks by selecting that feat and the DCs of your techniques in increased by 2.

**Special:** This feat is a Epic Smart hero class bonus feat.

### **Epic Prowess (Epic)**

**Benefit:** Gain a +1 bonus on all attacks.

**Special:** A character can gain this feat multiple times. Its effects stack.

### **Epic Reflexes (Epic)**

**Benefit:** The character gains a +4 bonus on all Reflex saving throws.

### **Epic Reputation (Epic)**

**Benefit:** The character gains a +4 bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks. In addition, his reputation bonus increases by 4.

### **Epic Sharingan (Epic)**

Your ability at maintaining the Sharingan activated for a long time improves further, enabling you to keep your Sharingan activated, to some extent, most of the day.

**Prerequisite:** Ichiryuu Sharingan, Int 18+, Genjutsu 16 ranks, Ninjutsu 18 rank, ECL 25+

**Benefit:** By activating the Sharingan in this fashion, the character gains only half the bonuses (rounded down) of the standard Sharingan, and must pay the standard cost once upon activation. While in this state, the character may still lose his dexterity bonus to defense. Every half-hour afterwards, the character must pay the standard Chakra Cost. The character cannot use any technique requiring the *Sharingan* active in this manner, and he must activate the standard Sharingan to use them if he so wishes. The character may still, however, concentrate to *See Chakra*.

### **Epic Speed (Epic)**

**Prerequisites:** Dex 21, Run.

**Benefit:** The character's speed increases by 15 feet. This benefit does not stack with increased speed granted by non permanent effects.

**Special:** This feat only functions when the character is carrying a medium load or lighter.

### **Epic Taijutsu Adept (Epic)**

**Benefit:** You gain a +4 bonus to Taijutsu checks by selecting that feat and the DCs of your Taijutsu techniques are increased by 2.

**Special:** This feat is a Epic Strong, Fast and Tough hero class bonus feat.

### **Epic Technique - Amatsu Issen no Ouda (Epic)**

**Prerequisite:** Taijutsu 24 ranks, Advanced Combat Martial Arts, Combat Martial Arts, Combat Reflexes, Improved Combat Martial Arts, *Itsutsu Kyuu Sokuryoku* Technique, Str 16, Dex 16.

**Benefit:** Selecting this feat enables you to learn the *Amatsu Issen no Ouda* Taijutsu technique. You must still succeed the Learn DC normally to learn the technique, however.

### **Epic Technique - Choushinsei no Jutsu (Epic)**

**Prerequisite:** Chakra Control 27 ranks, Ninjutsu 27 ranks, Harmony, Ninjutsu Adept, Int 16, Wis 16.

**Benefit:** Selecting this feat enables you to learn the *Choushinsei no Jutsu* Epic Ninjutsu technique. You must still succeed the Learn DC normally to learn the technique, however.

### **Epic Technique - Edo Tensei (Epic)**

**Prerequisite:** Ninjutsu 24 ranks, Gift of Summoning, Ninjutsu Adept, Int 16, Cha 16.

**Benefit:** Selecting this feat enables you to learn the *Edo Tensei* Epic Ninjutsu technique. You must still succeed the Learn DC normally to learn the technique, however.

### **Epic Technique - Edo Zetsumei no Jutsu (Epic)**

**Prerequisite:** Chakra Control 20 ranks, Ninjutsu 26 ranks, Knowledge (earth and life science) 21 ranks, Knowledge (ninja lore) 16 ranks, Ninjutsu Adept, Educated, Int 17.

**Benefit:** Selecting this feat enables you to learn the *Edo Zetsumei no Jutsu* Ninjutsu technique. You must still succeed the Learn DC normally to learn the technique, however.

### **Epic Technique - Katon Ryuujin Bakuha (Epic)**

**Prerequisite:** Ninjutsu 24 ranks, Goukakyuu no Jutsu technique, any 4 *Katon* ninjutsu technique, 3 level of *Katon* Elemental.

**Benefit:** Selecting this feat enables you to learn the *Ryuujin Bakuha* Epic Ninjutsu technique. You must still succeed the Learn DC normally to learn the technique, however.

### **Epic Technique - Raiton Raijin Jigen no Jutsu (Epic)**

**Prerequisite:** Ninjutsu 25 ranks, Ninjutsu Adept, 8 or more *Raiton* Techniques.

**Benefit:** Selecting this feat enables you to learn the *Raijin Jigen no Jutsu* Ninjutsu technique. You must still succeed the Learn DC normally to learn the technique, however.

### **Epic Technique - Souzou Saisei (Epic)**

**Prerequisite:** Chakra Control 26 ranks, Ninjutsu 24 ranks, Harmony, Katou Saisei no Jutsu, Ninjutsu Adept, Tobikiri Saisei no Jutsu, 4 or more *Medical* techniques.

**Benefit:** Selecting this feat enables you to learn the *Souzou Saisei* Ninjutsu technique. You must still succeed the Learn DC normally to learn the technique, however.

### **Epic Technique Focus (Epic)**

**Prerequisite:** 18 ranks in the skill required to perform the chosen technique, Technique Focus.

**Benefit:** Selecting this feat for a technique which you have the Technique Focus feat selected, you need not make a check to perform the technique, they are always an automatic success. The DCs for the chosen technique also increase by 4.

**Special:** You can chose this feat multiple times; its effect doesn't stack but you may choose a new technique at each selection of this feat.

### **Epic Toughness (Epic)**

**Benefit:** The character gains +10 hit points.

**Special:** A character can gain this feat multiple times. Its effects stack.

### **Epic Weapon Focus (Epic)**

**Prerequisite:** Weapon Focus (chosen weapon), Weapon Specialization class feature (chosen weapon)

**Benefit:** You gain a +2 bonus to attack rolls with a weapon you have applied the Weapon Focus feat and Weapon Specialization class feature to.

**Special:** A character may select this feat multiple times. Each time, it apples to another weapon.

### **Epic Weapon Specialization (Epic)**

**Prerequisite:** Weapon Focus (chosen weapon), Weapon Specialization class feature (chosen weapon), Epic Weapon Focus (chosen weapon)

**Benefit:** You gain a +4 bonus to damage rolls with a weapon you have applied Epic Weapon Focus feat and to.

**Special:** A character may select this feat multiple times. Each time, it apples to another weapon.

### **Epic Will (Epic)**

**Benefit:** The character gains a +4 bonus on all Will saving throws.

### **Extreme Speed (Epic)**

**Prerequisite:** Great Dexterity.

**Benefit:** The character's Speed Rank permanently increase by 1.

**Special:** This feat may be taken multiple times. Its effects stack.

### **Extreme Strength (Epic)**

**Prerequisite:** Great Strength.

**Benefit:** The character's Strength Rank permanently increase by 1.

**Special:** This feat may be taken multiple times. Its effects stack.

### **Fast Healing (Epic)**

**Prerequisite:** Con 25.

**Benefit:** The character gains fast healing 2, or the character's existing fast healing increases by 2. This feat does not stack with fast healing granted by non permanent effects.

**Special:** This feat may be taken multiple times. Its effects stack.

### **Great Charisma (Epic)**

**Benefit:** The character's Charisma increases by 1 point.

**Special:** A character can gain this feat multiple times. Its effects stack.

### **Great Constitution (Epic)**

**Benefit:** The character's Constitution increases by 1 point.

**Special:** A character can gain this feat multiple times. Its effects stack.

### **Great Dexterity (Epic)**

**Benefit:** The character's Dexterity increases by 1 point.

**Special:** A character can gain this feat multiple times. Its effects stack.

### **Great Intelligence (Epic)**

**Benefit:** The character's Intelligence increases by 1 point.

**Special:** A character can gain this feat multiple times. Its effects stack.

### **Great Strength (Epic)**

**Benefit:** The character's Strength increases by 1 point.

**Special:** A character can gain this feat multiple times. Its effects stack.

### **Great Wisdom (Epic)**

**Benefit:** The character's Wisdom increases by 1 point.

**Special:** A character can gain this feat multiple times. Its effects stack.

### **Herculean Strength (Epic)**

**Prerequisite:** Str 21, Extreme Strength, Great Strength.

**Benefit:** With this feat, the character is able to unlock and use the Strength Rank 6.

### **High Speed Sight (Epic)**

**Prerequisite:** Alertness, Spot 16 ranks.

**Benefit:** The character negates penalties to spot checks per Speed Ranks as though he was 3 rank higher than in reality.

**Special:** This feat may be taken multiple times. Its effects stack.

### **Impossible Speeds (Epic)**

**Prerequisite:** Dex 21, Extreme Speed, Great Dexterity.

**Benefit:** With this feat, the character is able to unlock and use the Speed Rank 10.

### **Improved Combat Reflexes (Epic)**

**Prerequisites:** Dex 21, Combat Reflexes.

**Benefit:** There is no limit to the number of attacks of opportunity the character can make in one round. (the character still can't make more than one attack of opportunity for a given opportunity.)

### **Improved Sneak Attack (Epic)**

**Prerequisite:** Sneak attack +3d6.

**Benefit:** Add +1d6 to the character's sneak attack damage.

**Special:** This feat may be taken multiple times. Its effects stack.

### **Instant Reload (Epic)**

**Prerequisite:** Quick Draw, Quick Reload, Weapon Focus (crossbow type to be selected).

**Benefit:** The character may fire the selected type of crossbow at his or her full normal attack rate. Reloading the crossbow does not provoke attacks of opportunity.

**Special:** A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different type of crossbow.

### **Legendary Climber (Epic)**

**Prerequisites:** Dex 21, Balance 12 ranks, Climb 24 ranks.

**Benefit:** The character can ignore any check penalties applied for accelerated climbing or rapid climbing. The DC to catch yourself while falling is also reduced by 10.

**Normal:** Without this feat, a character takes a -5 penalty on Climb checks when attempting to cover his or her full speed in climbing distance in a round.

### **Legendary Leaper (Epic)**

**Prerequisite:** Jump 24 ranks.

**Benefit:** The character need only move 5 feet in a straight line to make a running jump, and does not need to make a check to *Jump Down* to reduce one's falling damage, while its efficiency is doubled. In addition, the character gains a +10 bonus to his Jump checks.

**Normal:** Without this feat, a character must move at least 10 feet in a straight line before attempting a running jump.

### **Legendary Rider (Epic)**



**Prerequisite:** Ride 24 ranks.

**Benefit:** The character doesn't take a penalty on Ride checks when riding a mount without a saddle (bareback). The character never needs to make a Ride check to guide a mount with his knees to use both hands in combat, to direct a war-trained mount to attack in battle, or to control an untrained mount in battle. Controlling an untrained mount in battle is a free action.

**Normal:** Without this feat, a character must make a Ride check to guide a mount with his or her knees or to direct or control a mount in battle, and controlling an untrained mount in battle is a move action.

### **Legendary Tracker (Epic)**

**Prerequisites:** Wis 20, Track, Survival 30 ranks.

**Benefit:** The character can use the track feat and move at his normal speed or twice his normal speed without taking a penalty.

**Normal:** To move at normal speed while tracking implies a -5 penalty to his Survival check. Moving at twice the character's speed implies a -20 penalty.

### **Legendary Wrestler (Epic)**

**Prerequisite:** Str 18, Dex 18, Defensive Martial Arts, Combat Throw, Improved Combat Throw, Escape Artist 15 ranks.

**Benefit:** The character gains a +10 bonus on all grapple checks.

### **Perfect Health (Epic)**

**Prerequisite:** Con 25, Great Fortitude.

**Benefit:** The character is immune to all diseases, as well as to all poisons whose Fortitude save DC is 25 or less.

### **Perfect Two-Weapon Fighting (Epic)**

**Prerequisites:** Dex 25, Advanced Two-Weapon Fighting, Improved Two-Weapon Fighting, Two-Weapon Fighting.

**Benefit:** The character can make as many attacks with his or her off-hand weapon as with his or her primary weapon, using the same base attack bonus. The character still takes the normal penalties for fighting with two weapons.

**Normal:** Without this feat, a character can only get a single attack with an off-hand weapon (or two attacks with an off-hand weapon if he has Improved Two-Weapon Fighting, or three attacks with an off-hand weapon if he has Advanced Two-Weapon Fighting).

### **Sneak Attack of Opportunity (Epic)**

**Prerequisites:** Sneak attack +5d6, opportunist talent.

**Benefit:** Any attack of opportunity the character makes is considered a sneak attack.

### **Spirit of the Beast (Epic)**

**Prerequisites:** Moujuu Aishou, Handle Animal 16 ranks

**Benefit:** By selecting this feat, the character may improve the animal companion's Strength, Dexterity score or Natural Armor by 1 point, or teach the animal companion an additional technique.

**Special:** You may select this feat multiple times. Its effects stack.

### **Superior Initiative (Epic)**

**Prerequisite:** Improved Initiative.

**Benefit:** The character gets a +10 bonus on initiative checks. This bonus overlaps (does not stack with) the bonus from Improved Initiative.

### **Timeless Body (Epic)**

**Prerequisites:** Advanced Bloodline (Kyuushou Kousei), Wis 17

**Benefit:** By selecting this feat, the character's maximum lifespan increases by 10d6 years.

**Special:** You may select this feat multiple times. Its effects stack.

### **Trap Sense (Epic)**

**Prerequisites:** Search 21 ranks, Spot 21 ranks

**Benefit:** If the character passes within 15 feet of a trap, he is entitled to a Search check to notice it as if the character was actively looking for it.

### **Two-Weapon Rend (Epic)**

**Prerequisites:** Dex 18, base attack bonus +11, Improved Two-Weapon Fighting, Two-Weapon Fighting.

**Benefit:** If the character hits an opponent with a weapon in each hand in the same round, he may automatically rend the opponent. This deals additional damage equal to the base damage of the smaller weapon plus 1 1/2 times the character's Strength modifier. Base weapon damage includes an enhancement bonus to damage, if any. The character can only rend once per round, regardless of how many successful attacks he scores.

## **Chapter XVI: Ninja Tools**

### **Traps**

From pits to arrow traps, falling blocks to water-filled rooms and anything else that depends on a mechanism to operate. A trap can be constructed by a character through successful use of the Craft (mechanical) skill (see Designing a Trap, below, and the skill description).

Forever have traps been one of the most popular way to deal with most situations for most ninja. They can help one set an ambush, or delay and even totally obliterate the enemy faction. A trap typically is defined by its location and triggering conditions, how hard it is to spot before it goes off, how much damage it deals, and whether or not the heroes receive a saving throw to mitigate its effects. Traps that attack with projectiles, sweeping blades, and other types of weaponry make normal attack rolls, with a specific attack bonus dictated by the trap's design.

Creatures who succeed on a DC 20 Search check detect a simple trap before it is triggered. (A simple trap is a snare, a trap triggered by a tripwire, or a large trap such as a

pit). Complex traps are denoted by their triggering mechanisms and involve pressure plates, mechanisms linked to doors, changes in weight, disturbances in the air, vibrations, and other sorts of unusual triggers.

### **Elements of a Trap**

All traps have the following elements: trigger, reset, Search DC, Disable Device DC, attack bonus (or saving throw or onset delay), damage/effect, and Challenge Rating. Some traps may also include optional elements, such as poison or a bypass. These characteristics are described below.

#### **Trigger**

A trap's trigger determines how it is sprung.

**Location:** A location trigger springs a trap when someone stands in a particular square.

**Proximity:** This trigger activates the trap when a creature approaches within a certain distance of it. A proximity trigger differs from a location trigger in that the creature need not be standing in a particular square. Creatures that are flying can spring a trap with a proximity trigger but not one with a location trigger. Mechanical proximity triggers are extremely sensitive to the slightest change in the air. This makes them useful only in places such as crypts, where the air is unusually still.

**Sound:** This trigger springs a magic trap when it detects any sound. A sound trigger functions like an ear and has a +15 bonus on Listen checks. A successful Move Silently check, supernatural (or spell-like) *silence*, and other effects that would negate hearing defeat it. A trap with a sound trigger may require the usage of a technique during construction (specified in the description).

**Touch:** A touch trigger, which springs the trap when touched, is one of the simplest kinds of trigger to construct. This trigger may be physically attached to the part of the mechanism that deals the damage or it may not.

**Timed:** This trigger periodically springs the trap after a certain duration has passed.

#### **Reset**

A reset element is the set of conditions under which a trap becomes ready to trigger again.

**No Reset:** Short of completely rebuilding the trap, there's no way to trigger it more than once. Spell traps have no reset element.

**Repair:** To get the trap functioning again, you must repair it.

**Manual:** Resetting the trap requires someone to move the parts back into place. This is the kind of reset element most traps have.

**Automatic:** The trap resets itself, either immediately or after a timed interval.

### **Repairing and Resetting Traps**

Repairing a trap requires a Craft (mechanical) check against a DC equal to the one for building it. The purchase DC for raw materials is reduced by 5. To calculate how long it takes to fix a trap, use the same calculations you would for building it, but use the cost of the raw materials required instead of the actual price.

Resetting a trap usually takes only a minute or so. For a trap with a more difficult reset method, you should set the time and labor required.

### **Bypass (Optional Element)**

If the builder of a trap wants to be able to move past the trap after it is created or placed, it's a good idea to build in a bypass mechanism—something that temporarily disarms the trap.

**Lock:** A lock bypass requires a Disable Device check (DC 30) to open.

**Hidden Switch:** A hidden switch requires a Search check (DC 25) to locate.

**Hidden Lock:** A hidden lock combines the features above, requiring a Search check (DC 25) to locate and a Disable Device check (DC 30) to open.

**Search and Disable Device DCs:** The builder sets the Search and Disable Device DCs for a trap. The base DC for both Search and Disable Device checks is 20. Raising or lowering either of these DCs affects the base cost (Table: Cost Modifiers for Traps) and possibly the CR (Table: CR Modifiers for Traps).

### **Attack Bonus/Saving Throw DC**

A trap usually either makes an attack roll or forces a saving throw to avoid it.

Occasionally a trap uses both of these options, or neither (see Never Miss).

**Pits:** These are holes (covered or not) that characters can fall into and take damage. A pit needs no attack roll, but a successful Reflex save (DC set by the builder) avoids it. Other save-dependent traps also fall into this category.

Pits come in three basic varieties: uncovered, covered, and chasms. Pits and chasms can be defeated by judicious application of the Climb skill, the Jump skill, or various other means.

Uncovered pits serve mainly to discourage intruders from going a certain way, although they cause much grief to characters who stumble into them in the dark, and they can greatly complicate a melee taking place nearby.

Covered pits are much more dangerous. They can be detected with a Search check (DC 20), but only if the character is taking the time to carefully examine the area before walking across it. A character who fails to detect a covered pit is still entitled to a Reflex save (DC 20) to avoid falling into it. However, if he was running or moving recklessly at the time, he gets no saving throw and falls automatically.

Trap coverings can be as simple as piled refuse (straw, leaves, sticks, garbage), a large rug, or an actual trapdoor concealed to appear as a normal part of the floor. Such a trapdoor usually swings open when enough weight (usually about 50 to 80 pounds) is placed upon it. Devious trap builders sometimes design trapdoors so that they spring back shut after they open. The trapdoor might lock once it's back in place, leaving the stranded character well and truly trapped. Opening such a trapdoor is just as difficult as opening a regular door (assuming the trapped character can reach it), and a Strength check (DC 13) is needed to keep a spring-loaded door open.

Pit traps often have something nastier than just a hard floor at the bottom. A trap designer may put spikes, monsters, or a pool of acid, lava, or even water at the bottom. Spikes at the bottom of a pit deal damage as daggers with a +10 attack bonus and a +1 bonus on damage for every 10 feet of the fall (to a maximum bonus on damage of +5). If the pit has multiple spikes, a falling victim is attacked by 1d4 of them. This damage is in addition to any damage from the fall itself.

Creatures sometimes live in pits. Any creature that can fit into the pit might have been placed there by the trap's designer, or might simply have fallen in and not been able to climb back out.

A secondary trap at the bottom of a pit can be particularly deadly. Activated by a falling victim, the secondary trap attacks the already injured character when she's least ready for it.

**Ranged Attack Traps:** These traps fling kunai, arrows, spears, or the like at whoever activated the trap. The builder sets the attack bonus. A ranged attack trap can be configured to simulate the effect of a bow with a high strength rating which provides the trap with a bonus on damage equal to its strength rating.

**Melee Attack Traps:** These traps feature such obstacles as sharp blades that emerge from walls and stone blocks that fall from ceilings. Once again, the builder sets the attack bonus.

### **Damage/Effect**

The effect of a trap is what happens to those who spring it.

**Pits:** Falling into a pit deals 1d6 points of damage per 10 feet of depth.

**Ranged Attack Traps:** These traps deal whatever damage their ammunition normally would. If a trap is constructed with a high strength rating, it has a corresponding bonus on damage.

**Melee Attack Traps:** These traps deal the same damage as the melee weapons they "wield." In the case of a falling stone block, you can assign any amount of bludgeoning damage you like, but remember that whoever resets the trap has to lift that stone back into place.

A melee attack trap can be constructed with a built-in bonus on damage rolls, just as if the trap itself had a high Strength score.

**Special:** Some traps have miscellaneous features that produce special effects, such as drowning for a water trap or ability damage for poison. Saving throws and damage depend on the poison or are set by the builder, as appropriate.

### **Miscellaneous Trap Features**

Some traps include optional features that can make them considerably more deadly. The most common such features are discussed below.

**Gas:** With a gas trap, the danger is in the inhaled poison it delivers. Traps employing gas usually have the never miss and onset delay features (see below).

**Liquid:** Any trap that involves a danger of drowning is in this category. Traps employing liquid usually have the never miss and onset delay features (see below).

**Multiple Target:** Traps with this feature can affect more than one character.

**Never Miss:** When the entire wall moves to crush you, your quick reflexes won't help, since the wall can't possibly miss. A trap with this feature has neither an attack bonus nor a saving throw to avoid, but it does have an onset delay (see below). Most traps involving liquid or gas are of the never miss variety.

**Onset Delay:** An onset delay is the amount of time between when the trap is sprung and when it deals damage. A never miss trap always has an onset delay.

**Poison:** Traps that employ poison are deadlier than their nonpoisonous counterparts, so they have correspondingly higher CRs. To determine the CR modifier for a given poison, consult Table: CR Modifiers for Traps. Only injury, contact, and inhaled poisons are suitable for traps; ingested types are not. Some traps simply deal the poison's damage. Others deal damage with ranged or melee attacks as well.

**Pit Spikes:** Treat spikes at the bottom of a pit as daggers, each with a +10 attack bonus. The damage bonus for each spike is +1 per 10 feet of pit depth (to a maximum of +5). Each character who falls into the pit is attacked by 1d4 spikes. Pit spikes do not add to the average damage of the trap (see Average Damage, below).

**Pit Bottom:** If something other than spikes waits at the bottom of a pit, it's best to treat that as a separate trap (see Multiple Traps, below) with a location trigger that activates on any significant impact, such as a falling character.

**Touch Attack:** This feature applies to any trap that needs only a successful touch attack (melee or ranged) to hit.

### Sample Traps

The purchase DC listed for traps are market prices.

#### CR 1 Traps

**Kunai Shower Trap:** CR 1; location trigger; no reset; Atk +7 ranged (2d4, kunai) *Note:* 40-ft. max range; Search DC 16; Disable Device DC 18. *Purchase DC:* 21.

**Minor Exploding Tag Trap:** CR 1; proximity trigger; no reset; DC 15 Reflex save halves; 15 ft. radius burst (2d6 fire); onset delay (1 rounds); Search DC 17; Disable Device DC 13. *Purchase DC:* 19.

#### CR 3 Traps

**Bamboo Spike Pit Trap:** CR 3; location trigger; repair reset; DC 23 Reflex save avoids; 10 ft. deep (1d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d6+1 each); Search DC 20; Disable Device DC 21. *Purchase DC:* 29.

#### CR 5 Traps

**Greater Kunai Shower Trap:** CR 5; location trigger; no reset; Atk +14 ranged (5d4+10, kunai) *Note:* 50-ft. max range; Search DC 22; Disable Device DC 21. *Purchase DC:* 32.

#### CR 6 Traps

**Diamond Wire Trap:** CR 6; location trigger; manual reset; lock bypass; Atk +16 melee (4d8/x3, slashing); Search DC 21; Disable Device DC 25. *Purchase DC:* 29.

### Designing a trap

**Mechanical Traps:** Simply select the elements you want the trap to have and add up the adjustments to the trap's Challenge Rating that those elements require (see Table: CR Modifiers for Mechanical Traps) to arrive at the trap's final CR. From the CR you can derive the DC of the Craft (mechanical) checks a character must make to construct the trap.

#### Challenge Rating of a Trap

To calculate the Challenge Rating of a trap, add all the CR modifiers (see the tables below) to the base CR for the trap type.

**Mechanical Trap:** The base CR for a trap is 0. If your final CR is 0 or lower, add features until you get a CR of 1 or higher.

**Average Damage:** If a trap does hit point damage, calculate the average damage for a successful hit and round that value to the nearest multiple of 7. Use this value to adjust

the Challenge Rating of the trap, as indicated on the tables below. Damage from poisons and pit spikes does not count toward this value, but damage from a high strength rating and extra damage from multiple attacks does.

**Multiple Traps:** If a trap is really two or more connected traps that affect approximately the same area, determine the CR of each one separately.

*Multiple Dependent Traps:* If one trap depends on the success of the other (that is, you can avoid the second trap altogether by not falling victim to the first), they must be treated as separate traps.

*Multiple Independent Traps:* If two or more traps act independently (that is, none depends on the success of another to activate), use their CRs to determine their combined Encounter Level as though they were monsters. The resulting Encounter Level is the CR for the combined traps.

**Table: CR Modifiers for Traps**

Feature	CR Modifier
<i>Search DC</i>	
15 or lower	-1
25-29	+1
30 or higher	+2
<i>Disable Device DC</i>	
15 or lower	-1
25-29	+1
30 or higher	+2
<i>Reflex Save DC (Pit or Other Save-Dependent Trap)</i>	
15 or lower	-1
16-24	—
25-29	+1
30 or higher	+2
<i>Attack Bonus (Melee or Ranged Attack Trap)</i>	
+0 or lower	-2
+1 to +5	-1
+6 to +14	—
+15 to +19	+1
+20 to +24	+2
<i>Damage/Effect</i>	
Average damage	+1/7 points*
<i>Miscellaneous Features</i>	
Liquid	+5
Multiple target	+1 (or 0 if never miss)
Onset delay 1 round	+3
Onset delay 2 rounds	+2
Onset delay 3 rounds	+1
Onset delay 4+ rounds	-1
Poison	CR of poison (see below)
Heartroot Powder	+2
Nightlily Paste	+1
Ketsuekigyouko	+1

Nevoa Gas	+2
Pit spikes	+1
Touch attack	+1

\* Rounded to the nearest multiple of 7 (round up for an average that lies exactly between two numbers).

### Trap Cost

The base cost of a trap is purchase DC 20. Apply all the modifiers from Table: Cost Modifiers for Traps for the various features you've added to the trap to get the modified base cost.

The final cost is equal to the basic cost + extra costs. The minimum cost for a is DC [(CR x 1) + 27].

After you've multiplied the modified base cost by the Challenge Rating, add the price of any poison you incorporated into the trap (see page 204 for purchase DC value). If the trap uses one of these elements and has an automatic reset, multiply the poison cost by 10 to provide an adequate supply of doses.

**Multiple Traps:** If a trap is really two or more connected traps, determine the final cost of each separately, then add those values together. This holds for both multiple dependent and multiple independent traps (see the previous section).

**Table: Cost Modifiers for Traps**

Feature	Purchase DC Modifier
<i>Trigger Type</i>	
Location	—
Proximity	+2
Touch	—
Touch (attached)	-1
Timed	+1
<i>Reset Type</i>	
No reset	+1
Repair	+1
Manual	—
Automatic	2 (or 0 if trap has timed trigger)
<i>Bypass Type</i>	
Lock	+2 (Open Lock DC 30)
Hidden switch	+2 (Search DC 25)
Hidden lock	+5 (Open Lock DC 30, Search DC 25)
<i>Search DC</i>	
19 or lower	-1
20	—
21 or higher	+2
<i>Disable Device DC</i>	
19 or lower	-1
20	—
21 or higher	+2
<i>Reflex Save DC (Pit or Other Save-Dependent Trap)</i>	



19 or lower	-1
20	—
21 or higher	+3
<i>Attack Bonus (Melee or Ranged Attack Trap)</i>	
+9 or lower	-1
+10	—
+11 or higher	+3
<i>Damage Bonus</i>	
High strength rating (ranged attack trap)	+2 x bonus (max +4)
High Strength bonus (melee attack trap)	+2 x bonus (max +8)
<i>Miscellaneous Features</i>	
Never miss	+4
Poison	Cost of poison*

\* Multiply cost by 10 if trap features automatic reset (see page 204 of the core rulebook for details on purchase DC value)

### Craft DCs for Traps

Once you know the Challenge Rating of a trap determine the Craft (mechanical) DC by referring to the table and the modifiers given below.

Trap CR	Base Craft (mechanical) DC
1-3	20
4-6	25
7-10	30
11+	35

Additional Components	Modifier to Craft (mechanical) DC
Proximity trigger	+5
Automatic reset	+5

**Making the Checks:** To determine how much progress a character makes on building a trap each week, that character makes a Craft (mechanical) check. See the Craft skill description for details on Craft checks and the circumstances that can affect them.

### Relics and Artifact

Nobody knows for sure how and why they were created, but one thing is for sure: they exist. They take multiple form; they can be rings, swords or even a rusty shuriken and are a Ninja Nation's treasure. They are called upon in times of need, to give their wielder the additional something they need to achieve their goals.

They are in no way magical, and can only be properly used by someone trained in the proper use of his Chakra. One should be careful about introducing Relics and Artifact to a

game, as it can greatly damage game balance quite easily. One should note that each relic is unique.

**Advanced Chakra Armor:** While bearing the same qualities as a standard issue Chakra Armor, the Advanced version allows the character to target an a 5-foot square with his unarmed attack as long as his Chakra Pool is at least 50% full, while increasing the wearer's Chakra Pool by 8 instead of 6. The advanced armor is a heavy armor that grants a +6 armor bonus to defense and has a -2 armor penalty, along with a maximum dexterity bonus of +2 but still does not reduce the character speed. It can also store up to 220 point of Chakra before breaking and will block techniques up to Rank 11. A character wearing Advanced Armor can freely attack a character wearing a standard Chakra Armor, but the same penalty applies if he tries to attack another Advanced Armor-clad foe.

**Bloodstone Ring:** This finely carved silver ring is holds a magnificent bloodstone. This ring has the power of halving any Chakra Cost spent on a technique, up to a minimum of 1.

**Chakra Armor:** These extremely rare and powerful armor protect the user against most techniques and lethal blow. This *medium* armor grants the wearer a +4 armor bonus, has a maximum dexterity bonus of +4 while having no armor penalty or reducing the character speed. As long as the character's Chakra Pool is not depleted, he can *Fly* at his base speed with a *poor* maneuverability, as long as he does not carry more than a medium load. In addition, the armor grants the user a +4 deflection bonus to defense against ranged attacks while increasing the character's maximum Chakra Pool by 6 points. Adding to all that, the armor will protect the user against any *Chakra Control*, *Genjutsu* and *Ninjutsu* technique as long as it can store the entire Chakra Cost of the technique. The armor can store up to 150 Chakra Point, after which it will break and the user will no longer benefit from the flight, chakra pool bonus, deflection bonus to defense and protection against techniques. If the armor cannot absorb the Chakra Cost in its whole for a technique, it will break and the wearer will suffer the technique's full effects. Techniques of Rank 7 or higher are not affected and bypass this protection. The character may release the Chakra Storage of the armor, though the process takes 8 hours and the armor cannot be worn during that time. Repairing the armor requires a Repair check (DC 35) and takes 24 hours. If a character wearing a Chakra Armor touches or attacks another wearing said armor (or advanced chakra armor), both parties will suffer 7d6 points of electricity damage per attack, and the armor as a 15% cumulative chance of breaking per attack for both the attacker and its target. This protection is not active if either armor is broken.

**Demon Necklace:** This necklace was originally created by a long dismantled cult to provide the wielder with high infinite energy when he draws upon its powers. Whenever the user spends an Action Point in order to gain additional Chakra, the amounts rolled is tripled. The user, however, must succeed a Fortitude save (DC 20) after 1d6 minutes or suffer 1d3 point of temporary Constitution damage.

**Kongou Nyo:** This masterwork quarterstaff is in fact *Enma's* transformed form, and grants its wielder a +2 bonus to attack and damage rolls. Once per round at the user's command, *Enma* may lash out and extend his arm from the staff to attack three times with

its claw attack at a +17/+12/+7 attack bonus, and deal 1d4+3 point of slashing damage on a successful hit. The Kongou Nyoï has a hardness of 10 and shares the same hit point as *Enma*. Once the staff is destroyed, *Enma* is dismissed. In addition, the staff may freely expand and grants the user a 10 foot reach. It also can collapse and become as small as *Tiny* when needed. While in this state, *Enma* is still aware of his surrounding and can speak, hear and see all the same. He can still change back at any time as a free action. If the weapon is duplicated using a technique such as *Kage Bunshin*, *Enma* cannot make a claw attack through the staff.

**Kusanagi no Tsurugi:** This unique sword is a mastercraft katana that grants its wielder a +3 bonus to damage rolls. In addition to that, it ignores 5 points of hardness when attacking an object. If a creature has damage reduction, *Kusanagi no Tsurugi* also ignores the first 5 points.

**Raijin no Ken:** The famous *sword of the God of Thunder*. This weapon was used by the Country of Fire's second *Hokage*. While it may look like a simple sword handle on first glance, the wielder may make a Chakra Control check (DC 20) to activate it as a move-equivalent action, as long as his Chakra Pool is at least 1. Once the sword is active, a 2-foot long blade of cracking energy extends from the handle, blade that delivers 2d8 points of electricity damage on a touch attack, though the wielder may not apply his strength bonus to damage. The blade has an hardness of 10 and 7 hit points, and if sundered, a new one can be created in 1d4+2 rounds. *Raijin no Ken* is an archaic weapon.

**Raijin no Yoroi:** The armor of the *God of Thunder* cannot be worn and is actually little more than legendary scrap metal kept as a treasure in the *Thunder Country*. It is used by the epic technique *Raijin Jigen no Jutsu* to manifest an avatar of the thunder god.

**Samehada:** This greatsword is the signature weapon of *Hoshigaki Kisame*, a *Hidden Village of Mist* missing-nin. Besides being covered in bandages most of the time and actually being more of a giant shaver than a blade, it has the unusual ability to absorb the released Chakra and render a creature unable to use a technique. If a creature provokes an attack of opportunity by the wielder when attempting to use a technique, he may use *Samehada* to disrupt and absorb the Chakra leaking out of the creature's body. To succeed this, he must make a successful touch attack against the creature; if it hits, the target must make a Concentration check (DC 30) to avoid being unable to use the technique and lose the Chakra Cost (and/or HP if successfully converted) that would have otherwise been paid if the technique was successful.

**Snow-nin Gauntlet:** With this gauntlet worn by many Snow Ninjas, the wielder's unarmed attack always deal lethal damage equal to a slam attack of a creature the same type and size as he. In addition, the wielder may fire the gauntlet's "fist" 25-feet in any direction to deliver either a touch attack, grapple or standard attack. While this is very practical, the wielder may not attack with the gauntlet until he reel the fist back in as a move-equivalent action.

**Voidheart Cloak:** These special, fashionable cloaks are made from a foreign material of great quality. The tailor only made 13 such cloaks before death took him, and as such

they are a rarity in the ninja world. Using the old techniques and many complicated seals, he created a fantastic training tool and armored vestment, which is also sometimes used as a restraint. For every Chakra point the wearer currently has, the cloak adds 10 pounds to his carried weight. In addition, for every 75 pounds added by the cloak, the wearer gains a +1 armor bonus to defense. Because of its strong fabric and the seals placed on it, the cloak cannot be destroyed by any mean short of leaving it in lava for an extended period of time. Of course, if the wearer's Chakra is decreased by any mean, the weight of the cloak also diminishes.

## **Puppets**

It is not unusual for a ninja to use a tool to fight for him, while he hides in the shadows, waiting for the right moment. The Puppeteer enjoys the ability to control a construct at safe distance, while staying out of danger.

The rules for controlling puppets are based on standard character-scale combats. By spending his own actions, the puppeteer makes his puppet fight or perform a task. These basic rules are made as simple as possible to allow both ease of play and efficiency.

## **Puppet Types**

Puppets come in all size and colors, and can serve many, many purpose. In the various *hidden villages*, it is not completely unusual to find a shop specialized in puppeteer equipment that sells parts or offer repair service. Basically, there are two types of puppets: combat puppets, and utility puppets.

*Combat Puppets:* These constructs are designed for the best possible combat efficiency. They are easily identified with by their many weapons (or hidden weapons), and often their lack of design. A *Combat Puppet* can initially be built using the core (see below) and 3 *weapon* points. Refer to the table below to see the maximum number of points that can be spent on a Combat Puppet.

*Utility Puppets:* The utility puppets are often used to carry materials or creatures, and are much less versatile as their combat counterpart. They are easily identifiable by their utter lack of weapon, and often pompous design. An *Utility Puppet* can initially be built using the *Core* and 3 *utility* point. Refer to the table below to see the maximum number of points that can be spent on an Utility Puppet.

<b>Puppet</b>	<b>Maximum Utility Point</b>	<b>Maximum Weapon Point</b>
Combat	3	9
Utility	7	5

**Weapon Point:** These units are used to calculate the number of offensive gadgets a puppet can have. Puppets have a number of slots that vary according to their size. See below for details.

**Utility Point:** These units represent the number of non-lethal gadgets a puppet may have, such as a container able to entrap a medium-size creature or smaller. Puppets have a number of slots that varies according to their size. See below for details.

Size	Fighting Space	Reach	Combat Puppets			Utility Puppets			Human Puppets		
			Head	Limbs	Torso	Head	Limbs	Torso	Head	Limbs	Torso
Small	2 ½ ft. by 2 ½ ft.	2 ½ ft.	0	2	0	1	1	1	1	1	1
Medium-size	5 ft. by 5 ft.	5 ft.	1	3	1	1	2	1	1	2	1
Large	10 ft. by 10 ft.	10 ft.	1	4	1	1	3	2	2	2	1

**Size:** The size category of the puppet.

**Fighting Space:** The fighting space used by the puppet.

**Reach:** The reach of the puppet's attack.

**Head:** This entry indicates the number of components a character can add to the puppet's head (such as a smoke bomb thrower).

**Limbs:** The number indicated here is the maximum number of components a character can add to a puppet's limbs (such as extra limbs).

**Torso:** This entry indicates the number of components the puppet's torso can contain (such as a creature container to trap a smaller creature inside).

*Installing a Component:* Requires 1 hour per 5 point of the purchase DC (rounded down) and a Craft (mechanical) check equal to the purchase DC of the component.

### Puppeteer Combat

Controlling a puppet in combat is made slightly different from normal combat. Wherever the puppet goes, it **must** remain in the puppeteer's line of sight *at all time*.

*Actions:* Both puppet and puppeteer share the same pool of action. If the puppeteer wishes to make his puppet perform a move-equivalent action, he must spend a move-equivalent action on controlling the puppet. Making more than one puppet move or attack always cost the puppeteer a full-round action, no matter what action he makes them perform (though they are still bound by the same number of action per round as standard rules).

*Puppet HD:* A puppet always has 1 hit die. The puppeteer may, however, have an ability that may increase that number. Once a puppet is reduced to 0 hit points or below, it is disabled. Once it reaches -10 hit points, it is destroyed. If a puppet becomes disabled, it does not suffer damage each round as a living creature; it must be damaged to be eventually destroyed.

*Puppet Defense:* A puppet's base defense is 10 + its size bonus or penalty + the user's size bonus + the user's defense bonus - 3 per puppet the puppeteer is controlling at the same time. The puppeteer may have some ability that may change that number, but unless noted otherwise, use this.

*Puppet's Saving Throws:* A puppet is completely immune to effects requiring a fortitude save that don't deal direct damage and all effects requiring a Will save. Its base Reflex save is equal to that of the user + its Dexterity bonus + misc bonuses - 2 per puppet the user is controlling.

*Puppet Attack:* The puppet can make a number of attack as shown in their entries. Having a puppet make a full-attack action costs the user a full-round action.

*Puppet's Attack Bonus:* The puppet's attack roll is: 1d20 + puppet's standard bonus - range penalty + size modifier + mastercraft component

**Puppet's Standard Bonus:** Refer to the puppet's entry for details.

**Range Penalty:** For every 10 feet between the puppet and the puppeteer, the puppet suffers a cumulative -2 penalty to attack rolls.

**Size Modifier:** Puppets are Small, Medium-size or Large in size. Small puppets have a +1 bonus to attack rolls, Medium-size puppets have no bonus to attack rolls and Large puppets suffer a -1 penalty to attack rolls.

**Ability Scores:** A puppet only has a Strength score. It has no Intelligence, Wisdom or Charisma scores and shares the user's Dexterity score. A Small puppet gains a +2 bonus to its Dexterity score, while Medium-sized and Large puppets suffers a -2 and -4 penalty respectively, regardless of the user's.

**Mastercraft Component:** If one of the puppet's weapon is a mastercraft weapon, add its modifier to attack rolls.

**Automatic Misses and Hits:** As in standard combat, a natural 1 on the attack roll is always a miss. A natural 20 is always a hit. A natural 20 also always threatens a critical hit.

*Puppet Skills:* While a puppet may have no rank in any skills, the puppeteer can still use the puppet as medium to perform any of the following skill with a -4 penalty: Computer Use, Craft (any skill), Demolitions, Disable Device, Drive, Escape Artist, Hide, Move Silently, Pilot and Repair. The puppeteer also suffers form Range Penalty when having its puppet perform a skill (cumulative -2 penalty to skill checks for every 10 feet from the puppeteer). Some component may give the puppet a bonus to certain skill.

*Puppet Feats:* A puppet has no feat, but the puppeteer may have abilities that allows him to use a puppet as though it possessed a determined feat.

*Puppet Movements:* The standard puppet movement is *30 feet*, although some feat or ability may modify that entry. Some puppets may have a component that allows the puppeteer to make it fly.

*Puppet Immunities:* A puppet is immune to ability damage, ability drain, blindness, mind-affecting effects, daze, deafness, disease, fatigue, exhaustion, nausea, paralysis, stun and poisons. A puppet is also immune to mind-affecting effects, and effects provoking a Fortitude or Will save.

*Puppet Chakra:* A puppet can be animated using the puppeteer's Chakra. Depending on how much Chakra the puppeteer put in his puppet, once it runs out (from chakra damage, for example), it falls limp to the floor as an unanimated object.

## **Crafting Human Puppets**

A skilled puppeteer and craftsman also possess the uncanny ability to make a puppet out of a humanoid corpse. With the required parts and resources, one can make a mechanical replica of the old body, even keeping its physical attributes and strength.

Puppets crafted that way, henceforth referred to as "human puppets," are very similar to humans in appearance, though one would have to have very poor observation skills to mistake the puppet for a real human (DC 5 Spot check.)

**Ability Scores:** A human puppet's Strength and Dexterity score remain the same, but it has no Constitution, Intelligence, Wisdom or Charisma scores. The human puppet *does not* share the user's dexterity score.

**Hit Points:** A human puppet's hit points are the same as a regular puppet with its bonus hit points as a construct, and it gains a +1 bonus hit point per level of the base creature used to make it. It keeps this bonus even at level 1, so a 1HD Medium-sized human puppet made out of an 8th level character would have 23 hit points.

**Special Abilities:** The puppet keeps none of its special abilities, but has standard puppets immunities and bonuses granted by the puppeteer.

**Power Units:** A human puppet will keep all power unit, if any, that the base creature may have had.

**Components:** A human puppet can still have components as a standard puppet, but its number of utility or combat point is limited. Refer to Table: Crafting Human Puppets below for details.

**Crafting:** The creation of a human puppet requires the use of the Craft (mechanical) skill and takes 5 hours per point of the DC. Refer to the table below for the conditions that increase or decrease the Craft DC.

TABLE 15-1: CRAFTING HUMAN PUPPETS

Crafting Conditions	Craft DC Modifier	Purchase DC Modifier
Base Creature's Size (Chose one)		
Small or smaller	5	10
Medium-sized	10	13
Large or larger	15	16
Every day past the creature's death (max +10)	+1	+1
Per HD of the base creature	+1	+1
Every additional day spent making the puppet (max -10)	-1	-
Per Power Units of the base creature	+2	+2
Per point of Strength modifier (maximum +5)	+1	+1
Per point of Dexterity modifier (maximum +5)	+1	+1
Per Utility point (maximum 10)	+1	+1
Per Weapon point (maximum 10)	+1	+1

## **Puppet Components**

One of the most important asset of a puppeteer is the number of Component a puppet has. Some puppeteer may chose quality over quantity, but a hefty number of weapons or gadget is very important to have a useful puppet.

**Additional Limbs:** Each additional limb may provide a puppet an extra attack at the puppet's highest attack bonus, although it is treated as a normal creature with multiple limbs.

*Slot:* Limbs. *Weapon Points:* 1. *Purchase DC:* 20.

**Armor Plating:** The plating provides the puppet with a +2 armor bonus to defense. This enhancement can be taken multiple times, and its effect stack.

*Slot:* Torso. *Utility Points:* 1. *Purchase DC:* 16.

**Blades:** With this component, the puppet's attack deal damage as per claw damage of its size.

*Slot:* Limbs. *Weapon Points:* 1. *Purchase DC:* 15.

**Blades, huge:** With this component, the puppet's attack deal damage as per claw damage as though it was two size category larger than it really is.

*Slot:* Limbs. *Weapon Points:* 3. *Purchase DC:* 25.

**Blades, large:** With this component, the puppet's attack deal damage as per claw damage as though it was one size category larger than it is in reality.

*Slot:* Limbs. *Weapon Points:* 2. *Purchase DC:* 15.

**Detachable Limbs:** The puppet's limbs can detach and re-attach itself. It gains a +4 bonus to escape artist checks, and can free itself from being Entangled as a full-round action with an Escape Artist check (DC 25).

*Slot:* Limbs. *Utility Points:* 2. *Purchase DC:* 15.

**Dragon's Breath:** Using this component, the puppeteer is able to release a 20-foot long cone of fire from the head of his puppet as a full-round action. Any creature caught in the area of effect of the cone takes 3d8 point of fire damage, which can be halved with a successful Reflex save (DC 15). This component must be reseted with a Repair check (DC 18) and costs the equivalent of a Purchase DC 11 every time.

*Slot:* Head. *Utility Points:* 2. *Purchase DC:* 18.

**Extendable Limbs:** With this component, the puppeteer is able to increase the reach of a one of its puppet's limb by 5 foot. This component can be purchased many times and applied to another of its limb to increase its range, or up to three times on the same limb to increase its range by 15 feet. The purchase DC to increase the reach of a limb more than once increases by 2 every time, so a 15 foot reach increment would cost DC 16.

While using that component to improve a limb more than once uses up an utility point, they do not, however, take up a second or third limb slot.



*Slot: Limbs. Utility Points: 1. Purchase DC: 12.*

**Iron Maiden (Requires Torso Tank Component):** The puppeteer, if he has a creature caught in the puppet's *Torso Tank*, may make a melee touch attack every round with a +15 bonus to hit all the creatures in the tank as a free action. If the attack hits, the creature suffers 5d6 points of piercing damage from the attack. Those iron spikes can be retracted back into the puppet, leaving the tank bare of any weapon as a move-equivalent action.

*Slot: Torso. Weapon Points: 3. Purchase DC: 20.*

**Locking Gauntlets:** With this particular component, the puppet is able to wield a weapon with the same proficiencies as its puppeteer. It also gains a +4 bonus to checks to resist disarms. This component can be purchased more than once, each time it applies to a new limb.

*Slot: Limbs. Utility Points: 1. Purchase DC: 14.*

**Kunai Shower:** Using this component, the puppeteer is able to unleash a torrent of Kunai upon every creature in a 20-foot long and 5-foot wide line in the direction his puppet is facing, as a full-round action. He may make a ranged attack roll against every target in the area of effect and, if it hits, deal 2d4+2 point of piercing damage. He may poison the Kunai with any Injury poison he wishes, which requires 1 dose per affected target (at random.) This component can only be used once and will be instantly removed from the puppet upon usage, thus freeing a slot and utility points. A new one must be installed in order to have a second use.

*Slot: Torso. Utility Points: 2. Purchase DC: 18.*

**Mouth Cannon:** This cannon is integrated as a hidden weapon in the puppet's head (generally the mouth). The puppet can hold up to 5 smoke bomb, grenade, shuriken, kunai, throwing needles or other such small projectile, which it can throw normally without needing to draw them. The grenades can be replaced and are not included with this gadget.

*Slot: Head. Weapon Points: 2. Purchase DC: 30.*

**Porcupine Trap:** Using this component, the puppeteer is able to trigger many small needle to be expelled out of the Puppet's body as an attack action. Every creature in a 30-foot radius of the puppet must make a Reflex save (opposed by the puppeteer's ranged attack roll) or suffer 3d6+3 point of piercing damage. The needles can be poisoned (which requires 10 doses), and the trap must be reseted every time. Reseting the trap demands a Repair check (DC 15) and the puppeteer must succeed a Purchase DC of 8.

*Slot: Limbs and Torso. Utility Points: 2. Purchase DC: 20.*

**Shields:** The shield-like plating is installed on every limb of the puppet in order to allow the puppeteer a greater blocking potential. It provides the puppet a +2 shield bonus to defense.

*Slot: Limbs. Utility Points: 2. Purchase DC: 13 +1 per limbs of the puppet.*

**Torso Net Trap:** Using this component, which can be fired in the direction the puppet is facing as an attack action, the puppeteer is able to entangle other creatures in order to

subdue or distract them and go for the kill. He must make a ranged touch attack against any creature in a 15 feet range; if the attack hits, the target is entangled until it escapes with an Escape Artist check (DC 20), which requires a full-round action. A net can only be used on creature of Medium-size or smaller. When this component is used, the net is missing and must be replaced using either the same net or purchasing a new one (Purchase DC 6, no restriction).

*Slot: Torso. Utility Points: 2. Purchase DC: 18.*

**Torso Tank:** With this component, the puppet gains the Swallow Whole special ability, except that the creature is located in the puppet's torso instead of its mouth. The puppeteer can also control a puppet from within its Torso Tank.

*Slot: Torso. Utility Points: 2. Purchase DC: 25.*

### Puppet Cores:

	<b>Small Combat Puppet</b>	<b>Medium-sized Combat Puppet</b>	<b>Large Combat Puppet</b>
	Small Construct	Medium-sized Construct	Large Construct
<b>Hit Dice**:</b>	1d10 plus 5 (10 hps)	1d10 plus 10 (15 hps)	1d10 plus 20 (25 hps)
<b>Initiative:</b>	+1*	-1*	-2*
<b>Speed:</b>	30 ft.	30 ft.	30 ft.
<b>Defense:</b>	13 (+1 dex, +1 size, +1 class*), touch 12, flat-footed 12	10 (-1 dex, +1 class*), touch 12, flat-footed 12	9 (-2 dex, -1 size, +1 class*), touch 12, flat-footed 12
<b>Base Attack Bonus:</b>	+0	+0	+0
<b>Attack:</b>	+2 melee (1d4+1 slam)	+2 melee (1d6+2 slam)	+4 melee (1d8+4 slam)
<b>Full Attack:</b>	+2 melee (1d4+1 slam)	+2 melee (1d6+2 slam)	+4 melee (1d8+4 slam)
<b>Fighting Space:</b>	2½ ft. by 2½ feet	5 ft. by 5 ft.	10 ft. by 10 ft.
<b>Reach:</b>	2½ feet	5 feet	10 feet.
<b>Special Attacks:</b>	—	—	—
<b>Special Qualities:</b>	Puppet Immunities	Puppet Immunities	Puppet Immunities
<b>Saves:</b>	Fort +0, Ref +0, Will +0	Fort +0, Ref +0, Will +0	Fort +0, Ref +0, Will +0
<b>Abilities:</b>	Str 12, Dex 12*, Con —, Int —, Wis —, Cha —	Str 15, Dex 8*, Con —, Int —, Wis —, Cha —	Str 18, Dex 6*, Con —, Int —, Wis —, Cha —
<b>Skills:</b>	* (+4 size bonus to Hide checks)	*	* (-4 size penalty to Hide checks)
<b>Maximum Components:</b>	Head 0, Limbs 2, Torso 0	Head 1, Limbs 3, Torso 1	Head 1, Limbs 4, Torso 1

*\* The puppet shares the user's dexterity score, skills and class bonuses to defense. Use these instead. The user here is assumed to have a Dexterity score of 10*

*\*\* Note that a puppet's hit dice is dependent on the amount of Chakra spent to animate it. The puppet given here is animated with 1 point of Chakra.*

	Small Utility Puppet	Medium-sized Utility Puppet	Large Utility Puppet
	Small Construct	Medium-sized Construct	Large Construct
<b>Hit Dice**:</b>	1d10 plus 5 (10 hps)	1d10 plus 10 (15 hps)	1d10 plus 20 (25 hps)
<b>Initiative:</b>	+1*	-1*	-2*
<b>Speed:</b>	30 ft.	30 ft.	30 ft.
<b>Defense:</b>	13 (+1 dex, +1 size, +1 class*), touch 12, flat-footed 12	10 (-1 dex, +1 class*), touch 12, flat-footed 12	9 (-2 dex, -1 size, +1 class*), touch 12, flat-footed 12
<b>Base Attack Bonus:</b>	+0	+0	+0
<b>Attack:</b>	+0 melee (1d4-1 slam)	+1 melee (1d6+1 slam)	+2 melee (1d8+2 slam)
<b>Full Attack:</b>	+0 melee (1d4-1 slam)	+1 melee (1d6+1 slam)	+2 melee (1d8+2 slam)
<b>Fighting Space:</b>	2½ ft. by 2½ feet	5 ft. by 5 ft.	10 ft. by 10 ft.
<b>Reach:</b>	2½ feet	5 feet	10 feet.
<b>Special Attacks:</b>	—	—	—
<b>Special Qualities:</b>	Puppet Immunities	Puppet Immunities	Puppet Immunities
<b>Saves:</b>	Fort +0, Ref +0, Will +0	Fort +0, Ref +0, Will +0	Fort +0, Ref +0, Will +0
<b>Abilities:</b>	Str 9, Dex 12*, Con —, Int —, Wis —, Cha —	Str 12, Dex 8*, Con —, Int —, Wis —, Cha —	Str 15, Dex 6*, Con —, Int —, Wis —, Cha —
<b>Skills:</b>	* (+4 size bonus to Hide checks)	*	* (-4 size penalty to Hide checks)
<b>Maximum Components:</b>	Head 1, Limbs 1, Torso 1	Head 1, Limbs 2, Torso 1	Head 1, Limbs 3, Torso 2

\* The puppet shares the user's dexterity score, skills and class bonuses to defense. Use these instead. The user here is assumed to have a Dexterity score of 10

\*\* Note that a puppet's hit dice is dependent on the amount of Chakra spent to animate it. The puppet given here is animated with 1 point of Chakra.

## Chapter XVII: GameMastering

In the following chapter, you will find some tips for better understatement of the rules for both you and your players, suggestions of rules and settings along with the new Purchase DC tables.

### Currency

It is important to remember that not all country and continent don't use the same currency. The same can also be said for the Naruto universe, which use a currency called Ryo, which is also the name of an ancient japan gold piece which was installed around the 15th century. Below, you can find the purchase DC equivalent to Ryo.

TABLE 16-1: PURCHASE DC TO RYO EQUIVALENCE

Purchase DC	Ryo Equivalence	Purchase DC	Ryo Equivalence
2	50	27	150,000

3	120	28	200,000
4	200	29	275,000
5	300	30	350,000
6	400	31	500,000
7	550	32	650,000
8	700	33	900,000
9	900	34	1,200,000
10	1,200	35	1,500,000
11	1,500	36	2,000,000
12	2,000	37	2,750,000
13	2,750	38	3,500,000
14	3,500	39	5,000,000
15	5,000	40	6,500,000
16	6,500	41	9,000,000
17	9,000	42	12,000,000
18	12,000	43	15,000,000
19	15,000	44	20,000,000
20	20,000	45	27,500,000
21	27,500	46	35,000,000
22	35,000	47	50,000,000
23	50,000	48	65,000,000
24	65,000	49	90,000,000
25	90,000	50	120,000,000
26	120,000		

A way to express and determine a money reward equivalence for a character can be to find the purchase DC matching the following formula: 5 + wealth reward + half the character's previous wealth bonus (rounded down). For example, Shijou, a 3rd level character has been granted a +3 wealth award. His previous total was 4, making the reward a total of 1,200 ryo (5+3+2, for equivalent of Purchase DC 10). When determining a wealth reward equivalence for more than one character, take the party's average wealth bonus instead of a single character's.

Ryo come in five, ten and fifty ryo coins as well as one-hundred, two-hundred fifty, five-hundred, one-thousand, ten-thousand and fifty-thousand notes. A ryo is roughly the equivalent of 10 US cents.

### **Combat Situations Examples**

It is a common instance for a GM to find himself at helpless at the gaming table, very unsure how to interpret a certain rule or situation. In the following example, you will find examples to help you cope with the situation and input on clever usage of the rules.

#### **Situation 1 - Ninja Battles:**

The GM and his 3 players are on hunter-nin duties, tracking down and finally catching up to a renegade jounin of their villages. One could think this is just another fight, another victim... Or is it? See for yourself:

**GM:** As you three surround the enemy Jounin, he eyes **Player 1** nervously as he starts performing hand seals.

*The players each roll a d20 and add their Ninjutsu bonus in hope of identifying the technique.*

**Player 1:** I rolled 18.

**Player 2:** 16.

**Player 3:** I have a natural 20, for 31.

**GM:** **Player 3**, you recognize that technique to be *Suiton, Suiryuudan no Jutsu*; since only **Player 3** is in range, only he gets an attack of opportunity.

**Player 3:** I got 17; do I hit?

**GM:** No. The jounin continues his technique without further interruption, though he seems to take his time.

*GM secretly rolls to convert Chakra Cost to Hit Points in order to lessen the cost of Suiryuudan no Jutsu. The base cost being 12 (5 + 7), convert 5 of the Chakra Cost at the rate of 2:1 and adds 8 to the DC (5 + 3), for a total of 20. The time required to perform the technique was increased to a full-round action, and the Jounin can't perform any other actions this round. The GM rolled 17, to which he added 8 for a total of 25 and succeeds.*

**GM:** Rips through the surface of the water, immediately flying towards **Player 1** and **3**. You two, make me a Reflex save to take half of the 23 piercing damage.

**Player 1:** I rolled 21.

**Player 3:** I use an action point. That's 3 plus 19 for 22, and I have evasion.

**GM:** Both of you pass the save, **Player 1** suffering 12 points of damage and **3** coming out unscathed. **Player 2**, it's your turn.

**Player 2:** I draw and throw an explosive kunai at the Jounin. Sorry **Player 3**. My attack roll is a 24, and Chakra Control check to detonate the kunai is a 17.

**GM:** That's a hit. Both the Jounin and **Player 3** make Reflex saves DC 15 to avoid taking 1d8 damage from the explosion. But surprise, surprise! The Jounin uses *Kawarimi no Jutsu* and is no longer anywhere in sight! Roll your reflex save, **Player 3**. And all of you make spot checks.

*GM rolled a ninjutsu check (DC 24) to escape from the Kunai attack and succeeded with a 27. The Jounin now moves 30 feet backward and into the bushes, hiding.*

**Player 1:** I rolled 11 on my spot check.

**Player 2:** I spot a 19.

**Player 3:** I got 23 on my Reflex save and 4 on my spot check.

**GM:** Blinded by the explosion, **Player 3** can't spot the Jounin anywhere. I'm afraid the two other are in the same predicament. Now... *what do you do?*

### **Situation 2 - Genjutsu:**

There has been confusion with the way a non-harmful Genjutsu functions. One needs to know the difference between a *Will negate* save entry and *Will disbelief*. The former is used mostly for harmful genjutsu, such as *Shinkai Satsujin no Jutsu* (Deep Sea Murder Technique), where the user completely shrugs off the effect of the genjutsu if he succeeds a Will save, while the latter needs to be studied and identified to eventually be disbelieved. The following situation is designed to help a GM understand better the rules tied to Genjutsu.

The players from the previous situations pursued the fleeing Jounin and eventually caught up with him, but not before entering his Genjutsu created surrounding.

**GM:** The three of you arrive at a clearing, where the traces stop. The jounin is nowhere in sight, and there are no hint as to where he's gone.

*In secret, GM rolls three Genjutsu checks to determine if the players will be able to identify the illusionary setting, created with Kanpeki Genzou (DC 20 to identify). Only Player 2 succeeded the check, as he is the most proficient in Genjutsu.*

**Player 1, 2 and 3 in unison:** I look around to see if the Jounin can be found.

**GM:** The Jounin is nowhere in sight, but **Player 2**, make me a Will save.

*The DC for the Will save is 20. The Jounin's charisma score (13) plus the rank of the technique (9) make the total, as he does not have the Genjutsu Adept feat.*

**Player 2:** Sure thing. I rolled a 18.

**GM:** Alright. There's something strange about, but you can't really place what. Now, as you're about to give up the search, a voice calls from nowhere... "Hichishi Zanshi no Jutsu!" Make me a Will save, **Player 1!**

*If Player 2 had succeeded on his Will save, he would have been able to notice and see through the Genjutsu, and would have been able to free his comrades from it using the Kai technique. Now, Player 1 must succeed a Will save (DC 19) in order to shrug off the effects of Hichishi Zanshi no Jutsu, which is in this case 54 point of non-lethal damage.*

**Player 1:** Damnation! Fumble! I rolled 1, for a total of 6.

**GM:** A dragon jumps out of the forest and lunges at you, taking huge chunks of your flesh in a single bite! Fortitude save, please.

**Player 1:** Argh! I rolled 6, for 14 total.

**GM:** Player 1 is knocked out for the count, as he suffers 54 point of nonlethal damage! *And the fighting begins, as Player 1 is knocked out for 3 rounds.*

CHARACTER NAME

PLAYER NAME

STARTING OCCUPATION

AGE GENDER HEIGHT WEIGHT EYES HAIR SKIN CLASS LEVEL

ABILITIES	ABILITY SCORE		TEMPORARY MODIFIER	
	SCORE	MODIFIER	SCORE	MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS		CURRENT HP		CHAKRA POOL		CURRENT CP	
------------------	--	------------	--	-------------	--	------------	--

DEFENSE	TOTAL	= 10 +	CLASS BONUS	EQUIPMENT BONUS	DEX MODIFIER	SIZE MODIFIER	MISC BONUS	ARMOR PENALTY
---------	-------	--------	-------------	-----------------	--------------	---------------	------------	---------------

INIT MOD.	TOTAL	+ DEX MODIFIER	MISC BONUS
-----------	-------	----------------	------------

BASE ATTACK BONUS	
-------------------	--

SPEED	
-------	--

**SKILLS MAX RANKS**

SKILL NAME	KEY ABIL.	SKILL MOD.	ABILITY MOD.	RANKS	MISC BONUS
BALANCE	DEX	=	+		
BLUFF	CHA	=	+		
CLIMB	STR	=	+		
COMPUTER USE	INT	=	+		
CONCENTRATION	CON	=	+		
CHAKRA CONTROL	WIS	=	+		
CRAFT ( )	INT	=	+		
DECIPHER SCRIPT*	INT	=	+		
DEMOLITIONS*	INT	=	+		
DIPLOMACY	CHA	=	+		
DISABLE DEVICE*	INT	=	+		
DISGUISE	CHA	=	+		
DRIVE	DEX	=	+		
ESCAPE ARTIST	DEX	=	+		
FORGERY	INT	=	+		
GAMBLE	WIS	=	+		
GATHER INFORMATION	CHA	=	+		
GENJUTSU	CHA	=	+		
HANDLE ANIMAL*	WIS	=	+		
HIDE	DEX	=	+		
INTIMIDATE	CHA	=	+		
INVESTIGATE*	INT	=	+		
JUMP	STR	=	+		
KNOWLEDGE ( )	INT	=	+		
KNOWLEDGE ( )	INT	=	+		
KNOWLEDGE ( )	INT	=	+		
LISTEN	WIS	=	+		
MOVE SILENTLY	DEX	=	+		
NAVIGATE	INT	=	+		
NINJUTSU	INT	=	+		
PERFORM ( )	CHA	=	+		
PERFORM ( )	CHA	=	+		
PERFORM ( )	CHA	=	+		
PILOT*	DEX	=	+		
PROFESSION	WIS	=	+		
READ/WRITE LANG. ( )		=	+		
READ/WRITE LANG. ( )		=	+		
READ/WRITE LANG. ( )		=	+		
REPAIR*	INT	=	+		
RESEARCH	INT	=	+		
RIDE	DEX	=	+		
SEARCH	INT	=	+		
SENSE MOTIVE	WIS	=	+		
SLEIGHT OF HAND*	DEX	=	+		
SPEAK LANG. ( )		=	+		
SPEAK LANG. ( )		=	+		
SPEAK LANG. ( )		=	+		
SPOT	WIS	=	+		
SURVIVAL	WIS	=	+		
SWIM	STR	=	+		
TAIJUTSU	STR	=	+		
TREAT INJURY	WIS	=	+		
TUMBLE*	DEX	=	+		

FORT (CONSTITUTION)	TOTAL	=	BASE SAVE	+ ABILITY MODIFIER	+ MISC MODIFIER
REFLEX (DEXTERITY)	TOTAL	=	BASE SAVE	+ ABILITY MODIFIER	+ MISC MODIFIER
WILL (WISDOM)	TOTAL	=	BASE SAVE	+ ABILITY MODIFIER	+ MISC MODIFIER

REPUTATION	
ACTION POINTS	
WEALTH BONUS	

MELEE ATTACK BONUS	TOTAL	=	BASE ATTACK BONUS	+ STR MODIFIER	+ SIZE MODIFIER	+ MISC MODIFIER
RANGED ATTACK BONUS	TOTAL	=	BASE ATTACK BONUS	+ DEX MODIFIER	+ SIZE MODIFIER	+ MISC MODIFIER

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE			
SPECIAL PROPRIETIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE			
SPECIAL PROPRIETIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE			
SPECIAL PROPRIETIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE			
SPECIAL PROPRIETIES			

ARMOR/PROTECTIVE ITEM	TYPE	EQUIPMENT BONUS	PROFICIENT?
WEIGHT SPEED SIZE MAX DEX			<input type="checkbox"/> YES / <input type="checkbox"/> NO
SPECIAL PROPRIETIES			







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