

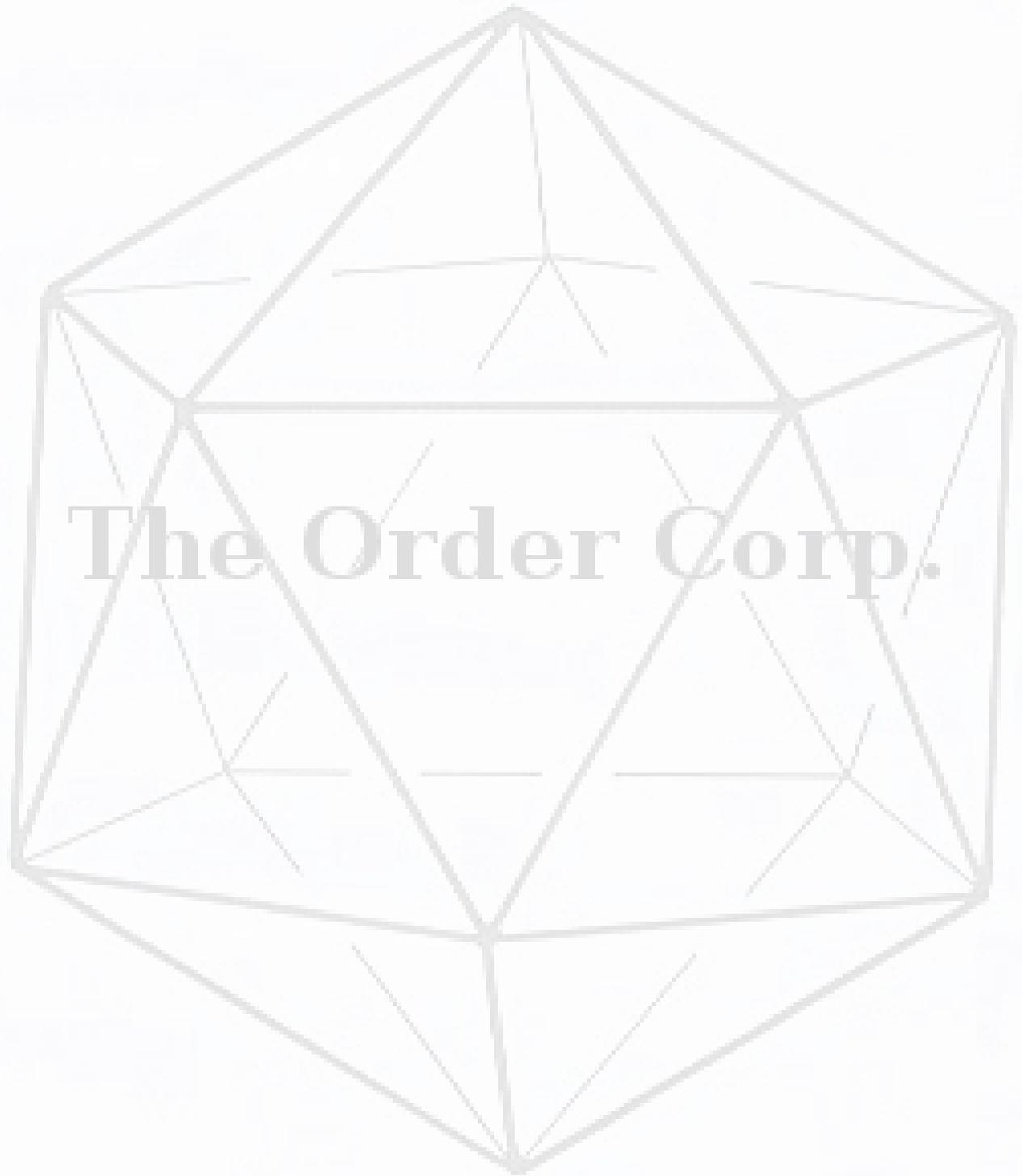
OBLIVIONS' NOTEBOOK

Including Village, Bloodlines, Hijutsus, Templates, and more

Author:
OBLIVION

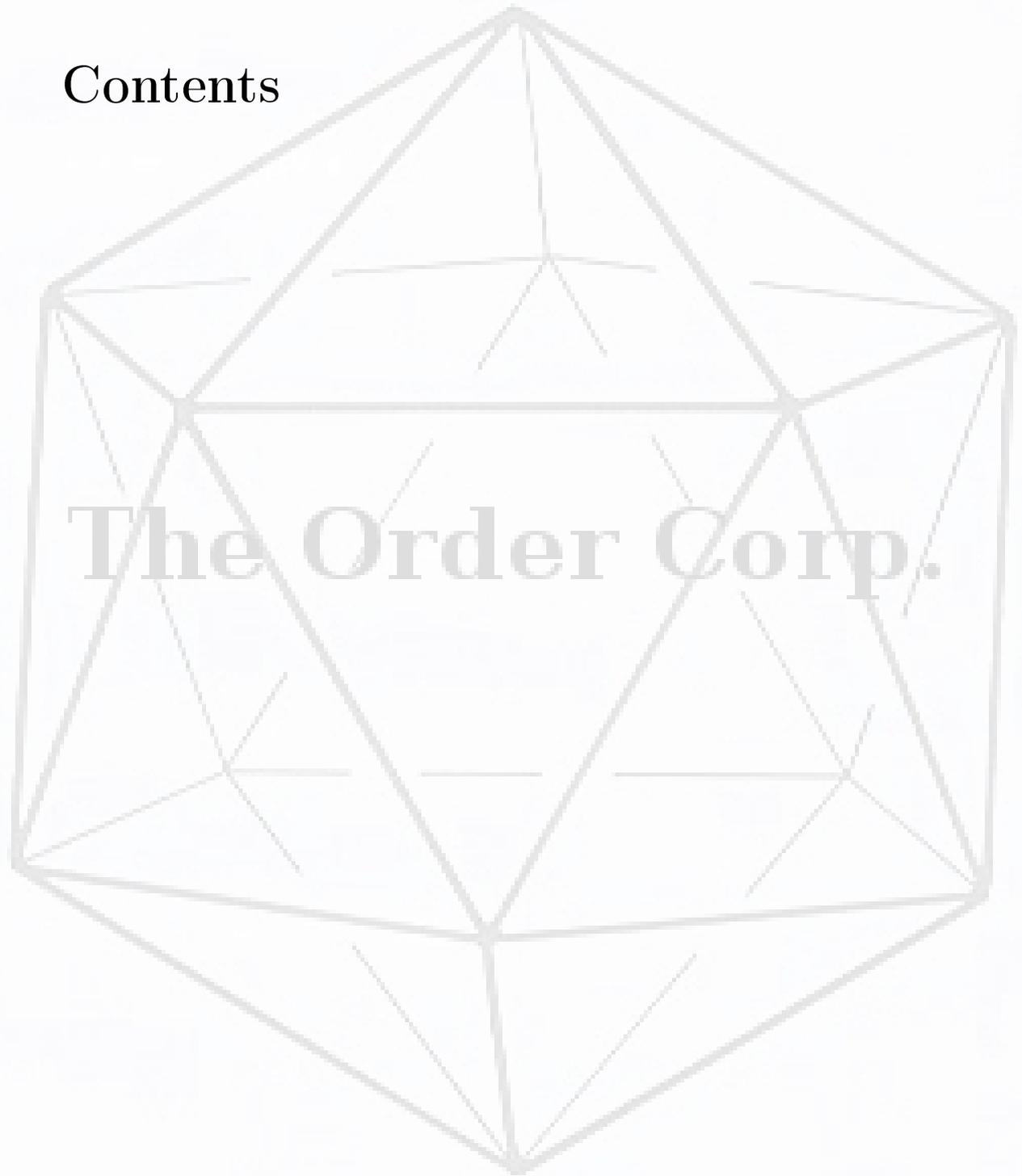
The Order Corp.

February 20, 2009



The Order Corp.

Contents





The Order Corp.

Foreword

*"The life of a Shinobi begins
In a silent winter dream
Loud his voice shall cry
Before the choice is made*

*With the birth of a Shinobi
A choice is to be made
And my eye is silently watching
The rise of a Shinobi*

*The might of a Shinobi lies
In deception at night
The choice to be made
Determines his life*

*The death of a Shinobi comes
In battle, shedding his blood
Fighting with valor in his heart
Finally, his choice was made"*
- The Three Ninja Songs

For almost two years have I been a part of this community now, a short time, if compared to certain proud members, but yet a long time. In these years I have created alot of things for this setting, most notably my *Three Ninja Songs* adventure series, which still awaits to be completed. Those series alone has forced me to create alot of original content, but I have also created alot of hijutsus and bloodlines unrelated to my adventure series. This is a compilation of my work, including alot of new things aswell as remade old things. I would also like to thank all those who have aided me in this, very timeconsuming, task! You are far too many too mention, but I hope you all know that I am grateful to every single one of you!

I would also like to thank all the fans of the adventure series and my other creations for your persistence and praise! I doubt this would have been the same without you!

OBLIVION

Everything included in this file has been created by me, Oblivion, using the *Naruto D20* supplement for the *D20 Modern* gaming system, provided by Frankto Vinetti. Lord Infitus aided me alot with the coding, as this was done in LaTeX. Thank you, and hail!



The Order Corp.

Nonhuman Heroes

This chapter contains various nonhuman races, or human races that are not fully human, meaning they follow other rules than the typical human described in the D20 Modern supplement.

The Arkiis

Born and bred on the harsh tundra, these humans are more beast than men, having made ruthlessness to a part of their nature. The Arkiis are legendary warriors-for-hire, both cheaper than the Shinobi, and far more merciless and reliable in battle. Following ancient and shamanistic beliefs, the society of the Arkiis' based on strength, and how many men you can kill. Headhunters by nature and faith, the Arkiis follow a strict hierarchy. Lead by the chieftain, the clans priest of the *Destroyer*, the strongest male, and the earthly representation of the *Devourer*, the clan bow to no one. In the middle are the warriors, male and female alike, and at the bottom is everyone else. If you can't wield a sword, you are not fit to be a clanmember.

Used to the arctic tundra, the Arkiis dress with nothing but a cloak on the upper part of their bodies, men and women alike, even in the Snow country's winter. It is generally seen as a sign of strength to not wear armor, and few Arkiis do, instead investing in heavy weapons.

Although it is not customary, some Arkiis have been known to join the Shinobi society, especially in the Snow country, which borders to the Arkii homeland.

Size: Medium.

Ability Modifiers: +1 Str, +1 Con, -2 Int.

Base Speed: 30 ft.

Cold Resistance (Ex): Arkiis have an exceptional ability to withstand cold. As an effect of this ability, the character gains 5 Cold Resistance, and a +2 bonus on all Fortitude saves to resist cold effects. The characters' Cold Resistance increases as he gains experience, and is increased by +1 every fifth level.

Fear Resistance (Ex): Arkiis warriors have a reputation of being fearless. As an effect of this ability, the character gains a +4 bonus on all attempts to resist or overcome fear effects.

Illiterate: Arkiis are unable to understand written symbols other than the crude signs they use to mark their clan territory. In order to overcome this disadvantage, the character must spend atleast 4 ranks in Speak Language for every written language he wishes to learn.

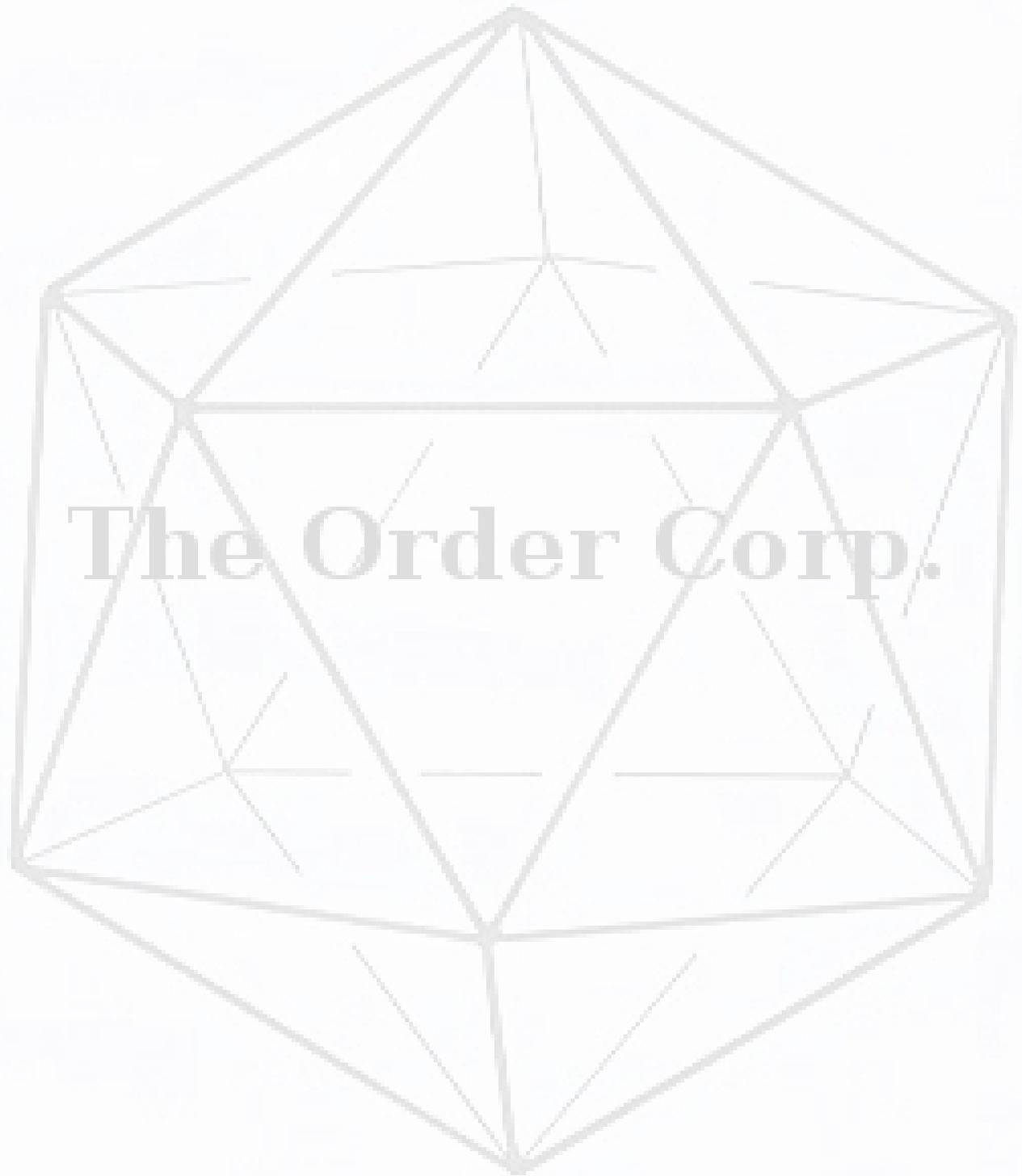
Skill bonus: All Arkiis gain a +2 bonus on Survival.

Bonus Feat: Arkiis receive Exotic Weapons Proficiency (as a bonus feat.

Special: Arkiis always have Fearless, Improved Cold Resistance, Improved Fear Resistance and Exotic Weapons Proficiency (Illker) on their list of bonus feats.

Elemental Affinity: Wind/Water.

Free Language Skills: Speak Common, Speak Arkii.



The Order Corp.

Chigakure no Sato Village

Village: Small(Major)

Population: Approximately 800 (650 in the village, 150 in the farms)

Condition: Good

Shinobi Population: Estimated to 390 Shinobi

Leader: Shodaime Chikage

Village age: 60 years

Chigakure is a village that greatly differs from most Shinobi villages, as its shinobi population is much higher than most other villages, ranging up to 60 percent of the citizens. The village itself is built as most villages, but has a unique water system where each of the noble families get their water from one well each, while the rest of the citizens gains their water from the nearby lake. The Chikage has his residence on the edge of town, at the base of the mountain. The truth, though, is that the Chikage does not live in the residence, and neither does the succeeding families of the noble clans live in the clan residences. Rather, the leading families and Chikage, along with a few trusted shinobi, live in the *Temple of Enlightenment*, hidden in the mountain. The Temple itself is, rather than a single temple, 7 small temples/shrines built in together with 6 forming a circle around the 7th. The different parts has a well each, which serve as drinking water for the noble clans, and are called the *Shrine of Heaven*, *Shrine of Earth*, *Shrine of Light*, *Shrine of Darkness*, *Shrine of Mind*, *Shrine of Body* and *Shrine of Crown*, with the crown being the Chikages well and true residence. The path to the temple is blocked by thick woods of pinetrees. The six noble clans

were founded by the closest friends to the Chikage, Takanuma Ryota, Dosato Tadao, Kurukan Takeo, Shirakan Teruo, Fuku Yoichi and Nagamatsu Kioshi. Although the leader of the village has assumed the title of Kage, the five great shinobi nations have not approved of this action, and outright hostilities between Chigakure and the other villages are not unusual.

What is most notable difference between the Chigakure no Sato and other Shinobi villages is that most of the the population is, in some way, related to former Missing-nins that joined the village, and that it was founded by a group of Missing-nins. This has granted the village a power that is hard to match by the rivalling Shinobi nations, but also an unusual distrust among their own ranks. This has also given the village access to Hijutsus and information about the other villages which may be some of the reasons for the mutual hostilities.

Clans and Important Figures

The Chigakure village has a couple of very interesting figures residing within its walls, most notable are probably the Chikage himself, said to be graced with Immortal youth, and the leaders of the noble families. The clan leaders and the Chikage are included in the Bingo Book section.

The Dosato Family

The Dosato clan resides in the *Shrine of Heaven* in the *Temple of Enlightenment*, being revered even by the Chikage himself. Regarded as protectors of great power due to their bloodline, the Chikage's bodyguards are all from the Dosato clan. The ruling family of the clan descends from the powerful Shinobi Dosato Tadao, originally hailing from the Stone Village, who

fought along side the Chikage for several years prior to the founding of the village. As it became obvious that the wells of the village held great power, Tadao invited many of the missing-nins and wanderers into his clan, realizing the advantage that might give his family. Thanks to his actions, only the Takanuma clan have greater numbers than the Dosato.

Upon installing themselves in the Shrine, Tadao was the only one among the clanleaders to discover any of the intact scrolls that the monks that built the temple had left behind. As a result, the Dosato take great pride in researching the Temple, and regard themselves as protectors, not only of men, but also of knowledge.

The clans current leader, however, believe that the clan has missed alot of opportunities due to their constant search, and has driven his clanmembers to strive harder to invent new hijutsus, and currently leads a group called the *Iron Five*. He has also added a new entry requirement for the aspiring Genin of the village, which is called the *Iron Rule*, which forces the would-be Shinobi to defeat a member of the clan who has already achieved the rank.

Members of the Dosato clan are often teamed up with members of the Shirakan bloodline, in order to protect these highly valuable Village members.

Shinobi Clan Members: 61

Status: High

Leader: Dosato Akihiro

Founder: Dosato Tadao

Current Position: Leader of ANBU operations.

Dosato Clan (Occupation)

The Dosato Clan are regarded to be of a special breed, while not fighting monks, some sort of mixture between battle monks and Shinobi, and those raised by the clan differs slightly from the norm.

Prerequisite: Member of the Dosato Clan, Age 12+

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, Concentration, Hide, Knowledge (any one), Listen, Move Silently, Ninjutsu, Survival, Taijutsu.

Feat: Select one of the following: Advanced Bloodline(Tenaigo), Armor Proficiency(Light, Medium), Defensive Martial Arts, Genin, Nin Weapons Proficiency and Ninjutsu Adept.

Affiliation: You require 1 less success to learn Dosato Hijutsu techniques.

Wealth Bonus Increase: +1

Reputation Bonus Increase: +1

The Fuku Family

Centered around the *Well of Mind*, the Fuku clan are deeply respected, and sometimes feared, by their peers. It is said, in the village, that only a fool trusts a Fuku who looks you in the eyes, for their eyes hold powers of the human mind itself. Hailing from the famous Genjutsu master of the Cloud Village, Fuku Yoichi, the clan have worked hard to improve their eye condition, rendering them an extraordinary talent with doujutsu techniques. Almost all members of the Fuku family are somehow related to Yoichi, as he was a man with many women, and many daughters, and it is standard practice among the male Fuku to have two wives. His love for women was in fact one of the reasons Yoichi was forced to leave Cloud in the first place.

The current ruler hails from Yoichis only son, and lives up to his grand father, although age is catching up with him. He has, however, managed to keep some of his youths strength, and even the most powerful clanmembers are frightened to meet his eyes. It is, in fact, underneath him that the Fuku has risen in the eyes of many from being a second grade-clan, to be the most trusted spies of the Chigakure.

Shinobi Clan Members: 49

Status: Medium

Leader: Fuku Tsueno

Founder: Fuku Yoichi

Current Position: Advicor to the Chikage.

Fuku Clan (Occupation)

The Fuku are legendary spies in Chigakure, and few infiltration units exist that does not have a

Fuku as member.

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: Bluff, Chakra Control, Diplomacy, Disguise, Intimidate, Gather Information, Genjutsu, Listen, Move Silently, Sense Motive, Spot.

Feat: Select one of the following: Advanced Bloodline(Haishingan), Genin, Genjutsu Adept, Hand Seal Proficiency, Scribe Chakra Symbols, Stealthy, Trustworthy.

Affiliation: You require 1 less success to learn Doujutsu techniques.

Wealth Bonus Increase: +2

The Kurukan Family

Few warriors are more feared on the battlefield than the Kurukan warriors. Being born with black tribal marks, the most exalted of the clan appears to be blessed by the gods of war and death, and few warriors can rival these warriors in power. Although everyone follow the law of the Chikage, the word of this clan, one of the three Royal clans, is almost the same thing as law, few daring to cross paths with them. Founded by the fiercest of the warriors that fought with the Chikage, Kurukan Takeo, the clan are known to be arrogant and short-tempered, rarely taking the advice from anyone else than the Chikage and the Nagamatsu clan. The Kurukan clan are the protectors of the Hierarchy and legendary leaders in Shinobi battles, but are seldomly subtle, and illsuited for infiltration.

The current leader, Kurukan Hitoshi, is one of the few who breaks the Kurukan norm, being very reserved and calm, even when insulted. Some among the clan claim that his lack of aggressiveness have allowed lesser clans, such as Dosato and Fuku, to claim territory that should belong to the Kurukan. This critique is, however, met with silence, and those criticizing the Kurukan leader are generally silenced through various threats. Hitoshi values the stability of the village higher than the Kurukans glory and power, which has rendered him rarely seen trust from the Chikage.

Shinobi Clan Members: 40

Status: High (royalty)

Leader: Kurukan Hitoshi

Founder: Kurukan Takeo

Current Position: Jounin commander.

Kurukan Clan (Occupation)

As warriors of legend, the Kurukan have mastered Taijutsu in all its forms, but have also several feared ninjutsu in asset.

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, Intimidate, Ninjutsu, Survival, Taijutsu.

Feat: Select one of the following: Advanced Bloodline(Kurukan), Armor Proficiency (light, medium), Archaic Weapons Proficiency, Combat Martial Arts, Genin, Nin Weapons Proficiency, Taijutsu Adept.

Affiliation: You require 1 less success to learn Kurukan Hijutsu techniques.

Wealth Bonus Increase: +1.

Reputation Bonus Increase: +2

The Nagamatsu Family

Among the Three Royal Families of the Chikage clans, the Nagamatsu are probably the most revered, seen upon as both skilled combatants and a source of life, able to create life from nothing. The special red pinetrees, called blood-trees, can be seen throughout the entire village, seemingly protecting it from view and enemies, and are cherished by the villagers. The Nagamatsu are calm and humble and though they regard themselves as slightly above the rest, they treat everyone with the same respect, as they regard themselves as protectors of both life and the village. The Dosato clan does, however, have a special place among the Nagamatsu, as their power of protection is even greater than theirs.

The clan was first founded by the Konoha renegade Nagamatsu Kioshi, who had long strived to acquire the powers of Mokuton and failed, and as a result of his experiments, was driven from the village. As he met the Chikage, he began to feel hope for a new world, and joined him in his travels, excelling in Ninjutsu knowledge. When he had drunk from the *Well of Earth* for years,

he started to conduct experiments once again. He quickly discovered, however, that they were uncalled for, as the gods had finally graced him with success.

The current leader is not as humble as Kioshi, and regards himself and his clan to be equals to the Chikage himself, rather than a servant. Though respectful, he always gives his opinion to the kage, which have granted him the exalted title of advisor and High Judge.

Shinobi Clan Members: 34

Status: High (royalty)

Leader: Nagamatsu Norio

Founder: Nagamatsu Kioshi

Current Position: Chikage Advisor, High Judge, Leader of ANBU black ops.

Nagamatsu Clan (Occupation)

Prerequisite: Age 12+

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, Diplomacy, Hide, Knowledge (nature), Listen, Ninjutsu, Move Silently, Survival, Spot, Taijutsu.

Feat: Select one of the following: Advanced Bloodline(Oneichi), Armor Proficiency (light), Combat Martial Arts, Genin, Genius Nin, Nin Weapons Proficiency, Ninjutsu Adept.

Affiliation: You require 1 less success to learn Nagamatsu Hijutsu techniques.

Wealth Bonus Increase: +1.

Reputation Bonus Increase: +2

The Shirakan Family

The third royal family was founded by the twin of Kurukan Takeo, Shirakan Teruo, and is the only clan that matches the Kurukan in strength and speed. Where the Kurukan, however, are regarded as servants of death and hell, the Shirakan are by life, able to heal those in need by a mere look. In many things, the two clans are their opposites; where the Kurukan are arrogant, the Shirakan are humble, where the Kurukan are black, the Shirakan are white. Yet, they are both revered as parts of a necessary cycle of life and death, and for that reason, they generally share teams.

The clans founder, along with Takeo, were the first to find the Chikage when he lay wounded on the battlefield of the First Shinobi war. Through an act of grace, Teruo healed the dying Shinobi, and the three became close friends and combatants. The Shirakan had few members in its first fragile years, as Teruo only judged a man from his abilities, and the ability to heal was mandatory for those who wanted to become a Shirakan. As time passed, however, the numbers of the clan quickly grew, and though it still remains one of the smallest clans, it can match the Kurukan in both strength and numbers.

The current leader takes his position as clan leader very seriously, and takes great interest in the education of clanmembers, often making sure that the standards are met himself, and he has been known to train several youths. As the chief of medicine he has also added a mandatory healthplan, to ensure that all the members of the Village are in good shape, and his white-red coat is a sight filled with joy to most.

Shinobi Clan Members: 39

Status: High (royalty)

Leader: Shirakan Masayoshi

Founder: Shirakan Teruo

Current Position: Chief of Medicine, Chief of Police.

Shirakan Clan (Occupation) The Shirakan have a great talent for forensics and medical ninjutsu, being able to rival most would-be medic experts.

Prerequisite: Age 12+

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, Craft (chemical, poisons), Knowledge (anatomy, earth and life sciences), Ninjutsu, Taijutsu.

Feat: Select one of the following: Advanced Bloodline(Shiragan), Combat Martial Arts, Genin, Genius Nin, Nin Weapons Proficiency, Ninjutsu Adept, Resist Poisons, Talented Shinobi.

Affiliation: You require 1 less success to learn Shirakan Hijutsu techniques.

Wealth Bonus Increase: +2

Reputation Bonus Increase: +1

The Takanuma Family

The number of Takanuma Shinobi is the greatest in the village, having numbers that even surpasses that of the regular Shinobi, and as such, the average Chigakure Shinobi is a Takanuma. Although their numbers are the greatest, they are generally distrusted, and avoided as they are easily provoked and only a drop of their blood may be lethal. Masters of bloodshed, even the Kurukan keeps their distance from these fierce warriors, regarding them as scum.

The Takanuma were founded by the loyal Ryota, who was given the noble task to watch over the new recruits in his *Shrine of Body* and assimilate them into the Village. As the powers unraveled it was decided that all the recruits who had acquired the bloodline were to form a Noble family under the command of Ryota, which increased the recruits' loyalty to the Chikage.

The current leader, Takanuma Nobu, takes great pride in his appointed task, chosen not by descendance from Ryota, but through his own strength, he has the full loyalty of the Takanumam, who only respect power. As the Chief of Military, a position generally given to the takanuma, he controls all missions concerning hostilities against the other countries, as well as demanding infiltration missions.

Shinobi Clan Members: 94

Status: Low

Leader: Takanuma Nobu

Founder: Takanuma Ryota

Current Position: Chief of Military.

Takanuma Clan (Occupation) The Takanuma have warriors of all various forms, and have often been bred during the most harsh situations.

Prerequisite: Age 8+

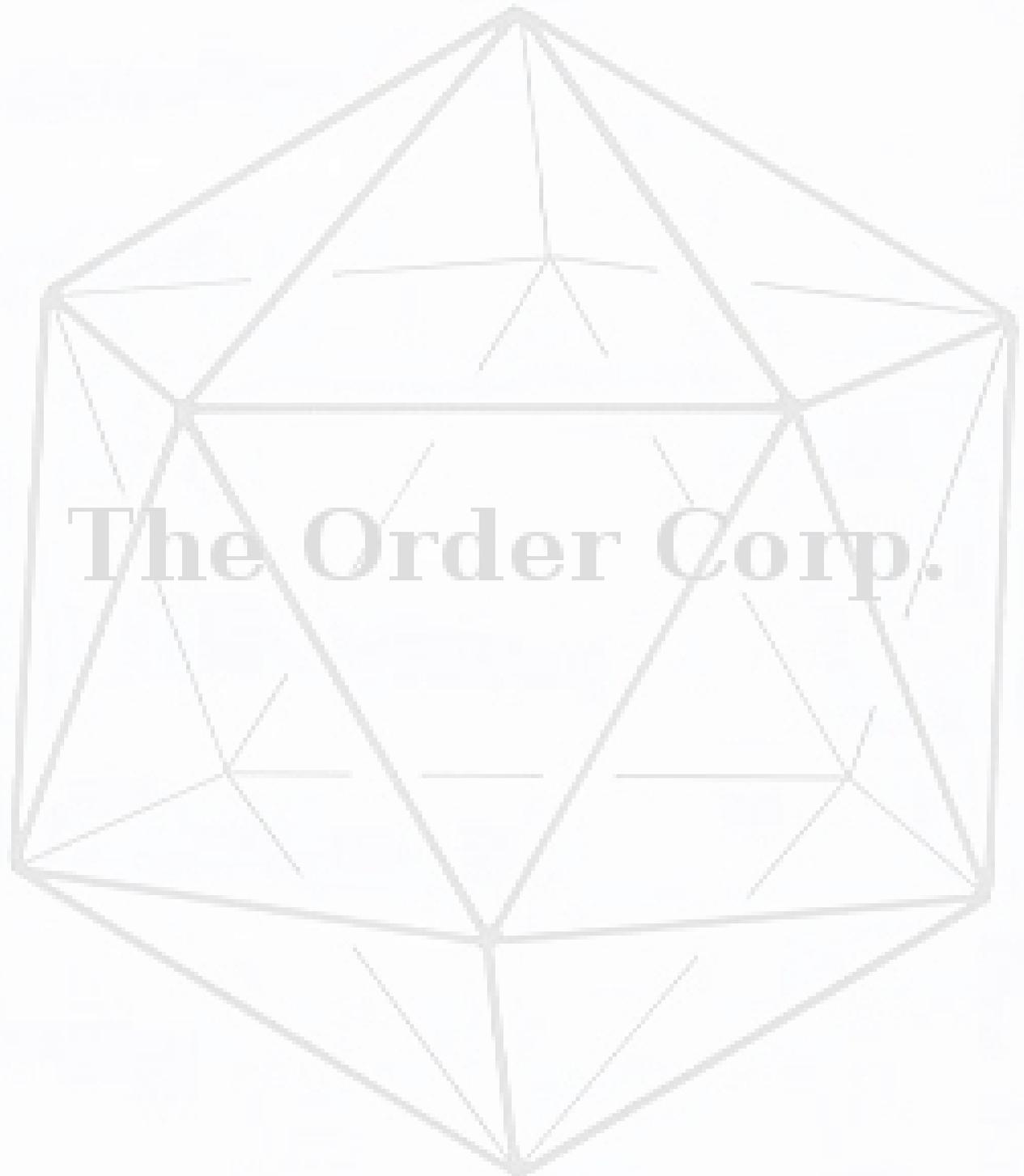
Skills: Select any two skill from the following list as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill: Balance, Chakra Control, Escape Artist, Intimidate, Jump, Ninjutsu, Survival, Swim, Taijutsu, Tumble.

Feat: Select one of the following: Advanced Bloodline(Chihinshu, Archaic Weapons Proficiency, Combat Martial Arts, Exotic Weapons Proficiency (any one), Genin, Nin Weapons Proficiency, Power Attack, Resist Poisons, Taijutsu Adept.

Affiliation: You require 1 less success to learn Takanuma Hijutsu techniques.

Wealth Bonus Increase: +1

Reputation Bonus Increase: +2 (infamous)



The Order Corp.

Equipment

This chapter contains various original equipment, such as weapons and other Shinobi tools, as well as artifacts.

Drugs

Exotic Drug: The Arankii Mushroom

The Arankii is, if dried and smoked properly (DC 25 craft(chemical) check to reproduce), a highly addictive drug, which enables you to suppress fear and pain more potently. The drug grants the user a bonus to Str and Con equal to +2 for 3 hrs after the drug was ingested. In addition, the character gains a +4 bonus on all Will saves to resist or overcome fear effects. Furthermore, the character may also plunge into a bloody Rage(see Barbarian ability with the same name) if angered. After the effects has ended, the character receives 2d6 Stamina damage that may not kill him and is fatigued.

If the drug is used during long time periods, however, the character will get a permanent -2 penalty to Wisdom and Charisma. Once this penalty has been received, it cannot be received again, unless the character stopped using the drug for over a year. The character will also be addicted to the drug, and will do anything to

gain more of it. High dosages of this drug is lethal (DM's discretion, Fort DC 25).

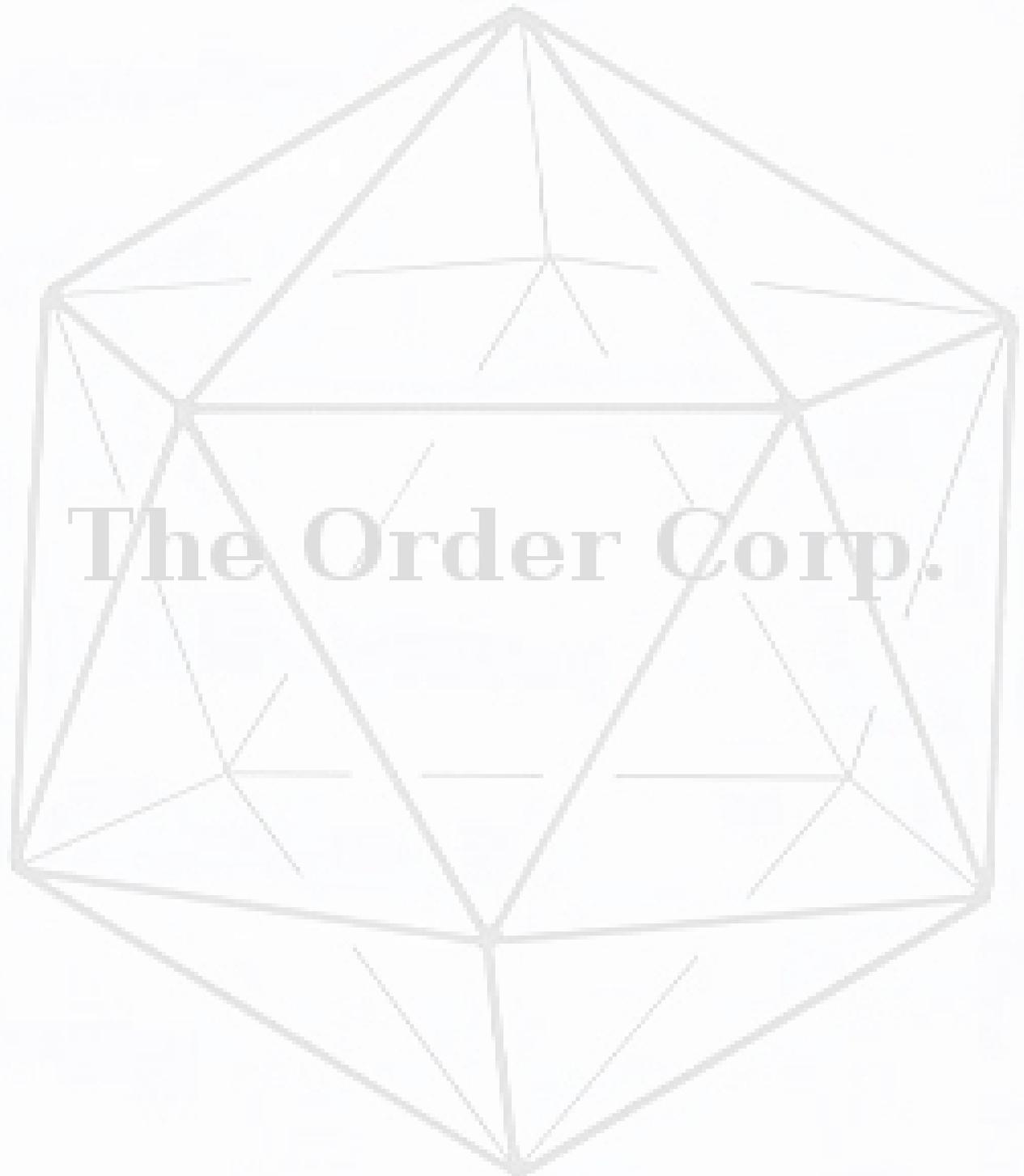
Purchase DC: +16 (Arkiis rarely sell this drug to outsiders, but rather give it to their slaves to improve the work ability.

Weapons

Exotic Weapon: The Illker

The Illker is large-sized weapon, shaped like a sword with an axehead on top, the flat side of the head being hammered on to the top of the sword. The weapon is a rather intimidating and exotic sight, as few have seen one, or even heard of it. The Illker represents the Arkii way of life, and is the base of weapon techniques that have made them feared across the world. Arkiis no longer create the Illker, unless one is broken, as the steel used for the blade is lost in a cavern in the arctic tundra. The weapon gives the user a +2 bonus on all Disarm attempts.

Damage: 2d6+4; **Critical:** 20/x3; **Damage type:** Slashing; **Range:** Melee; **Weight:** 15 lb.; **Size:** Large; **Purchase DC:** Unique.



The Order Corp.

Bloodlines

This chapter contains Bloodlines created, as well as bloodline-like templates, such as the Hagane Houtai.

Blessing of the Immortal Template

The blessing of the Immortal is rather a promise of power granted by the Immortal to a person with a pure heart and intention to protect those unable to protect themselves, chosen to be the epitome of one legacy. There can only be three persons carrying the blessing of the immortal at the same time, and each one must be the epitome of a different legacy.

Note to GM: This template is extremely strong and should only be assigned to certain characters in epic or very high powered games. This template may only be attained after birth during very difficult circumstances.

Permanent changes: +4 Chakra, Permanent AL Good.

Effective Level Adjustment: +2

Soul

The character becomes the epitome of the powers of chakra, being able to use it to become invulnerable for short moments of time or to teleport him/herself over great distances.

Special Qualities: Flash of Soul, Touch of Soul.

Touch of Soul (Su): Through the use of this ability, the character becomes invisible and invulnerable for one round. Any attacks directed at the character soar through the character as if though he/she was not there. The character may activate this as a swift action and may only use a ninjutsu technique or move. Note that the character cannot physically touch anything, or attack through normal means. This ability may only be used 2 times/day + 1/3 levels above

10 (maximum +10 times). This ability costs 2 chakra to use that may not be converted to hit points.

Flash of Soul (Su): The character may, as a swift action, transport himself from one place to another instantly as through the use of the *Hiryuusen* technique. This ability takes no chakra from the character, and does not require a perform check. This ability may be used up to 1 time/day + 1/2 levels above 10 (maximum +10), but totally 4 times per encounter.

Blood

The character becomes the epitome of advanced bloodlines, being able to use whatever powers sufficient. Note that the character must already possess a bloodline.

Special Qualities: Universal Bloodline.

Universal Bloodline (Su): The character is able to exchange his/hers current bloodline to temporarily gain the advantage of another bloodline. Note that the character counts as if being on the same level in that bloodline as if it was his current. The character may learn bloodline related techniques to any bloodline, but must have the same bloodline activated at usage and learning. Using this ability is a full-round action that provokes attacks of opportunity. This ability may be used up to 1/5 levels (minimum 1, maximum 5) times/day. This ability costs 3 chakra to use.

Crown

The character is the epitome of strength and protection, granting him/her powers that only affects the forces of evil.

Special Qualities: Gift of Light, Lights Veil, Redemption.

Gift of Light (Su): The character may as a free action, by paying 3 chakra, strengthen his body. As an effect of this ability, the character is able to increase his/her strength or speed rank with +2 that stacks with other nonpermanent effects. As an effect of this technique, the character receives 1d6 damage per round this ability was used. This ability may be used up to 2 times/day.

Lights Veil (Su): The character may, as a move action, create a protective barrier between himself or another and an attack or technique. The barrier protects the protector from 30 damage before being destroyed into a cloud of yellow dust. This ability costs 6 chakra to use that may not be converted to hit points.

Redemption (Su): The character may shoot a line of yellow, positive energy at a target. The attack deals 10d6 damage to a creature with more than 1000 self-inflicted negative energy that may kill an immortal target. This ability is used as a full attack action and costs 10 chakra.

Dark Personality, The

The members of the this bloodline have a reputation and a past of maniacs and psychological diseases, the most common being schizophrenia combined with megalomania and social mania, but having access to a source of great power. In spite of this fact, the clan is practically unknown in the small village, partly because those carrying the inherited disease rarely gets out of the asylum, but those few who has done so have proven to be strong and inspiring leaders.

Within the clan itself, a lot of research has been done to determine the nature of this personality, which seems to affect one person in each generation, but have not come to any conclusions. Some claim it to be the spirit of a demon set upon the world to claim vengeance on those who banished it, or an angel guiding one man/woman to unite the entire human race in a utopia.

Ruleswise: The character who carries this personality needs to choose a cause of some kind, be it good or evil, but it must be bug and nigh impossible to achieve (the character may and should make smaller goals to achieve along the line, clarifying the purpose). The character also needs to choose an additional psychological disease except for schizophrenia. The character

also gains a +2 bonus on all bluff, diplomacy, intimidation and will checks that concerns his cause. As an effect of suffering from psychological diseases, the character gains a -1 permanent negative modifier to Intelligence. The character also gains the abilities of having the demonic subtype.

Note to GM: This bloodline may be regarded as incredibly powerful, and the GM should always have great influence on how the dark personality influences the character. This bloodline should only be played by talented roleplayers. This bloodline specifically requires approval from the GM.

The Dark Personality Template

The Dark Voice (Su): This ability is manifested at level 2 in one person each generation among the clan, who possesses the Dark Personality bloodline feat. At the manifestation of this ability the character begins developing a new personality and may under critical situations become influenced by that personality unless the character succeeds a DC 15 Will save. When possessed, the character gains a boost to Strength, Dexterity and Constitution of +2 which lasts for Con mod +2 rounds (using the increased con mod), after which the character returns to normal. During this time, the character loses any and all restraints, though rarely plunging into a bloody rage, the character will do whatever necessary to complete his goal. At the end of the possession, the character gets a -1 penalty to all rolls during half an hour unless the character succeeds on a DC 20 will save. This ability can be used 1/2 level per day. It should be noted that the GM should have influence on the personality's affect on the character for the duration of this ability.

The Dark Vassal(Su): This ability is automatically manifested at level 4 within characters possessing the Dark Personality bloodline feat. At the manifestation of this ability, the character has developed some sort of control of the dark side of him and can, by succeeding a concentration check (DC 18) force it to unsurface. During this time, the character may choose to also gain High Speed Rank of 1 that stacks with other nonpermanent High Speed Rank increases. If the character chooses to do so, he also must pay 2 chakra/3 rounds.

The Dark Champion(Su): This ability is au-

tomatically manifested at level 10 within characters possessing the Dark Personality bloodline feat. At the manifestation of this ability, the character's ability to control the other personality has grown and the character may deliberately seize the effect of The Dark Voice at any time. The bonus the character gains to Str, Dex and Con during this time is also increased to +4. At the same time, the dark side's power of the character during normal situations has grown and the character must take a DC 25 Will check in order to perform an act which contradicts the characters purpose. The characters physical appearance also changes, and his eyes turn black except for the pupils, which turns white. While using the ability of The Dark Voice, the character may use *See Chakra* by paying 3 chakra/2 rounds.

The character also gains a permanent -1 modifier to all charisma related rolls that does not concern his purpose, which gains a +1 modifier. As an effect of this ability, the character feels isolated from society and rarely speaks to anyone when not dealing with his cause.

The Dark Lord(Su): This ability is automatically manifested at level 19 within characters possessing the Dark Personality bloodline feat. At the manifestation of this ability, the other personality's effect on the character has increased dramatically to such a point that the character permanently is under the influence of The Dark Voice with the only exception if the character succeeds a Will saving throw of DC 30, at which point the character returns to normal for Con + Wis + 3 rounds. This ability may be used up to 3 times a day.

As an effect of this ability, the character gains a permanent negative modifier to Charisma of -1, as the character starts to emit a dark and sinister aura. The character is also completely immune to fear and compulsory effects when not in normal form.

Dosato Clan Tenaigo

The Dosato clan have a special place in Chigakure, as they are protectors of unrivaled talent, often throwing themselves into harm to protect those less fortunate than them. Dosato family members are generally teamed up with Shirakan members, in order to protect them. Wielders of this bloodline are greatly feared by the *Jyuuken* wielders for their ability to use

chakra to shield themselves.

This bloodline may be attained after birth by drinking the water of the *Well of Heaven* within Chigakure.

Character lvl	Intermidate
1	Kan Tenaigo 1/Masterwork
2	-
3	-
4	Tenaigo 2/Element
5	-
6	Koudo Tenaigo
7	-
8	-
9	-
10	Tenaigo 3/Chakra
11	-
12	-
13	-
14	-
15	Tenketsu Tenaigo
16	Tenaigo 4/-
17	-
18	-
19	-
20	Eijuu Tenaigo

Kan Tenaigo(Su): Characters with this ability may, as a swift action, activate a form body armor out of chakra to shield the wielder from harm. This ability grants the wielder a damage reduction as specified by the *Tenaigo* and *Kan Tenaigo* abilities. (For example, a Dosato of level 4 would have a DR of 2/Element, while a level 1 would have 1/Masterwork). This ability costs 3 Chakra/2 Rounds that may not be converted to hit points to maintain.

Koudo Tenaigo(Su): Characters with this ability are able to use the *Kan Tenaigo* to counter or react to an unarmed attack, and may either steal Chakra or harm the attacker. If used to steal Chakra, the wielder may steal a maximum of 3 Chakra for every character levels (minimum 1), up to a maximum of 10 Chakra. If used to deal damage the wielder may deliver an amount of hit points damage equal to 1/character level (maximum 15). For example, a Dosato of level 8 could either steal 6 Chakra or give 8 damage. To use this ability the user must have *Kan Tenaigo* active and pay 2 Chakra that cannot be converted to hitpoints. This action is a free action and may only be used 1time/encounter for every 7 levels (maximum 3).

Tenketsu Tenaigo(Su): Characters with this ability have learned to use their *Kan Tenaigo* ability to shield their tenketsu rather than their bodies, and every time using the *Kan Tenaigo*, they may designate that they use this effect instead. This ability grants the character a protection against tenketsu related attacks, such as *Tenketsu Freeze*, and the *Hyuuga Jyuuken*, and the wielder gains a bonus on all related saves equal to +5. In addition, when fighting a *Hyuuga* using *Jyuuken*, each attack has to overcome the DR individually, rather than as a collective. The DR gained is however reduced by 2 (-2), and may only be used against such attacks (For example, a *Hyuuga* making four attacks of 2, 3, 6 and 1 would deal 5 damage total, rather than 10).

Eijuu Tenaigo(Su): The *Eijuu Tenaigo* is the peak of the *Tenaigo* bloodline, and its fiercest protected secret. Similar to the *Kawarimi*, characters with this ability may change place with one of their allies just prior to the ally is attacked. The ally must be no further away than 20 ft. To use this ability, the character must spend one swift action, have either the *Kan Tenaigo*, or *Tenketsu Tenaigo* active and spend 5 Chakra that may not be converted to hit-points. This ability may only be used once every week, and the character will be fatigued for one hour after the use of this technique.

Fuku Clan Haishingan

Some of the members of the *Fuku* bloodline have developed this eye-condition known as the *Haishingan*, which is manifested at birth. All members of this bloodline are born with deep, shockingly beautiful eyes, and an innate ability to get people to do what they want. Most of this clan specializes in *Genjutsu* and *doujutsu*.

This bloodline may be attained after birth by drinking from the *Well of Mind* in *Chigakure*.

Haishingan (Su): The wielders of the *Haishingan* are able to seduce and manipulate at the highest level, and can, even by a single look, make a person friendly towards them. By spending 3 chakra, the user may designate one target to attempt to befriend. If the target fails a Will save (DC 10 + 1/2 users ECL + Char mod), the target becomes one step friendlier towards the user. For Example, Hostile targets become Unfriendly, and Unfriendly targets become Neutral. This ability may not be used

against targets that are currently attacking the user. This ability is usable an amount of times per day specified by the table above. If the user attacks the target, or makes any hostile actions against the target or any of the targets allies, no *Haishingan* abilities have any effects on the target.

Character lvl	Minor
1	Haishingan 1/day
2	-
3	-
4	-
5	Haishingan 2/day
6	-
7	-
8	Giwaku Haishingan +2
9	-
10	Koudu Haishingan
11	-
12	-
13	Giwaku Haishingan +4
14	-
15	Haishingan 3/day
16	-
17	-
18	Giwaku Haishingan +6
19	-
20	Haishingan 4/day

Giwaku Haishingan (Su): The wielders of the *Haishingan* have an innate ability to lie and manipulate that make any spy jealous. The wielders of the *Haishingan* gains a bonus on all Bluff, Diplomacy, Disguise and Gather Information checks against all Neutral or friendlier targets equal to that specified by the table.

Kuodo Haishingan (Su): The characters ability with the *Haishingan* improves, and the target of the *Haishingan* becomes two steps friendlier, rather than one step. All characters must also make a Will save (DC 15 + Char mod + the number specified by *Giwaku Haishingan*) to attack the user, unless the user has attacked first, or has performed any hostile actions against the character.

Greater God Seals Template

The *Greater God Seals* functions just like the *Cursed Seal Level 2*, but with certain modifications. At any given time, there may only be 4 persons possessing the *Greater God Seals*, and they must possess one of the following seals each.

The character may not be Unwilling and have a Greater God Seal. The origin for a Greater God Seal is the appropriate god of the *Gods of the Abyss*.

Note to GM: This template may be considered as overpowered, and should not be granted to players.

Greater God Seal: Life

God: God of Unification

The user is able to create an aura that quiets a being's thirst for blood or vengeance, and stills the person's mind (Will save: DC 15+Char mod+; levels) by using 6 chakra. As an effect of this power, hostile targets become unhostile for the duration. This power lasts for a number of rounds equal to the user's charisma modifier + 4. The user is also able to create genjutsu of true horror by simply looking on them and paying 14 chakra. The user may choose whether or not the target will receive damage as an effect of this technique. If the user does, the character gains 4d6 lethal damage. If the user chooses not to, he may make the target become *Frenzied, Panicked, Frightened* or *Unconscious* for a number of rounds equal to 2d6.

The user's appearance changes, and his skin attains a brown color, and his eyes become silver. On the base of his neck, he gains a second head. The head can only deliver Genjutsu attacks with the doujutsu type, as well as alerting the user of danger. As an effect of this technique, the user gains an extra action every round to execute such a technique.

Greater God Seal: Darkness

God: God of the Abyss

The user has an aura which enables him/her to take control of people, or make them do his/her bidding (Will save: DC 15+Char mod+; level) for 8 chakra. As an effect, the user forces the target to do one action of the user's choice. This command may not harm the target, but may harm the target's friends. (Example: the command *Kill yourself* would have no effect, while the command *Kill your friend* would have).

The user also gains the power to harm people by using a powerful aura to plant Negative Energy in their bodies for 24 chakra. This attack deals 4d6+2 Negative Energy damage and affects anyone within 10 meters of the user.

The user's appearance changes, and his skin at-

tains a reddish black color, and his eyes become black. From his sides, he grows two extra arms that can be used as normal, thus enabling one to both guard himself and execute jutsu. As an effect of this power, the user is able to gain an extra attack action at his/hers highest modifier. The user may also be counted as being in total defense, as well as attacking.

Greater God Seal: Light

God: God of Judgement

The user gains an uncanny sense of enemies' presence, and can clearly separate lies from truth through succeeding a Sense Motive check with a bonus modifier of his/her character level (example: if anyone tries to stab the user in the back, he knows so when the enemy tries to sneak up against the user.).

The user may also designate a target as *Judged One* for 18 chakra points. The user gains a bonus to attacks and damage rolls against this target equal to +6. Only two targets per 24 hours may be designated.

The user's appearance changes, and his skin takes the color of pure white, and his eyes become golden. Out of his back, two white angelic wings grow out. As an effect of this power, the user is able to fly at twice his/her base speed at poor maneuverability.

Greater God Seal: Death

God: God of the Sword

The user gains Damage Reduction of 6/-. The user may shape his/her limbs to form weapons as strong as if they were made of steel by paying 6 chakra points. The limbs deal 3d6+3 damage, plus strength modifier. The limbs may be extended as long as the user wishes, but every meter that the weapon is extended beyond the first costs 4 chakra.

The user's appearance changes, and his skin becomes gray. He also gains horns that grow out of his head (these may also be used to be hardened or extended). These horns may be used to deal damage when charging. If that is chosen, the horns deal an amount of damage equal to 3d6+4 plus Strength modifier.

Effective Level Adjustment for these Seals: +2.

Hagane Houtai Template

Hagane Houtai is a rare condition that reveals itself within a few selected individuals. It gives those granted with it a legendary ability to turn special attuned objects into metal. The bloodline has received its name from the most popular way of doing so; through attuning bandages. The ways of using these metal bandages vary greatly, though, from person to person.

ECL: +1

SQ: Bandage Manipulation, Bandage Defense, Bandage Molding.

Bandage Manipulation(Su): A character with the *Hagane Houtai* bloodline is able to turn bandages prepared with the *Attuning the Steel* technique into metal, which the character may harden or loosen as a free action.

The character may also manipulate these bandages in any way pleased, turning them into weapons or other metallic objects. These weapons deal the same damage as the weapon normally would, -1 (minimum 1). The character may enhance the bandages with weapon seals in order to transfer these to the weapon.

Bandage Defense(Su): A character with the *Hagane Houtai* bloodline may use the bandages to guard himself by using two bandages per opponent, though the character may chose to only guard against one opponent. The character may switch the opponent guarded against as a free action. As an effect of this ability, the character

gains a +4 bonus to Defense, +1 per level over 10th (maximum +10).

Bandage Molding(Su): A character with the *Hagane Houtai* bloodline may mold bandages into his skin in order to make it stronger and sturdier, aswell as being able to extract bandages from his body. As an effect of this ability, the character gains DR 5/-. In order to apply this bonus, the character must have atleast 4 bandages/size category.

Kurukan Clan Kurugan

The Kurukan bloodline is one that has become rightfully feared on the battlefield, its wielders having powers said to be given by the gods. Having a speed which is hard to match, and eyes, so dark and cruel that they are able to wound people by merely gazing upon them. All those who have this bloodline as a major bloodline have black marks across their bodies in strange patterns, and they generally have grey or black eyes. As they call upon the feared *Amatsu no Kuru*, these marks expand to take cover their entire bodies and grants them powers beyond imagination.

This bloodline may be attained after birth by drinking the water of the *Well of Darkness* inside Chigakure, but will then manifest itself as a minor bloodline. Only those born with the bloodline may attain it as a major one.

Character lvl	Minor	Major
1	-	-
2	-	Kurugan Eye+1
3	Kurugan Eye+1	Kurugan Instill Fear+1
4	-	Kurugan Eye +2
5	Kurugan Instill Fear +1	-
6	-	Kurugan Eye+3
7	Kurugan Eye+2	Kurugan Instill Fear+2
8	-	Kurugan Eye+4
9	Kurugan Eye +3	Amatsu no Kuru
10	-	-
11	Kurugan Instill Fear+2	Kurugan Eye +5
12	-	High Speed Rank 2
13	Kurugan Eye +4	Kurugan Instill Fear +3
14	-	Kurugan Eye +6
15	Amatsu no Kuru	-
16	-	High Speed Rank 3
17	Kurugan Eye +5	Kurugan Instill Fear +4
18	-	Kurugan Eye +7
19	High Speed Rank 2	High Speed Rank 4
20	-	-

Kurugan Eye(Su): Characters with this ability manifests it as an attack action that does not provoke an attack of opportunity. He then chooses a target to which he will give an amount of damage equal to 1d6 + the specified amount in the tablet. This damage automatically overcomes all damage reduction and cannot be avoided other than taking full cover. This ability costs 3 chakra to use, that cannot be converted to hit points. While using this technique, the wielders eyes turn black.

Kurugan Instill Fear(Su): When the character gains this ability, the character may use his *Kurugan Eye* to instill fear in those watching him use the ability. They will then have to make a DC 10+; character level+specified amount.

Amatsu no Kuru(Su): Characters with this ability may manifest it using a full round action that causes attacks of opportunity. As part of manifesting this ability, the character receives 4 stamina damage, that can kill him/her. Upon the completion of this ability, the characters skin, hair and blood turns into black and his eyes turn into white. While under the power of this ability, the character gains High Speed Rank 1, Fast Healing 1 and deals +1 die with any jutsu, power or attack (including his *Kurugan Eye*).

This power costs 3 chakra every 2 rounds to maintain, and is also very painful. Thus, upon leaving this state, the character receives 1d6 Stamina damage, that may kill him/her.

While gaining levels, the speed in his *Amatsu no Kuru* increases, as shown in the tablet.

Moto Clan Akushagan

Some stories claim that the powerful bloodline power of the Uchiha, Sharingan, is an offspring of Hyuuga's Byakugan. The Moto clan's Evil Copy Eye is often pointed to as a proof, with powers from both the Sharingan and the Byakugan. Some sort of missing link. The bloodline is looked upon as *imperfect* by both the Hyuuga and the Uchiha, since it does not hold the greatest power of any of them. What those clans seems to forget, or ignore, is the fact that some of the grandest masters of taijutsu is offsprings from the clan, since their ability to pierce and copy all taijutsu techniques is yet unmatched. They are also known to be able to use the mystical Hyuuga Ryuu's, the *Jyuuken*. As powerful as they may seem, with the powers of both bloodlines, there is much, however, that they do not possess. Compared to the true users of *Jyuuken*, or the ninjutsu masters of the Uchiha, they fade like leaves in the wind. They also lack the Byakugan power of scouting and are unable to copy ninjutsu techniques and are as weak to genjutsu as anyone else. There are some, however, who claims that some possessing this bloodline have been known to loose their inherited power, and instead acquire either the true

Byakugan or Sharingan. Those few are immediately accepted, some say forced, into the appropriate clan and the secret of attaining this is still a mystery.

Moto Clan Occupation

The Moto Clan have been greatly decimated after generations of gang wars with both the Uchiha and Hyuuga, and now only a few families remain, though great hope and pride has been entrusted the successor, Moto Tatsuya.

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, Concentration, Hide, Listen, Move Silently, Survival, Taijutsu, Tumble.

Feat: Select one of the following: Advanced Bloodline(Akushagan), Archaic Weapons Proficiency, Armor Proficiency(Light, Medium), Combat Martial Arts, Defensive Martial Arts, Genin, Genius Nin (Taijutsu), Nin Weapons Proficiency, Power Attack and Taijutsu Adept.

Affiliation: You require 1 less success to learn Uchiha and Hyuuga Taijutsu Hijutsu techniques.

Wealth Bonus Increase: +1

Reputation Bonus Increase: +1

Akushagan

The eyes of those who possess this bloodline are slightly different, even when the power is not active. The wielder always has gray eyes and red pupils. Once he activates the bloodline power, however, his pupils extends slightly to form one comma-shaped marks in his eyes. The nerves around the eyes will be visible under the skin.

Character lvl	Intermidate
1	-
2	Akushagan +1
3	High Speed Sight 1
4	-
5	Akushagan +2
6	High Speed Sight 2
7	-
8	Akushagan +3
9	High Speed Sight 3
10	Koudu Akushagan
11	Akushagan +4
12	High Speed Sight 4
13	-
14	Akushagan +5
15	Master of the Eye
16	-
17	Akushagan Insight +1
18	High Speed Sight 5
19	-
20	Akushagan Insight +2

Akushagan (Su): For the duration of this ability, the user gains a +4 bonus to Spot, Reflex and Initiative checks and a bonus to melee attack rolls specified by the table. By spending a move-equivalent action the user may *See Chakra* for 1d3+2 rounds and gain High Speed Sight as specified by the table. In addition, the user retains his Dexterity bonus to Defense even in situation where he would normally be denied it.

Manifesting this special eye condition requires an attack action that does not provoke attacks of opportunity, and costs the user 3 points of chakra every 2 rounds, which cannot be converted to hit points. The user also fulfills the requirements of having the Byakugan ability for technique prerequisites.

Koudu Akushagan (Su): This ability can only be acquired by Heroic Characters. The effects of this ability is the exact same as that of Evil Copy Eye, but with a few differences. The *See Chakra* ability is increased to 1d8+1 rounds, and the character is able to *See Through Chakra* for 1d4 rounds by concentrating for a full round.

Master of the Eye (Su): A character who have reached level 15 and possesses the Koudu Akushagan automatically attains this power. A character with this degree of power may choose to switch his bloodline into either the Hyuuga's Byakugan, Uchiha's Sharingan or further enhancing the Koudu Akushagan. If the character

chooses to switch into one of the other bloodlines, he immediately loses any and all powers of the Akushagan and Koudu Akushagan, and instead gains the powers of the new bloodline as if being of the same level (if the character chooses to Uchiha house and has techniques that requires Byakugan, he immediately loses these techniques). If he, however, chooses to continue enhancing the Koudu Akushagan, he will still be able to use these powers with a few changes. The character's bonus to Spot, Initiative and Reflex checks improve to +6 and gains a +2 bonus to Defense. He is also able to retain his focus to See Through Chakra for a number of rounds equal to 1d6+1.

Imperfect Akushagan Technique

Mimicry: This ability can only be used by someone who meets the special requirements and has taken the *Imperfect Ninja's Mimicry* feat. Due to the similarity with Sharingan, it is able to predict an opponent's movement before the action has begun, an insight that allows the wielder to copy techniques. The big difference, though, is that the Akushagan is unable to *copy* and *nullify* Ninjutsu and Genjutsu techniques. Instead, its power lies in the ability to do so with all Taijutsu techniques. Some claim, though, that the power also may be used to *identify* and *memorize* Ninjutsu and Genjutsu techniques.

To use this ability, the user must have the Koudu Akushagan or Akushagan active, and choose the ready action, as though he was using a counterspell, using the following rules:

If the target chosen, which must be in line of sight, uses a Taijutsu technique, the character makes the appropriate check to identify it, regardless if the character already knows 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 hit points).

If the check fails or the character lacks the Chakra, the process also fails. In case of a success, the user can choose to either *Nullify*, *Memorize* or *Copy* the technique, as detailed below. The character cannot copy technique that requires an Advanced Bloodline or special requirements which he does not meet. After using this ability, whether he choose to *copy* or *nullify* the technique, the user gains a +2 bonus to his learn checks to learn the *Copied* or *Nul-*

lified 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.

The character may also choose to go through this same process for any Ninjutsu or Genjutsu technique that requires hand-seals or half-seals components, but may only *memorize* the technique. He may not use this ability, though, if the the techniques user chooses to perform the technique without hand seals or half seals, as with the hand seals mastery feat.

Nullify: Using this ability, the character uses the technique against the target and both techniques have absolutely no effect other than cancel each other out. The target must obviously be in range of this technique for this to work. The character may not, however, nullify Taijutsu techniques that only have effect on the user.

Copy: With this aspect of the Imperfect Technique Mimicry, the character gets to use this technique as the target would, on any target in range.

Memorize: Instead of copying or nullifying the technique, the user can simply choose to memorize it. He must still succeed the Perform DC and pay half of the technique's Chakra Cost (minimum 1), but he may not use it as he would while Nullifying or Copying a technique. Success allows the user to later develop the technique with a +2 bonus to his Learn Check, as though he had copied or nullified it.

Imperfect Akushagan Technique Mimicry Feat

Using the power of your Evil Copy Eye bloodline, you are able to see things others can't and are able to pierce your enemies Taijutsu techniques and copy them. You are also skilled in learning hand seals techniques after having seen them only once.

Prerequisite: Advanced Bloodline (Moto Clan Akushagan), Heroic Character lvl 6 **Benefit:** With his uncanny ability and bloodline powers, the character is able to copy any taijutsu technique used in his line of sight. For more information, see the Imperfect Akushagan Technique Mimicry rule.

Nagamatsu Clan Oneichi

As the Shirakan is revered, so too is the Nagamatsu-clan, being a clan seen upon as a source of life, and their crest (a pinetree) is a sight linked with joy. The Nagamatsu claim, if ever questioned from where they come from, that the Shodaime Hokage was in fact a product of the powers they hold in hand, which is a blessing from the gods.

The Nagamatsu are generally dressed camouflage outfits designed for forest environment, creating such if not already present.

This bloodline may only be attained by a generation born after one generation has drunk from the *Well of Earth* in Chigakure for atleast 2 years of time total.

C. lvl	Major
1	Mokuton Affinity
2	-
3	Matsu no Soujuu(Small)
4	Matsu no Soujuu(Medium)
5	Teishu Dzuki Tane
6	-
7	Matsu no Soujuu(Large)
8	-
9	-
10	Matsu no Soujuu(Huge)
11	-
12	Matsu no Tanjou
13	-
14	Matsu no Soujuu(Gargantuan)
15	-
16	-
17	Matsu no Soujuu(Colossal)
18	-
19	-
20	Nagamatsu

Mokuton Affinity (Su): At first level, the character automatically gain the elemental affinities for earth (doton) and water (suiton). If you do not use the rules for elemental affinities, the character gains the benefits as if the character had the elemental affinities for these elements. The character also gains a bonus to learn and perform Mokuton techniques equal to +2.

Matsu no Soujuu (Su): The character may make an entangle check, grapple check or a slam attack against anyone creature as a move-equivalent action. The slam attack deals damage equivalent to the size of the tree +1/2 levels of the character. The size of the trees that the character can manipulate depends on the char-

acters level, as designated in the table above. Note that size modifiers still apply to attack rolls and grapple checks. Using this ability provokes attacks of opportunity. The use of this ability costs 4 chakra points.

Damage Depending on size:

Small:	1d4
Medium:	1d6
Large:	1d8
Huge:	1d10
Gargantuan:	1d12
Colossal:	1d20

Teishu Dzuki Tane (Su): The character may offer its own body as a host to living seeds. As an effect of this ability, the characters skin grows stronger and sturdier, as bark grows to protect the character in battle. Whenever outside combat, the seeds lie undetectable under the characters skin.

As an effect of this ability, the character gains a damage reduction of 3/fire whenever this power is active. For creatures able to sense chakra the characters chakra signature is always counted as one step stronger than it actually is. The seeds the character carries are destroyed if attacked by fire, but may be exchanged for new ones.

Matsu no Tanjou (Su): The character gains the ability to grow fullgrown trees from seeds within seconds, entangling and damaging all in its path. As a full round action, the character may spread seeds on the ground (maximum area is a 20 ft. square) and immediately turn them into trees.

The character may make a grapple, entwine check or a slam attack against all the creatures inside the affected area. The character gains a bonus to this check equal to his own level. The slam attack deals 4d6+6 damage. Using this ability costs 10 Chakra that may not be converted to hitpoints.

Nagamatsu (Su): At the 20th level, the character stops aging and gains no more effects from aging (note that all age-related side effects already acquired still remains). In addition, the number of dice used to roll for damage using Matsu no Soujuu is doubled.

Shirakan Clan Shiragan

Those of the Shirakan bloodline has always received some kind of reverence for their special power, a blessing from the gods, a mere gaze

of their eyes being able to heal and aid those in deepest despair. One should not underestimate the members of the clan, however, for eventhough many of them many of them turn to the medical ninjutsu, they have power to match even the Kurukan clan in combat. All those born with the bloodline as a major bloodline have white marks in strange patterns across their entire bodies, and their eyes range from

grey to light yellow and white. When they call upon the feared *Amatsu no Shira*, these marks connect, and they gain an eerie glow, as powers of light surge through their bodies.

This bloodline may be attained after birth by drinking the water of the *Well of Light* within Chigakure, but will then only manifest itself as a minor. Only those born with the bloodline may choose it as a major bloodline.

Character lvl	Minor	Major
1	-	-
2	-	Shiragan Eye+1
3	Shiragan Eye+1	Shiragan Inspiration+1
4	-	Shiragan Eye +2
5	Shiragan Inspiration Fear +1	-
6	-	Shiragan Eye+3
7	Shiragan Eye+2	Shiragan Inspiration+2
8	-	Shiragan Eye+4
9	Shiragan Eye +3	Amatsu no Shira
10	-	-
11	Shiragan Inspiration +2	Shiragan Eye +5
12	-	High Speed Rank 2
13	Shiragan Eye +4	Shiragan Inspiration +3
14	-	Shiragan Eye +6
15	Amatsu no Shira	-
16	-	High Speed Rank 3
17	Shiragan Eye +5	Shiragan Inspiration +4
18	-	Shiragan Eye +7
19	High Speed Rank 2	High Speed Rank 4
20	-	-

Shiragan Eye(Su): Characters with this ability manifests it as an attack action that does not provoke an attack of opportunity. He then chooses a target, which he heals an amount equal to 1d6+specified amount. While using this ability, the wielders eyes turn white.

Shiragan Inspiration(Su): Those who see the character wieldling his *Shiragan Eye* may be inspired. This ability functions just like the charismatic hero's talent, but the effect lasts for an amount of rounds equal to charisma modifier+specified amount.

Amatsu no Shira (SU): Characters with this ability may manifest it using a full round action that causes attacks of oppurtinity. As part of manifesting this ability, the character receives 4 stamina damage, that can kill him/her. Upon the completion of this ability, the characters skin, hair and blood turns into white and his eyes turn black. While under the power of this ability, the character gains High Speed Rank 1, Fast Healing 1 and And a damage reduction of

4/-

This power costs 3 chakra every 2 rounds to maintain, and is also very painful. Thus, upon leaving this state, the character receives 1d6 Stamina damage, that may kill him/her.

While gaining levels, the speed in his Amatsu no Shira increases, as shown in the tablet.

Takanuma Clan Chihinshu

The Takanuma clan is perhaps the only clan in Chigakure that is more feared than even the mighty Kurukan clan, renown for their ferocity. The Takanuma are fearless warriors, even care-less as some would have it, and are generally avoided by fear for their powers. The infected blood of the Takanuma is a matter discussed often among the other clans, but the fact remains that the Takanuma are the core warriors of the Chigakure no Sato, and their leader, Takanuma Nobu, are among the most trusted of the Chik-

ages warriors.

This bloodline may be attained after birth by drinking from the *Well of Body* in Chigakure.

C. lvl	Minor
1	Chihinshu
2	-
3	-
4	-
5	Power of Blood (Chakra)
6	-
7	-
8	-
9	-
10	Power of Blood (Strength)
11	-
12	-
13	-
14	-
15	Power of Blood (Constitution)
16	-
17	-
18	-
19	-
20	Power of Blood (Fast Healing)

Chihinshu (Su): Characters with this ability have a very rare blood condition that causes the blood to be very concentrated and infectious, even to the character himself, though the character are shielded from alot of the downsides. All attacks made against the character that draw blood have a chance of infecting the attacker, unless the attacker succeeds a Fort save (DC 10 + character level + Con). The blood may be avoided by succeeding a DC 20 Reflex save, unless the attack was unarmed.. If the attacker fails the Fort save by 5 or more, the character gets infected by the Chihinshi Disease. Every minute the attacker may roll for Fortitude, and should the character succeed the save, the Chihinshi Disease fades, otherwise the character gets 1d2 lethal hp damage. Note that the character must also make this check. The

character also gains a bonus on all saves against Poisons of +5, and all damage received by Poisons is lowered by 3 (-3). The character also has the DC against Chihinshi Diseases from all sources lowered by an additional 5.

Chihinshi Disease: Duration: 2d4 minutes; Initial damage: 2d4 Stamina; Secondary Damage: 1d2/minute.

Power of Blood (Su): Characters with this ability are able to gain great powers by digesting their own blood, making them appear as enraged berserkers who feel no pain. Depending on the characters level, the character is able to gain different advantages from this ability. Note that the character may only choose one of these effects at a time, and if the character wishes to switch, the character must digest more of its own blood. All these effects lasts for 2d6+Con rounds. Acquiring a big enough amount of his own blood can be done in various different ways; either, the character has already prepared a few vials, already been wounded, or wounds himself. Note that the wound received must be of atleast 5 hit points and must have drawn blood.

Chakra: If the character chooses this effect, the character gains 4+Con temporary Chakra points to his Chakra Pool. This functions as other temporary Chakra points.

Constitution: Should the character choose this effect, the character gains a +2 Temporary bonus to his Constitution score, aswell as any additional hit points and Chakra points this may grant. Note that these points function just as other temporary Chakra and Hit points.

Fast Healing: Should the character choose this effect, the character gains Fast Healing 1 for the duration.

Strength: Should the character choose this effect, the character gains a +2 bonus to Strength for the duration.

Please note that digesting the blood may cause infliction of the Chihinshi Disease.

Hijutsus

This chapter contains the various Hijutsus that I have created during my years in these forums.

Chigakure Hijutsus

These techniques are hijutsus and kinjutsus used by the members of Chigakure no Sato. This section does not include the clanspecific jutsus.

Barrier of the Three Gods

Ninjutsu; Requires Murderous Intent of the Twin God (t), Kurugan Eye +3 (a), Shiragan Eye (a), Kuodo Tenaigo +3 (a); Chigakure Hijutsu (A-Rank; Rank 9)

Learn DC: 24, 5 Success; **Perform DC:** 26; **Time:** 1 attack action; **Components:** H, C; **Range:** 10 ft(from each other); **Area:** 10x10x10 ft;**Target:** see text; **Duration:** 3 rounds +1/3 levels; **Saving Throws:** See text; **Chakra Cost:** 18 (see text)

This techniques require three persons to use, one of the Shirakan bloodline, one of the Kurukan bloodline and one of the Dosato bloodline, who must be standing in a triangular formation. At the completion of this technique, a triangular barrier is created around them(and above them) protecting all squares between them. This wall is said impenetrable by all means of taijutsu and ninjutsu. The chakra cost of this technique is divided equally to the three. If one of the users do not have chakra enough to use this technique, the technique does not function, but the others still loses the chakra.

Every taijutsu used against this barrier are completely nullified, and the attacker receives 4 negative energy damage. Each ninjutsu used against this barrier has a chance of failure. Every ninjutsu used against the barrier must succeed a ninjutsu check equal to the highest perform DC of the wielders plus their combined charisma modifier, divided by three((char mod number 1 + char mod number 2 + char mod

number 3) / 3). If the check is succeeded, the jutsu manages to penetrate the barrier and deals ; its normal damage. If it succeeds with 10 or more, the barrier is destroyed, and the jutsu deals normal damage. If the check is equal to the DC or lower, the technique is nullified. If the check is failed by 10 or more, the technique is redirected at the user.

Chibunshin no Jutsu

Ninjutsu [Chigakure Kinjutsu]

Rank: 5 (B-Class); **Learn DC:** 19, 4 success; **Perform DC:** 20; **Time:** 1 full-round action; **Components:** C, H, F, Mas; **Range:** 50 feet (see text); **Effect:** Duplicates of the user; **Duration:** 1 minute/level (D); **Saving Throws:** None; **Chakra Cost:** 1 + 2 per additional clone (maximum 1 per level).

This technique is basically an advanced version of *Bunshin no Jutsu* that creates solid clones from the users blood as carrier for the user's chakra. It is highly forbidden and only taught to some rare Jounin-level ninjas. Using this technique, the user is able to divide his energy to create several copies of himself.

While the replications are not capable of sentient thought, they share a bond of sort that allows the user to communicate orders to his clones; the bond is only one way, though, and the clones cannot send orders, thoughts or images to the user. As such, the clones follow the user's instructions to the letter. A *Chibunshin* is its own person and if caught in a genjutsu, only the replica will be affected, and not the user and/or the whole group of clone. Anything experienced by the clone will be remembered by the user when the technique expires, although it should be noted that no extra experience or game-wise bonus will be awarded from this, only the knowledge acquired by the clone.

The clones have 1 hit points per three levels of the user, saving throws equal to that of the user minus two, the same attack bonus as the user minus 4, though it may not have more than two attacks per round. It shares the user's defense as well, with a -5 penalty, as well as all feats, talents and special abilities (though not templates and/or bloodlines) the user may have, but does not benefit from any temporary bonuses the user may currently have (such as *Shodan Kousoku* or *Tadayou*).

A *chibunshin* may not stray further than 50 feet from another clone or the user, and may be created anywhere within that distance. It can use any technique the user may have under Rank 4, with the same skills modifier, but doing so requires the clone to borrow the user's chakra directly from his Chakra Pool without being able to convert the Chakra Cost to hit points. In addition, all drawbacks coming from a technique used by a replication not only affects the clone, but also the user. A replica counts as the user if it uses a technique to create clones, and thus they are controlled by the user and his own limit is used.

The clone is genuine and carry the very same equipment as the user except chakradependent items such as exploding tags or sunburst tags. Any items carried by the chi bunshin has no hardness and only half the original's hit points. Poison and mastercraft bonuses are not carried over to the clone's equipment.

Lastly, while the clone can use techniques, it cannot normally perform any activities requiring particular attention, such as sensing chakra, setting off an exploding tag or carrying a serious conversation. Once the clone reaches 0 hit points, strays too far from another clone or the user or the duration expires, it disappears in a puff of smoke. When Sensing Chakra, the clones count as though having half the user's Chakra Pool. Creating a chi bunshin not only costs Chakra, but also divides the user's physical energy, which is why this technique is forbidden in the first place. For each clone created by this technique, the user suffers 1d4 points of Stamina damage. Stamina damage from this source can kill the user.

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 can also choose to dissipate a single clone (or more) of his choice rather than the whole group. 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 (2) creates one kage bunshin.

Mastery: If this technique is mastered, the distance the clone can stray for increases by 20 feet per step of mastery, up to 100 feet at the fifth step, total 150 feet.

Material Focus: A small quantity of the users blood. The amount of damage taken for the amount of blood is atleast 6 hp. Note that this damage is taken every time the technique is used, not for every clone created.

Dragon of the Three Gods

Ninjutsu; Requires *Kurugan Eye +4 (a)*, *Shiragan Eye +4 (a)*, *Tenketsu Tenaigo (a)*; *Chigakure Hijutsu* [S-Rank; Rank 9]

Learn DC: 25, 6 Success; **Perform DC:** 29; **Time:** 1 full-round action; **Components:** H, C; **Range:** 20 ft; **Area:** One 10-ft square; **Target:** see text; **Duration:** Instantaneous (see text); **Saving Throws:** See text; **Chakra Cost:** 24 (see text)

This technique require three people to use, one of the Shirakan bloodline, one of the Kurukan bloodline, and one of the Dosato bloodline, who must be standing within 5 ft of each other. At the completion of this technique, a mighty dragon of energies with three heads(black, white, blue), each head is controlled by one of the users. The chakra cost of this technique is divided equally to the three. If one of the users do not have chakra enough to use this technique, the technique does not function, but the others still loses the chakra.

Each of the heads deliver an amount of chakra damage equal to 7d6+5, except for the black head that deals 5d6+4 negative energy.

Murderous Intent of the Twin God

Ninjutsu; Requires *Kurugan Eye +3 (a)*, *Shiragan Eye +3 (a)*; *Chigakure Hijutsu* [B-Rank; Rank 5]

Learn DC: 23, 4 success; **Perform DC:** 10; **Time:** 1 full round action; **Components:** H, C; **Range:** 20 ft; **Target:** 10 ft radius (base; see text); **Duration:** Instantaneous; **Saving Throws:** Will (see text); **Chakra Cost:** 16(see text)

This technique requires two persons to use, one of the Shirakan bloodline, and one of the Ku-

rukan bloodline, who must be within 20 ft. from each other. The users then places a field of dread and murderous intent and forces everyone within a 10 ft radius (designated by the users by pointing at the center of the techniques power) that may not be further away than 20 ft. All creatures within the radius(except for the users) is then forced to take a Will save (DC 10 + highest characters character level + highest characters Char modifier). All those who fails this save receives 2 negative energy damage and becomes frightened. If the save is passed, they are merely shaken. The chakra cost of this technique is divided equally to the two. If one of the users do not have chakra enough to use this technique, the technique does not function, but the other still loses the chakra.

Tourai no Chigetsuei (Arrival of the Blood Moon)

Ninjutsu (Requires Power of Blood (a), Amatsu no Kuru (a), Amatsu no Shira (a), Tenketsu Tenaigo (a), Kuodo Haishingan (a), Matsu no Tanjou (a), Arrival of the Blood Moon (f); Chigakure Kinjutsu) [Super-S-Rank; Rank 15]

Learn DC: 31, 7 success; **Perform DC:** 29; **Time:** 3 Hours; **Components:** H, S, M*; **Range:** Special, see text; **Area:** Special, see text; **Target:** 2 targets, see text; **Duration:** Special, see text; **Saving Throws:** None; **Chakra Cost:** 100 (see text)

The Tourai no Chigetsuei is one of the most horrific and terrible techniques of the Chigakure, and is among those the Shodaime Chikage himself has created during his long reign. The sole intention of this technique is to open the secret of the Crown temple.

To properly execute this technique 6 people must form a circle around the Blood Stone with a 7th person taking place upon the stone itself. By its base are two persons captured that are to be used as a sacrifice (the sacrifices must fulfill some requirements listed below). The executors of the technique must each fulfill atleast one requirement each, and the leader(in the middle) must have *Arrival of the Blood Moon*. This technique must be started in the dusk at the time of the year when the night is the longest, and starts first when the executors begins to chant. At the end of this technique the sacrifices are sacrificed by the circle leader and their blood covers the white Blood Stone, and as the stone is stained by their blood the moon turns bloodred. The

chakra cost for this technique is divided equally among all executors. Note that they all must know the technique.

In order for the technique to work, the sacrifices must fulfill a set of requirements:

- One must be male, one female
- One must be the embodiment of Blood, having focused on Earth, Body and Darkness and have a bloodline. For example, a Sharingan-wielder would fulfill these requirements.
- One must be the embodiment of Soul, having focused on Heaven, Mind and Light and have a bloodline. For example, a Byakugan-wielder would fulfill these requirements.
- They must both believe in the teachings of the Immortal. Among the religions based on the teachings of the Immortal are Buddhism and the Will of Fire.

Material Components: As material components for this technique the casters need two sacrifices (which need to be alive by the beginning of the technique) and the blood stone. Further more, the technique may only be cast on the hallowed ground of the *Temple of Enlightenment*.

Dosato Clan Hijutsus

These techniques are hijutsus and kinjutsus developed by the Dosato clan

Amatsu no Hiryuu (Heavenly Flying Dragon)

Ninjutsu (Requires Reikon no Hei (t) (1)) [Dosato Hijutsu]

Rank: 9 (B-Class); **Learn DC:** 23, 4 success; **Perform DC:** 24; **Time:** 1 full-attack action; **Components:** C, H; **Range:** 20 ft./4 levels; **Effect:** Creates a dragon of chakra that strikes down at the target; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Reflex to halve; **Chakra Cost:** 8.

This technique creates a shape out of Chakra, resembling a dragon, that rises up to the sky, and then strikes down upon the target, creating a surge of energy.

Upon impact, this technique deals 7d6 of damage, which counts as enhanced by chakra for overcoming damage reduction.

Amatsu no Souhou (Heavenly Touch)

Ninjutsu (Requires Kuodu Tenaigo (a), Kouken no Houtei (t) (2)) [Dosato Hijutsu]

Rank: 10 (B-Class); **Learn DC:** 24, 4 success; **Perform DC:** 25; **Time:** 1 attack action; **Components:** C; **Range:** Touch; **Effect:** Wounds the target upon touch; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 6.

Using this technique requires a melee touch attack at the users highest attack bonus, and requires the user to have Tenaigo active. If successful, the attack deals damage as normal, but also does one of the following effects:

Steal Chakra: If the user chooses this effect, the attack, if successful, drains 3d6 Chakra from the target, and transfers it to the user.

Deal Damage: If the user chooses this effect, the attack, if successful, delivers 6d4 damage. The attack counts as enhanced by Chakra for the purpose of overcoming damage reduction.

Joukei no Hebun (Sight of Heaven)

Chakra Control(Spirit; Requires Tenaigo (Chakra) (a); Dosato Hijutsu) [C-Rank; Rank 6]

Learn DC: 15, 3 Successes; **Perform DC:** 16; **Time:** 1 full-round action; **Components:** C; **Target:** Self; **Duration:** 1 round/3 level; **Effect:** The user gains the ability to See Chakra for the duration; **Saving Throws:** None; **Chakra Cost:** 5.

This technique was among the few techniques that had been preserved in the ancient, crumbling scrolls of the *Shrine of Heaven*, being hidden so well by the monks that once resided there, that not even time touched them.

For the duration of this technique, the user is able to *See Chakra*.

Kouken no Houtei (Guardians' Gift)

Ninjutsu (Requires Kuodu Tenaigo (a), Joukei no Hebun (t) (3)) [Dosato Hijutsu]

Rank: 8 (B-Class); **Learn DC:** 22, 4 success; **Perform DC:** 23; **Time:** 1 full-attack action; **Components:** C; **Range:** 20 ft./2 levels; **Effect:** Grants the target the effects of Tenaigo; **Target:** One creature; **Duration:** 1 rounds/4 levels; **Saving Throws:** None; **Chakra Cost:**

3 (base, see text).

This technique is one that have saved the lives of many, and was what forever gave the Dosato clan the position as the Chikages bodyguards. Originating from the monks who built the temple in honor of the Immortal, this technique is revered by the Chigakure Shinobi.

As an effect of this technique, the user must designate one ally. This ally will receive all the bonuses of having the Tenaigo-bloodline of the user's level. The user will, however, pay the costs for using the bloodline ability, and may end the technique at any given time.

Reikon no Hei (Wall of Chakra)

Chakra Control(Spirit; Requires Kuodu Tenaigo (a); Dosato Hijutsu) [C-Rank; Rank 8]

Learn DC: 20, 3 Successes; **Perform DC:** 21; **Time:** 1 full-round action (see text); **Components:** C; **Range:** 15 feet; **Target:** See text; **Duration:** 1 round/3 level; **Saving Throws:** See text; **Chakra Cost:** 10(base, see text).

This technique is used to create a wall of chakra to fend of ninjutsus. The wall protects a total of 3 squares that may be located in any order side by side with each other. This area may be no longer than 15 feet away.

Each technique used has a chance to fail to penetrate this wall. The one casting the ninjutsu will have to take a DC equal to the users Perform result. The roll is modified by his Ninjutsu ranks and the techniques rank. If the user converted chakra to hit points, he gains a negative modifier equal to the number of hit points lost to cast the technique. If the save is failed, the area of this techniques effect is completely protected from harm. If the save was failed by fifteen or more, the technique is redirected at the caster. If the save was equal to the DC, the technique is nullified, and the Wall of Chakra evaporates. If the save was successful, the jutsu destroys the wall of chakra and deals half its normal damage to the appropriate area. Taijutsu techniques are unaffected by this.

The area of this effect may be improved by 1 square by spending 3 chakra(up to a maximum of 8 squares). The technique may also be used as a swift action by spending an additional 6 chakra, and if the user choose to do so, he may not convert the chakra cost to hit points. Note that if the character has allready used a technique or advanced bloodline power, he may not use this technique as a swift action.

Hagane Houtai Hijutsus

These techniques are hijutsus usable by those who have developed the rare condition *Hagane Houtai*.

Ami Sen'i no Jutsu (Rain of Fibers Technique)

Ninjutsu(Requires Advanced Bloodline(*Hagane Houtai*) (f); *Hagane Houtai Hijutsu*) [B-Rank; Rank 7]

Learn DC: 21, 4 success; **Perform DC:** 22; **Time:** 1 Attack Action; **Components:** C, F; **Range:** 30 ft.; **Target:** 10 ft. area; **Duration:** Instantaneous; **Saving Throws:** None (see text); **Chakra Cost:** 7 (base; see text)

Through separating metallic bandages into thousands of small fibers, the user then is able to shoot them at the enemy as white, hot needles.

As an effect of this technique, the user instantly tears 2 bandages apart, and sends them away at the target. The user then makes a ranged attack at his highest bonus. Those who are hit receive 2d6+4 damage, plus an additional 3d8+4 fire damage. This effect can be halved with the use of the Evasion class ability by succeeding a Reflex save (DC 20).

The area of effect for this technique may be increased with 5 square feet by spending an extra 2 Chakra Points and 1 bandage (maximum 40 ft.).

Material Focus: This technique requires that the user has 2 attuned bandages available. All of the bandages used for this technique will be destroyed and will not be usable to any other technique.

Attuning the Steel

Ninjutsu(Requires Advanced Bloodline(*Hagane Houtai*) (f); *Hagane Houtai Hijutsu*) [C-Rank; Rank 3]

Learn DC: 16, 3 success; **Perform DC:** 16; **Time:** 1 hour; **Components:** C, F, H; **Range:** Touch; **Target:** See text; **Duration:** Permanent; **Saving Throws:** None; **Chakra Cost:** 4 (base; see text)

This technique shares a deep connecting with the Ritual of Metal Attunement, and is the only way to acquire the full power of the bloodline. As an effect of this technique, the user designates a number of bandages equal to 6. These

bandages takes on the attuned template, and the user is able to control them with the Xiadrum metal piece. These attuned bandages are usable for any Hagane Houtai technique or ability, and receives any weapon seal attached to the Xiadrum metal piece.

The number of bandages can be increased by an amount of 2 bandages for 5 Chakra (maximum +14 extra bandages).

Material Focus: This technique requires that the user has the specified number of bandages present and available.

Buyou no Teikiatsu no Jutsu (Cyclone Dance Technique)

Taijutsu(*Martial Art*; Requires Advanced Bloodline(*Hagane Houtai*) (f); *Hagane Houtai Hijutsu*) [B-Rank; Rank 6]

Learn DC: 20, 4 success; **Perform DC:** 21; **Time:** 1 Attack Action; **Components:** F; **Range:** Touch (special, see text); **Target:** 10-foot-radius demi-sphere centered on the user; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 5.

Through holding a metal bandage in his hand, the user is able to spin himself as a top in order to deflect attacks and techniques directed at him.

To properly execute this technique, the user must hold a bandage in his hand and be physically able. All opponents caught in the area of effect of the Buyou no Teikiatsu are knocked back and receives 6 damage of the touch with the metallic object.

This technique gives the user a bonus to defense equal to +6. This bonus also applies to reflex saves for the case of avoiding certain techniques. When using this technique to defend, the chakra cost may not be converted to hit points.

Material Focus: This technique requires that the user has 1 attuned bandage available.

Ori no Zetsumei no Jutsu (Cage of Death Technique)

Ninjutsu(Requires Advanced Bloodline(*Hagane Houtai*) (f); *Hagane Houtai Kinjutsu*) [A-Rank; Rank 12]

Learn DC: 25, 5 success; **Perform DC:** 29; **Time:** 1 Full-round Action; **Components:** C, F, H; **Range:** 30 feet (from the center); **Target:** 50 square ft. area; **Duration:** Concentration (max 3 minutes); **Saving Throws:** Fortitude;

Chakra Cost: 13 (base; see text)

By adding chakra to the users innate bloodline powers, the user is able to send up to hundreds of bandages into the air, creating a spiderweb like cage, trapping anyone within range for a final attack.

As an effect of this technique, the user designates a circular area of 50 square feet, which center may not be more than 30 feet from the user. Any creatures within the designated area is unable to leave it through means of normal transportation(including *Shunpo* and similar effects), and may only leave it through means of *Shunshinjutsus* and techniques that alter the users form. Note that this technique may be followed up either by *Horrific Swordplay* or the follow up stated in this technique. Note that this technique provokes attacks of opportunity from everyone who normally could do so, except those within range of this technique.

The user may increase the area of effect for this technique by spending an extra 2 Chakra Points and 3 bandages per 10 square feet. The user may also follow this technique up the next round by swiftly tightening the bandages to either prevent air from entering the area, or crush those within by spending an extra 7 Chakra Points. The use of this follow up also lessens the area. If the user chooses to crush those trapped by the techniques, all creatures within the technique must take a Fortitude save. If failed, the creature receives 8d8 damage, a successful save halves this damage.

Material Focus: This technique requires that the user has at least 40 attuned bandages available. After this technique ends, 5 of these bandages will be non-attuned ones, again.

Otoasaru no Jutsu (Sound Break Technique)

Ninjutsu(Requires Advanced Bloodline(Hagane Houtai) (f); Hagane Houtai Hijutsu) [C-Rank; Rank 4]

Learn DC: 17, 3 success; **Perform DC:** 17; **Time:** 1 Attack Action; **Components:** F; **Range:** Touch (special; see text); **Target:** 1 Creature or Object; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 5 (base; see text).

By using the powers of the Hagane Houtai bloodline, the user is able to maneuver a metal bandage against a target. Then the user implements sound through it, causing the ob-

ject it's touching to shatter or become severely wounded.

As an effect of this technique, the user makes a ranged touch attack against the designated target at his highest attack bonus. The user then sends waves of sound through the metallic bandage, dealing 3d6+3 Sonic Damage, that overcomes all hardness.

The user may strengthen this technique with 1d4+2 by spending an extra 3 chakra points (maximum 4d4+8).

Material Focus: This technique requires that the user has 1 attuned bandage available.

Horrific Swordplay Technique

Ninjutsu(Requires Advanced Bloodline(Hagane Houtai) (f), Ori no Zetsumei no Jutsu (t) or Houtai Ayatsuri no Jutsu (t); Hagane Houtai Hijutsu) [A-Rank; Rank 10]

Learn DC: 25, 5 success; **Perform DC:** 27; **Time:** 1 Move Action; **Components:** C, F, H; **Range:** 50 ft.; **Target:** Special (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 10.

This technique allows the user to finish someone who's been trapped by the *Ori no Zetsumei no Jutsu* or *Houtai Ayatsuri no Jutsu* through slicing the bandages through the target's body.

To properly execute this technique, the user must have caught at least one creature within either *Ori no Zetsumei no Jutsu* or *Houtai Ayatsuri no Jutsu*. The user then quickly uses some of the bandages used for these techniques to slice through the opponent, dealing 7d8+5 damage. There are no means of escaping this damage other than *Kawarimi*. This technique has a *Kawarimi* Defense of 3.

The user may fuel the damage of this technique by spending an extra 2 Chakra Points to add an additional amount of 1d6 to the damage (maximum of 5d6).

Houtai Ayatsuri no Jutsu (Bandage Manipulation Technique)

Ninjutsu(Requires Advanced Bloodline(Hagane Houtai) (f); Hagane Houtai Hijutsu) [A-Rank; Rank 6]

Learn DC: 21, 5 success; **Perform DC:** 23; **Time:** 1 Full-round Action; **Components:** C, F; **Range:** Touch (special, see text); **Target:** 20 square ft. area; **Duration:** 20 rounds; **Saving Throws:** None; **Chakra Cost:** 9 (base;

see text).

By forcing the metal bandages into earth or stone, the user is able to move huge areas of land, or coat the bandages used with stone. The user may then coordinate these chunks of stone freely.

As an effect of this technique, the user sends 10 bandages into the ground, choosing whether to coat the stone into a structure or to form a boulder. Note that this structure may not be bigger than 20 square feet, but these square feet may be formed in any way. The construction may be a wall, and will then grant both concealment and protection from certain techniques and powers. Note that this technique provokes attacks of opportunity. The user must be at least 5 feet from the place into which the bandages are sent. The character may increase the area of effect with 5 square feet by spending 2 extra Chakra Points and 1 bandage. The area of effect may not increase to a number higher than 100 square feet.

Material Focus: This technique requires that the user has 10 attuned bandages available. After this technique ends, 2 of these bandages will be unusable again.

Ritual of Metal Attunement

Ninjutsu (Requires *Ninjutsu 11 ranks; Hagane Houtai Kinjutsu*) [*S-Rank; Rank 8*]

Learn DC: 24, 6 success; **Perform DC:** 28; **Time:** 3 hours; **Components:** C, H, F, XP; **Range:** Self; **Target:** Self; **Duration:** Permanent; **Saving Throws:** None; **Chakra Cost:** 36.

This technique's history is unknown, but to a few individuals in every generation appears to have developed it and acquired the feared bloodline Hagane Houtai. The only thing that unites these individuals are a deep respect for metal and as well as their ability to combine Ninjutsu with Taijutsu. This ritual varies greatly depending on the person, but always contains a blood sacrifice, the insertion of a certain metal piece in the user's chest, as well as a vow.

As an effect of this technique, the user receives 10 Stamina Damage that may not kill the user. The user then must sacrifice 5 permanent Chakra Points, and 500 Experience Points. After the user has placed the purple metal piece in his/her chest, the user must make a vow, or the metal will pierce the user's chest, effectively killing the person. The user then gains the Ad-

vanced Bloodline (Hagane Houtai) feat.

The vow varies greatly upon the person, but must be hard and note that it's under DM's discretion. The user must attempt to fulfill this vow at least once every 2 years, or the metal will attempt to kill the person. Note that the user will feel when the metal is about to kill him/her at least 4 months in advance. The piece can only be removed by the wearer, who then dies within 1 hour, though it can be removed from a dead body. If the piece is returned within that time, the user does not die.

Note that the character receives a +10 bonus to learn/performance DC of this technique if the metal piece was inherited from another person, or claimed from a dead person.

Material Focus: A piece of the purple metal called Xiadrum. Note that this metal is extremely rare, and only a few pieces are available over the entire world. The user may add weapon seals to this metal piece to enhance the abilities of Hagane Houtai.

Illker Hiken Hijutsus

These techniques are used by the *Arkiis* and all require the usage of the *Illker*

Illker Hiken - Decapitating Blow

Taijutsu (*Martial Arts; requires at least 2 Arkiij Hijutsus and Exotic Weapons Proficiency (Illker)*) (*f*); *Arkiij Hijutsu*) [*B-Rank; Rank 7*]

Learn DC: 21, 4 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** C, F; **Range:** Melee; **Effect:** Makes a devastating strike at the target; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 4.

This technique serves as one of the most powerful attacks in the *Illker Hiken*, and may cost the opponent his head.

If the attack hits, the attack deals normal weapon damage, +1 for every 2 levels of the user (max +6) and causes the target to bleed. A bleeding character will lose 3 hp worth of blood every round, until the blood has coagulated (for a normal character, this would occur after 10 - Con modifier rounds).

Material Focus: In order to use this technique, the user must wield a Large-sized, or larger, weapon.

Illker Hiken - Glacier Strike

Taijutsu (Martial Arts; requires Illker Hiken - Ice Assault (t) (1) and Illker Hiken: Stance - The Hunter (t) (2) and Exotic Weapons Proficiency (Illker) (f); Arkii Hijutsu)[B-Rank; Rank 8]

Learn DC: 22, 4 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** C, F; **Range:** Melee; **Effect:** Attempts to knock the target unconscious; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** Fort, partial; **Chakra Cost:** 5.

The Glacier Strike is generally used to capture slaves, or kidnap people they could profit from releasing, and the strike serves as to knock the target unconscious.

To execute this technique the user makes an attack against the target at his highest attack bonus, -4. Should the attack be successful, the target must succeed on a Fort save (DC 15 + users Str mod.) or be knocked unconscious. If the save was successful, the target still receives damage as normal, but the damage is bludgeoning, rather than slashing. *Material Focus:* In order to use this technique, the user must wield a Large-sized, or larger, weapon.

Illker Hiken - Ice Assault

Taijutsu (Martial Arts; requires Illker Hiken: Stance - Falling Avalanche (t) (2) and Exotic Weapons Proficiency (Illker) (f); Arkii Hijutsu)[C-Rank; Rank 7]

Learn DC: 20, 3 success; **Perform DC:** 20; **Time:** 1 full-attack action; **Components:** C, F; **Range:** Melee; **Effect:** Attempts to knock the target unconscious; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

Many users of the Illker Hiken use this attack in order to come close to their opponents, and to destroy them quickly. To execute this technique, the user charges the target with a speed increased by +20 ft., and makes an attack at his highest attack bonus. Should the attack hit, the weapons deals normal damage, but the user may designate that the attack is counted as a Cold attack for the purpose of overcoming damage reduction.

Material Focus: In order to use this technique, the user must wield a Large-sized, or larger, weapon.

Illker Hiken - The Destroyer's Finishing Blow

Taijutsu (Martial Arts; requires Illker Hiken: Stance - The Slayer (t) (4), Fearless (f) and Weapon Focus (Illker) (f); Arkii Kinjutsu)[A-Rank; Rank 10] **Learn DC:** 25, 5 success; **Perform DC:** 27; **Time:** 1 full-attack action; **Components:** C, F; **Range:** Melee; **Effect:** Attempts to kill the target; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 8.

This technique is the ultimate attack within the Illker Hiken and is only taught to the Clans' Destroyer and his heir. The attack takes the form of a single, powerful blow, struck to slay the opponent in one single strike.

If the attack hits, the opponent receives an amount of damage, depending on the amount of hitpoints he has left. Consult the table below:

HP left left (in percent)	Damage dealt
100	4d6
75	5d6
50	6d6
25	7d6
15	8d6
10	9d6
5	Op. aut. reduced to -3 hp.

Material Focus: In order to use this technique, the user must wield a Large-sized, or larger, weapon.

Illker Hiken: Stance - Falling Avalanche

Taijutsu (Stance; requires Exotic Weapons Proficiency (Illker) (f) and Illker Hiken: Stance - The Hunter; Arkii Hijutsu)[C-Rank; Rank 5]

Learn DC: 18, 3 success; **Perform DC:** 18; **Time:** 1 move action; **Components:** C, F; **Range:** Personal; **Effect:** Enters the *Falling Avalanche* stance; **Target:** Self; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

This stance is one of the most devastating of the Arkii stances. Based on simple up and down strokes, the Falling Avalanche leaves the user vulnerable to attacks, but gives him the ability to deliver devastating attacks.

This stance increases the users damage dealt with melee weapons by 1die +2/level (max +8), but also gives him a -4 penalty to AC. The user

also benefits from the *Power Attack* feat, should he not already possess it.

Material Focus: In order to use this technique, the user must wield a Large-sized, or larger, weapon.

Illker Hiken: Stance - The Hunter

Taijutsu (Stance; requires Exotic Weapons Proficiency (Illker) (f); Arkii Hijutsu) [C-Rank; Rank 3] **Learn DC:** 16, 3 success; **Perform DC:** 16; **Time:** 1 move action; **Components:** C, F; **Range:** Personal; **Effect:** Enters the *Hunter* stance; **Target:** Self; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

In this stance, the user takes on the mantle of the hunter, waiting patiently on guard while the prey closes in. This stance is one of the few Defensive Manuevers known to the Arkii and is executed by having the Illker pointed to the ground in a 45 degree angle, and shifting the grip to have the hand closest to the hilt turned to have its thumb directly beside the other one. The stance take use of the Illkers' size in order to use it as a shield.

This stance grants the user a +4 Shield bonus to AC, and a -2 Penalty to attacks.

Material Focus: In order to use this technique, the user must wield a Large-sized, or larger, weapon.

Illker Hiken: Stance - The Slayer

Taijutsu (Stance; requires Exotic Weapons Proficiency (Illker) (f), Illker Hiken: Stance - Falling Avalanche (t) (3) and Illker Hiken: Stance - The Hunter (t) (2); Arkii Hijutsu) [B-Rank; Rank 7] **Learn DC:** 21, 4 success; **Perform DC:** 22; **Time:** 1 move action; **Components:** C, F; **Range:** Personal; **Effect:** Enters the *Slayer* stance; **Target:** Self; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 3.

This stance is the epitome of the Arkiiish fighting-style - not a single blow wasted. In this stance, the user moves the Illker in small circles in order for it to draw the attention of the opponents, and strikes with long, slashing, strokes.

This stance grants the user a +4 bonus on attack and damage rolls, and a -2 penalty to Defense. In addition, the user does not provoke attacks of opportunity when delivering a coup de grace.

The user also profits from the benefits of the *Cleave* feat, should he not already have it.

Hiragawa Kenji Hijutsus

These Hijutsus were created by the *Black Lightning* of Konoha, Hiragawa Kenji and uses the *Optional Rule: Negative Energy Damage*.

Kenrai no Kuru (Sword of Black Lightning)

Ninjutsu (Raiton; Requires Raito no Kuru(2) (t) and Raikou no Tsurugi(1) (t), Child of Darkness (f); Hiragawa Kenji Hijutsu) [B-Rank; Rank 6]

Learn DC: 20, 4 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** H; **Range:** Melee Attack; **Target:** Self; **Duration:** 1 round/level; **Saving Throws:** Fortitude (see text); **Chakra Cost:** 10(base, see text).

This technique was created by Hiragawa Kenji as an improved *Raito no Kuru* and is the second step towards achieving *Shourai no Kuru*. To use this technique, the user must designate one hand in which he may not hold anything. The user then creates an effect similar to *Raikou no Tsurugi*, afterwhich he applies the power from *Raito no Kuru* to enhance the sword. Though the technique is named *Kenrai no Kuru*, it is used as if though it was an unarmed attack rather than a sword.

For the duration of this technique, all unarmed attacks using the designated hand by the user are improved by 1d8 points of electricity, +1 per every two levels of the user (maximum 1d8+10). On a successful hit, if the target carries a large amount of metal or is soaking wet, it must succeed on a Fortitude save (DC 13) or be stunned for 1 round. Half of this damage(count damage after all the dices has been thrown) is dealt in negative energy. Unless the user is wearing gloves(or any other protection for his hands) he will receive 1d4+1 self-inflicted negative energy damage every two rounds of this technique. The *Kenrai no Kuru* may be used together with *Raito no Kuru*, thus using the sword in one hand, and the other hand for *Raito no Kuru*. The attacks counts as enhanced by chakra for the case of bypassing damage reductions.

The user may spend an additional 2 points of Chakra to increase the damage by 1d8+1 elec-

tricity, up to a maximum of $9d8+9$ (maximum 1 damage die per level). If the user chooses to empower the technique in this way, the gloves will no longer be able to protect him from the damage received. The user may also spend 1 additional Chakra to make *Kenrai no Kuru* soundless.

Kurute no Jutsu (Black Hands Technique)

Ninjutsu (Requires Chakra Control 7, Raite no Kuru (2) (t), Child of Darkness (f); Hiragawa Kenji Hijutsu) [C-Rank; Rank 5]

Learn DC: 18, 3 success; **Perform DC:** 18; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Target:** Self; **Duration:** 1 round/3 levels; **Saving Throws:** None; **Chakra Cost:** 9.

Hiragawa Kenji, alias the Black Lightning, is most famous for his unique way of mastering the Black Lightning energy source, but only a few know of his experiments in the raw black energy, which he abandoned after realizing its toll. The first step in his exploration was reproducing the same effect as with *Raite no Kuru*, but without using the lightning element. The result was *Kurute no Jutsu*.

This jutsu is initiated by the wielder focusing his chakra into his palms, and then removing all the positive parts of the chakra, turning the area around the hands black to the point the hands can no longer be seen.

For the duration of this technique all unarmed attacks have their damage increased by $1d8+2$, $+1/4$ level (max $1d8+7$). Unarmed attacks will also count as armed, as well as lethal and enhanced by chakra, for purposes of overcoming damage reduction. This damage is dealt entirely in Negative Energy. The character will also receive an amount of damage equal to $1d3+1$ in Negative Energy, which will count as twice as much on the characters selfinflicted negative energy damage column.

At the end of this technique, the user must succeed a Fortitude save (DC 15) or be fatigued.

Mastery: At the third stage of Mastery, the character automatically succeeds the Fortitude save.

Raite no Kuru (Hands of Black Lightning)

Ninjutsu (Raite no Jutsu (t), Child of Darkness (f); Hiragawa Kenji Hijutsu) [C-Rank; Rank 4]

Learn DC: 17, 3 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** H; **Range:** Melee Attack; **Target:** You; **Duration:** 1 round/2 levels; **Saving Throws:** None (see text); **Chakra Cost:** 6 (base, see text).

This technique was created by Hiragawa Kenji, known as the Black Lightning, when he was a Genin and is the first step to achieve the powerful and feared *Showrai no Kuru*. To use this technique, the user may not hold anything in his hands and must focus his chakra into the palms of his hands to create an effect similar to *Raite no Jutsu*. Then he enhances the chakra to make it stronger, thus altering the color of the lightning, making his hands appear to be made of black lightning.

For the duration of the technique, all unarmed attacks used by the user are improved by 1d6 points of electricity damage, $+1$ per level of the user (maximum $1d6+8$). The user gains a $+2$ bonus to his attacks if the target wields metal armor (or carries enough metal objects to provide said bonus, left at the GM's discretion). Half of this damage (count damage after all the dices has been thrown) is dealt in negative energy. Unless the user wields gauntlets, the user will receive $1d3+1$ self-inflicted negative energy damage. The attacks counts as enhanced by chakra for the case of bypassing damage reductions.

The user may spend an additional 2 points of Chakra to increase the damage by $1d6+1$ electricity damage, up to a maximum of $5d6+12$ (maximum 1 damage die per level), the damage received will increase by $1d3$ for every 2 points of Chakra as well. If the user chooses to empower the technique in this way, gloves will no longer protect him from the damage received by *Raite no Kuru*. The user may also spend 1 additional Chakra to make *Raite no Kuru* soundless.

Reiki no Kuru (The Black Aura)

Ninjutsu (Requires Kurute no Jutsu (2) (t), Toku no Kuru (3) (t), Child of Darkness (f), Body In Shades (a); Hiragawa Kenji Hijutsu) [A-Rank; Rank 9]

Learn DC: 24, 5 successes; **Perform DC:** 26;

Time: 1 full-attack action; **Components:** H; **Range:** Personal; **Target:** Self; **Duration:** 1 round/3 levels; **Saving Throws:** Fortitude; **Chakra Cost:** 13 (base, see text).

This technique is the last step in Hiragawa Kenji's experiments with the Negative Energy and his own body, and is regarded as the ultimate form of *Kurute no Jutsu*. The appearance of this technique is a seemingly impenetrable darkness that covers the users body, with the only exception for what seems to be a pair of grey eyes.

For the duration of this technique, the character gains a DR of 2/Negative Energy, as well as dark-vision and a +4 bonus to all Hide checks. All attacks made by the user is counted as lethal, and have their damage increased by 1d4+2. This additional damage is dealt in Negative Energy.

At the end of this techniques duration, the user must make a Fortitude save (DC 15 + 3/round spent in this technique). If the save is failed, the user receives 3d6 Negative Energy damage, +1 per round this technique was active and is fatigued. If it was successful, the user only receives half this amount. This damage is doubled on the self-inflicted Negative Energy Damage column.

Mastery: At the third stage of Mastery, the user is no more fatigued on a succesful save.

Shougekiha no Kuru (The Black Shock Wave)

Ninjutsu (Requires Reiki no Kuru (4) (t), Child of Darkness (f), Heart In Darkness (a); Hiragawa Kenji Kinjutsu) [S-Rank; Rank 12]

Learn DC: 28, 6 successes; **Perform DC:** 32; **Time:** 1 Full Action; **Components:** H; **Range:** 15 ft. radius; **Target:** 15 ft. Radius with self as center; **Duration:** Instantaneous; **Saving Throws:** Reflex, Fortitude; **Chakra Cost:** 15.

Although Hiragawa Kenji claimed to have stopped exploring the field of Negative Energy, he continued in silence, in case of an emergency. The result was so horrific that the Hokage, when s/he found out, banned him from ever using the technique, both because the destructive power, and because of the toll it took on him. Nevertheless, this has remained The Black Lightning's number one trump card, and is rarely used. Few of those who have witness this technique has lived to tell about it.

In order to use this technique, the user must have *Reiki no Kuru* active. This technique cre-

ates a huge shock wave that crushes the ground and engulfs all within the field in the darkness of Negative Energy.

All who are within the Range of this tecnique must immedietly take a Reflex save (DC 20 + 1/ 4 of the users Ranks in Ninjutsu (max +12)). If the save is failed, the target receives 10d6 Negative Energy damage, +1/4 of the users Ranks in Ninjutsu(max +8) and must make a Fortitude save (DC 18) or be knocked unconscious. If the save is successful, the target receives half this damage. This damage overcomes damage reduction.

The user then must take a Fortitude save (DC 10 +1/8 of the damage delivered). If the save is failed, the user is knocked unconscious for 2d6+3 rounds and receives 6d6 self-inflicted Negative Energy damage, as well as getting 10d10 points to his self-inflicted negative energy damage column*. If the save is successful, the user remains unconscious, but is fatigued and receives 4d6+2 self-inflicted Negative Energy damage. The user also receives 5d10 additional points to his self-inflicted negative energy damage column*. After this technique has been executed, the user may not take any actions other than 1 move action every round for 1d4 rounds.

Mastery: At the third stage of Mastery, the user is unconscious for 1d6+4 rounds on a failed save, as well as reducing the damage received by 2 (-2).

Note that this damage is not received as normal damage, but rather goes straight to the column.

Shourai no Kuru (Spear of Black Lightning)

Ninjutsu(Raiton; Requires Raite no Kuru(3) (t), and Kenrai no Kuru(2) (t), Child of Darkness (f); Hiragawa Kenji Hijutsu) [A-Rank; Rank 10]

Learn DC: 25, 5 success; **Perform DC:** 27; **Time:** 1 full round action; **Components:** H; **Range:** Melee Attack (see text); **Target:** You; **Duration:** 1 round/ 2 levels; **Saving Throws:** Special, see text; **Chakra Cost:** 14(base, see text).

This technique was created by Hiragawa Kenji as the ultimate form of *Raite no Kuru* and is known as the feared *Shourai no Kuru*. To use this technique, the user must designate one hand in which he may not hold anything. The user then creates an effect similar to *Kenrai no Kuru*,

but it can be used in two hands in the same way as a quarterstaff. This technique can be used either as unarmed attacks or a thrown attack.

If used as a thrown attack, the user designate one square before he throws it. The creatures in that square and all squares threatened by the target, then receives $9d10+7$ electricity damage and $5d6$ of slashing damage. All creatures within 10 feet from the square receives $2d6+4$ points of slashing damage. If the target carries a large amount of metal or is soaking wet, the damage increases by $2d10$ electricity damage. The range for this attack is equal to the users dexterity modifier multiplied by five plus $30((\text{dex mod } \times 5) + 30)$ feet. The attack counts as enhanced by chakra for the case of bypassing damage reductions. If the spear is thrown, the duration of this technique automatically ends.

If used as an unarmed attack, *Shourai no Kuru* deals an additional $2d6$ points of electricity damage, $+1$ per level of the user (maximum $2d6+12$). Half of this damage (count damage after all the dices has been thrown) is dealt in negative energy. Unless the user is wearing gloves (or any other protection for his hands) the user will receive $1d6+3$ self-inflicted negative energy damage every three rounds of this technique. The attacks counts as enhanced by chakra for the case of bypassing damage reductions.

Empower: The user may spend an additional points of 3 chakra to increase the damage of the unarmed attacks with $2d6$ electricity, up to a maximum to $6d6$ (maximum 1 damage die per level). If the technique is empowered in this way, the gloves will no longer protect him from this damage.

Shuurai no Kuru (Black Lightning Strike)

Taijutsu (Martial Art; Requires Raite no Kuru(2) (t), Kage Buyou(2) (t), Shodan Kousoku(1) (t), Child of Darkness (f); Hiragawa Kenji Hijutsu) [C-Rank; Rank 6]

Learn DC: 19, 3 succes; **Perform DC:** 19; **Time:** 1 full-attack action; **Components:** H; **Range:** Melee Attack; **Target:** One creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 9 (base, see text).

Using this combo follow-up to *Kage Buyou*, the user is able to place himself/herself above the target. The user then activates the *Raite no Kuru* (or skip this step if the user already has this technique active), and then rams his fist

quickly into the opponent, sending it to the ground with the sound of a lightning strike. Due to the speed and the technique, the user appears to be a black lightning strike rather than a human.

Upon the completion of this technique, the target receives damage equal to the base of *Raite no Kuru* aswell as $2d6$ of fall damage. If the target is not knocked unconscious by this technique, it is prone for two rounds. The target may not use the Tumble skill to avoid the effect of this technique.

The Path of the Wicked

Ninjutsu (Requires Self Inflicted Negative Energy Pool of above 500; Lost Hijutsu) [A-Rank; Rank 8]

Learn DC: 23, 5 success; **Perform DC:** 25; **Time:** 1 hour; **Components:** H, C; **Range:** 15 ft.; **Target:** Self and 1 target; **Duration:** 2 rounds + 1round/level; **Saving Throws:** None; **Chakra Cost:** 20.

This technique's origin is unknown, but one of those who has endured it is the famous Black Lightning, Hiragawa Kenji. The technique itself is said to open a small gateway to the abyss, enough to peer into it. The vision one then endures is said to be horrific, as the character witnessess four dark shapes, peering down at the character, clawing after him/her, but are unsuccessul to capture him her. Enraged they curse the character, and swear that they will kill him/her, unless the character joins their legion. As an effect of this technique, the character receives 3 Negative Energy Damage, and may choose the *Child of Darkness* feat. As an effect of this technique, the user also get 15 self inflicted negative energy.

Kito Hiken Hijutsus

The Kito Hiken is a series of Hijutsus developed by the Kito family - legendary genjutsu users who envied the Uchiha and Hyuuga for their unrivaled power, which lead them to research such powers on their own.

Kito Hiken - Advanced Mind Reading

Genjutsu (Doujutsu; Requires Kito Hiken - Defensive Foresight, Rank Two (t) and Kito Hiken

- *Mind Reading (t) (2); Kito Hijutsu* [C-Rank; Rank 8]

Learn DC: 21, 3 success; **Perform DC:** 21; **Time:** 1 move action; **Components:** C; **Range:** Personal; **Target:** Self (see text); **Duration:** Instantaneous; **Saving Throws:** Will; **Chakra Cost:** 9

As the Kito clan began to perceive and understand the more stronger thoughts, they started to learn how to sharpen their will to read the most shallow thoughts of a target, if there's a secret they keep which they think of, for example. As an effect, the user gains a bonus to Sense Motive, Bluff, Intimidate and Diplomacy against the target equal to his class level +4. This bonus may be halved if the target succeeds on a Will save.

Kito Hiken - Defensive Foresight, Rank 1

Genjutsu(Doujutsu;Kito Hijutsu) [C-Rank; Rank 3]

Learn DC: 16, 3 success; **Perform DC:** 16; **Time:** 1 move action; **Components:** C; **Range:** Personal; **Target:** Self (see text); **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 2.

The members of the Kito family has always been weak against the fast Taijutsu users, and the members lacked the strength of both the Uchiha and Hyuuga bloodlines. Instead, the strived to achieve similar effects by using their natural affinity for Genjutsu. What they came up with, was the Kito Hiken abilities, granting the members an eye of foresight in order to negate their High Speed and to give them the upperhand in most combats. As an effect of this technique, the user is able to read briefly the minds of his/her opponent(s) in order to know what movements they will take.

As an effect of this technique, the user gains High Speed Sight 1, aswell as a +1 dodge bonus to Defense and Reflex saves during the duration of this technique. Usage of any non Kito Hiken doujutsus cancels the effect of this technique.

Kito Hiken - Defensive Foresight, Rank 2

Genjutsu(Doujutsu; Requires Kito Hiken - Defensive Foresight, Rank 1 (t); Kito Hijutsu) [B-Rank; Rank 4]

Learn DC: 18, 4 success; **Perform DC:**

19; **Time:** 1 move action; **Components:** C; **Range:** Personal; **Target:** Self (see text); **Duration:** 3 rounds (see text); **Saving Throws:** None; **Chakra Cost:** 4.

This functions like *Kito Hiken - Defensive Foresight, Rank 1*, but the High Speed Sight is increased to 2, and the bonus to +2. The duration may be prolonged by paying an extra amount of Chakra equal to 2/round which may not be converted to hit points.

Kito Hiken - Defensive Foresight, Rank 3

Genjutsu(Doujutsu; requires Kito Hiken - Defensive Foresight, Rank 2 (t), Kito Hiken - Offensive Foresight, Rank 2 (t); Kito Hijutsu) [A-Rank; Rank 6]

Learn DC: 21, 5 success; **Perform DC:** 23; **Time:** 1 move action; **Components:** C; **Range:** Personal; **Target:** Self (see text); **Duration:** 3 rounds (see text); **Saving Throws:** None; **Chakra Cost:** 6.

This technique functions like *Kito Hiken - Defensive Foresight, Rank 2*, but the High Speed Sight is increased to 3, and the bonus to +3. The chakra cost per round to maintain the technique is also increased to 3.

Because of the strain this causes to the eye, the user gains a -4 penalty to all Spot and Sense Motive checks, aswell as a -2 penalty to all Doujutsu techniques for 4 rounds/round this technique was active above the 3 base rounds.

Kito Hiken - Defensive Foresight, Rank 4

Genjutsu(Doujutsu; requires Kito Hiken - Defensive Foresight, Rank 3 (t), Kito Hiken - Offensive Foresight, Rank 2 (t) (2); Kito Hijutsu) [A-Rank; Rank 8]

Learn DC: 23, 5 success; **Perform DC:** 25; **Time:** 1 move action; **Components:** C; **Range:** Personal; **Target:** Self (see text); **Duration:** 3 rounds (see text); **Saving Throws:** None; **Chakra Cost:** 8.

This technique functions like *Kito Hiken - Defensive Foresight, Rank 3*, but the High Speed Sight is increased to 4, and the bonus to +4. The chakra cost per round to maintain the technique is also increased to 4.

Because of the strain this causes to the eye, the user gains a -6 penalty to all Spot and Sense

Motive checks, aswell as a -3 penalty to all Doujutsu techniques for 4 rounds/round this technique was active above the 3 base rounds. The user also must take a Will save (DC 15 + rounds + Char mod). If the user fails the check, the user is unable to perform Kito Hiken hijutsu for as many rounds as the points he failed the save with.

Kito Hiken - Defensive Foresight, Rank 5

Genjutsu(Doujutsu; requires Kito Hiken - Defensive Foresight, Rank 4 (t) (2), Kito Hiken - Offensive Foresight, Rank 4 (t) (1=; Kito Kinjutsu) [S-Rank; Rank 10]

Learn DC: 26, 6 success; **Perform DC:** 30; **Time:** 1 move action; **Components:** C; **Range:** Personal; **Target:** Self (see text); **Duration:** 3 rounds (see text); **Saving Throws:** None; **Chakra Cost:** 10.

This technique functions like *Kito Hiken - Defensive Foresight, Rank 4*, but the High Speed Sight is increased to 5, and the bonus to +5. The chakra cost per round to maintain the technique is also increased to 5.

Because of the strain this causes to the eye, the user gains a -8 penalty to all Spot and Sense Motive checks, aswell as a -4 penalty to all Doujutsu techniques for 4 rounds/round this technique was active above the 3 base rounds. The user also must take a Will save (DC 15 + 2 x rounds + Char mod. If the user fails the check, the user is unable to perform Kito Hiken hijutsu for as many rounds as the points he failed the save with.

Kito Hiken - Mind Reading

Genjutsu(Doujutsu; Requires Kito Hiken - Defensive Foresight, Rank 2 (t); Kito Hijutsu) [C-Rank; Rank 4]

Learn DC: 17, 3 success; **Perform DC:** 17; **Time:** 1 move action; **Components:** C; **Range:** Personal; **Target:** Self (see text); **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 5.

As the Kito clan dug deeper into the depths of predicting movements and actions by reading the opponents mind, they also learned how to read their minds more potently, uncovering a persons gravest fears and hopes. Through the usage of this technique, the character gains the necessary information to create either a truly

horrific Genjutsu, or an encouraging one. The character does not, however, do so by the usage of this technique.

Kito Hiken - Offensive Foresight, Rank 1

Genjutsu(Doujutsu; requires Kito Hiken - Defensive Foresight, Rank 1; Kito Hijutsu) [C-Rank; Rank 2]

Learn DC: 16, 3 success; **Perform DC:** 16; **Time:** 1 move action; **Components:** C; **Range:** Personal; **Target:** Self (see text); **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 2.

This technique was created by the Kito clan to be able to attack more potently, since they can time their offense after the predicted movements. The usage of this technique does not cancel the effect of *Kito Hiken - Defensive Foresight*.

For the duration of this technique, the user gains High Speed Sight 1 that does not stack with other nonpermanent effects, aswell as a +1 insight bonus to attack rolls. Usage of any non Kito Hiken doujutsus cancels the effect of this technique.

Kito Hiken - Offensive Foresight, Rank 2

Genjutsu(Doujutsu; Requires Kito Hiken - Defensive Foresight, Rank 2 (t), Kito Hiken - Offensive Foresight, Rank 1 (t); Kito Hijutsu) [B-Rank; Rank 4]

Learn DC: 18, 4 success; **Perform DC:** 19; **Time:** 1 move action; **Components:** C; **Range:** Personal; **Target:** Self (see text); **Duration:** 3 rounds (see text); **Saving Throws:** None; **Chakra Cost:** 4.

This functions like *Kito Hiken - Offensive Foresight, Rank 1*, but the High Speed Sight is increased to 2, and the bonus to +2. The duration may be prolonged by paying an extra amount of Chakra equal to 2/round which may not be converted to hit points.

Kito Hiken - Offensive Foresight, Rank 3

Genjutsu(Doujutsu; requires Kito Hiken - Offensive Foresight, Rank 2 (t); Kito Hijutsu) [A-Rank; Rank 6]

Learn DC: 21, 5 success; **Perform DC:** 23; **Time:** 1 move action; **Components:** C; **Range:** Personal; **Target:** Self (see text); **Duration:** 3 rounds (see text); **Saving Throws:** None; **Chakra Cost:** 6.

This technique functions like *Kito Hiken - Offensive Foresight, Rank 2*, but the High Speed Sight is increased to 3, and the bonus to +3. The chakra cost per round to maintain the technique is also increased to 3.

Because of the strain this causes to the eye, the user gains a -4 penalty to all Spot and Sense Motive checks, as well as a -2 penalty to all Doujutsu techniques for 4 rounds/round this technique was active above the 3 base rounds.

Kito Hiken - Offensive Foresight, Rank 4

Genjutsu(Doujutsu; requires Kito Hiken - Defensive Foresight, Rank 3 (t), Kito Hiken - Offensive Foresight, Rank 3 (t) (2); Kito Hijutsu) [A-Rank; Rank 8]

Learn DC: 23, 5 success; **Perform DC:** 25; **Time:** 1 move action; **Components:** C; **Range:** Personal; **Target:** Self (see text); **Duration:** 3 rounds (see text); **Saving Throws:** None; **Chakra Cost:** 8.

This technique functions like *Kito Hiken - Offensive Foresight, Rank 3*, but the High Speed Sight is increased to 4, and the bonus to +4. The chakra cost per round to maintain the technique is also increased to 4.

Because of the strain this causes to the eye, the user gains a -6 penalty to all Spot and Sense Motive checks, as well as a -3 penalty to all Doujutsu techniques for 4 rounds/round this technique was active above the 3 base rounds. The user also must take a Will save (DC 15 + rounds + Char mod. If the user fails the check, the user is unable to perform Kito Hiken hijutsus for as many rounds as the points he failed the save with.

Kito Hiken - Offensive Foresight, Rank 5

Genjutsu(Doujutsu; requires Kito Hiken - Defensive Foresight, Rank 4 (t) (2), Kito Hiken - Offensive Foresight, Rank 4 (t) (1); Kito Kinjutsu) [S-Rank; Rank 10]

Learn DC: 26, 6 success; **Perform DC:** 30; **Time:** 1 move action; **Components:** C;

Range: Personal; **Target:** Self (see text); **Duration:** 3 rounds (see text); **Saving Throws:** None; **Chakra Cost:** 10.

This technique functions like *Kito Hiken - Offensive Foresight, Rank 4*, but the High Speed Sight is increased to 5, and the bonus to +5. The chakra cost per round to maintain the technique is also increased to 5.

Because of the strain this causes to the eye, the user gains a -8 penalty to all Spot and Sense Motive checks, as well as a -4 penalty to all Doujutsu techniques for 4 rounds/round this technique was active above the 3 base rounds. The user also must take a Will save (DC 15 + 2 x rounds + Char mod. If the user fails the check, the user is unable to perform Kito Hiken hijutsus for as many rounds as the points he failed the save with.

Kito Hiken - See Chakra

Ninjutsu(Requires Kito Hiken - Defensive Foresight, Rank 3 (t); Kito Hijutsu) [C-Rank; Rank 6]

Learn DC: 19, 3 success; **Perform DC:** 19; **Time:** 1 move action; **Components:** C; **Range:** Personal; **Target:** Self (see text); **Duration:** 1 round/2 levels; **Saving Throws:** None; **Chakra Cost:** 5.

As the Kito clans ability to use the human eye grew, they started to try to acquire the same powers of locking chakra as the Sharingan, and after many failed attempts they finally created a technique which would grant them this power. This technique may be executed while the user is under the influence of Kito Hiken - Defensive or Offensive Foresight, granting the user the ability to *See Chakra* for the duration of this technique.

Kito Hiken - See Through Chakra

Ninjutsu(Requires Kito Hiken - See Chakra (t) (2); Kito Hijutsu) [C-Rank; Rank 6]

Learn DC: 19, 3 success; **Perform DC:** 19; **Time:** 1 move action; **Components:** C; **Range:** Personal; **Target:** Self (see text); **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 7.

As much as the Kito envied the Sharingan, they also envied the Byakugan. Thus they used the knowledge they acquired of how to see chakra, to enhance their eyesight to see through it.

This technique may be executed while the user is under the influence of Kito Hiken - Defensive or

Offensive Foresight, granting the user the ability to *See Through Chakra* for the duration of this technique

Kurukan Hijutsus

These Hijutsus are those of the Kurukan clan of Chigakure.

Eyes of Dark Chants

Ninjutsu(; *Requires Kurukan Instill Fear +2 (a)*; *Kurukan Hijutsu*) [*B-Rank*; *Rank 7*]

Learn DC: 21, 4 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** C; **Range:** 50 ft; **Target:** 1 creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 8.

This technique is used to wound the target through gazing upon it with the black eyes of Kurukan. This technique appears just like the Kurukan, and all effects that would apply to Kurukan also applies to this technique (such as Kurukan Instill Fear and the bonus to Kurukan).

The user may only use this technique against a target that he can see, but no concealment bonuses are granted as protection against this technique. The target of this technique then suffers an immediate hit point damage of 4d6 hit point damage that is unaffected by DR.

Eyes of Demonic Light

Ninjutsu(; *Requires Kurukan Instill Fear +1 (a)*; *Kurukan Hijutsu*) [*C-Rank*; *Rank 4*]

Learn DC: 17, 3 succes; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C; **Range:** 50 ft; **Target:** 1 creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 5.

This technique is used to discourage the target through gazing upon it with the black eyes of Kurukan. This technique appears just like the Kurukan, and all effects that would apply to Kurukan also applies to this technique (such as Kurukan Instill Fear and the bonus to Kurukan).

The user may only use this technique at a target that he can see(including himself), but no concealment bonuses are granted as protection against this technique. The target of this technique feel weakened and gains a -4 penalty on

all damage, attack, save and skill checks for the next 1d3 +1 rounds.

Eyes of Hell's Breath

Genjutsu(*Doujutsu*; *Requires Eyes of Dark Chants (3) (t)*, *Shiragan Eye +4 (a)*; *Kurukan Hijutsu*) [*A-Rank*; *Rank 10*]

Learn DC: 25, 5 succes; **Perform DC:** 27; **Time:** 1 attack action; **Components:** C; **Range:** 50 ft.; **Target:** 1 creature; **Duration:** Instantaneous; **Saving Throws:** Will (negate); **Chakra Cost:** 10.

This technique is a feared genjutsu of the Kurukan clan, where the wielders eyes appears to reveal a vision of hell to those who gaze into the black eyes. This technique appears just like the Kurukan, and all effects that would apply to Kurukan also applies to this technique (such as Kurukan Instill Fear and the bonus to Kurukan).

The target of this technique must immediately take a a Will save (DC 15 +1/2 character level + Char mod). If the save is failed, the target is in Fear for 1d4 rounds. If the save is failed by 5 or more, the target must take a Fort save (DC 15 + Char mod) or be Stunned for 1 round. If the save is succeeded by less than 5, the target is still Shakened for 1d3 rounds.

Nagamatsu Hijutsus

These Hijutsus are those of the Nagamatsu clan of Chigakure.

Chimaki no Ichida (Bloodpine Vine)

Ninjutsu (*Mokuton*; *Chimaki no Tate (2) (t)*, *Maki no Takeyari (1)(t)*) [*Nagamatsu Kinjutsu*]

Rank: 12 (A-Class); **Learn DC:** 27, 5 success; **Perform DC:** 29; **Time:** 1 attack action; **Components:** H, F; **Range:** 35 ft.; **Effect:** Shoots a vine at the target to entangle or wound the target; **Duration:** Instantaneous; **Saving Throws:** Ref; **Chakra Cost:** 6.

This technique shoots out a vine at the target in order to capture or wound the enemy. The vine may be used when using *Maki no Tate*, *Maki no Hei*, *Chimaki no Tate*, *Chimaki no Hei* or a bloodtree (summoned using *Kigen no Chishioiki*). The vine will then spring out of whichever of these objects are designated and attack the

target.

As an effect of this technique, the target must make a Reflex check. Should the target fail the check, the user designate one of the following things to occur; Either the target is entangled by the powerful bloodvines, and may only break free succeeding a Fortitude save (15+ character level Û number of rounds *Chimaki no Ichida* has been active). The Fortitude check may be taken once every round. The user may also designate the vine to harm the victim instead. In this case, the technique gives damage as *Chimaki no Takeyari*, but may also inflict the Chihinshi disease on the target. *Material Focus:* In order to properly execute this technique the character must have either *Maki no Tate*, *Maki no Hei*, *Chimaki no Tate*, *Chimaki no Hei* or a bloodtree active.

Chimaki no Hei (Bloodpine Wall)

Ninjutsu (Mokuton; Maki no Hei (3) (t), Chimaki no Tate (1) (t)) [Nagamatsu Kinjutsu]

Rank: 11 (B-Class); **Learn DC:** 25, 4 success; **Perform DC:** 26; **Time:** 1 attack action; **Components:** H, Mast, F; **Range:** 25 ft.; **Effect:** Creates a wall of blood wood to shield of techniques, attacks or similar events; **Area:** 10 squares, see text; **Duration:** 1 round/2 level; **Saving Throws:** None; **Chakra Cost:** 8 (base, see text).

This technique is used to create a wall of blood wood to fend of techniques and attacks. The wall protects a total of 10 squares that may be located in any order side by side with each other. This area may be no longer than 25 feet away. This technique functions just as *Maki no Hei*, but instead shields 90 damage. The character may also make an attack in response to one melee attack every 2 rounds by paying 2 chakra. The attack is made at the characters highest attack bonus, deals 2d6 damage on a successful hit and takes one swift action.

In addition, the character may freely end this technique and spend 4 chakra to execute *Maki no Takeyari*, 6 chakra to execute *Chimaki no Takeyari* or 5 to execute *Chimaki no Ichida*.

Mastery: At the third step of mastery the character may activate this technique as a swift action in response to an attack. Doing so increases the techniques' cost by 4 Chakra, and the chakra cost may not be converted.

Material Focus: The character either needs a seed (if the character has *Matsu no Tanjou*) or

a Huge piece of wood, aswell as an amount of his own blood equal to 5 hp damage.

Chimaki no Takeyari (Bloodpine Spear)

Ninjutsu (Mokuton; Chimaki no Ichida (t)) [Nagamatsu Kinjutsu]

Rank: 10 (B-Class); **Learn DC:** 24, 4 success; **Perform DC:** 25; **Time:** 1 attack action; **Components:** H, F; **Range:** 35 ft.; **Effect:** Creates a spear of tree that shoots out at the target; **Duration:** Instantaneous or 2 round/level (see text); **Saving Throws:** Ref (partial, see text); **Chakra Cost:** 8.

This technique creates a spear out of wood that may either be shot out at an enemy within range, or be used as a spear in close combat, in which case the spear lasts for 2 rounds/level. The technique may be used when using *Maki no Tate*, *Maki no Hei*, *Chimaki no Tate*, *Chimaki no Hei* or a bloodtree (summoned using *Kigen no Chishioki*).

If the technique is used to shoot out a spear at a target, the target must take a Reflex save. If the save is failed, the target receives 6d6 + 1/level (max +6) damage. If the technique is used to create a spear, the spear deals damage as a weapon of the characters choice, and deals original weapon damage +5. Creating a weapon in this way also makes it function as a *Chimaki no Tate* in cases of casting other techniques and Material focus.

Material Focus: In order to properly execute this technique the character must have either *Maki no Tate*, *Maki no Hei*, *Chimaki no Tate*, *Chimaki no Hei* or a bloodtree active.

Chimaki no Tate (Bloodpine Shield)

Ninjutsu (Mokuton; Maki no Hei (1) (t)) [Nagamatsu Kinjutsu]

Rank: 9 (B-Class); **Learn DC:** 23, 4 success; **Perform DC:** 24; **Time:** 1 attack action; **Components:** H, F; **Range:** Personal; **Effect:** Creates a wall of blood shield to protect the user; **Area:** Personal; **Duration:** 1 round/2 level; **Saving Throws:** None; **Chakra Cost:** 6 (base, see text).

This technique creates a shield out of wood to protect the character from attacks. As an effect of this technique, the character receives a deflect bonus to AC of +4, aswell as a DR 3/Fire

element. For the duration of this technique, the character also gains a +2 bonus to perform Mokuton techniques.

In addition, the character may freely end this technique and spend 4 chakra to execute *Maki no Takeyari*, 6 chakra to execute *Chimaki no Takeyari* or 5 to execute *Chimaki no Ichida*. *Material Focus*: The character either needs a seed (if the character has *Matsu no Tanjou*) or a Small piece of wood, as well as an amount of his own blood equal to 5 hp damage.

Kigen no Chishioki (Rise of the Bloodtree)

Ninjutsu (Mokuton; Chimaki no Ichida (3) (t)) [Nagamatsu Kinjutsu]

Rank: 13 (S-class); **Learn DC:** 29, 6 success; **Perform DC:** 33; **Time:** 1 attack action; **Components:** H, F; **Range:** 50 ft.; **Area:** 20 ft.; **Effect:** Raises one Bloodtree; **Duration:** 1 round/2 levels; **Saving Throws:** Special, see text; **Chakra Cost:** 16.

This technique is one of the most revered and unusual techniques of the Nagamatsu-clan, and few ever learn or even see this technique executed. The power of the bloodtree, however, is so legendary it has been minted into the stories of Chigakure.

By using this technique, the user raises a tree by mixing a seed with his own blood. The bloodtree works as the user's companion, and may perform one of the following actions every round:

Slam: The bloodtree slams a target, as per the rules of *Matsu no Soujuu*, but has its damage increased by 2 dies.

Entangle: The bloodtree entangles a target, as per the rules of *Matsu no Tanjou*, but the DC is increased by +10.

Move: The bloodtree may move at a speed equal to 50, -10/size category above small.

Sleep: The bloodtree may become dormant, at the user's choice, at which point the the duration of the technique freezes until the user decides to awake it. The bloodtree can only sleep for 10 years before it reverts back to a normal tree.

The bloodtree may also be used for various techniques that requires a bloodtree. The bloodtree is a player controlled NPC with HP 90, DR 5/fire, +18 atk bonus and AC 14.

Maki no Hei (Pine Wall)

Ninjutsu (Mokuton; Requires Matsu no Soujuu (Huge) (a), Maki no Tate (2) (t)) [Nagamatsu Hijutsu]

Rank: 8 (B-Class); **Learn DC:** 22, 4 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** H, Mast, F; **Range:** 15 ft.; **Effect:** Creates a wall of wood to shield of techniques, attacks or similar events; **Area:** 3 squares, see text; **Duration:** 1 round/2 level; **Saving Throws:** None; **Chakra Cost:** 8 (base, see text).

This technique is used to create a wall of wood to fend of techniques and attacks. The wall protects a total of 3 squares that may be located in any order side by side with each other. This area may be no longer than 15 feet away

The technique is able to stop up to 60 damage from reaching the three protected squares, meaning that a technique directed at one of the squares dealing 20 damage would be stopped by the wall, but if a technique dealing 45 damage would hit the wall just after the previous technique, the wall would be destroyed. Note that no damage is passed on to the target for destroying the wall, unless so is stated in the specific technique/ability/attack. When the duration ends, the wall crumbles.

In addition, the character may freely end this technique and spend 4 chakra to execute *Maki no Takeyari*, 6 chakra to execute *Chimaki no Takeyari* or 5 to execute *Chimaki no Ichida*. *Mastery:* At the third step of mastery the character may activate this technique as a swift action in response to an attack. Doing so increases the techniques' cost by 4 Chakra, and the chakra cost may not be converted. *Material Focus:* The character either needs a seed (if the character has *Matsu no Tanjou*) or a Medium piece of wood.

Maki no Takeyari (Pine Spear)

Ninjutsu (Mokuton; Maki no Tate (1) (t)) [Nagamatsu Hijutsu]

Rank: 7 (C-Class); **Learn DC:** 20, 3 success; **Perform DC:** 20; **Time:** 1 attack action; **Components:** H, F; **Range:** 35 ft.; **Effect:** Creates a spear of tree that shoots out at the target; **Duration:** Instantaneous or 2 round/level (see text); **Saving Throws:** Ref (partial, see text); **Chakra Cost:** 5 (base, see text).

This technique creates a spear out of wood that

may either be shot out at an enemy within range, or be used as a spear in close combat, in which case the spear lasts for 2 rounds/level. The vine may be used when using *Maki no Tate*, *Maki no Hei*, *Chimaki no Tate*, *Chimaki no Hei* or a bloodtree (summoned using *Kigen no Chishioki*).

If the technique is used to shoot out a spear at a target, the target must take a Reflex save. If the save is failed, the target receives 3d6 + 1/level (max +10) damage. If the technique is used to create a spear, the spear deals damage as a weapon of the characters choice, and deals original weapon damage +3. Creating a weapon in this way also makes it function as a *Maki no Tate* in cases of casting other techniques and Material focus.

Material Focus: In order to properly execute this technique the character must have either *Maki no Tate*, *Maki no Hei*, *Chimaki no Tate*, *Chimaki no Hei* or a bloodtree active.

Maki no Tate (Pine Shield)

Ninjutsu (Mokuton; Requires Matsu no Soujuu (Large)) [Nagamatsu Hijutsu]

Rank: 6 (C-Class); **Learn DC:** 19, 3 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** H, C, F; **Range:** Personal; **Effect:** Creates a shield of wood to protect the user.; **Area:** Personal; **Target:** You; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 6.

This technique creates a shield out of wood to protect the character from attacks. As an effect of this technique, the character receives a deflect bonus to AC of +3, aswell as a DR 3/Masterwork. For the duration of this technique, the character also gains a +2 bonus to perform Mokuton techniques.

In addition, the character may freely end this technique and spend 4 chakra to execute *Maki no Takeyari*, *Chimaki no Takeyari* or *Chimaki no Ichida*. *Material Focus:* The character either needs a seed (if the character has *Matsu no Tanjou*) or a small piece of wood.

Senju Kazuki Hijutsus

These Hijutsus were created by Senju Kazuki, The Soul Flayer.

Seireiha Hiken – Konryoushi (Soul Edge Secrets – Soul Chaser)

Chakra Control (Spirit; requires Seireiha (4) (t), Shape Soul Edge (Longsword) (a), Chakra Control 10 ranks) [Senju Kazuki Hijutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform DC:** 21; **Time:** 1 move action; **Components:** C, Mas*; **Range:** 20 ft/level; **Target:** One creature; **Effect:** Extends the soul edge to chase the target until it impacts; **Duration:** Instantaneous (see text); **Saving Throws:** Reflex save, see text; **Chakra Cost:** 10 (base, see text).

Created by the aspiring heir of Shodaime Hokage, Senju Kazuki, this technique is rightfully feared, even by the Warlords' Iron Regiment, especially when used in conjunction with *Senju Hiken - Seirei Kanchiki Hara*. In order to use this technique, the user must have a Soul Edge active, aswell as designated a target within range. The user need not see the target, but must be aware of its location either through *Sense Chakra* or techniques like *Tsuiraimou no Jutsu*.

Upon the activation of this technique the Soul Edge suddenly extends and shoots out at the target. Should the target have any cover except Total Cover, the Soul Edge goes around it to strike at the target. The target may avoid the Soul Edge by succeeding a Reflex save (DC 15 + j Character level).

Upon impact the blade deals 6d8 piercing damage, and follows all other rules that normally would apply to a Soul Edge, after which it returns to its normal form.

Mastery: Upon the second step of mastery, the user may choose to extend the Soul Edge further, until it impacts with a solid surface within range, such as the ground or a tree, and have it remain attached to the ground for a maximum of 1 round/3 levels. This costs an amount of chakra equal to 2/round. The pinned target may attempt to escape by succeeding a DC 30 Escape Artist check and taking 10 hp damage.

Seireiha Hiken Ū- Seireisatsu Kyodai Yaiba (Soul Edge Secrets -Ū Soul Killers Gigantic Blade)

Chakra Control (Spirit; requires Seireiha Hiken - Konryoushi (2) (t), Shape Soul Edge (Bastard Sword) (a), Chakra Control 15 ranks) [Senju Kazuki Hijutsu]

Rank: 8 (A-Class); **Learn DC:** 23, 5 success; **Perform DC:** 25; **Time:** 1 Full Attack Action; **Components:** C; **Duration:** 1 min/level; **Range:** 0 ft.; **Effect:** Shapes the Soul Edge into a Zanbatou; **Saving Throws:** Reflex save, see text; **Chakra Cost:** 5.

This technique extends the Soul Edge into one of the most feared forms; the Zanbatou, and it was through this technique, and Konryoushi, that Kazuki was given the nickname 'Soul Flayer' among the Iron Regiment.

Upon the activation of this technique, the user creates a Soul Edge and shapes it into a Zanbatou. Note that the user must have the Exotic Melee Weapon Proficiency (Zanbatou) in order to use the Zanbatou. The user does not, however, need to have Monkey Grip. Any modifications that would apply to a Soul Edge also applies to this Soul Edge.

Senju Hiken Ū- Seirei Kanchiki Hara (Senju Secrets Ū- Soul Sensory Field)

Chakra Control (Spirit; requires Chakra Control 10 ranks, Harmony (f)) [Senju Kazuki Hijutsu]

Rank: 8 (B-Class); **Learn DC:** 22, 4 success; **Perform DC:** 23; **Time:** 1 Full Action; **Components:** C, H; **Effect:** Forms an invisible sphere of 5 ft./level (max 100 ft.), centered on the user; **Duration:** Concentration; **Saving Throws:** None; **Chakra Cost:** 8.

This technique was created by Senju Kazuki in his aspiration to prove himself to be a worthy heir of the Senju clan. While not matching the strength of his ancestor Shodaime, he managed to create a powerful technique nonetheless. This technique is generally used for protection or in conjunction with *Seireiha Hiken - Konryoushi*. In order to properly execute this technique the user must have direct contact with the ground or any living objects that do, such as a tree. In so doing, the user sends out his chakra into the air and into the ground that will alert the user of the position and movements of all creatures above the size category Tiny within the field. The user is able to pin point the exact location of these creatures, but should the character lose direct contact (his skin touches the ground) with the ground the technique automatically ends. This technique include all living objects, such as trees, but not nonliving objects, such as walls.

Shinobi Hiken - Namakemono Hijutsus

These Hijutsus were Namakemono Hana, Mistress of Explosions and former teammate of Hiragawa Kenji

Shinobi Hiken: Infiltration - Blossom's Splendor

Ninjutsu(; Requires Shinobi Hiken - Rain of Falling Petals (t) (3), Shinobi Hiken - Sight of the Petals (4) and Gift of the Eternal Blossoms (f); Namakemono Hana Kinjutsu) [S-Rank; Rank 12]

Learn DC: 28, 6 success; **Perform DC:** 32; **Time:** 3 Fullrounds; **Components:** H, C, F; **Range:** Touch (special, see text); **Target:** 1 plant or tree of medium-size or larger; **Duration:** Special, see text; **Saving Throws:** None); **Chakra Cost:** 16.

This technique requires that the user possess one *Eternal Flower**. In order for this technique to work, the *Eternal Flower* must be placed in a bush or a tree of medium size or larger. The flower will then adapt to the bush/tree and will only be discernable from a normal flower of that specific plant by succeeding a DC 40 Spot check. This technique functions exactly like *Shinobi Hiken - Petal Sight*, but lasts until the plant dies or loses its flowers, and the user sees everything as if the Plant had eyes. Also, the user may look through the flower from as far off as 100 ft. Unless used to execute *Shinobi Hiken - Cherry Tree Blast*, the flower may be picked off from the plant by paying an additional 20 Chakra. The damage is, however, decreased to 5d6, and the amount of petals available are decreased to 8.

The user may also execute *Shinobi Hiken - Cherry Tree Blast* through the plant, as if though it was a *Cherry Tree*. The casting time of the technique is then increased by 1 round.

Material Focus: In order to use this technique, the user needs an *Eternal Flower*.

: For rules on how to acquire an *Eternal Flower*, see *The Eternal Blossoms* in the Optional Rules section.

Shinobi Hiken - Birth of the Cherry Tree

Ninjutsu(; *Requires Shinobi Hiken: Infiltration - Blossom's Splendor (t)*; *Namakemono Hana Kinjutsu*) [*S-Rank*; *Rank 12*]

Learn DC: 28, 6 success; **Perform DC:** 32; **Time:** 6 Full Rounds; **Components:** H, C, F; **Range:** 40 ft. (special, see text); **Duration:** 1 month; **Saving Throws:** None; **Chakra Cost:** 10.

This technique creates a glowing *Cherry Tree* of size Large that quickly rises from the point where the *Eternal Flower** has been placed. The Cherry Tree is a Chakra Construct that lasts for 1 month, or until it is used for *Shinobi Hiken - Cherry Tree Blast*, upon which it dissipates. The tree may not be created within 1 km of another *Cherry Tree* created through the usage of this technique, and may only be used once every month.

Shinobi Hiken - Birth of the Petals

Ninjutsu(*Namakemono Hana Hijutsu*) [*D-Rank*; *Rank 3*]

Learn DC: 15, 2 success; **Perform DC:** 14; **Time:** 1 full-round action; **Components:** H, C; **Range:** 1 ft.; **Duration:** 48 hours (see text); **Saving Throws:** none; **Chakra Cost:** 4.

This technique was created by Namakemono Hana, Konoha's Mistress of Explosion, as the base for her techniques. It is used to create flowers and rose petals out of chakra. These flowers and petals remain for 48 hours, and all those petals and roses that was not used, will vaporate. If the petals are sealed in scrolls, they last an amount of time equal to 48 hours x Con modifier.

Through the usage of this technique, the user creates a number of flowers equal to 5 x Con mod and a number of petals equal to 25 x Con mod. The petals created by this technique can be made sticky to remain on a target.

Shinobi Hiken - Blast of A Thousand Blossoms

Ninjutsu(; *Requires Birth of the Petals (t)*; *Namakemono Hana Hijutsu*) [*C-Rank*; *Rank 5*]

Learn DC: 18, 3 success; **Perform DC:** 18; **Time:** 1 full-round action; **Components:** C, F; **Range:** 30 ft; **Target:** 10 ft. radius; **Dura-**

tion: Instantaneous; **Saving Throws:** Reflex (see text); **Chakra Cost:** 4.

This technique requires that the user have planted a flower at a creature or on the ground. She may then, by concentrating, explode the flower into a shimmering reddish blast. If the flower was planted on a creature, that creature receives 7d6 plus an additional 2 damage/level (up to a maximum of +12) explosion damage, that cannot be halved by a reflex save. Everyone else in the area of effect receives the same amount of damage, but can halve it through a reflex save.

Shinobi Hiken - Blossom Blast Replacement

Ninjutsu(; *Requires Birth of the Petals (t)* , *Blast of A Thousand Blossoms (t)*; *Namakemono Hana Hijutsu*) [*C-Rank*; *Rank 6*]

Learn DC: 19, 3 success; **Perform DC:** 19; **Time:** 1 full-round action; **Components:** H, C, F; **Range:** Personal; **Target:** 1 creature; **Duration:** Instantaneous; **Saving Throws:** Reflex (see text); **Chakra Cost:** 8.

This technique functions just as *Kawarimi no Jutsu*, with the exception that the user may plant a flower on it, as part of this technique. Immediately upon the replacement, the flower explodes, dealing 5d6 explosion damage that can be halved by succeeding a reflex save (DC 20).

Shinobi Hiken - Cherry Tree Blast

Ninjutsu(; *Requires Shinobi Hiken: Infiltration - Blossom's Splendor (3)* and *Shinobi Hiken - Birth of the Cherry Tree*; *Namakemono Hana Kinjutsu*) [*Super S-Rank*; *Rank 14*]

Learn DC: 31, 7 success; **Perform DC:** 39; **Time:** 3 Fullrounds; **Components:** H, C, F; **Range:** 80 ft.; **Target:** 60 ft. radius; **Duration:** Instantaneous; **Saving Throws:** Reflex, negate (see text); **Chakra Cost:** 25.

This technique is the ultimate technique that the Shinobi genius Namakemono Hana created, and has become a legend for those few who have seen it be executed. The blast itself, originating from one of the revered *Cherry Trees*, starts as a purple wave of petals that sticks to all targets. The second stage of the blast begins with a sudden blast that causes a chainreaction to the petals that are already stuck to multiple targets.

As an effect of this technique, all creatures

within the affected area must make a Reflex save (DC 30) to avoid the initial wave of petals. Should the target fail the first save, 2d6 petals have attached to the creature's body. As the blast goes off, the target receives 10d6 hp damage, +1d3 for every petal that was attached on the target. This damage may be halved with a successful Reflex save.

Material Focus: In order to use this technique, the user needs an *Eternal Flower*.

: For rules on how to acquire an Eternal Flower, see *The Eternal Blossoms* in the Optional Rules section.

Shinobi Hiken - Lasting Blossom Bunshin

Ninjutsu(; *Requires Lasting Petals (t)*, *Bunshin no Jutsu (t)*; *Namakemono Hana Kinjutsu*) [B-Rank; Rank 6]

Learn DC: 20, 4 success; **Perform DC:** 21; **Time:** 1 full-round action; **Components:** H, C, F, Mas; **Range:** 50 ft (see text); **Target:** 1 creature; **Duration:** 1 minute/level; **Saving Throws:** None; **Chakra Cost:** 2+1 per additional clone (maximum 1 clone per level).

The effect of this technique is the same as that of *Kage Bunshin no Jutsu*, but requires the usage of an amount of flowers (created by the Lasting Petals technique) equal to the number of clones created. The user may use these bunshins to explode them with the same effect as Blast of A Thousand Blossoms. At the end of this technique, the bunshins disappear as well as the flowers.

Shinobi Hiken - Lasting Petals

Ninjutsu(; *Requires Birth of the Petals (t)*; *Namakemono Hana Hijutsu*) [C-Rank; Rank 4]

Learn DC: 17, 3 success; **Perform DC:** 17; **Time:** 1 full-round action; **Components:** H, C; **Range:** 1 ft.; **Target:** none; **Duration:** 96 hours (see text); **Saving Throws:** none; **Chakra Cost:** 5.

This technique is used to create flowers that last longer before they vaporate, to be used for techniques such as Sight of the Petal. With this technique, the user creates a number of flowers equal to her Con mod. These may be used by others, if used in conjunction with Shared Sight of the Petal. These flowers last for 96 hours before vaporating.

Shinobi Hiken - Petal Sight

Ninjutsu(; *Requires Lasting Petals (t)*; *Namakemono Hana Hijutsu*) [C-Rank; Rank 6]

Learn DC: 19, 3 success; **Perform DC:** 19; **Time:** 1 full-round action; **Components:** H, C, F; **Range:** 30 ft; **Target:** 1 creature; **Duration:** 2 rounds + 1round/level; **Saving Throws:** none; **Chakra Cost:** 5

The user can, by using a petal created by Birth of the Petals, see everything that the target sees. To be able to use this technique, she must have planted a petal on a target, and keep a flower created by the Lasting Petals technique in her possession. The user may switch between the target's sight and her own as a swift action that she may use a number of times per round equal to 3. Using this technique provokes attacks of opportunity. Note that the petal does not vanish after having used this technique, but can be used for other techniques.

Shinobi Hiken - Rain of Falling Petals

Ninjutsu(; *Requires Birth of the Petals (t)*, *The Petals Flight (t)*; *Namakemono Hana Hijutsu*) [A-Rank; Rank 10]

Learn DC: 25, 5 success; **Perform DC:** 27; **Time:** 1 full-round action; **Components:** H, C, F; **Range:** 40 ft; **Target:** 1 10 ft. square (see text); **Duration:** Instantaneous; **Saving Throws:** Reflex; **Chakra Cost:** 12.

To use this technique, the user must be under the effect of The Petals Flight (or any other effect that allows the user to fly), but is not forced to use the petals of this technique to initiate Rain of Falling Petals.

By releasing 15 petals, that quickly falls to the ground and sticks to all creatures within the area of effect, the user may create a blast that deals an amount of explosion damage equal to 10d6 + 1/level (up to a maximum of +10). This damage may be halved by succeeding a Reflex save (DC 25)

The user may double the area of effect for 8 Chakra and using the double amount of petals.

Shinobi Hiken - Shared Petal Sight

Ninjutsu(; *Requires Lasting Petals (t)*, *Petal Sight (t)*; *Namakemono Hana Hijutsu*) [C-Rank; Rank 7]

Learn DC: 20, 3 success; **Perform DC:** 20;

Time: 1 full-round action; **Components:** H, C, F; **Range:** 30 ft (between each other); **Target:** 1 creature; **Duration:** 2 rounds + 1round/level; **Saving Throws:** None (see text); **Chakra Cost:** 6.

This technique functions just as Petal Sight, but everyone carrying a flower created by Lasting Petals is affected by this technique aswell, but have no control of it, but instead sees that of the target that the user chooses to show them. If one of these creatures wish not to be affected by this technique, he must succeed on a Will save (DC 20).

Shinobi Hiken - The Petals Curse

Ninjutsu(; Requires Birth of the Petals (t); Namakemono Hana Hijutsu) [C-Rank; Rank 4]

Learn DC: 17, 3 success; **Perform DC:** 17; **Time:** 1 swift action; **Components:** C, F; **Range:** 60 ft.; **Target:** 1 creature or object; **Duration:** Instantaneous; **Saving Throws:** Reflex (see text); **Chakra Cost:** 6.

To use this technique, the user must already have placed a petal, created by Birth of the Petals, on the target. If the user, as a part of this technique, throws a petal on the ground or near the target, the target may take a Reflex save(DC 25) to halve the damage. If a petal has already been placed on the target, the target is not allowed to take a reflex save to halve the damage.

The user can, by concentrating, explode the petal as a swift action that provokes attack of opportunity and deal 3d6 plus 1/level (maximum 6) explosion damage to the target.

Shinobi Hiken - The Petals Flight

Ninjutsu(; Requires Birth of the Petals (t); Namakemono Hana Hijutsu) [B-Rank; Rank 8]

Learn DC: 22, 4 success; **Perform DC:** 23; **Time:** 1 full-round action; **Components:** H, C, F; **Range:** Personal; **Target:** You (see text); **Duration:** 2 rounds + 1round/level; **Saving Throws:** None; **Chakra Cost:** 10.

This technique requires that the user has an amount of petals equal to Con mod x 4 to use. The user then uses these petals to lift herself of the ground and up in the air. The user may use these to fly at good maneuverability at 50 ft per round. At the end of the duration, the user will be taken down smoothly if she is 20 ft up in the air or less. If she is higher, she'll be lowered 20

and fall the rest. These petals may be used to execute the Rain of Falling Petals.

At the end of this technique, the user may choose to prolong it with 2 rounds + 1/2 levels for 7 Chakra. The user may use more petals to carry more than one creature by using an extra 4 Chakra.

Shirakan Hijutsus

These Hijutsus are linked to the Shirakan clan.

Eyes of Divine Surge

Genjutsu(Doujutsu; Requires Shiragan Inspiration +1 (a); Shirakan Hijutsu) [C-Rank; Rank 4]

Learn DC: 17, 3 success; **Perform DC:** 17; **Time:** 1 attack action; **Components:** C; **Range:** 50 ft.; **Target:** 1 creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 5.

This technique is used to encourage the target by simply staring at it. This techniques appears just like Shiragan, and all effects that would apply to Shiragan also applies to this technique (such as Shiragan Inspiration and the bonus to Shiragan).

The user may only use this technique at a target that he can see(including himself), but no concelement bonuses are granted as protection against this technique. The target of this technique feel strengthened and gains a +4 bonus on all damage, attack, save and skill checks for the next 1d3 +1 rounds.

Eyes of Heavenly Light

Ninjutsu(; Requires Eyes of Divine Surge (1) (t), Shiragan Eye +3 (a); Shirakan Hijutsu) [B-Rank; Rank 7]

Learn DC: 21, 4 success; **Perform DC:** 22; **Time:** 1 attack action; **Components:** C; **Range:** 50 ft.; **Target:** 1 creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 7

This technique is used to heal the target by simply staring at it. This techniques appears just like Shiragan, and all effects that would apply to Shiragan also applies to this technique (such as Shiragan Inspiration and the bonus to Shiragan).

The user may only use this technique at a target that he can see (including himself), but no concealment bonuses are granted as protection against this technique. The target of this technique is healed an amount of hit points equal to 4d6.

Eyes of Reawakening

Ninjutsu (Requires *Eyes of Heavenly Light* (3) (t), *Amatsu no Shira* (a); *Shirakan Hijutsu*) [A-Rank; Rank 10]

Learn DC: 25, 5 success; **Perform DC:** 27; **Time:** 5 minutes; **Components:** C, H; **Range:** Touch; **Target:** 1 creature; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 18.

This technique is one of the most rumored, yet rarely seen, of the Shirakan hijutsus. A wielder of this technique has the potential ability to revive someone who has recently passed away.

When having the Amatsu no Shira active, the character may use this technique on a newly killed creature. Note that the creature must be at least 5 levels lower than the character casting the technique and may only have been dead for maximum Wis -2 hours (minimum 1 hour). While casting this technique the Amatsu no Shira costs no chakra, and the effect ends when the technique ends.

Takanuma Hijutsus

These Hijutsus are linked to the Takanuma clan.

Chibunshin Sai (Blood Replication Destruction)

Ninjutsu (Requires *Chibunshin no Jutsu* (2)) [Takanuma Kinjutsu]

Rank: 6 (A-Class); **Learn DC:** 21, 5 success; **Perform DC:** 23; **Time:** 1 attack action; **Components:** S, E; **Range:** Medium (20 ft. + 10 ft./2 levels); **Effect:** Destroys up to 1 Chibunshin/2 level in a great explosion; **Area:** 30-ft. radius burst; **Duration:** Instantaneous; **Saving Throws:** Reflex half; **Chakra Cost:** 7 (base) plus 6 per additional clone destroyed.

This technique sacrifices one or more chibunshins in a burst of blood. Each creature caught in the area of effect of a clone's explosion suffers 3d6 points of damage, which can be halved with a successful Reflex save. In addition, any target

that gets hit are also inflicted by the Chihinshi Disease unless it succeeds the

A creature engaged in a grapple with a chibunshin sacrificed suffers a -4 penalty to its save. If the creature was pinned, the penalty is -8.

Empower: The user can spend an additional 6 points of Chakra to cause an additional clone to explode, up to 1 clone per 2 levels.

Chihinshu - Blood Control

Ninjutsu (Requires *Chihinshu* (a), *Chihinshu Ū Blood Spears* (t) (2)) [Takanuma Kinjutsu]

Rank: 12 (S-Class); **Learn DC:** 30, 6 success; **Perform DC:** 32; **Time:** 1 full action; **Components:** H; **Range:** 70 ft.; **Effect:** Takes control of a target inflicted with the Chihinshi Disease; **Target:** One creature; **Duration:** 1 round/3 levels; **Saving Throws:** Will; **Chakra Cost:** 9.

This technique is one of the most revered of the Takanuma techniques, and has been forbidden for good reasons, as it takes control of a creature inflicted with the Chihinshi Disease. Many refer to this as the ultimate usage of the Chihinshu bloodline, and many would give them right. In order for the user to take control of the target, the target must be within range for the technique, and have been inflicted by the Chihinshi Disease for more than 5 rounds. The victim may avoid being controlled by succeeding a Will save, but the DC is increased by +1/5 rounds the victim has been inflicted with the Chihinshi Disease. Should the victim fail, it falls under the control of the user, who controls the victim as though the victim was a Chibunshin, and may execute Chihinshu techniques through the victim.

The user may not, however, order the victim to inflict damage upon itself, unless it is for the usage of any of these techniques. The victims' HP may not be reduced below 40 percent in this manner. The victim may take a Will save every time such a technique is used to break this technique. The DC of the Will save is decreased by ; the amount of damage that was inflicted through the usage of such a technique.

Chihinshu - Blood Spears

Ninjutsu (Requires *Chihinshu* (a), *Chibunshin Sai* (t) (1), *Chihinshu - Curse of Blood, Poisoned Death* (t) (3)) [Takanuma Hijutsu]

Rank: 8 (A-Class); **Learn DC:** 24, 5 suc-

cess; **Perform DC:** 26; **Time:** 1 full-attack action; **Components:** H, F; **Range:** 30 ft., + 5ft./2 levels; **Effect:** Forms spikes of blood that strikes at a target; **Target:** One creature, +1/10 hp (see text); **Duration:** Instantaneous; **Saving Throws:** Reflex, see text; **Chakra Cost:** 7.

This technique creates spikes from the users blood that strikes out at the targets. The number of spikes are determined by the amount of blood that is within range. Each spike deals an amount of damage equal to 3d4 + 2/level (max +6). The damage can be avoided by succeeding a Reflex save (DC 10 + j character levels + 5/spike directed at the target) for every spike. For every 10 hp amount of blood available within range above the user may strike at an additional target (max 8 targets).

Amount of Blood (HP)	Nmbr of spikes
10	3
20	4
30	5
40	6
50	7
60	8
etc.	etc.

Material Focus: In order to properly execute this technique the user must have an amount of blood available equal to atleast 10 hp. This blood must be his own blood, or blood of a person who has been inflicted by his Chihinshi Disease for atleast 3 minutes.

Chihinshu - Blood Transport

Ninjutsu (Requires Chihinshu (a), Shunshin no Jutsu (2)) [Takanuma Hijutsu]

Rank: 10 (A-Class); **Learn DC:** 25, 5 success; **Perform DC:** 26; **Time:** 1 attack action; **Components:** H; **Range:** 10 ft./level; **Effect:** Instantly transports the user; **Area:** Personal; **Duration:** Instantaneous; **Saving Throws:** None; **Chakra Cost:** 2.

Through the usage of this technique, the user may transport himself, as though using Shunshin no Jutsu, to a square in which atleast 1 HP damage's worth of his own blood is, or a character under the influence of Chihinshu Ū Blood Control currently is.

Chihinshu - Curse of Blood, Contagion

Ninjutsu (Requires Chihinshu (a)) [Takanuma Hijutsu]

Rank: 4 (B-Class); **Learn DC:** 18, 4 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Effect:** Makes the Chihinshi disease contagious by touch.; **Area:** Personal; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 4.

For the duration of this technique, all those who have been afflicted by the wielders' Chihinshi disease are contagious and spread the disease by touch. This technique also effects the Chibunshins. Note that only one Curse of Blood may be active at a time.

Chihinshu - Curse of Blood, Lasting Chill

Ninjutsu (Requires Chihinshu (a)) [Takanuma Hijutsu]

Rank: 4 (B-Class); **Learn DC:** 18, 4 success; **Perform DC:** 19; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Effect:** Prolongs the duration of the Chihinshi disease; **Area:** Personal; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 4.

This technique prolongs the duration someone is afflicted by the Chihinshi disease by 2d4 minutes, if afflicted during the duration of this technique. This techniques effect also affects the Chibunshins. Note that only one Curse of Blood may be active at a time.

Chihinshu - Curse of Blood, Poisoned Death

Ninjutsu (Requires Chihinshu (a), Chihinshu - Curse of Blood, Contagion (t), Chihinshu - Curse of Blood, Lingering Chill (t)) [Takanuma Hijutsu]

Rank: 6 (B-Class); **Learn DC:** 20, 4 success; **Perform DC:** 21; **Time:** 1 attack action; **Components:** H; **Range:** Personal; **Effect:** Increases the damage dealt by the Chihinshi Disease.; **Area:** Personal; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 6.

For the duration of this technique, the initial damage of the Chihinshi disease is increased to 3d6 Stamina damage, and te secondary damage

to 1d4. This technique also effects the Chibunshins. Note that only one Curse of Blood may be active at a time.

Chihinshu - Rain of Blood

Ninjutsu (Requires Chihinshu (a), Power of Blood (Strength), Chihinshu Ū Return of Power (2)) [Takanuma Kinjutsu]

Rank: 8 (A-Class); **Learn DC:** 21, 5 success; **Perform DC:** 22; **Time:** 2 full actions; **Components:** H, F; **Range:** 60 ft.; **Effect:** Causes a rain of infected blood to fall from the sky.; **Area:** Special, see text; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 15.

This technique is one that instills fear in the hearts of those who witness it, and can also be very dangerous to the user. Through the means of this technique, the user is able send any amount of blood infected with the Chihinshi Disease he chooses to into the air, and then cause it to fall down, like a rain of blood.

As an effect of this technique, the user must use an amount of his own blood equal to 20 hp damage. In addition, he may also inflict 15 hp damage to any amount of those currently inflicted by his Chihinshi Disease that are within range. Doing so immediately ends the Chihinshi Disease on those creatures. All those who then come in contact with the blood rain will still have to roll for being inflicted. The area which is affected by this technique depends on how much blood was available, but is always centered at the user.

HP damage	Area
20	15 ft. radius
35	30 ft. radius
50	45 ft. radius
65	60 ft. radius
etc.	etc.

Chihinshu - Return of Power

Ninjutsu (Requires Chihinshu (a), Chihinshu - Curse of Blood, Poisoned Death (1), Chihinshu Ū Blood Transport (3)) [Takanuma Hijutsu]

Rank: 8 (B-Class); **Learn DC:** 22, 4 success; **Perform DC:** 23; **Time:** 1 full action; **Components:** H; **Range:** 40 ft. radius; **Effect:** Returns the users blood to the users body.; **Duration:** 1 round/level; **Saving Throws:** None; **Chakra Cost:** 12.

This technique is one of the few reasons so many of the Takanuma clan is still alive, as it is the only way to prevent death through blood loss in longer battles.

This technique effectively returns all blood used to execute any Chihinshu technique to the users body, healing the character 70 percent of the damage taken through using those techniques. Note that the user must roll to see whether or not he is inflicted by the Chihinshi Disease, and that the user may not reclaim blood that has been outside of his body for more than 10 minutes, and that any blood currently used in another technique is not returned, and can thus not be healed.

Optional Rules

This chapter contains the optional rules for Negative Energy Damage, which is the base for the Hiragawa Kenji Hijutsus.

Negative Energy Damage

Negative Energy is part of the world, as much as any element or creature. It exists to be the antithesis of existence, while not death itself. Negative Energy was originally a part of this world, but was drawn into this world so long ago, and scarred the lives of so many, that it can't be separated from it.

Said to have been the cause of the original *Cursed Seal*, few have been able to use even fractions of this energy, and even less have mastered it. A lot of research has been conducted on it, as it does not follow the laws of nature that man have assigned, yet it works in such harmony. The sight of it has driven many talented Shinobi into madness and darkness, seeking to understand it, or claim its powers.

Some techniques and power (such as *Raite no Kuru* and the *Child of Darkness* feat) deals damage in this alternate power source. This damage functions like normal damage, and is recovered like normal damage. If attempted to be healed through *Iryou-ninjutsu* or other techniques and abilities, only half the designated damage is healed. Note that certain creatures

may also be healed by Negative Energy, and some techniques dissipates it.

Self-Inflicted Negative Energy Damage

There is a common path shared by those who seek to understand the Negative Energy, and that is to take some inside them, for although the energies live in the world, they do not naturally inhabit creatures and must be forced to do so.

Self-inflicted negative energy damage functions a lot different from the regular negative energy damage, in that those who have it must always notify the total amount of self-inflicted negative energy damage received on a separate column. Even if the character is healed to full hit points, the character may never remove any points from this column other than through the usage of the *Path of Light* feat. Depending on the amount of self-inflicted negative energy damage the character has in his column, the character may get a number of modifications and powers, as indicated by the table below.

Negative Energy received	Special Modifications
100	Dark Past
200	Heart In Shades
400	Soul In Shades
800	Body In Shades
1200	Heart In Darkness
1700	Body In Darkness
2400	Soul In Darkness

Dark Past(Su): The character gains the ability to enforce the power of his chakra by engulfing himself in darkness. The character may gain 6 temporary chakra by adding 12 self-

inflicted Negative Energy to his Negative Energy Column (note that the character do not receive this as hit point damage), the chakra fades after 10 rounds, but his chakra may not be re-

duced to less than 1. Using this ability is an attack action that do not provoke attacks of opportunity. Also, by using this ability, the character emits a small cloud of darkness around his body. By attaining this power, the character loses three(-3) permanent hit points.

Heart In Shades(Su): By acquiring this power, the character loses one(-1) permanent point of Charisma. The character will also be cold, or even hostile against other people and rarely show any emotions. He will also gain a permanent bonus to his Chakra Pool by three (+3).

Soul In Shades(Su): The character gains the ability to temporary strengthen his body by engulfing himself in darkness. The character may temporary acquire Strength Rank 2 by taking 1d6+2 self-inflicted Negative Energy damage. This function as normal Negative Energy, with the only exception that the character will receive the double amount to his self-inflicted Negative Energy damage column. The character may activate this ability as an attack action that does not provoke attacks of opportunity. The power of this ability lasts for a number of round equal to the Negative Energy damage taken + 3. Also, by using this ability, the characters arms emit a small cloud of darkness.

Body In Shades(Su): The character gains the ability to temporary harden his body by engulfing himself in darkness. The character may gain a temporary Damage Reduction of 3/- by taking 1d6+5 self-inflicted Negative Energy damage. The character may activate this ability as an attack action that does not provoke attacks of opportunity. The power of this ability lasts for 8 rounds +1/power above Body In Shades. Also, by using this ability, the characters whole body is engulfed in a dark cloud. By attaining this power, the character loses one(-1) permanent point of Wisdom. **Heart In Darkness(Su):** By acquiring this power, the character gains the Cursed Seal template(the character will be counted as willing, unless he takes the feat *Path of Light*), with the ability to use the first level(though there is no other way for the character to achieve the second level without taking more self-inflicted Negative Energy). The character will permanently have Power as an Alliance. The character will also lose one(-1) permanent point of Charisma and will have little, if any, feelings left for anyone other than himself. The character is able to betray and kill all of his friends, other than his most loyal and

trusted.

Body In Darkness(Su): By acquiring this power, the character gains one(+1) permanent point of Constitution, Strength and Dexterity, and loses one(-1) point of Charisma and Wisdom. The character will also gain three(+3) points of Chakra.

Soul In Darkness(Su): By acquiring this power, the character unlocks the second level of the Cursed Seal, and gains five(+5) permanent points of Chakra. The character gains Abyss as a permanent Alliance and loses the last parts of his remaining humanity. People are made to be used, and power is the only thing that matters, and to test your powers. The character may still, however, still live in his village and do missions for it, but to the character, it is all a masquerade to use/abuse the community to acquire power. The character has become so infused with negative energy that he no longer has a choice but to apply the *Child of Darkness* feat to all his elemental techniques. The character has also gained immunity to Negative Energy.

Feats

These are the feats that are tied to this optional rule.

Plunge Into Darkness

Some of those who has been engulfed by the powers of the abyss crave more. Those plunge into the darkness to acquire more of the sweet power, giving their soul to the abyss.

Requirements: Child of Darkness

Benefits: As an effect of the character is giving him/herself to the darkness, succumbing truly and fully to it, the characters Self-Inflicted Negative Energy Damage Column is increased by 400. The character also gains *The Abyss* as a permanent allegiance.

Meta-Chakra Feats

Path of Light

Some of those who gaze into the abyss realize that its powers and promises are hollow, and turn away from it in disgust but realizes that the powers might be used to the cause of good.

Prerequisites: Child of Darkness, Negative Energy damage column of less than 6200

Benefits: The character may lower its Negative Energy damage column with 100 points. Note

that the character does not loose any powers he might allready have attained, and that he will not gain them again if his Negative Energy damage brings him up to the same amount again. Also, the character will be able to change all his Allegiances except for Self.

Child of Darkness

There are some who, in their lust of power, gazes into the abyss to obtain the mystical black energies. Forever scarred by this experience, they are able to use powers beyond imagination at the cost of self.

Prerequisites: Genius Nin, Int 13, AL Power or Self, Heroic Character level 3 **Benefits:** By taking this feat, the character may apply the power of darkness to his elemental techniques in order to enhance their effects. By applying this feat to a technique, he is able to increase the damage by 1 damage die, and an additional +2 damage of the same type. By doing so, the techniques color changes to black and he will be forced to take an amount of damage equal to 1d4+2 self-inflicted negative energy damage that overcomes damage reduction. Note that he may only apply this effect to an elemental technique of which he has affinity for.

Also, upon the selection of this feat, the character will allways have self as an Alliance. His Wisdom will also be permanently reduced by one (-1) point, since his judgement is forever clouded by the powers of the abyss.

The characters is also able to learn all techniques that require this feat, though he still must be taught them or re-invent them.

Special: To be able to choose this feat, the

character must be taught by someone who allready possess this feat.

The Eternal Flower

As the genius and inventor of the Namakemono fighting style, Namakemono Hana, refined her special techniques, she came across something very interesting. In some rare cases she would find a purple seed lying in the area of the blast, glowing slightly, and hot to the touch. She eventually decided to take on of the seeds home, and, after much study of it, she concluded that it was a living seed, a combination of Chakra and Life. In an attempt to learn more about it, she planted the seed, and took good care of it. After some time, a little purple flower with eight petals started to sprout out of the dirt. It took about a year for it to grow into full size, but then it would not die or even wither. Realizing the potential power in these flowers, she continued her reasearch, which eventually lead to the *Cherry Tree Blast*, a legendary sight!

In order for a seed to be created, the character must possess the feat *Gift of the Blossoms*. The seed must then be grown and taken care of (DC 20 Survival check) for a year before an *Eternal Flower* will grow in all its glory. The flower may be used to cast the special Hijutsus requiring the flower, or to improve the damage of a technique using a regular flower created by *Shinobi Hiken - Birth of the Petals* by 3d6 + 2/level (max +10).

Depending on the techniques' rank the chance for a seed to be created differs, as described in the table below.

Technique Rank	Chance (in percent)
C-Rank	5
B-Rank	10
A-Rank	15
S-Rank	20

Note to GM: This additional rules content may be considered overpowered.

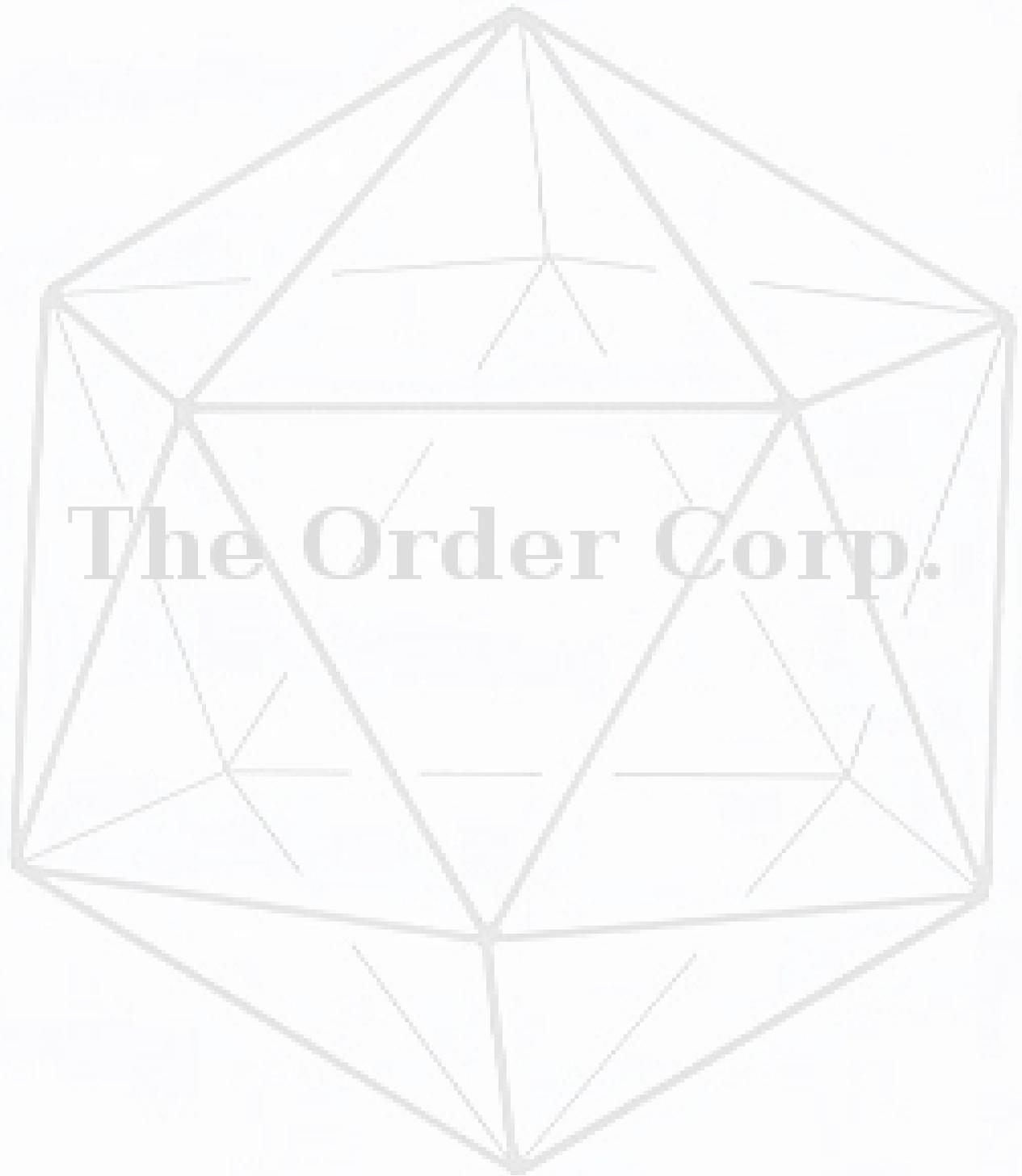
Feats

Gift of Eternal Blossoms

Prerequisites: Atleast 8 Namakemono Hijutsus, 5 steps mastery in *Shinobi Hiken - Birth of*

the Petals, Heroic Character Level 14.

Benefits: The character gains the ability to receive *seeds* from using The Namakemono Hijutsus as per the Optional rule *The Eternal Flower*. The character also gains a +2 bonus when using and learning a Namakemono Hijutsu.



The Order Corp.

Campaign Material

This chapter contains additional campaign material, such as Religions, Organizations and Plot Ideas.

Organization: Kuru no Katsu

Symbol: A moon covered with blood, surrounded by four rings, one brown, one purple, one gray and one white.

Leaders: The Four Lords of Darkness.

Goal: World dominion, open a gate to the *Abyss*.

The organization known as *Kuru no Katsu* is the only documented organized worship of the *Gods of the Abyss*, and although the organization has been unheard of for the last millenia a small number of documents still exist describing it.

History

The *Kuru no Katsu* was formed thousands of years ago by four brothers who discovered a way to open a small rift to the Negative Energy Plane. Not knowing what it was, they peered into the *Abyss*, and sighted creatures and demons beyond imagination. The only ones who were able to look back at them were the four *Gods of the Abyss*. Tricking the brothers that they were under their control, they offered them a reward if they would open a gate for them to enter their world. When they asked what reward that would be, they said that they would become the masters of the world, being granted powers beyond imagination if they would only kneel, but to them. This was in a time when there was no Shinobi organization, and the only known way to attain superhuman powers was

by following the teachings of the *Immortal*, who had long since left the world, so they accepted. As time passed by, they managed to open a bigger rift, but it was nowhere close to big enough, but the Gods could feel their power slipping into the world. Content with the result, they made the brothers their High Priests, the *Lords of Darkness* and granted them the powers of the *God Seals*, giving them the mission to acquire power and minions in order to conquer the world.

As minions were brought forth to the Gods, they devoured parts of their souls, creating creatures so diabolical and infused with Negative Energy that the world had never seen anything like it. As the army grew in number, the *Lords of Darkness* finally gave the organization its name; *Kuru no Katsu*, the Darkness Prevails, and made ready to wage war on the world.

The war that followed involved the entire world, and temple after temple of feeble believers in the *Immortal* fell to the *Kuru no Katsu*. They appeared to unstoppable, and as the believers turned their fate to an ancient artifact, they halted their efforts, savoring the moment.

This, however, gave the would-be Shinobi all the time they needed, and asked the Earth itself for aid. The Earth gave the world the *Bijuus*, manifestations of its powers, and with the aid of those, the *Kuru no Katsu* were defeated.

Angered with losing the war, the Gods devoured the brothers and chose new leaders from the *Kuru no Katsu* ranks, who were weakened and few. Knowing that it would take centuries, or even millenias, for them to regain their strength, *Kuru no Katsu* waited. Waited for leaders with strength and talent enough to match that of the four brothers that founded the organization.

Religion: Gods of the Abyss, The

Deities: God of the Abyss, God of Judgement, God of the Sword, God of Unification.

Symbol: A moon colored of blood against the black night.

Portfolio: Apocalypse, Death, Dominion, Negative Energy, Power.

Plane: Negative Energy Plane/Abyss

The four gods of the abyss are gods that have not been known since the earth spawned the Bijuus, but they have nonetheless always been there, waiting. The Gods first became known to the world through the organization known as *Kuru no Katsu*, who waged war upon the world to open a gate to the Abyss, which would allow the Gods to enter the world, conquer it, and make their believers the masters of it. Although the *Kuru no Katsu* were unsuccessful, they managed to peer open a hole in the veil. While not big enough to allow the Gods entry to the world, Negative Energy poured forth from it, into the world.

All followers of the Gods are members of the *Kuru no Katsu*, which, eventhough defeated, still remains, for as long as the *Four Lords of Darkness* exists, the Negative Energies will continue to flow into the world.

God of the Abyss

Symbol: A dark cloud.

Portfolio: Corruption, Darkness, Force, Knowledge, Manipulation, Negative Energy.

Long before this world, I was, and I shall be long since it's gone. I dream and I wait, I wait and I plan. I am in you, as I am in me, I scare you and keep up at night. You can never grasp me, for I am never fully there, not the absence, not the prescence. Whatever you do, whatever you feel, I feel it too, and in the end, I'll make

your love turn on you! I am vengeance, and I am regret, I am pain and I am distrust. I take what you love and turn it to what you hate. I am Eternal.

The *God of the Abyss* is a force of corruption, living in the hearts of men. He has patience unmatched, and slowly takes over everything, he is the gate and the key, and it is he who pours out the dark energies unto the world. His dreams creates worlds, and his thoughts turn brother against brother. He is described in the legends as a demon with skin stained by the blood of innocents, eyes blacker than the blackest pitch and four arms, tearing apart the souls of man.

God of Judgement

Symbol: A scale held by a skeletal arm.

Portfolio: Justice, Knowledge, Light, Retribution, Vengeance.

Nothing can be without me. Cities would crumble, kings would fall, and man would hunt man like beasts. Without me, you devour, with me, you remain. You want it, and I allow it, hatred will grow. Blood has been shed in my halls, and blood shall forth be shed. Rivers of blood shed by my hand, to serve my Justice. No wound left to dry, but to be soaked in opponents' blood. An eye be taken for every eye given, every wound returned. The only punishment is death. I am the cycle, and I am Justice. I decree when to begin, and when to end. I am the Law, I am Eternal.

The *God of Judgement* is the force of vengeance and retribution, the need and hunger to return every wound given. Emotionlessly, he judges all of man, and decrees who is worthy and who is not, who must die and who shall live. When the Apocalypse has come, he will separate the masters from the slaves. He is the twisted justifications for murder and enslavement. He is the law, as the *God of the Abyss* is the gate. Legends picture him as a creature with golden eyes and glowingly pale, white skin, flying across the abyss on bloodstained, angelic wings.

God of the Sword

Symbol: A twisted, dark sword.

Portfolio: Battle, Blood, Death, Murder, Rage, Ruthlessness, Steel, Weapons, Undeath.

Battleborn, Or battlebred. Soldier, or cannon-fodder. What you might be matters not, when facing me, all will fall! I am the sword, I am the steel and I am without remorse. Brothers, I kill, sons, I slay, mothers I break, fathers I destroy. The passing of time cannot dull my blade, or stop my reign. I kill and maim, I pillage and I rape. As nature calls, so am I the nature of reality. I take what I want, and give nothing back. I guide your hand, and you love me for it! I am Death, I am Eternal.

The *God of the Sword* is the primal rage that lives inside every creature, he ends the cycle of life and death, and removes those he choose from the cycle itself. He urges man to wage war and to destroy, and takes great pleasure from the taste of blood and death. He needs no reason, no justifications. It is said that serialkillers are humans blessed by his touch, as they kill without reason.

In the old histories, the *God of the Sword* is depicted as gray being with horns sticking out from all parts of his body, weapons to be used. He is made of steel, and his weapons are always wet with the blood of slain foes.

God of Unification

Symbol: A dark ring.

Portfolio: Control, Legion, Power, Tyranny, Union.

I call you, I hear you, I am you. I've died a thousand times, and I've born a million. I am not one, I am not many, I am everything. My eyes peer at you, as I devour your soul. Slowly you realize, you need me, as I need you. Alone we fall, united we stand. Strength is all that matters, and alone you will be devoured. Honor matters not, pride is futile. As you reach the end you realize the folly your ways. One cannot defeat what is infinite, man cannot stop the wind, or reach the moon with a foot on the ground. I am Legion, I am Eternal.

The *God of Unification* is the hunger for power and control that lives in every human. His touch grants forces beyond control, and supports the

rise of tyrants. He is a creature without morals or standards, but only strives to attain power, and to unite. He is the leader of the gods, and the one who keeps them under control, uniting them in their mutual wish to devour and conquer. In ancient legends he is pictured as a two-headed creature, one head devouring the souls of men, and the other spitting out *the Legion*. His skin is colored of the dried blood of all he's slain to reach the ultimate power.

Religion: Immortal's Legacy, The

Deity: The Immortal.

Symbol: A necklace.

Portfolio: Chakra, Friendship, Knowledge, Love, Loyalty, Protection, Power.

The worship, or rather revering, of the man only known as *the Immortal* is as ancient as time itself, or atleast, so it is claimed. The origins of *the Immortal* is unknown and irrelevant, as none of the countries and city's that then existed, exists today, but what is known is that he was a being of power unmatched yet to this day. Even though he had all of these powers, the worshipers claim that he never used them for own gaining, but to aid and protect those he loved, and those to weak to protect themselves. But the times he used his powers, he could command the elements themselves.

More famed than his prowess and kindness, was his exalted knowledge, as he taught to those around him of his wisdom. Traces of his teachings can be found in many religions and beliefs, including *Buddhism* and Konoha's *Will of Fire*, and those who heeded his words learned how to manipulate the power source from which his strength originated. What he taught them, was the ability to use chakra, but he never taught those who took pleasure in others suffering, placed themselves first or acted out of greed. Instead, he diminished the pupils to those able to give of them selves to others without reward. Those pupils organized themselves into a hierarchy, and thus was the shinobi society born, but they acted out of sheer love, and never demanded anything in return, instead living of the

land and offerings.

Many years passed by, and the Immortal grew old. At 500 years of age, the man called *the Immortal* decided that it was time for him to leave the world in the hands of his pupils whom, after generations in his care, had grown much powerful compared to the people, but true to their duty. Many wept when he left, and tried to convince him to stay. When he looked into their faces, and saw their pain, he knew that he could not leave them entirely. At the spot, he created an artifact, not more than a simple medallion out of wood with a steel chain, and handed it to them. He told them that in their hour of gravest need, when no hope was to be found, they could find him by using it, and those true to the call would always be welcome. After that, he passed into legend.

Hundreds of years later, the war came to the world. The organization known under the name of *Kuru no Katsu* had appeared from the darkness. Having suffered grave losses in the war against them, to protect the lands, the shinobi attempted to find the Immortal by the medallion. When it did not work, they forsook the belief and blamed *the Immortal* for their suffering, and they had the earth send forth *the Bijuu*.

But were all the others failed in their belief, one family of shinobi kept true in their belief, and built a temple at the borders of society. They called it the *Temple of Enlightenment*, seeking the same understanding as the one *the Immortal* had grasped. There, they protected the medallion until their death. The ruins lay untouched for centuries, millenias, and it was only a couple of decades ago that it was rediscovered by a group of Missing-Nins, where they chose to build their new home...

The Legacies

The Immortal passed on the belief in three major legacies, and three means to get power. He referred to them as soul, blood and crown, and few is it that, today, know the meaning of these words. He also stated that many possessed one

legacy, and many possessed two, but that there was none who possessed all three, and so it would not be until the time had come. What time, he never told.

Soul

To hone your spirit, is to hone your body. Tranquility can only be achieved when they both are balanced, and from it, power will spring. To hone your body, is to hone our spirit. One cannot achieve without will.

The legacy of soul, is the legacy of how to use the inner power that all carries, chakra, and enable the body to achieve feat that would otherwise be impossible.

Blood

Powers come from within, without and from blood. One can hone and change ones soul and body, but can never change ones blood. But ye shall also know, that blood carries no promise and no lies, but a curse and a blessing.

The legacy of blood, is the power of the advanced bloodlines. The children of *the Immortal* were able to use and evolve powers that none of the other pupils could, due to their relation to him. Many envied those children, but they were not as adaptable as the rest, and their powers were no near that of the *Immortal*.

Crown

The crown of creation can only be achieved by those pure in heart and deed, for those will be able to transcend and disregard their mortal shell and protect those that suffer from the chill of the dark.

The legacy of crown is said to be the legacy of power, but none know, for none, or atleast few, have ever possessed the legacy of crown, except for *the Immortal* himself. Those that broke with the faith in him often claim that it was because he did not wish anyone to rival his powers, but many think otherwise, that the powers of crown will be granted to those worthy when they need it.

Epic Content

This chapter contains various Epic Material created by me.

Sworn to the Dark

The sworn to the dark are leaders of the organization known as *Kuru no Katsu*. They are high commanders, and even high priest. They are chosen by the *Lords of Darkness* to further their cause and to work as their successors, should they anger the Gods or be unable to fulfill the tasks.

Special: Only characters with the Greater God Seals may progress above third level in this class.

Note to GM: This class is extremely powerful, and players should not be able to take levels in this class!

Requirements

To become a Sworn of the Dark, a character must fulfill the following requirements:

Feats: Plunge Into Darkness

Skills: At least 40 skill points divided into Ninjutsu, Taijutsu and/or Genjutsu.

Allegiance: Abyss, Power, Self

Special: Lesser or Greater God Seals Template.

Special: Must be a member of *Kuru no Katsu*.

HD: d8

Class Skills:

The Sworn of the Dark's class skills (and the key ability for each skill) are:

Bluff (Cha), Concentration (Con), Chakra Control (Wis), Decipher Script (Int), Diplomacy (Cha), Escape Artist (Dex), Genjutsu (Cha), Hide (Dex), Intimidate (Cha), Investigate (Int), Knowledge (ninja lore) (Int), Knowledge (the abyss) (Int), Listen (Wis), Move Silently (Dex), Ninjutsu (Int), Research (Int), Search (Int), Sense Motive (Wis), Sleight of hand (Dex), Survival (Wis), Taijutsu (Str), Tumble (Dex).

Skill Points Per Level: 7 + Intelligence modifier.

C. lvl.	Special
1	Negative Energy Mastery
2	-
3	Negative Energy Mastery
4	Cursed Seal Mastery
5	Negative Energy Mastery
6	Cursed Seal Mastery
7	Negative Energy Mastery, Immortality

Negative Energy Mastery

Every time a character gains this ability, he may choose one of the following abilities:

*Body In The Abyss(Requires Mind In Darkness):*The character gains an amount of HP equal to half his/her level.

Heart In The Abyss(Requires 2 or more Negative Energy Mastery): The character is able to use Negative Energy more potently. The dam-

age dealt while using the Child of Darkness feat is increased to +4 dies, and +4. This added damage may go beyond the normal restriction

Mind In Darkness: The character gains an increase to the DC of resisting or evading jutsus using NE damage by +4.

Mind In The Abyss(Requires 2 or more Negative Energy Mastery): The character gains the ability to imbue others with Self-Inflicted Neg-

ative Energy by touching them. The amount of Self-Inflicted Negative Energy imbued may not be more than 300. This ability only functions twice per person in a life time.

Soul In The Abyss(Requires at least 3 other Negative Energy Mastery): The character adds the Negative Energy template to all his techniques, and gains +6 to perform any technique with this template. The user also gains a bonus to chakra equal to half his/hers level.

Cursed Seal Mastery

Every time a character gains this ability, he may choose one of the following abilities:

The Powers Of Less: The character gains the lesser power of another seal aswell as his/her own. The chakra used is increased with 8 chakra

points. If the power costs no chakra, the power now costs 8 chakra to use.

The Powers Of More(Requires The Powers Of Less for chosen Seal): The character gains the physical deformity of another seal aswell as his/her own. Note that the color of the skin is not altered, but the character gains, if Light was chosen, a pair of wings of the same color as that he/she takes when using the cursed seal. The seal chosen with this ability must be the same as that of The Powers of Less.

The Powers Of Spirit: The characters wisdom is permanently increased by 4(+4)

The Powers Of Force(Requires The Powers Of Spirit): The charcters constitution is permanently increased by 4(+4). He/she also gains a bonus to Chakra Points equal to +10.

The Order Corp.

Updates

As this is a work in progress, I will always list the updates performed in this section.

Last Update: February 20, 2009

1st Update

Nonhuman Heroes chapter added

Added Race: *Arkiis*

Equipment chapter added

Exotic Weapon: *Illker* added

Exotic Drug: *The Arkankii Mushroom* added

Added *Illker Hiken - Decapitating Blow*

Added *Illker Hiken - Glacier Strike*

Added *Illker Hiken - Ice Assault*

Added *Illker Hiken - The Destroyer's Finishing Blow*

Added *Illker Hiken: Stance - Falling*

Avalanche

Added *Illker Hiken: Stance - The Hunter*

Added *Illker Hiken: Stance - The Slayer*

Added *Shinobi Hiken: Infiltration - Blossom's Splendor*

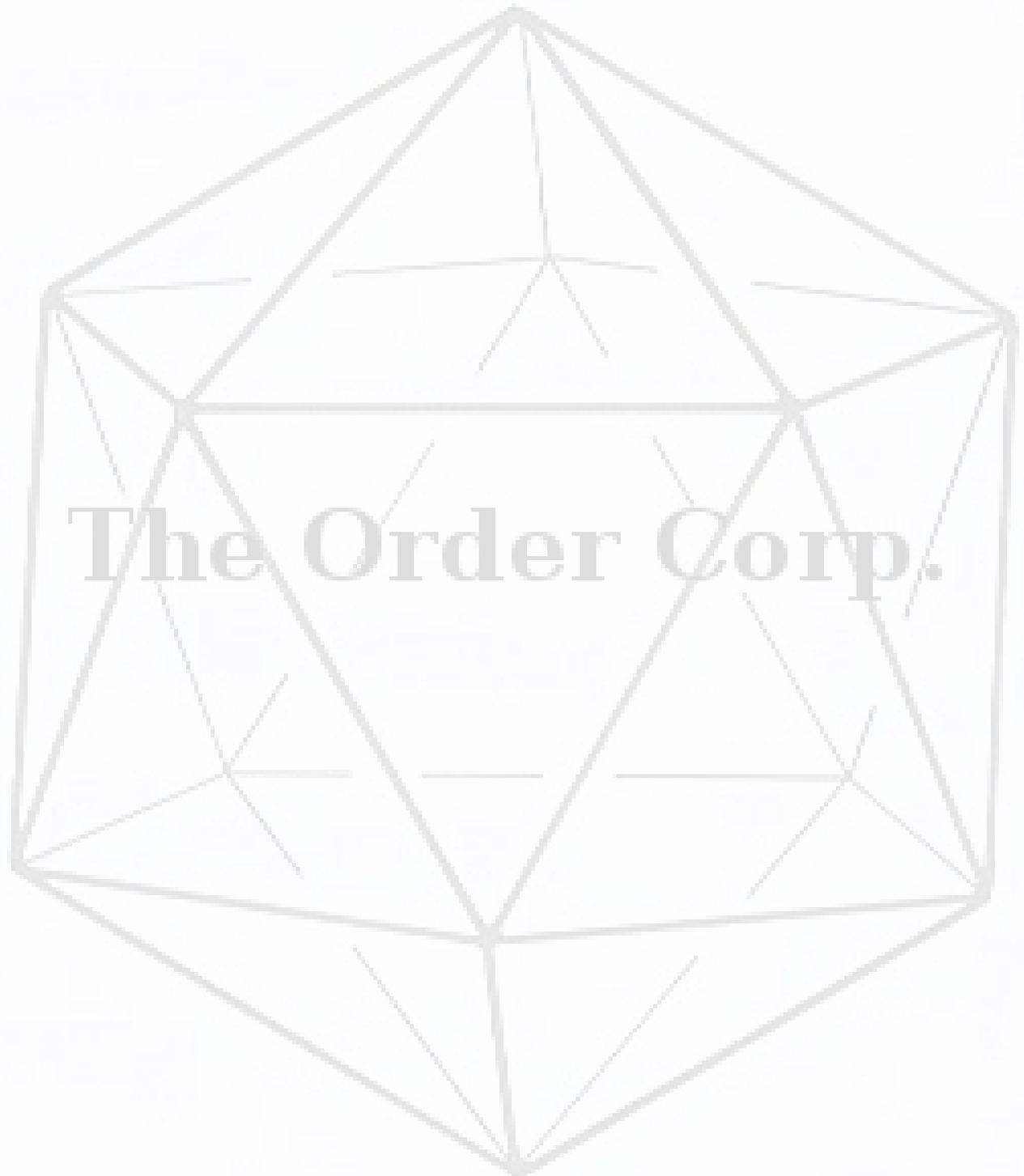
Added *Shinobi Hiken - Birth of the Cherry Tree*

Added *Shinobi Hiken - Cherry Tree Blast*

Added Optional Rule: *The Eternal Flower*

Hijutsus number of successes updated

Various mistakes corrected



The Order Corp.

Copyright Stuff

All original content in this file were created by me, Linus *Oblivion* Palmqvist of *The Order Corporations*. These files are copyrighted, all rights reserved.

The background picture was altered by *Lord Infinitus*.

D20 Modern is a supplement of *WotC*, and they retain all rights to the *D20 System*

The *Naruto D20* supplement was created by Frankto Vinetti, and retains all rights to the System this content is based on.

Coding was done by me and *Lord Infinitus*.

The Order Corp.