Kurama

Born by select members of the secretive Kurama Clan, this bloodline is renowned for the powerful illusions it can create. Individuals who wield this ability have a natural talent for Genjutsu, able to understand the subject's intricacies far better than most and able to craft illusions that are eerily convincing. However there may be a reason for this...

Requirements:

To qualify to gain *Kurama* bloodline levels, a character must fulfill all of the following criteria. **Ability Scores:** Wisdom 16 **Skills:** Genjutsu 4 ranks

Feats: Advanced Bloodline (Kurama)

Character	Major
Level	
1st	Reality Manifestation
2nd	Intuitive Genjutsu +1
3rd	Persuasive Illusion +1
4th	Dominating Illusion +1
5th	Intuitive Genjutsu +2
6th	_
7th	
8th	Intuitive Genjutsu +3
9th	Persuasive Illusion +2
10th	Artistic Trigger
11th	Intuitive Genjutsu +4
12th	
13th	
14th	Intuitive Genjutsu +5
15th	Persuasive Illusion +3
16th	
17th	Intuitive Genjutsu +6
18th	Dominating Illusion +2
19th	
20th	

TABLE: KURAMA BLOODLINE TRAITS

Reality Manifestation (Su): This ability has a 5% chance to manifest per level. The user automatically ignores the effects of any Genjutsu lower than their ECL-5 (maximum rank effected Rank 7), and can dispel them with a +10 modifier.

Also, at the cost of a 50% increase to the chakra cost (rounded down), the character can make the damage from any Genjutsu lethal, and able to kill its victim. If they chooses to do so, the perform DC of the technique is raised by 5 and the skill threshold is increased by 3 unless they use a material focus, such as a painting or doll. If such a focus is used, the time needed to use the technique is increased by 1

step. If the character damages someone in this manner, the user take 1d4+1 points of temporary Wisdom damage which heals at a rate of 1 every 20 minutes when outside of combat.

If the character's Wisdom ever reaches 0, the Iduo Demon takes over. The character's chakra pool becomes full, and the Demon gains use of all of the user's techniques and abilities, and may use the above ability without taking any Wisdom damage, though it still must meet the increased DCs. In addition, the Demon is treated as having your permanent Wisdom rather than your temporary Wisdom. While possessed by the Iduo Demon the character functions as if they were frenzied, except that the Demon may still use any of the character's skills or abilities. The Demon will attack whoever is closest, regardless of whether that individual is an ally or an enemy. The GM may choose how the Demon attacks and which, if any, techniques are used. If this occurs outside of combat, the GM may take control of the character and have them perform any action that they feel might fit the Demon's malevolence.

When the damage has been fully recovered, the character may attempt a Will Save (DC 20) every other round (if in combat) or every 20 minutes (if outside of combat) to regain control from the Iduo Demon. When the user does, their health and chakra pool drop to 1. A character afflicted by the Iduo Demon can make a Wisdom check DC 15 after a possession, in which case they become aware of their condition.

Intuitive Genjutsu (**Ex**): As the wielder becomes more powerful, they begin to better understand the intricate art of Genjutsu. This bonus is applied to any Genjutsu check as well as any check to learn or teach Genjutsu.

Dominating Illusion (Ex): The more the wielder practices their illusions, the better they are able to craft them. The character's Genjutsu become more effective, and this bonus is applied to their Genjutsu Save DCs.

Persuasive Illusion (Ex): The illusions the user performs are more difficult to dispel. The character's Genjutsu become harder to dispel, this bonus is applied to Dispel Checks

Artistic Trigger (Su): Members of the Kurama clan who train their talents eventually gain the ability to plant their Genjutsu inside material focuses, effectively delaying its activation until the target sees the focus. This is treated as a gaze attack and the target may attempt to avoid its 'gaze', the gaze has a range of 30 ft. All other effects of the Genjutsu imbued into the art are dependent upon the technique. The user can only perform this ability a number of times equal to their one half their class level + Wisdom modifier per day. Activating *Artistic Trigger* is done immediately upon performing the Genjutsu and the user deciding to use this ability.