

SHINOBI HANDBOOK



NARUTO 5E

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This overhaul was made in accordance to Wizards of the Coast's Fan Content policy. This is unofficial content made by me, Kingsare4ever (Tommie), with some collaboration below.

I would like to thank my original core team of players who have put up with me and all of my hotfixes and changes over the last 2+ years. Elease, Denziel & Lauren.

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ON THE COVER

This is the final cover Volume cover of the Naruto Series written and illustrated by the legendary Masashi Kishimoto. Being the creator of such a work of art, I feel that his works of fiction has inspired me to complete such a daunting task.

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ART ASSETS

100% of the art found in this book is owned by Masashi Kishimoto the creator and writer for the original Naruto Manga.

If you wish to have any art you may have drawn added to this please message me on Discord: Kingsare4ever#8267.

DISCORD

This is the link to this Games Discord. Still new and hopefully still growing.

[Naruto 5e Discord](#)

CHARACTER SHEETS

This is the link to this Games Character Sheet PDF. It's essentially a modified 5e Character Sheet.

[Naruto 5e Character Sheet](#)

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BOOK VERSION

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WHAT'S DIFFERENT

While this expansion will utilize the core ruleset of 5th Edition, there are significant differences that will be illustrated here, broken down by Chapter.

CHAPTER 1: STEP BY STEP CHARACTER'S

Reskinned to fit the setting.

CHAPTER 2: CLANS

Races relabeled to Clans, all of which are brand new.

CHAPTER 3: AMBITIONS & BACKGROUNDS

For the most part, these are reskinned from 5E with some modifications to fit the setting and some omissions, but with one major difference; each background now offers an Ability score increase as a part of the background itself.

Additionally, backgrounds no longer have personality traits but are instead replaced with an **Ambition** system.

CHAPTER 4: CLASSES & CLASS MODIFICATIONS

There are nine classes. Taijutsu Specialist, Ninjutsu Specialist, Genjutsu Specialist and Scout-Nin are mostly reskinned, with some variation to fit the setting. Intelligence Operative utilizes a homebrew of Plans and Planning Die. Weapon Specialist is based off of Paladin, Hunter-Nin is based on Rogues and Medical-Nin is based off of Cleric.

All Classes have access to Jutsu, a redesigned version of Spellcasting. While all classes have access to these Jutsu, all classes are broken down into three tiers of how many Jutsu they have. Those three tiers are: High Jutsu, Medium Jutsu and Low Jutsu tiers. Depending on the Tier the class is placed into the class is given additional sub-Mechanics/Resources to make up for the lower Jutsu pool.

High Jutsu Tier: 0 Additional Resources/Mechanics

- Ninjutsu Specialist
- Medical-Nin

Medium Jutsu Tier: 1 Additional Resources/Mechanics

- Scout-Nin
- Intelligence Operative

Low Jutsu Tier: 2-3 Additional Resources/Mechanics

- Taijutsu Specialist
- Weapon Specialist
- Genjutsu Specialist
- Hunter-Nin

Classes also provide a new Resource called **Chakra** in the same way they provide **Hit points**. Chakra is used in almost all cases in regards to **Jutsu** and you regain Chakra during short or long rests in the same way you regain hit points. You gain **Chakra Die** as you level in the same way you gain hit die. When you level, you either roll your Chakra die + your constitution modifier to gain more chakra, or you take the average + your constitution modifier to gain more chakra.

CHAPTER 5: EQUIPMENT

Currency has been changed to Ryo, with roughly 1 gp = 1 Ryo.

Magic items are reskinned as Chakra enhanced items, with rarities designed to mimic those of the Naruto Universe. Equipment functions similarly, with the exception of the breakdown of weapons;

CHAPTER 6: USING ABILITY SCORES

Generally, the same, with the exception of skills; Arcana has been changed into Ninshou, with Illusion, Martial Arts, Crafting and Chakra Control being new skills.

CHAPTER 7: ADVENTURING/MISSIONS

Reskinned to fit the setting, but remains mostly the same with some slight changes.

CHAPTER 8: COMBAT

Mostly identical with some reskinning, new mechanics and slight changes to damage types.

CLASH MECHANIC

A new mechanic that is supposed to represent situations where two abilities or jutsu from opposing sides are used simultaneously against one another. Jutsu with the Clash Keyword that are used in the same turn (Or Round depending on the Jutsu/Ability) initiates a clash. When a clash is initiated the opposing users of either ability or jutsu must make opposing Checks using certain skills depending on the ability/jutsu used.

- **Ninjutsu Clash:** Ninjutsu or Chakra Control Ability check (the user's choice) vs an opposing Ninjutsu or Chakra control ability check.
- **Taijutsu Clash:** Taijutsu, Athletics, or Acrobatics ability check vs an opposing Taijutsu, Athletics or Acrobatics ability check.

Wind and Earth are new damage types, Thunder has been combined with force damage. Radiant Damage has been combined with Lightning Damage; Force & Necrotic Damages description is being reskinned to fit the setting.

ELEMENTAL ADVANTAGE

A new mechanic that is supposed to represent situations where a creature will use an ability or Ninjutsu that has one of 5 Nature affinities (Earth, Wind, Fire, Water, Lightning) against another ability or Ninjutsu that has a Superior or Inferior Nature affinity against it. With the 5 Nature Affinities each one is Strong or weak to another with some being neutral to one another. When this interaction happens the user of the Superior element makes their attack roll or Clash check at advantage, while the user of the inferior element rolls normally.

The following is the circle of Elemental Superiority; ('>' means the nature affinity to the left of this symbol is superior to the nature affinity on the right of it.)

Fire > Wind > Lightning > Earth > Water > Fire

CHAPTER 9: JUTSU CASTING

There are three major changes in this section:

1. Spells are now called Jutsu. (Cantrips are now called E-Rank Jutsu and have a minor cost associated with them.)
2. Jutsu are now Ranked instead of Leveled. Ranging from E-Rank up through S-Rank. Each rank Corresponds to Spell ranks in its design.
 - a. E-Rank: Cantrips
 - b. D-Rank: 1st-2nd Level Spells
 - c. C-Rank: 3rd-4th Level Spells
 - d. B-Rank: 5th-6th Level Spells
 - e. A-Rank: 7th-8th Level Spells
 - f. S-Rank: 9th Level Spells
3. Spellcasting has been separated into Ninjutsu, Taijutsu & Genjutsu Casting. Ninjutsu, Taijutsu, & Genjutsu use Chakra, which regenerates on a short rest using Chakra die or half of your maximum on a long rest.
 - a. Ninjutsu uses Intelligence and in rare cases constitution as its Casting stat.
 - b. Taijutsu uses Strength (or Dexterity depending on the class) as its casting stat.
 - c. Genjutsu uses Wisdom (or Charisma depending on the class) as its casting stat.

CHAPTER 10-12: NINJUTSU, TAIJUTSU, & GENJUTSU LIST

Chapter 10-12 is broken up into 3 different chapters to keep Ninjutsu, Taijutsu and Genjutsu separate.

CHAPTER 13: CUSTOMIZATION OPTIONS

Chapter 13 is designed to offer players the full list of feats, fighting styles, and other customization options your game can benefit from.

CHAPTER 14: ALLIES & ADVERSARIES

This chapter is more use to the GM than the players, in that it offers premade ordinary and heroic characters, as well as statistics for the characters proper to the Naruto series, including popular names such as Naruto Uzumaki, Sakura Haruno, Kakashi Hatake, Sasuke Uchiha, and even Orochimaru.

BINGO BOOK (MONSTER MANUAL)

There is a Monster Manual in development. This should provide a variety of new enemy types, prolific and generic low- and high-level enemies created in this system.

KAGE GUIDE (DM GUIDE)

There is a DM's guide currently in development alongside the Monster manual. This book will provide a list of variable rules, ways to design campaigns, how to handle events such as the Chunin exam, a comprehensive list of Chakra enhanced Items, loot tables and how to handle Factions, Village Ranks Mission tables and much more.

CHAPTER 1: STEP BY STEP CHARACTER

Dour first step in playing an adventurer in the Dungeons and Dragons game is to imagine and create a character of your own. Your character is a combination of game statistics, roleplaying hooks, and your imagination. You choose a Clan (such as Hyūga or Uchiha) and a class (such as Taijutsu Specialist or scout-nin). You also invent the personality, appearance, and backstory of your character. Once completed, your character serves as your representative in the game, your avatar in the Naruto Universe.

Before you dive into step 1 below, think about the kind of shinobi you want to play. You might be a courageous swordsman, a skulking assassin, adept medical personnel, or a cruel Hunter-Nin. Or you might be more interested in an unconventional character, such as a Buff Medical-Nin who likes hand-to-hand combat, or a scrawny Swordsman who uses 2 Great swords. Do you like mixed Clan Characters? Try building a character who is a product of two opposing clans. Do you want your character to be the toughest shinobi at the table? Consider the Taijutsu Specialist class. If you don't know where else to begin, take a look at the illustrations in any Naruto Manga or picture to see what catches your interest.

Once you have a character in mind, follow these steps in order, making decisions that reflect the character you want. Your conception of your character might evolve with each choice you make. What's important is that you come to the table with a character you're excited to play.

Throughout this section, we use the term character sheet to mean whatever you use to track your character, whether it's a formal character sheet (like the one at the end of these rules), some form of digital record, or a piece of notebook paper. An official Naruto 5E character sheet is a fine place to start until you know what information you need and how you use it during the game.

BUILDING NARUTO UZUMAKI

Each step of character creation includes an example of that step, with a player building the iconic character Naruto Uzumaki, as he is portrayed during the events of Naruto Season 1/Volume 1.

1. CHOOSE A CLAN

Every character belongs to a Clan, one of the many prominent and featured families of people, who make up the world of Naruto. The most common and numerous clans in the Naruto universe ironically is the non-clan, people with no distinct family background, attempting to make a name for themselves and potentially creating a clan for their future generations to flourish through. The Clan chapter provides more information about these Clans.

The clan you choose contributes to your character's identity in an important way, by establishing a general background and history to draw from as well as the natural talents gained from culture and ancestry. Your character's clan grants particular special traits, such as special traits (Ex. Sharingan, Byakugan), proficiency with certain weapons or tools, proficiency in one or more skills, or additional jutsu to take advantage of from your clans' repertoire of secret techniques.

For example, the special traits of a Hyūga make them exceptional Taijutsu Specialist, and Nara's tend to be powerful Intelligence operatives. Sometimes playing against type can be fun, too. Yamanaka Weapon Specialist and Uchiha Taijutsu Specialist, for example, can be unusual but memorable characters.

Your Clan also increases one or more of your ability scores, which you determine in step 3. Note these increases and remember to apply them later.

Record the traits granted by your clan on your character sheet. Be sure to note your starting your base speed as well.

BUILDING NARUTO UZUMAKI, STEP 1

Since Naruto is a Uzumaki, we record all of the special traits of an Uzumaki on our character sheet, including his speed of 30 feet, and his Skill Proficiencies.

2. CHOOSE A CLASS

Every shinobi is a member of a class. A class broadly describes a character's vocation, what special talents he or she possesses, and the tactics he or she is most likely to employ when exploring a city, fighting enemies, or engaging in a tense negotiation. The character classes are described in the **Classes** chapter.

Your character receives a number of benefits from your choice of class. Many of these benefits are class features - capabilities that set your character apart from members of other classes. You also gain a number of proficiencies: armor, weapons, skills, saving throws, and sometimes tools. Your proficiencies define many of the things your character can do particularly well, from using certain weapons to telling a convincing lie.

On your character sheet, record all the features that your class gives you at 1st level.

LEVEL

Typically, a character starts at 1st level and advances in level by adventuring and gaining mission points (XP). A 1st-level character is inexperienced in the shinobi world, although he or she might have done dangerous things before generally they are inexperienced to deal with the threats an experienced shinobi would be tasked to handle.

Starting off at 1st level marks your character's entry into the ninja life. If you're already familiar with the game, or if you are joining an existing D&D campaign, your GM might decide to have you begin at a higher level, on the assumption that your character has already survived a few harrowing missions.

QUICK BUILD

Each class description in chapter 4 includes a section offering suggestions to quickly build a character of that class, including how to assign your highest ability scores, a background suited to the class.

Record your level on your character sheet. If you're starting at a higher level, record the additional elements your class gives you for your level's past 1st. Also record your experience points. A 1st-level character has 0 XP. A higher-level character typically begins with the

minimum amount of XP required to reach that level (see “Beyond 1st Level” later in this section).

HIT/CHAKRA POINTS & HIT/CHAKRA DICE

Your character’s hit points define how tough your character is in combat and other dangerous situations. Your hit points are determined by your Hit Dice (short for Hit Point Dice). Your characters chakra points define how much stamina your character has and how many jutsu and other special abilities they can pull off before they run out of steam in and out of combat. Your chakra points are determined by your Chakra Dice (short for Chakra point Dice).

At 1st level, your character has 1 Hit Die & Chakra Die and the die type for each is determined by your class. You start with hit points and chakra points equal to the highest roll of those respective die, as indicated in your class description. (You also add your Constitution modifier, which you’ll determine in step 3.) This is also your hit or chakra point maximum.

Record your character’s hit & chakra points on your character sheet. Also record the type of Hit Die & Chakra Die your character uses and the number of both Dice you have. After you rest, you can spend your hit die to regain hit points and your chakra die to regain chakra points. (see “Resting” in the Adventuring section).

PROFICIENCY BONUS

The table that appears in your class description shows your proficiency bonus, which is +3 for a 1st-level character. Your proficiency bonus applies to many of the numbers you’ll be recording on your character sheet:

- Attack rolls using weapons you’re proficient with
- Attack rolls with jutsu you cast
- Ability checks using skills you’re proficient in
- Ability checks using tools you’re proficient with
- Saving throws you’re proficient in
- Saving throw DCs for jutsu you cast (explained in each class)

Your class determines your weapon proficiencies, your saving throw proficiencies, and some of your skill and tool proficiencies. (Skills are described in

“Using Ability Scores”, tools in “Equipment.”) Your Clan gives you additional skill and tool proficiencies. Be sure to note all of these proficiencies, as well as your proficiency bonus, on your character sheet.

Your proficiency bonus can’t be added to a single die roll or other number more than once. Occasionally, your proficiency bonus might be modified (doubled or halved, for example) before you apply it. If a circumstance suggests that your proficiency bonus applies more than once to the same roll or that it should be multiplied more than once, you nevertheless add it only once, multiply it only once, and halve it only once.

BUILDING NARUTO UZUMAKI, STEP 2

Naruto Uzumaki is best depicted as a Scout-Nin due to him not specializing early on in his career, so we make a note of the Scout-Nin’s proficiencies and 1st-level class features on the character sheet.

As a 1st-level Scout-Nin, Naruto has 1 Hit Die, a d8 & 1 Chakra Die, a d10. He starts with hit points equal to 8 + his Constitution modifier & chakra points equal to 10 + his constitution modifier. Make a note of this; we will record the final number after we determine Naruto’s Constitution score (see step 3). Also make a note of the proficiency bonus for a 1st-level character, which is +3.

ABILITY SCORE SUMMARY

STRENGTH

Measures: Natural Athleticism, bodily power.
Important for: Taijutsu or Bukijutsu focused Characters.
Clan Increases:

Hebi (+2)	Kaguya (+2)	Hoshigaki (+1)
Sarutobi (+2)	Akimichi (+1)	Inuzuka (+1)

DEXTERITY

Measures: Physical agility, reflexes, balance, poise.
Important for: Taijutsu, Ranged, Bukijutsu focused Characters.
Clan Increases:

Fuma (+2)	Uchiha (+2)	Hyūga (+1)
Kaguya (+2)	Yuki (+2)	Hebi (+2)
		Tsuchigumo (+1)

CONSTITUTION

Measures: Health, stamina, vital force
Important for: Health & Chakra (everyone)
Clan Increases:

Akimichi (+2)	Ryu (+1)	Kaguya (+1)
Hoshigaki (+2)	Kuru (+1)	Hebi (+1)
Uzumaki (+2)	Sarutobi (+1)	

INTELLIGENCE

Measures: Mental acuity, information recall, analytical skill.
Important for: Ninjutsu focused Characters.
Clan Increases:

Aburame (+2)	Ryu (+2)	Uchiha (+1)
Hatake (+2)	Yuki (+1)	Yamanaka (+1)
Nara (+2)	Kurama (+1)	

WISDOM

Measures: Awareness, intuition, insight
Important for: Genjutsu focused Characters.
Clan Increases:

Hyūga (+2)	Kurama (+2)	Aburame (+1)
Inuzuka (+2)	Kuru (+2)	Fuma (+1)
Tsuchigumo (+2)		

CHARISMA

Measures: Confidence, eloquence, leadership
Important for: Social interaction
Clan Increases:

Yamanaka (+2)	Kurama (+2)	Nara (+1)
	Hatake (+1)	Uzumaki (+1)

3. DETERMINE ABILITY SCORES

Much of what your character does in the game depends on his or her six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each ability has a score, which is a number you record on your character sheet.

The six abilities and their use in the game are described in the Using Ability Scores chapter. The Ability Score Summary table provides a quick reference for what qualities are measured by each ability, what clan increases which abilities, and what classes consider each ability particularly important.

To generate your character's six ability scores, you would use the following set of scores; 15, 14, 13, 12, 10, 8. This is called the Standard Array. Using this set of scores allows you to generate a character who can specialize in something while also presenting flaws that they can grow from. This presents a well-rounded character with both strengths and weaknesses.

If you prefer a more randomized approach you can instead Roll four 6-sided dice and record the total of the highest three dice on a piece of scratch paper. Do these five more times, so that you have six numbers.

Now take your six numbers and write each number beside one of your character's six abilities to assign scores to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Afterward, make any changes to your ability scores as a result of your clan choice.

ROLLING FOR STATS

While everyone has their own way of assigning ability scores. As the writer of this book, I will be the first to tell you that this book is written with Standard Array and 27 Point Buy in mind (detailed below). Rolling creates either extremely powerful or extremely weak characters, and creates an extreme power divide in a play group. Decide your preferred method with this in mind.

After assigning your ability scores, determine your ability modifiers using the Ability Scores and Modifiers table. To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the result by 2 (round down). Write the modifier next to each of your scores.

VARIANT: CUSTOMIZING ABILITY SCORES

At your Game Master's permission, you can use this variant for determining your ability scores. The method described here allows you to build a character with a set of ability scores you choose individually.

You have 27 points to spend on your ability scores. The cost of each score is shown on the Ability Score Point Cost table. For example, a score of 14 costs 7 points. Using this method, 15 is the highest ability score you can end up with, before applying clan & background ability increases. You can't have a score lower than 8. This method of determining ability scores enables you to create a set of three high numbers and three low ones

ABILITY SCORE POINT COST

Score	Cost	Score	Cost
8	0	12	4
9	1	13	5
10	2	14	7
11	3	15	9

ABILITY SCORES AND MODIFIERS

d100	Result	d100	Result
1	-5	16-17	+3
2-3	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30	10

BUILDING NARUTO UZUMAKI, STEP 3

We will use the standard array of scores (15, 14, 13, 12, 10, 8) for Naruto's abilities. Naruto is tough and has a deep well of chakra he can pull from at any given moment, so we'll put his highest score, 15, in Constitution. His next-highest, 14, goes in Strength. He then applies the 13 to Charisma, the 12 to Intelligence, the 10 to Dexterity and the 8 to Wisdom.

After applying his Clan benefits (increasing Naruto's Constitution by 2, and Charisma by 1, Remember he is a talker and leaves an impression on you), Naruto's ability scores and modifiers look like this:

Strength 14 (+2),
Dexterity 10 (+0),
Constitution 17 (+3),
Intelligence 12 (+1),
Wisdom 8 (-1),
Charisma 14 (+2).

We then fill in Naruto's final hit points: 8 + his Constitution modifier of +3, for a total of 11 hit points.

We finally fill in Naruto's final chakra points: 10 + his Constitution modifier of +3, for a total of 13 chakra points.

(15, 15, 15, 8, 8, 8), a set of numbers that are above average and nearly equal (13, 13, 13, 12, 12, 12), or any set of numbers between those extremes.

4. DESCRIBE YOUR CHARACTER

Once you know the basic game aspects of your character, it's time to flesh him or her out as a person. Your character needs a name. Spend a few minutes thinking about what he or she looks like and how he or she behaves in general terms.

Using the information in chapter 3, you can flesh out your characters physical appearance and personality traits. Choose your characters Ambitions, their Goals and fears.

Your character's background describes where he or she came from and the type of life they lived before becoming a shinobi, and the character's place in the Naruto world. Similar to normal D&D, selecting a background does provide mechanical benefits such as skill proficiencies and an Ability score increase to the character you are creating. It also does provide a base for how they approach situations and might act when confronted with unique challenges in the game.

YOUR CHARACTERS ABILITIES

Take your character's ability scores and Clan into account as you flesh out his or her appearance and personality. A very strong character with low Intelligence might think and behave very differently from a very smart character with low Strength.

For example, high Strength usually corresponds with a burly or athletic body, while a character with low Strength might be scrawny or plump.

A character with high Dexterity is probably light and slim, while a character with low Dexterity might be either gangly and awkward or heavy and thick-fingered.

A character with high Constitution usually looks healthy, with bright eyes and abundant energy. A character with low Constitution might be sickly or frail.

A character with high Intelligence might be highly inquisitive and studious, while a character with low Intelligence might speak simply or easily forget details.

A character with high Wisdom has good judgment, empathy, and a general awareness of what's going on. A character with low Wisdom might be absent-minded, foolhardy, or oblivious.

A character with high Charisma exudes confidence, which is usually mixed with a graceful or intimidating presence. A character with a low Charisma might come across as abrasive, inarticulate, or timid.

BUILDING NARUTO UZUMAKI, STEP 4

We then fill in some of Naruto's basic details: his name, his sex (male), his height and weight.

-His high Constitution represent his capability and massive chakra reserve and potential.

-His high Strength represent an exceptional physical aptitude to represent his constant hard work outside of the academy.

-His high Charisma represent an infectious personality that leaves an impression on you from the way he speaks of his passions and goals, no matter how farfetched, you just want to believe in this kid.

Naruto is an Uzumaki, although he doesn't truly know what that means or entails this early in his story, he does facilitate their qualities of exceptional Stamina and chakra. So, we chose the Uzumaki Clan. Make a note of the proficiencies and special feature this Clan gives. Because one of the Clan features it provides him is an increase to his chakra point maximum at level 1, increasing it from 13 to 15 by adding an additional +2.

We know that Naruto is both ignorant and rash, and has a propensity to proclaim he never gives up or goes back on his word, but he is also a notorious troublemaker that pulled pranks of the highest order. So, we will choose the Trouble Maker background. Make a note of the proficiencies and the special feature this background gives.

For the backgrounds ASI: Secluded, we are going to choose the +1 to Charisma, bringing his Charisma to a total of 15, which does not change his modifier.

So, for his Ambitions we know he wants to become Hokage. Naruto's Drive is that he wants the village to acknowledge him and not see him as a burden. His Goals are always changing, but starting out he only wants to graduate the academy to become a ninja, allowing him to take one step closer to his Ambitions. And His biggest fear ends up being the fear of failing, and never being acknowledged by anyone.

5. CHOOSE EQUIPMENT

Your class determines your character's starting equipment, including weapons, armor, and other shinobi gear. Record this equipment on your character sheet. All such items are detailed in the Equipment section.

ARMOR CLASS

Your **Armor Class (AC)** represents how well your character avoids being wounded in battle. Things that contribute to your AC include the armor you wear, your Dexterity modifier & how proficient you have become through experience. Not all character's wear armor however.

Your character's base AC equals 10 + his/her Dexterity modifier + half of his/her Proficiency Bonus (Rounded Down) + Armor Bonus. Record your AC on your character sheet.

Your character needs to be proficient with armor to wear and use them effectively, and your armor proficiencies are determined by your class. There are drawbacks to wearing armor if you lack the required proficiency, as explained in the Equipment section.

Some Jutsu and class features give you a different way to calculate your AC. If you have multiple features that give you different ways to calculate your AC, you choose which one to use.

WEAPONS

For each weapon your character wields, calculate the modifier you use when you attack with the weapon and the damage you deal when you hit. When you make an attack with a weapon, you roll a d20 and add your proficiency bonus (but only if you are proficient with the weapon) and the appropriate ability modifier.

- For attacks with melee weapons, use your Strength modifier for the attack and damage rolls. A weapon that has the finesse property, such as a Katana, can use your Dexterity modifier instead.
- For attacks with ranged weapons, use your Dexterity modifier for attack and damage rolls. A weapon that has the thrown property, such as Darts, can use your Strength modifier instead.

BUILDING NARUTO UZUMAKI, STEP 3

We now write down the starting equipment from the Scout-Nin class. His starting equipment includes padded armor, giving him an Increased AC of +1. He then adds his Dexterity Modifier (+0), then half his Proficiency rounded down (+1). His Class Fighting Style Iron Fist provides him an additional +1 to his AC making his Final AC a 13. (10+1+0+1+1)

For Naruto's weapons, we choose a Fuma-Shuriken and 1 Stack of Kunai. His Shuriken and Fuma-Shuriken are ranged weapons, so Naruto uses his Dexterity modifier for his ranged attacks and damage. His attack bonus is his Dexterity modifier (+0) plus his proficiency bonus (+3), for a total of +3. The Kunai deals 1d4 Piercing damage, and Naruto adds either his Dexterity or Strength modifier to the damage when he hits. For Kunai he will use Strength for a total of 1d4+2 slashing damage. The Fuma-shuriken deals 1d8 Slashing damage, but he only has one and must retrieve it when thrown and has a much longer range.



6. CHOOSE YOUR JUTSU

Your class determines how many jutsu your character knows at each given level. Most clans also provide you with an additional list of jutsu you can pull from just for being a part of the given clan.

JUTSU RANK

Every Jutsu has a Rank from E-Rank to S-Rank. A Jutsu's Rank is a general indicator of how powerful it is, with a lowly burst of speed at E-Rank and the powerful explosion at S-Rank.

E-Rank Jutsu are simple but effective techniques that characters can cast almost passively. They are lowest ranked and the simplest in design and function. The higher a Jutsu's Rank, the higher Level a Shinobi must be to use that Jutsu. Jutsu Rank and character level don't correspond directly. Typically, a character has to be at least 17th level, not 6th level, to cast a S-Ranked Jutsu.

JUTSU KNOWN

Before a shinobi can use a jutsu, he or she must have the jutsu learned, or must have access to the jutsu in a chakra item. Once a jutsu is learned, it is always

BUILDING NARUTO UZUMAKI, STEP 6

We now write down the starting Jutsu that Naruto would have as he starts his journey as a Shinobi.

As a Scout-Nin Naruto starts out with 6 Known jutsu of D-Rank or Lower.

- **Enhanced Skill (E-Rank):** Naruto Usually puts everything he has into attempting to do something, this will allow him to show that effort.
- **Chakra Movement (E-Rank):** Naruto has moments where he has great bouts of speed, this allows him to cross the field quickly to save his allies or punch his enemies.
- **Clone Technique (E-Rank):** While at level 1 Naruto does not have his signature shadow clone jutsu, this is a great replacement for such a Technique. Use this until he gets Shadow Clone Technique
- **Transform (E-Rank):** Naruto uses this jutsu to create the Sexy jutsu, an iconic jutsu all to himself.
- **Chakra Reserves (D-Rank):** Naruto has a massive amount of Chakra he keeps stored up to from the Nine Tailed Fox, but since he doesn't have access to the Kyuubi this early in his career, we can use this jutsu to simulate the extra chakra he gets during tense moments.
- **Exorcism (D-Rank):** Naruto although not a super skilled Taijutsu fighter, he knows how to utilize it to great effect. This will give him some umph when fighting close range.
- **Substitution Technique (D-Rank):** Naruto Uses this quite freely in the early season/Volume to avoid taking any nasty damage

This is the final build for [Naruto \(Level 1\)](#). This Link also Includes Builds for Sasuke & Sakura at level 1.

prepared. The number of jutsu a shinobi can have at any given time depends on the character's level.

When you learn a Jutsu, either E-Rank, D-Rank, or higher, you choose from the list of Jutsu provided in Chapters 9 through 11. You can learn Jutsu from any level up to your Highest Level jutsu known, including E-Rank Jutsu. The total number of jutsu you learn in this way can't exceed your Jutsu Known for your class at the level you are in the class.

If a Jutsu is granted to you by a class feature or a Feat that Jutsu does not count against your Jutsu known and you can't voluntarily unlearn it. If you already know that Jutsu, you may learn an additional Jutsu that is available to you.

Additionally, every time you learn a new Jutsu as a result of gaining a level, you can choose some or all of the Jutsu you know and replace them with another Jutsu of the same type (Ninjutsu, Genjutsu or Taijutsu), as long as that Jutsu is not of a higher level than your Highest Level Jutsu known.

CHAKRA POINTS

Regardless of how many Jutsu a shinobi knows, he or she can cast only a limited number of Jutsu before resting. Manipulating Chakra and channeling it through you, even as a simple jutsu is physically and mentally taxing, and higher ranked Jutsu are even more so. Thus, each shinobi class's description includes a Chakra die to show how much chakra that class generally gains per level compared to the next. For example, the 3rd-level Ninjutsu Specialist has 3d12 Chakra die, meaning on average someone of that class would have 21(7+7+7 the Average of a d12 Die 3 times for each level) chakra before

considering their Constitution Modifier and any Clan or Class Features.

When a character casts a Jutsu, he or she expends a number of chakra points based on the cost of the jutsu to cast it. All Jutsu and some features as well have a cost, meaning more time and care has to be put into deciding what jutsu to use and when while in difficult situations and circumstances.

7. BRING IT ALL TOGETHER

Most Naruto characters don't work alone. Each character plays a role within a party, a group of shinobi working together for a common purpose. Teamwork and cooperation greatly improve your party's chances to survive the many perils in the lands of the Naruto World. Talk to your fellow players and your GM to decide whether your characters know one another, how they met, and what sorts of missions the group might undertake.

BEYOND 1ST LEVEL

As your character goes on missions and overcomes challenges, he or she gains experience, represented by mission points. A character who reaches a specified Experience point total advances in capability. This advancement is called gaining a level.

LEVEL 4, 8, 12, 16 & 19

At certain levels, your characters experience culminates into an Ability Score Improvement & a Feat of your choice that they qualify for. When you reach these levels in your selected Classes, you increase one ability score by 1 & then you select a feat that you qualify for from the "Customize" Chapter.

CLASS FEATURES, HIT DICE & CHAKRA DICE

When your character gains a level, his or her class or clan often grants additional features, as detailed in the class (or Clan) description. Some of these features allow you to increase your ability scores, either increasing two scores by 1 each or increasing one score by 2. You can't increase an ability score above 20. In addition, every character's proficiency bonus increases at certain levels.

Each time you gain a level, you gain 1 additional Hit & Chakra Die. Roll both of those Die, add your Constitution modifier to the rolls separately, and add the total to your hit point & Chakra point maximums respectively. Alternatively, you can use the fixed value shown in your class entry, which is the average result of the die roll (rounded up).

When your Constitution modifier increases by 1, your hit points maximum increases by 1 for each level you have attained. For example, if your 7th-level Weapon Specialist has a Constitution score of 17, when they reach 8th level, they increase their Constitution score from 17 to 18, thus increasing their Constitution modifier from +3 to +4. Their hit point maximum then increases by 8. (1 for each level)

XP AND PROFICIENCY BONUS PROGRESSION

The Character Advancement table summarizes the XP you need to advance in levels from level 1 through level 20, and the proficiency bonus for a character of that level. Consult the information in your character's class description to see what other improvements you gain at each level.

CHARACTER ADVANCEMENT

Experience Points	Level	Proficiency Bonus
0	1	+3
300	2	+3
900	3	+3
2700	4	+4
6500	5	+4
14000	6	+4
23000	7	+5
34000	8	+5
48000	9	+5
64000	10	+6
85000	11	+6
100000	12	+6
120000	13	+7
140000	14	+7
165000	15	+7
195000	16	+8
225000	17	+8
265000	18	+8
305000	19	+9
355000	20	+9

CHAPTER 2: CLANS



visit to any of the great villages in the world of Naruto- The village hidden in the Leaves, Konohagakure. The Leaf Village or Konoha for short. The village is hidden by Rain, Amegakure. The Hidden Rain village, or the Rain village, can overwhelm the senses.

Voices ring out calling for customers from shops lining the streets. The smells of cooking in dozens of different cuisines mingle with the odors of crowded streets, high quality perfumes and poorly maintained body odor mix together on the village's many streets. Buildings in myriad architectural styles display the diverse origins of their inhabitants.

And the people themselves-people of varying size, shape, and color, dressed in a dazzling spectrum of styles and hues-represent many different families, cultures and ideologies, from elegant and refined Hyūga, stalwart and dedicated Uchiha to simple and shapely Akimichi and thin but weird Aburame's, mingling among a variety of Konoha inhabitants.

Scattered among the members of these more common Clans are the less obvious: a laid-back Nara here, squeezing his way through the crowd and giving up halfway, to go and find another route because this one is too much of a bother, and a beautiful Yamanaka there, whipping her hair in the direction of her crush with mischief in her eyes. A group of Inuzuka's jog through the streets with their dogs as one of them leaps onto a nearby building with the pack following behind. Uzumaki holds large events for the betterment of the village through fundraisers trying to live up to the greatness Naruto once lived with when he was Hokage. And there, standing on top of the Hokage mountains, is a lone Sarutobi, determined to make a name for himself and continue the family legacy of greatness.

1. CHOOSING A CLAN

People who are of no Clan are called Non-Clan and are the most common people in the world of Naruto, but they live and work alongside all the other clans present in the different villages able to keep up and in some cases outpace members of those clans in different ways. Your character belongs to one of these clan groups.

Your choice of clan affects many different aspects of your character. It establishes fundamental qualities that exist throughout your character's shinobi career. When making this decision, keep in mind the kind of character you want to play. For example, an Inuzuka can be a good choice for a Perceptive Hunter-Nin, a Hyūga makes an agile and dangerous Taijutsu Specialist, and a Uchiha can be a Ninjutsu Specialist.



Your shinobi's clan not only affects your ability scores and traits but also provides the cues for building your character's story. Each clan's description in this chapter includes information to help you roleplay a character of that clan, including personality, physical appearance, features of society, and unique tendencies. These details are suggestions to help you think about your character; Characters can deviate widely from the norm for their clan. It's worthwhile to consider why your character is different, as a helpful way to think about your character's background and personality.

SPECIAL TRAITS

The description of each Clan includes special traits that are common to members of that clan. The following entries appear among the traits of most clans.

ABILITY SCORE INCREASE

Every Clan increases one or more of a character's ability score at character creation.

SPEED

Your speed determines how far you can move when traveling (chapter 6) and fighting (chapter 7).

SKILL PROFICIENCIES

Your Clan offers additional proficiencies based on the culture and way the clan works internally.

ADDITIONAL LANGUAGES

By virtue of being human, you automatically speak common, but there are many different ways to communicate and people and creatures to communicate with. Your clan may offer you additional languages that allows you to speak and understand other dialects other than common.

SPECIAL FEATURES

The description of each Clan also includes special features unique to that clan and that clan alone. You gain these features at 1st, 3rd, 7th, 11th, 15h & 18th Levels. These features provide you with additional ways to customize your shinobi creating a wholly unique character unlike others.

ABURAME CLAN

"She doesn't look like much, I can do this alone." came the mercenary's voice as he joked with his allies, while looking at the frail young girl whose face was mostly obscured by her oddly tall collar. "You look lost girl, you sure you're in the right place? Maybe we can help you out" he says in a crude tone. The lone girl points with a single hand outstretched "Your allies look like they could use your help more than me." she says in a monotone manner causing the mercenary to look back at his two allies who look drained and almost mummified from the way their skin sits on almost exposed bone. He shrieks out in confusion before he notices that insects of different shapes and sizes are slowly covering his body. He tries to run but falls before being covered in the swarm of insects not even able to yell out in retaliation. "People always underestimate the little ones, it's always the little ones you overestimate. Isn't that right slim?" The girl says while looking at a centipede on her finger.

—Tatsunami Aburame.
The Long Road, Ch. 11 excerpt.

A Forest sectioned off exclusively for them in the leaf village, with homes built exclusively in the tree's and partially in the earth itself. The sounds of insects moving and the smells of moist earth and rotting trees. And the defining characteristic of insects living inside them, are the threads that tie all Aburame together.

CREEPY CRAWLY

The Aburame Clan is one of the four noble clans of the leaf village. At birth, members of this clan are offered to several special breeds of insects as a nest, residing just under their host's skin. These insects will then live-in symbiosis with their host from that point on. Because of this, its members are characterized by their use of insects as weapons through use of their Insect based Ninjutsu.

The clan members may also carry additional insects in jars or gourds with them on missions. The insects can leave and enter their host's body through various pores. They feed on chakra as a food source, making them quite deadly. The relationship between the shinobi and the insects is mutually beneficial. The host grants the insects shelter and allows them to feed off their chakra, their body becoming a living hive of tens of thousands of these insects, and in return the insects do the user's bidding, allowing the shinobi to perform ninjutsu techniques with the use of hand seals & chakra conversion. A major defining trait of the Aburame clan is that all of its known members' eyes are obscured usually by glasses, as well as they wear clothing that usually cover up most of their body.

ABURAME TRAITS

Ability Score Increase: +2 Intelligence, +1 Wisdom

Speed: Your base walking speed is 30 feet

Skill Proficiencies: Nature, Animal Handling

Extra Language: Insect-Speak, you can Understand and Speak to insects.

Parasitic Technique: You know 1 additional Aburame Clan D-Rank Ninjutsu.

ABURAME FEATURES

Aburame Clan Jutsu: Beginning at 1st level the Aburame have access to a separate list of Jutsu unique to their Clan. You can add these Jutsu to your jutsu list alongside other Jutsu taken from the standard Ninjutsu, Taijutsu & Ninjutsu lists.

Bug Host: Beginning at 1st level, once per long rest, you can add 1d6 to any Constitution saving throw as the bugs inside of your body fight to resist whatever detrimental effect may be harming you.

Chakra Sense: Beginning at 1st Level, by Spending 1 minutes focusing on communicating and controlling the insects in the surrounding area, you can sense creatures that utilize chakra within a 1-mile radius and what direction they are in.

Chakra Consumption: Starting at 3rd Level, when using Aburame clan jutsu you can choose to either deal damage or absorb the target creature's chakra. When you would roll damage die, you can choose to instead reduce the enemy's chakra by half the result. When you do, you gain a number of temporary Chakra points equal to the amount of chakra you reduced the targets chakra by (rounded up). This temporary chakra lasts for 1 minute and can only be used to cast Aburame Clan Jutsu.

Insect Focus: Starting at 7th Level you learn to focus on and specialize in a particular type of insect. Select the insect you wish to specialize in and gain the feature it comes with. You may select a 2nd Insect type at 11th Level. At 15th Level you gain the remaining insect specialty.

- **Beetles:** Enhanced sensory perception; when rolling a Wisdom (Perception) or Wisdom (Insight) ability check, you may roll an additional 1d6 this result is added to your total.
- **Parasites:** Poison nature Insects; When you deal damage to a creature, with an Aburame Clan jutsu, as a bonus action, you may force a creature to make a Con Save against your Ninjutsu Save DC. On a Failed Save you infect their body with parasitic insects. At the start of their turns, for up to 1 minute, they take 1d4 poison damage from the insects eating at their body. They can attempt another save at the end of each of their turns to end the effect.
- **Kikaichu Swarm:** Enhanced chakra consumption. When using the **Chakra Consumption** clan feature, when you roll your damage die to steal chakra, roll an additional damage die, adding the result to your total rolled.



ABURAME CLAN JUTSU

D-RANK:

HUMAN COCOON

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self

Duration: Up to 1 Hour

Components: HS, CM

Cost: 3 Chakra

Keywords: Hijutsu, Ninjutsu

Description: Using the Insects that are inhabiting your body, you create a cocoon large enough to hold you and hang from any surface that can hold you. This Cocoon is waterproof, and can be used as a Sleeping bag allowing you to hover above the ground away from land creatures who can't reach you. While inside your Cocoon, you look like a large insect going through metamorphosis not garnering the attention of other creatures. When rolling Dexterity (Stealth) while suspended inside your cocoon, roll at Advantage. If used as a part of a Short Rest, you recover the maximum possible hit points or chakra from hit dice and chakra dice rolled.

INSECT SPHERE

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 5 Chakra

Keywords: Hijutsu, Ninjutsu

Description: You send a swarm of insects to entrap a target creature. The target must make a Dexterity saving throw, being restrained and taking 4d4 Piercing damage at the end of each of your turns. Creatures make a Strength saving throw at the end of each of their turns to end the jutsu.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and Damage by 2d4.

PARASITIC DESTRUCTION

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: HS

Cost: 5 Chakra

Keywords: Hijutsu, Ninjutsu

Description: You send your swarm of insects to Strike a target creature in range. This jutsu ignores cover. Make a ranged ninjutsu attack dealing 4d6 Piercing damage on a hit.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and Damage by 2d6

SPINDLE FORMATION

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 Minute

Components: HS

Cost: 5 Chakra

Keywords: Hijutsu, Ninjutsu

Description: You create a ring of insects that spin around you violently. Creatures in a 5-foot radius sphere centered on you must succeed a Constitution saving throw, taking 3d8 Damage as they start their turns in the target radius or attempt to enter the target radius.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and Damage by 1d8

C-RANK:

INSECT CLONE

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 7 Chakra

Keywords: Hijutsu, Ninjutsu

Description: Your variation of the shadow clone jutsu. You create a single clone of yourself formed out of Insects. This clone does not have any weapons or tools and cannot speak. As a Bonus action you can command the clone to take both a Standard and Move action. The clone does not have a Reaction or Bonus action. The clone has 5 Hit points and no Chakra instead being able to only perform up to 2, D-Rank Aburame Clan Jutsu. After the clone reaches 0 Hit points or performs 2 Clan jutsu, or is dismissed, the jutsu ends. The Clone has AC equal to your Ninjutsu Save DC. The Clone cannot move more than 120 Feet from you or the jutsu ends immediately.

INSECT JAMMING

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 1 Mile

Duration: Up to 1 hour

Components: HS

Cost: 6 Chakra

Keywords: Hijutsu, Ninjutsu

Description: You spread insects across a 1mile radius and they emit chakra similar to yours. Creatures with chakra have disadvantage on Perception checks to find other creatures through their chakra sight.

INSECT JAR TECHNIQUE

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Reaction, when you are targeted for an attack

Range: 10 Foot Radius Sphere

Duration: 1 Round

Components: HS, CM

Cost: 7 Chakra

Keywords: Hijutsu, Ninjutsu

Description: Your insects swarm around you creating a 10 foot radius sphere centered on you. The barrier erected has 30 (6d10) hit points and last until the beginning of your next turn. Creatures within the radius gain the benefits of this jutsu as well.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and hit points by 2d10



their turn in the gas, must succeed a Constitution saving throw against your Ninjutsu save DC becoming poisoned and taking 8d4 Poison Damage. At the end of any creatures turn while inside the gas they repeat the saving throw. As a bonus action on each turn thereafter, for this jutsu's duration you may move this cloud 30 feet.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and damage by 2d4

A-RANK:

PARASITIC GIANT INSECT

Classification: Hijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 5 feet

Duration: Instant

Components: HS

Cost: 15 Chakra

Keywords: Hijutsu, Ninjutsu

Description: As part of the activation of this jutsu, you make a melee ninjutsu attack against a target creature within range. On a hit, the target creature is infected with a parasitic beetle. The infected creature makes a Constitution saving throw, taking 5d10 Poison damage and reducing the opponent's chakra by 5d10 on a failed save and only dealing half as much on a successful one.

B-RANK:

INSECT AMP

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 minute

Components: HS

Cost: 14 Chakra

Keywords: Hijutsu, Ninjutsu

Description: You fill your insects with an intense surge of chakra enhancing their overall potential and abilities. When using other Aburame jutsu reduce the cost of them by half (Rounded Down) for the duration of this jutsu. When dealing damage, roll an additional damage die for each jutsu.

PARASITIC INSECT CLOUD

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 60 Feet (10 Foot Radius Sphere)

Duration: Concentration, Up to 1 minute

Components: HS

Cost: 12 Chakra

Keywords: Hijutsu, Ninjutsu

Description: Your insects create a noxious gas that is exuded from your body. When you cast this jutsu, you select an area you can see within range and the gas is moved to this area. Creatures in the path of the gas on the way to the chosen location, and creatures who start



AKIMICHI CLAN

"...Are you sure you've got this big guy?" The nervous kunoichi in blue asks her ally, a stocky but seemingly focused boy in a green jacket. "Are you still nervous, I GOT THIS!" he yells as he grows almost three times his original size and begins charging into a group of bandits as he leaps and allows his full body weight to come crashing down on top of them. His massive size also creates a large hole in the ground revealing the underground cave system he was looking for, from the beginning.

—Tatsunami Aburame
The Long Road, Ch. 6 excerpt.

A large restaurant newly opened on the edge of the village. The sign on the door says they open in 10 minutes, but the line is already wrapped around the building by people wearing similar clothing, and all sporting markings on their plump cheeks. The doors open and this place is full of hungry patrons, waiting to try this new meal. Able to taste the slightest difference in texture, salt and herbs. The defining characteristic of consuming all that lie before them and enjoying the spice of life are what tie all Akimichi together.

BIG APPETITE

The Akimichi Clan is one of the four noble clans of Konohagakure. Many of their clan's techniques revolve around the manipulation of their body weight and size through the use of Yang Release. Members of the clan possess great physical strength and are able to quickly convert calories into chakra, which they then use in their various secret techniques. Most of these techniques rapidly consume the user's chakra during use, and maintaining them during a prolonged battle can be tiring. For this reason, the Akimichi have high chakra levels and eat a lot in order to build up or replenish their chakra reserves. As a tribute, members of the clan wear the kanji for "food" on their clothing. If standard calories aren't enough for a battle, Akimichi can use the clan's three colored pills to convert excess fat into chakra, at the cost of one's health.

AKIMICHI TRAITS

Ability Score Increase: +2 Con, +1 Str

Speed: Your base walking speed is 30 feet.

Skill Proficiencies: Athletics, Survival

AKIMICHI FEATURES

Akimichi Clan Jutsu: The Akimichi have access to a separate list of jutsu unique to their Clan. You can add these jutsu to your jutsu list instead of selecting jutsu from the Normal jutsu list.

Lunch Breaks: When you take a short rest, you Regain Additional Hit Points Equal to twice your current Calories

Calories: At first level you have a set number of Calories equal to Your Level+ your constitution modifier (Min.1). You regain half of all spent calories after a short Rest, and all calories after a long or Full Rest. You can spend these Calories to use Clan Jutsu or Clan Features.

Food Pills: At 3rd Level, the you gain access to a special form of military food pills. These Pills enhance the intensity of your metabolism allowing for powerful bonuses based on which pill you take. The Pills must be taken in order and cannot be taken out of order. If taken out of order, you must succeed a DC 20 Constitution Save. On a Failure you are Poisoned and Gain 3 ranks in Exhaustion. You gain each pill at the described levels.

- **Green Spinach Pill:** At 3rd level, you gain the green spinach pill. As a Bonus action you can eat this pill. Upon consumption, you lose 5 calories. You gain +4 STR and +4 CON for 1 Minute. After 1 minute, you gain 1 Rank of exhaustion.
- **Yellow Curry Pill:** At 7th Level, you gain the yellow curry pill. As a Bonus action you can eat this pill. Upon Ingestion, you lose 5 calories. Increase the Damage die of all Unarmed Attacks and Taijutsu by 1 Step (d4> d6> d8> d10> d12) for 1 minute, after 1 minute, you gain 1 ranks of exhaustion.
- **Red Chili Pill:** At 11th Level, you gain the Red Chili Pill. As a Bonus action you can eat this pill. Upon Ingestion, reduce your Calories to 0. Double all damage die of Unarmed attacks, Taijutsu, and Akimichi Clan Jutsu. Increase your Strength by +6. This lasts for 1 minute. After 1 minute you enter the Unconscious Condition and must immediately begin to make DC 20 Constitution saves. If You fail 3 of these saves, you enter the Dying condition. If you are not healed in 1 hour after entering this condition. The poison overtakes your body and you die.

Fat Conversion: At 7th level, as a bonus action, you can convert 1 Calorie into 2 Chakra Points. You cannot convert more than your Constitution Modifier into Chakra (Min 1) at a time.

Master Metabolic Manipulation: At 18th level you reduce the calorie cost of all Akimichi Clan Jutsu by 2 (Min of 1)



AKIMICHI CLAN JUTSU

D-RANK:

BODY FAT CUSHION

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Reaction

Range: Self

Duration: Instant

Components: CM

Cost: 4 Chakra or 2 Calories

Keywords: Hijutsu, Ninjutsu

Description: You expand your body like a balloon reducing damage by cushioning impacts. You gain Immunity to Bludgeoning and Slashing damage. You gain resistance to Earth, Water, and Wind Damage until the start of your next turn. You gain Vulnerability to Piercing & Lightning Damage until the start of your next turn.

EMPTY CRASH

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Instant

Components: M

Cost: 4 Chakra or 2 Calories

Keywords: Hijutsu, Taijutsu

Description: You smash the ground upheaving chunks of stone and hurling them towards a target creature within range. Make a Ranged Taijutsu attack. On a Hit you deal 3d6 Bludgeoning damage. If the "Partial Expansion" Clan jutsu is active when you use this jutsu, you instead deal 5d6 Bludgeoning damage.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by 2d6



HUMAN BOULDER

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 feet

Duration: Instant

Components: HS, CM, M

Cost: 5 Chakra or 3 Calories

Keywords: Hijutsu, Taijutsu, Clash

Description: You expand your body like a balloon retracting your arms and legs inside your fat. You use your chakra to spin your body like a bowling ball while also preventing yourself from getting dizzy. You hurl yourself in a straight line towards a target creature and crush everyone else in your way.

Move yourself up to 30 feet in a straight line, ending your movement occupying the space of the target creature. Make a Melee Taijutsu attack against the target creature dealing 2d12+Your Strength Modifier bludgeoning damage on a successful hit. The target creature is moved to the closest space of your choice within 5 feet that it can occupy.

Creatures in your path must make a Dexterity saving throw, taking 4d6 bludgeoning damage on a failed save and half as much on a successful one.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and damage by 2d12 and 2d6.

PARTIAL EXPANSION

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 4 Chakra or 2 Calories

Keywords: Hijutsu, Taijutsu

Description: If you spend Calories to activate this jutsu, you do not have to spend chakra to maintain this jutsu for the duration. You temporarily expand a portion of your body enhancing the impact potential of each unarmed attack. Your unarmed attack range is 10 feet for the duration. When you make an unarmed attack, on a hit, you deal 1d8 + Your Taijutsu Modifier bludgeoning damage.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by 1d8

C-RANK:

FULL-BODY-EXPANSION

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 Minute

Components: HS, CM

Cost: 8 Chakra or 4 Calories

Keywords: Hijutsu, Ninjutsu

Description: If you spend Calories to activate this jutsu, you do not have to spend chakra to maintain this jutsu for the duration. You temporarily expand your entire body growing in size, increasing your strength & fortitude. For the Duration you increase your Size by 1 Category (Medium > Large > Huge) increase your Strength by your Proficiency bonus. You also gain a

bonus to all Constitution ability checks and saving throws equal to your proficiency bonus (this bonus to Constitution saves does not count towards taking any Food Pills out of order). You can cast this Jutsu again increasing your size by 1 category to a maximum of Huge. This makes the Cost of Maintaining this jutsu become 8 Chakra per round. If you become huge as a result of this Jutsu, creatures make saving throws against Akimichi Clan Jutsu at disadvantage.

SPIKED-HUMAN BOULDER

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 30 feet

Duration: Instant

Components: HS, CM, M

Cost: 9 Chakra or 5 Calories

Keywords: Hijutsu, Taijutsu, Clash

Description: You activate the roots of your hair, having it run down your back and then harden creating spikes that run down the length of your body before expanding like a balloon and using the *Human Boulder* Jutsu. You bowl yourself in a straight line towards a target creature and crushing and piercing everyone else in your way.

Creatures in your path must make a Dexterity saving throw, taking 3d6 bludgeoning & 3d6 Piercing damage on a failed save or half as much on a successful one.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and damage by 1d6 for each damage type

SUPER OPEN HAND SLAP

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: CM, M

Cost: 9 Chakra or 5 Calories

Keywords: Hijutsu, Taijutsu, Clash

Description: As part of the requirements of this jutsu, you must already have the “Full-Body-Expansion” jutsu active. Chakra erupts from the palm of your hand to the point of it becoming visible. This chakra increases the weight, muscle density and impact of your palms. As a part of the activation of this jutsu, make a Melee Taijutsu Attack. On a Hit, you deal 4d10 Bludgeoning damage.

Regardless if you hit or not, all creatures, including the original target creature, within 10-feet of the original target, must make a Dexterity saving throw, taking 4d8 bludgeoning damage on a failed save or half as much on a successful one.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the Damage by 1d10 and 1d8

B-RANK:

BUTTERFLY MODE

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 minute

Components: HS, CM

Cost: 14 Chakra and 5 Calories

Keywords: Hijutsu, Ninjutsu

Description: You release chakra from your back as it

forms into the shape of butterfly wings and becomes visible to the naked eye of your design. For the duration of this jutsu, you cannot use “Full-Body-Expansion” jutsu and you gain immunity to the poisoned condition. You increase your strength by double your proficiency bonus and you gain Advantage on Strength and Constitution Ability Checks and saving throws. Akimichi Clan Jutsu you cast adds your Strength Modifier to Damage rolls if they don’t already. When this jutsu ends, you lose all remaining Calories and cannot gain calories until you complete a long rest.

SUPER BOULDER CRASH

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 30 feet

Duration: Instant

Components: CM, M

Cost: 14 Chakra or 7 Calories

Keywords: Hijutsu, Taijutsu, Clash

Description: As part of the requirements for this jutsu, you must have “Butterfly Mode” Active. You perform the pinnacle of the “Human Boulder” Technique. Your body is enhanced by the Butterfly mode and you become a wrecking ball of absolute destruction. You can move up to 90 feet in any direction and make turns while doing so. You can move through creatures and walls no thicker than 5 feet. Creatures caught in the path of your assault must succeed a Dexterity saving throw, taking 8d6 Bludgeoning damage on a failed save and half as much on a successful one.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and damage by 2d6

A-RANK:

BUTTERFLY BULLET BOMB

Classification: Hijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: HS, CM, M

Cost: 20 Chakra or 10 Calories

Keywords: Hijutsu, Taijutsu, Clash

Description: As part of the requirements for this jutsu, you must have “Butterfly Mode” jutsu active. You forcibly convert all of your remaining calories into chakra and funneling it into your fist as you attempt to make a devastating single attack. Reduce your remaining calories to 0. Make a Melee Taijutsu attack against a creature in range. On a hit, you deal 10d10 Bludgeoning + 1d10 additional damage for every Calorie you had remaining before this jutsu’s casting and all creatures in a 30-foot cone behind the target creature must make a Dexterity saving throw, taking half the damage dealt as bludgeoning damage, being knocked back 20 feet and becoming prone on a failed save. After the conclusion of this jutsu, Butterfly Mode ends immediately.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and the initial damage by 2d10.



FUMA CLAN

"You aren't going to get away with this!" The injured Kunoichi wearing red says aloud to the enemy standing before her. A thin but seemingly athletic man glares at her before responding: "And who exactly is gonna hold me accountable? They left you here to watch the safe, it's their fault for being dumb enough to~" he stops mid-sentence as a spinning Fuma-shuriken chops his ally in half. He drops into a defensive stance, his eyes darting around the room. Despite his best efforts, he fails to see who possibly could of thrown the shuriken. Suddenly, a figure appears in the same entrances path. The figure reaches into a back pouch before launching multiple shuriken into the room. As the shuriken begin to tear into the thin man, the figure speaks. "It's a shame they sent you to rob it." The man wearing a Chunin vest says, while looking sternly at his student's adversary.

—Tatsunami Aburame

The Long Road, Ch. 2 excerpt.

The training field has thrown weapons stabbed all across the targets with some stabbed in blind spots. A single young girl sits in the middle of the field sweating and standing while using her knees as a bracing tool. Training to never miss, and always hit their target is what ties the Fuma Clan together.

WE NEVER MISS

The Fuma Clan is a traveling clan that stays within the borders of the Land of Fire. Many of their clan's techniques revolve around the manipulation of weapons but most prolifically, the Fuma-Shuriken. Members of the clan possess visual prowess and are able to quickly analyze the angles of attacks increasing the probability to hit with a weapon, which they then use in their various secret techniques. If standard weapons aren't enough for a battle, Fuma can use the clan's secret Bukijutsu to overwhelm their opponents even defeating enemies who prove to be resistant to normal weapon attacks.

FUMA TRAITS

Ability Score Increase: +2 Dex, +1 Wis

Speed: Your base walking speed is 30 feet.

Skill Proficiencies: Perception, Martial Arts

Weapon Proficiencies: You are proficient with all ranged Weapons.

FUMA FEATURES

House of Flying Daggers: The Fuma have access to a separate list of Jutsu unique to their Clan. You can add these Jutsu to your jutsu list instead of selecting jutsu from the Normal jutsu list.

Immaculate Precision: Fuma Clansmen are known for their superior skill using throwing weapons. Beginning at 1st level, when making a ranged attack with weapons with the Thrown Property or use a Fuma Clan Bukijutsu you gain a +1 Bonus to Damage rolls. This bonus increases to +2 at 7th and +3 at 15th.

Working the Angles: Beginning at 7th level, when you use a weapon with the Thrown property you can as a bonus action reroll your Ammunition die if the result is a 1 or 2 taking the second result.

Fuma Shuriken Master: Fuma Clansmen are named after their most prolific ninja tools, The Shuriken. Beginning at 11th level, you increase the damage dice of Shuriken, Fuma-Shuriken, and Monster Shuriken are all increased. Shuriken now deal 2d4, Fuma Shuriken now deal 2d8 and Monster Shuriken now deals 2d12.

Lethal precision: Fuma are rarely known for their lack of accuracy. Beginning at 11th level, when making a ranged weapon attack with a Weapon with the Thrown property increases their Critical Threat Range by +1. This increases to +2 at 18th level

FUMA CLAN JUTSU

D-RANK

FALLING HEAVEN: DIVIDE

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instantaneous

Components: M, W (Fuma-Shuriken or Monster Shuriken)

Cost: 5 Chakra

Keywords: Hijutsu, Bukijutsu

Description: By Coating your weapon in chakra, and creating an extremely powerful spin you sharpen the edge just enough to split the air and even sound. Make a Ranged Taijutsu attack, dealing 3d10 Slashing damage on a hit.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d10

FALLING HEAVEN: SPLIT

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self (30 Foot Cone)

Duration: Instant

Components: M, W (Thrown Property)

Cost: 5 Chakra

Keywords: Hijutsu, Bukijutsu

Description: You release a collection of thrown weapons that cover a wide range piercing through everything and one in their path. Creature in range must make a Dexterity saving throw, taking 3d8 slashing damage on a failed save or half as much with a successful one.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by 2d8.

FALLING HEAVEN: RAIN

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 feet (10 Foot radius sphere)

Duration: Instant

Components: M, W (Thrown Property)

Cost: 4 Chakra

Keywords: Hijutsu, Bukijutsu

Description: You launch the thrown weapons into the sky before your weapons collide bouncing off of each other as they rain downward piercing through everything in range. Creatures in range must succeed a Dexterity saving throw taking 4d6 Piercing damage or half as much on a successful one.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by 2d6.

FALLING HEAVEN: STORM

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 40 Feet

Duration: Concentration, Up to 1 Minute

Components: M, W (Shuriken & Battle Wire)

Cost: 5 Chakra

Keywords: Hijutsu, Bukijutsu

Description: You launch your weapons that are lined with your battle wires surrounding a target creature before you pull back snapping the wire, constricting them. Target creature must succeed a Strength (Athletics) check vs your taijutsu save dc, being Restrained for the duration, on a failed check. Target creature can remake the Strength (Athletics) check on their turn as an action to end this effect.

C-RANK:

FALLING HEAVEN: CROSS

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: M, W (2x Fuma Shuriken)

Cost: 9 Chakra

Keywords: Hijutsu, Bukijutsu

Description: You perform an enhanced version of Falling Heaven: Divide launching 2 Fuma-Shuriken with either hand forming a cross as it cuts through anything to reach its objective, cutting even it down further. Make two Ranged Taijutsu attacks, dealing 3d8 Slashing damage on each hit.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d8 for each hit.

FALLING HEAVEN: PENETRATE

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Concentration, Up to 1 minute

Components: CM

Cost: 8 Chakra

Keywords: Hijutsu, Bukijutsu

Description: You focus chakra onto the edge of your next weapon thrown. For the duration ranged attacks made with a Weapon with the Thrown keyword increases its damage die by 1 step. (d4>d6>d8>d10>d12) and scores a critical hit on a roll of 19-20.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and critical threat range by 1.

FALLING HEAVEN: PROTECT

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Reaction, that you take when you are hit by an attack

Range: Self

Duration: Instant

Components: M, W (Monster Shuriken)

Cost: 7 Chakra

Keywords: Hijutsu, Bukijutsu

Description: You spin the Monster shuriken in front of you while coated in your chakra creating a spinning

shield. When you take damage, roll 2d12 plus your Dexterity Modifier, reducing the damage by the result.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and reduce damage by an additional 1d12.

B-RANK:

FALLING HEAVEN: FOCUS

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, up to 1 minute

Components: M, CM

Cost: 11 Chakra

Keywords: Hijutsu

Description: You pour chakra into your retina's increasing your focus and overall accuracy with ranged weapons. For the duration, when you make a ranged attack, you may roll an additional 2d6 adding the result to your roll. On a roll of two 6's you treat the roll as a critical hit.

FALLING HEAVEN: CALAMITY

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: Instant

Components: M, W (Thrown Property)

Cost: 13 Chakra

Keywords: Hijutsu, Bukijutsu

Description: You begin to spin launching weapons in every direction piercing and slashing enemies as they fall within range. Creatures in a 20-foot radius sphere centered on you must succeed a Dexterity saving throw, taking 6d6 Slashing damage on a failed save.

A-RANK:

FALLING HEAVEN: EXECUTION

Classification: Hijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 90 Feet Line

Duration: Instant

Components: M, W (Fuma-Shuriken)

Cost: 20 Chakra

Keywords: Hijutsu, Bukijutsu

Description: The perfected and secret art of the Fuma Clan. The Most lethal of their Falling Heaven series of Jutsu. The user takes their iconic Fuma-Shuriken and line it with Chakra thin enough to separate water molecules, and coats the blades of their Weapon in such an aura before launching it with enough force to momentarily cut through gravity itself making the weapon immune to the forces of Gravity for a short time. Creatures in a 90-foot line originating from you must succeed a Dexterity saving throw, taking 10d10 Slashing damage that ignores resistances and immunities. on a failed save. If a creature fails the save by 5 or more, they take double damage. If a creature fails the save by 10 or more, they take maximum damage as well. On a Success they take half damage.

HATAKE CLAN

Kakato stands in the center of the training field as his teammate glares at him. "You sure you want me to do this? You haven't perfected it and you could break your hand" His teammate asks while looking concerned as he gets into position. "Yeah, for the last time, I need to master this Jutsu one way or another Just go with it!" Kakato responds calmly while making the hand seals needed for the jutsu. His ally sigh as he then conjures 4 walls of earth one after another in front of Kakato. Kakato quickly dashes in a straight line as his hand erupts into a bright, but loud chirping sound as lightning covers it. His speed increases until he is but a blur, he then crashes through one wall, then two, then...

—Tatsunami Aburame
The Long Road, Ch. 9 excerpt.

BARING WHITE FANGS

The Hatake Clan is an iconic clan from Konoha. It has produced several renowned members who have held positions of high authority, including the Sixth Hokage; All known members have also been extremely skilled users of Lightning release jutsu.

HATAKE TRAITS

Ability Score Increase: +2 Int, +1 Cha

Speed: Your base walking speed is 35 feet.

Skill Proficiencies: Ninshou, Perception

Passive Affinity: You have Lightning Release Affinity (You can learn Ninjutsu with the Lightning Release Keyword)

HATAKE FEATURES

White Chakra: The Hatake Clan are extremely proficient Chakra molders. They innately have the ability to call upon a unique source of Chakra called *White Chakra*. Beginning at 1st level, you have 5 *White Chakra* which you can only spend on Jutsu with the **Lightning Release** keyword. You gain 1 White chakra every level. When you finish a short rest and begin to roll your chakra die, you can spend one of your chakra die to regain white chakra equal to the results rolled. You can roll up to 2 chakra die beginning at 11th level. Your White chakra pool is fully refilled on a long rest.

Lightning Release Simplicity: Beginning at 1st level. When creating or learning Ninjutsu with the **Lightning Release** Affinity, reduce the time it takes to complete the task by half. This does not stack with other similar effects.

Lightning Release Adept: Also, at 3rd level, reduce the cost of ninjutsu with the **Lightning Release** Keyword by 1. This reduction increases to 2 at 7th, 3 at 11th, and 4 at 18th. Jutsu's cost cannot be reduced below 1. If you use White Chakra to cast a jutsu, these reductions are instead -2 at 3rd, -3 at 7th, -4 at 11th, and -5 at 18th, to a minimum of 1.

White Lightning: Beginning at 7th level, when you would cast a Ninjutsu with the Lightning Release Keyword by spending *White Chakra*, you increase the first damage roll by +1 for each White chakra spent. This bonus increases to +2 for every White chakra spent at 15th level. Also, at 7th level, when you make a weapon attack with a weapon which you are proficient with, you can as a bonus action spend a number of **White Chakra** gaining a bonus to damage equal to chakra spent and turning the weapons damage type to Lightning until the end of your turn.



HEBI CLAN

Lyo draws his blade just as quickly as his enemies drew theirs. Standing in the middle of the road, he realizes he has been surrounded by about a dozen adversaries. They assault him from the shadows throwing kunai and shuriken at him with relentless efficiency. He with his sword drawn begins to parry them all with ruthless focus. Each swing of his cuts, breaks, or deflects three or more weapons launched at him. He keeps up this defense before he realizes he can't keep it up much longer. He takes a deep breath, as the weapons begin to strike his body, bouncing off of his skin as he dashes into the darkness. The singing of blades cutting through the air ring out as the fighting slowly quiets down to nothing more than a whisper. Lyo comes staggering out of the brush with his hand up in victory, showing his client that he is a lot tougher than he looks.

—Tsunami Aburame
The Long Road, Ch. 4 excerpt.

THE BASILISK'S BLESSINGS

The Hebi Clan is a Custom Homebrew Clan, created by Kingsare4ever and Soren Uzumaki. This clan, began as a clan of mercenaries. Their infamy spread all across the country, for their skill and ability. Their true home is in the Land of Grass, but they are found all across the continent. They are universally known as the Hebi clan, but different countries have different titles for them. In the Land of Fire, they are also known as the Viper Clan, in the land of Earth, they are known as the Cobra Clan. Their ability to mix blade and poison is unmatched even against a skilled Medical-Nin. The Hebi Clan have also learned to mix techniques learned from Serpents themselves after generations of study and worship.

HEBI TRAITS

Ability Score Increase: +2 Str or Dex, +1 Con

Speed: Your base walking speed is 30 feet.

Skill Proficiencies: Survival, Animal Handling

Weapon Proficiencies: You are proficient with Katana's, Broadswords and Odachi's.

Tool Proficiencies: Poisoner's Kit.

HEBI FEATURES

Hebi Clan Jutsu: The Hebi have access to a separate list of Jutsu unique to their Clan. You can add these Jutsu to your jutsu list instead of selecting jutsu from the Normal jutsu list.

Snake Speech: Hebi Clansmen are known for their affinity with snakes of all types. Due to their connection with these reptiles over generations, you can communicate with and understand snakes of any breed.

Serpent Mimicry: Beginning at 1st level, your heritage and history with snakes grants you enhanced senses, similar to theirs. You have Darkvision up to 60 feet and Tremor sense up to 30 feet.

Beginning at 11th level, you have learned to use your connected heritage to increase your ability to stalk your prey. Dexterity (Stealth) Checks made in Natural Environments such as forests, woods, and tundra's are always made at advantage.

Regeneration: You have learned to tap into your clan's innate ability to enhance its self-regeneration. Beginning at 3rd level you can as a bonus action begin to focus on your self-regeneration for the next minute.

For the duration, at the start of each of your turns you can spend 5 Chakra. If you do, you regain Hit points equal to twice your constitution modifier and advantage against the Poisoned Condition.

Beginning at 11th level your regenerative abilities are enhanced further. You gain resistance to poison damage and immunity to the poisoned condition. Additionally, when you regain hit points at the beginning of each of your turns, you regain an additional 1d4.

At 18th level, your regenerative potential has reached its peak. You gain immunity to Poison Damage. Additionally, when regaining hit points, you instead regain an additional 2d4.

Poison Potency: The Hebi clans' rituals, have been ingrained into you, enhancing your knowledge of poisons and their potency when you use them.

Beginning at 3rd level, you have learned to coat your weapons in a potent poison. As a bonus action you coat a weapon you are holding in a type of poison known as the Vipers Venom. For the next minute your weapon gains a +1 bonus to damage rolls and deals poison damage. This bonus increases to a +2 at 11th, and +3 at 18th. You can coat a weapon in poison this way twice per short rest.

Beginning at 7th level, once per turn, when you deal 20 or more poison damage to a creature with this weapon, they must succeed a Constitution save vs DC (8 + proficiency Bonus + Constitution Modifier) being poisoned on a failed save for 1 minute. A Creature Poisoned this way, reduces all hit points gained by half. Additionally, you ignore resistance to Poison damage.

HEBI CLAN JUTSU

D-RANK

ADAPTIVE CAMOUFLAGE TECHNIQUE

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 Minute

Components: HS, CM

Cost: 5 Chakra

Keywords: Hijutsu, Ninjutsu

Description: Your coat your body in chakra, performing a more advanced version of the **Body Camouflage Technique** changing the texture of your skin while also adapting to the changing environment not having to consistently focus on your surroundings. For the duration, you gain a +10 bonus to Dexterity (Stealth) checks and cannot be tracked except by chakra-based means. You leave behind no tracks or traces of your movement.

STRIKING STANCE: COBRA

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: 1 minute

Components: M

Cost: 5 Chakra

Keywords: Hijutsu, Taijutsu, Bukijutsu

Description: You can only gain the benefit from one **Striking Stance** at a time. If you enter another **Striking Stance** while currently benefiting from this one, the one immediately ends.

As a Bonus action you enter the coiling stance of a Cobra. For the duration, weapon attacks made using a Broadsword, Kunai, Katana or Odachi deals additional damage equal to half of your Proficiency bonus.

FORMATION OF ONE THOUSAND SNAKES

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self (15-foot cube)

Duration: Instant

Components: M, W (Broadsword, Kunai, Katana or Odachi)

Cost: 5 Chakra

Keywords: Hijutsu, Taijutsu, Bukijutsu

Description: You release a series of blade swings so much so that you create the visage of one thousand snakes coiling around you. Your attacks are so viscous that all creatures of your choice in a 15-foot cube centering on you must succeed a Dexterity saving throw. A creature who fails the save takes double your weapons damage or half as much on a successful save.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the dice multiplier by 1. (Double > Triple > Quadruple > Quintuple > Sextuple)

STRIKING STANCE: PYTHON

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: 1 minute

Components: M

Cost: 5 Chakra

Keywords: Hijutsu, Taijutsu

Description: You can only gain the benefit from one **Striking Stance** at a time. If you enter another **Striking Stance** while currently benefiting from this one, the one immediately ends.

As a Bonus action, you enter the striking stance of a Python. For the duration, weapon Attacks made using a Broadsword, Kunai, Katana or Odachi deals double damage to creatures gaining a bonus to their AC as a result of a Jutsu or Feature.

C-RANK:

MAMBAS HARDENED SCALES

Classification: Hijutsu

Rank: C-Rank

Casting Time: Reaction, to being damaged.

Range: Self

Duration: 1 round

Components: CM

Cost: 6 Chakra

Keywords: Hijutsu, Ninjutsu

Description: You skin becomes encased in chakra taking the shape of a snake's scales layering itself and hardening at the point of impact reducing the potency of the attack. Reduce damage of incoming attacks by 6, including the triggering attack.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and damage reduced by 3.

POISON COBRA DANCE

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: Instant

Components: M, W (Broadsword, Kunai, Katana or Odachi)

Cost: 9 Chakra

Keywords: Hijutsu, Taijutsu, Bukijutsu

Description: You perform a flurry of graceful strikes each with the deadly precision of a cobra's bite. Make two melee Taijutsu attacks against a target creature. If there are at least two creatures within range you may make a single melee Taijutsu attack against each, dealing your weapons damage + 3d8 on each successful hit. If you deal poison damage with your weapon, you may instead make 3 melee taijutsu attacks.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d8 Poison damage.

PYTHONS GAZE

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self (30 foot-radius-sphere)

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 9 Chakra

Keywords: Hijutsu, Ninjutsu

Description: You inject a surge of chakra into your eyes increasing your visual perception, making it look like the world is slowing down around you. You do not spend chakra to maintain concentration with this jutsu.

For the duration, creatures whom you can see within range actions seemingly slow down to a crawl. Melee Weapons attacks or Hebi Clan Bukijutsu you cast cannot be made at disadvantage and creatures within range cannot gain advantage against any Hebi Clan Bukijutsu.

STRIKING STANCE: VIPER

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Concentration, Up to 1 minute

Components: M

Cost: 9 Chakra

Keywords: Hijutsu, Bukijutsu

Description: You can only gain the benefit from one **Striking Stance** at a time. If you enter another **Striking Stance** while currently benefiting from this one, the one immediately ends. You do not spend chakra to maintain this Jutsu.

As a Bonus action, you take the long-revered sword stance of the Hebi clan. For the duration weapon attacks and Hebi Clan Bukijutsu cast using a Broadsword, Kunai, Katana or Odachi ignore Slashing and Piercing Resistance. Attacks made with these weapons can deal Slashing or Piercing Damage (Your choice, which you make when you declare your attack.). These differing damage types gain additional benefits while using the aforementioned weapons;

- **Slashing:** You can use a bonus action to make two melee weapon attacks. On a hit, you double your damage die, but do not add your Ability modifier to the damage.
- **Piercing:** You score a critical hit on a roll of 19-20. If the weapon already has the Critical Property, this becomes 18-20.

B-RANK:

SERPENT ADAPTATION

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, up to 1 minute

Components: M, CM

Cost: 12 Chakra

Keywords: Hijutsu

Description: You pour chakra throughout your body, growing fangs, poison sacks, hardening your skin and allowing you to elongate your arms and legs like whips.

For the duration, your melee attack, and Bukijutsu range increased by 5 feet as you stretch your arms to compensate. Your movement speed increases by 10 feet. If you have **Mamba's Hardened Scales** on your known jutsu list, casting it does not consume chakra.

MAMBA POISONOUS BLADE

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 Minute

Components: HS, CM, W (Broadsword, Kunai, Katana or Odachi)

Cost: 14 Chakra

Keywords: Hijutsu, Ninjutsu, Bukijutsu

Description: You envelop your weapon in a poison only found in the infamous Black Mamba. Your weapon deals an additional 2d6 Poison damage. Hebi Clan Bukijutsu Cast using the weapon deals an additional 1d6 Poison damage creatures who take damage from either must succeed a Constitution saving throw gaining the poisoned condition on a failed save.

Creatures who are Poisoned by another source must make the saving throw, becoming poisoned by this jutsu instead on a failed save.

A creature poisoned by this jutsu cannot take reactions and must if they would make a saving throw to resist being poisoned by this jutsu, they must succeed or be Envenomed on a failed save. A Creature Envenomed by this jutsu instead rolls 1d8.

VIPERS POISONOUS WAVE

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 30 feet

Duration: Instant

Components: CM, M, W (Broadsword, Kunai, Katana or Odachi)

Cost: 14 Chakra

Keywords: Hijutsu, Taijutsu, Bukijutsu

Description: You create a wave of poisonous chakra that erupts from your weapon as you swing it. All creatures in a 10-foot wide, 30 feet long line must succeed a Dexterity saving throw, taking 6d8 Poison damage and half as much on a failed save.

If the weapon you use is under the effects of **Mamba's Poisonous Blade**, or the **Poison Potency** Hebi Clan Feature, Creatures make their save at disadvantage.

If the weapon you use is under the effects of both **Mamba's Poisonous Blade** and the **Poison Potency** Hebi Clan Feature, you instead deal 6d12 Poison damage or half as much on a failed save.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and damage by 2d8 or 2d12.

A-RANK:

SILVER COBRAS BLESSING

Classification: Hijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 Minute

Components: HS, CM

Cost: Special

Keywords: Hijutsu, Taijutsu

Description: You ingest a powerful potent Poison that reduces your current chakra to 0. You gain the Poisoned condition at the conclusion of this jutsu which cannot be removed, resisted, or ignored by any means for the next hour.

For the duration of this jutsu you gain the following effects;

- You cannot suffer the effects of the poisoned condition for the duration.
- Your Strength or Dexterity Scores increase by any amount equal to your Proficiency bonus.
- You can cast All Hebi Clan Jutsu that you have on your known jutsu list at no cost.
- You can concentrate on up to 3 different Hebi Clan Jutsu ignoring any effects that would prevent you from maintaining more than one **Striking Stances**.

At the conclusion of this jutsu you fall unconscious for the next hour, being unable to be awoken until the hour has passed. When you awake, you awake with 1 Chakra.



HOSHIGAKI CLAN

Alistair stares down the man in Red. Drawing his Odachi to confront him. He moves in swinging it with ruthless tenacity. He stabs the blade into the ground after his first attack weaving handsigns and conjuring a massive wave of water that turns into Sharks before they collide with their target. When the dust settles, Alistair looks for his enemy who seems to have been completely blow away by his assault. "Oh...Well...Looks like I went a tad bit overboard for training, hehe."

—Tsunami Aburame
The Long Road, Ch. 13 excerpt.

THE TAILLESS BEAST

The Hoshigaki Clan is a clan that hails from the Land of Water and is famous for all the wrong reasons. Every prominent member of their clan has betrayed their home village in more than one way. But this does not brand them all as traitors, instead it has caused a vast majority of them to branch out and move to other villages to break the stigma of their history.

HOSHIGAKI TRAITS

Ability Score Increase: +2 Con, +1 Str

Speed: Your base walking speed is 30 feet.

Skill Proficiencies: Animal Handling, Athletics

Weapon Proficiencies: Odachi (Greatsword)

Dark Vision: You have Darkvision up to 30 Feet.

Passive Affinity: You have Water Release Affinity (You can learn Ninjutsu with the Water Release Keyword)

HOSHIGAKI FEATURES

Aquatic Adaptation: You have a Swimming Speed equal to your walking speed.

Amphibious: You can breathe air and water.

Commander of the Deep: Aquatic beasts have an affinity with people of your clan. You can communicate simple ideas with beasts that can breathe water. They can understand the meaning of your words, though you have no special ability to control them directly.

Water Release Simplicity: When creating or learning Ninjutsu with the *Water Release* Affinity reduce the time it takes to complete the task by half. This does not stack with other similar effects.

Shark Tooth: Beginning at 1st level, you gain proficiency in Intimidation and access to a *Bite Attack*. You can replace one or more of your unarmed or weapon attacks, if you have the *Extra Attack* feature. This bite attack counts as a weapon attack and deals 1d6 + Strength Modifier Piercing damage. This damage increases as you grow in level to 1d8 at 11th and 1d10 at 15th. Beginning at 7th level, when you would hit a creature with your Bite attack, the creature must also make a Strength saving throw vs your Taijutsu save DC, being grappled by your bite attack. You can only grapple one creature at a time.

Shark Skinned Predator: Beginning at 1st level, your skin begins to resemble that of a sharks becoming tougher and more resilient. You can use your Constitution instead of Dexterity to calculate your Armor Class.

Beginning, at 3rd level, you tap into your innate bloodline limit, allowing you to become one with your inner Apex Predator. As a bonus action on your turn, you enter a shark like form, growing large gills on your neck, large wing like fins grow from your shoulders down to your wrists, you grow webs between your fingers, your hair, if any fuses into your scalp, as your head,

shoulders, and neck fuse into each other as your spine also grows into a long tail like appendage. You cannot cast Ninjutsu that does not have the Water Release Keyword. For the next minute you gain the following benefits;

- You can, as an Action perform an intimidating predator like gaze against a single creature you can see within 60 feet of you. The target must succeed a Wisdom Saving throw vs 10 + Your Intimidation Bonus. On a failed save, they gain 1 rank of Fear against you for the next minute. They Repeat this save at the end of each of their turns, ending this condition on a successful save. A creature can only be affected by this gaze once per long rest.
- You have advantage on Strength & Constitution Checks and Saving throws.
- You gain a swim speed of twice your movement speed.
- You gain 30 feet of True Sight while submerged underwater
- When you make a melee attack using strength, you gain a bonus to damage equal to your proficiency bonus.
- When you grapple a creature while in this form, they gain the Slowed Condition for the duration of the grapple.
- You have resistance to non-chakra enhanced bludgeoning, piercing, and slashing damage.
- Ninjutsu with the Water Release Keyword that deal damage, also reduces the target creature's chakra by half of the damage dealt. You gain a number of Temporary Chakra Points equal to half Damage Dealt.

Once you enter this form, you must complete a long rest before you are able to enter this form again. You gain an additional use of this form beginning at 7th level, then a third at 15th level per short or long rest.



HYŪGA CLAN

"You don't quite understand the situation you're in...do you boy?" Haizo bellowed out from the darkness he created with his Ninjutsu. "The Darkness is my ally, while you skulk through it, I was born of it. I have made it my partner in battle." He speaks in a tone of assured victory, guaranteed of his success, his acute senses allow him to feel where his target is, a boy of average height who looks remarkably slim with long dark hair. Haizo begins to make his assault final as he rushes towards the boy who has been standing remarkably still the entire time. As Haizo enters striking range the boy reacts with monstrous precision striking Haizo in multiple points across his torso in the blink of an eye dispersing the Jutsu he had up, allowing light to shower the two. "But how!? It was total Darkness how did you know where I would strike!?" Haizo cried out. The boy stared at him, eyes pale white with veins running across his face leading both too and from his eyes as they stare almost through Haizo. "You overestimated yourself and underestimated my Byakugan, that was your fatal mistake" the boy said with a grin that would infuriate even the most composed of men.

—Tsunami Aburame
The Long Road, Ch. 3 excerpt.

THE VILLAGES STRONGEST

The Hyūga Clan is one of the four noble clans of Konoha as well as the strongest clan in the village. All members born into this clan possess the Byakugan, a bloodline trait that gives them extended fields of vision and the ability to see through solid objects and even the chakra circulatory system, amongst other things. Members of this clan also possess an innate ability which allows them to excel chakra from any of the tenketsu in their body. The Hyūga clan are descendants from the Ōtsutsuki clan, specifically from Hamura Ōtsutsuki's lineage. As a result, they are also distant cousins of the Uchiha, Senju, Uzumaki, and Kaguya clans. They are considered to be one of, if not currently, the most powerful clan in Konoha. Their fame and prowess stretch far and wide, leading others to both praise and covet their abilities.

The clan is separated into two parts: the main house and the branch house, a system that protects the secrets of the Byakugan from outsiders. The main house runs the family while the branch house protects it.

HYŪGA TRAITS

Ability Score Increase: +2 Wis, +1 Dex

Speed: Your base walking speed is 30 feet.

Skill Proficiencies: Perception, Insight

Dark Vision: Even without the power of a fully active Byakugan, you have Darkvision up to 30 Feet.

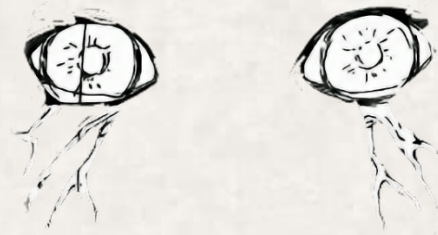
Hyūga Hijutsu: You know 1 additional Hyūga Clan D-Rank Jutsu, this does not count against your jutsu known.

HYŪGA FEATURES

Hyūga Clan Jutsu: The Hyūga Have access to a separate list of Jutsu unique to their Clan. You can add these Jutsu to your jutsu list instead of selecting jutsu from the Normal jutsu list. You can only Add these Jutsu to your list as long as you are from the correct branch within the clan Unless it does not have any restrictive keywords.

Branch Family: At First Level, choose which Part of the Hyūga Family you reign from. This cannot be changed later on.

- **Main House:** The Head portion of the family considered the "Royal" part of the clan overall. This Portion of the clan Focuses on the Hyūga Clan's secret techniques. If you select this Branch of the Family you will have access to the Main House's Hyūga Clan Techniques. This is due to the fact, most main branch Hyuga's do not become Ninjas or shinobi in the classical sense instead becoming staff in the Villages Information Council.
- **Side House:** The Guardian/Protector portion of the Hyūga Clan. They are generally made to be like servants to the Main house while inside the Hyūga villa. While not given access to the entirety of the Hyūga Clan's Secret Techniques, they have formulated their own advanced versions of the general Gentle Fist and 8 Trigram Techniques.



Byakugan: One of the Hidden Leaf Village's 2 Great Dojutsu. The Byakugan is an eye of extreme refined focus. At 1st Level you can spend 5 Chakra to activate the Byakugan as a Bonus Action which remains active for up to 1 hour. You may deactivate and reactivate the Byakugan during this time period with no additional cost. While Active the Byakugan gains the following benefits:

- **All Seeing White Eye:** You have 500 feet of Chakra sight while out of Combat and half of that, while in combat. You gain the ability to see a creature's chakra nature, if any. You can see through material up to 10 feet thick. Creatures cannot be obscured to you in any way if you can see through the obstruction.
- **360° Vision:** You can see in a 360-degree field around you up to Half your Chakra sight range, originating from you in Combat. While out of combat, your field of vision increases to match your Chakra sight range. You can see without having to turn your head or avert your eyes.

At 3rd Level, while training with your Byakugan, you gain one of the following additional features that further exemplify your skill with the Dojutsu. At 11th and 18th Level you may select an additional feature from this list.

- **Penetrative Vision:** You gain *True Sight* for 30 Feet. You can see through obstructions up to 30 feet thick within your Chakra sight range. You add twice your Wisdom modifier to Wisdom (Perception) checks while your Byakugan is active. Increase the cost of activating the Byakugan by 3 chakra.
- **Immense Distance:** Doubles the range of *Chakra sight* to 1,000ft. You can see things up to 1 mile away as if they were within 50 feet of you.
- **Perceptive Resilience:** Increases your resistance to being affected by misdirection. Saving throws against Genjutsu, cannot be made at disadvantage. When you would make a Wisdom saving throw against a Genjutsu, you instead roll an additional 2d20 using the highest roll. Also, when speaking to a creature, you can make a wisdom (insight) check at advantage to see if they are lying. Increase the cost of activating the Byakugan by 2 Chakra.

- **Combat Insight:** You gain amazing combat senses while your *Byakugan* is active. While active, add half your Wisdom (Insight) Bonus to your Dexterity saving throws. You also add half your Wisdom (Insight) bonus to the first unarmed attack, using the **Gentle Fist Stance**, you make on each of your turns.

Gentle Fist Stance: The Gentle Fist is the Premiere fighting style for the Hyūga clan. Starting as young as 5 years old, both main and side branch clansmen are trained in this art of Taijutsu. The primary focus is on Injecting chakra into an opponent's chakra network dealing internal damage as well as disrupting the flow of Chakra in a creature's chakra network.

Beginning at 1st Level, you can use Dexterity instead of Strength while in this stance, for the attack and damage rolls of unarmed attacks and Hyūga Clan Taijutsu attack rolls and Save DC's calculations.

Also, at 1st level you can roll a d6 for your unarmed damage. When you deal damage to a creature with an unarmed attack while in this stance, you instead reduce the creature's chakra pool instead of their hit points. This includes Taijutsu that also deals unarmed damage.

This becomes 2d6 at 7th level and a 3d6 at 11th level. If you attempt to reduce a creature chakra while they have 0 chakra, you instead deal an equal amount of damage to their Hit points. If you choose to deal damage to a creature's Hit Points while they have chakra in this stance, your damage die is a d6, and does not scale.

Beginning at 7th level if you strike a target while using this stance and attempt to reduce their chakra while the target has 0 chakra, you instead deal double the damage to the target's hit points. If the target is a construct or undead, you instead treat the target as if they have resistance to your unarmed attacks while in this stance.

HYŪGA CLAN JUTSU

D-RANK:

GENTLE COUNTER

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Reaction, which you take when you are hit with a melee attack.

Range: Self

Duration: Instant

Components: CM, M

Cost: 4 Chakra

Keywords: Hijutsu, Taijutsu

Description: You instantly react to an incoming attack. When you are damaged with a melee attack, you may roll 1d8 + Your Unarmed attack bonus. Reduce the damage you received by the result.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and reduce damage by an additional 2d8.

PALM ROTATION

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Reaction, which you take when you are targeted for an attack, would take damage, or make a Strength or Dexterity saving throw.

Range: Self (5 feet)

Duration: 1 Round

Components: CM, M

Cost: 5 Chakra

Keywords: Hijutsu, Taijutsu, Clash

Description: You spin at a violent speed, while releasing chakra from every chakra point on your body. Creating a dome of blue chakra repelling most attacks. Until the start of your next turn, you have a +5 Bonus to AC including to the triggering attack. If you are subject to a jutsu that requires you to make a Strength or Dexterity saving throw you make the save at advantage. Creatures who are within 5 feet of you when you cast this jutsu must succeed a Strength saving throw, taking 2d8 Force damage and being pushed back 5 feet on a failed save.

PALM STRIKE

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: Instant

Components: CM, M

Cost: 4 Chakra

Keywords: Hijutsu, Taijutsu

Description: As part of the requirements of this jutsu you must have *Byakugan* active. You make a single decisive strike against the chakra network of your opponent creating a pulse of chakra that disrupts their chakra flow. Make a Melee Taijutsu attack, on a Hit you reduce target creature's chakra points by 3d8. The target creature must make a Constitution saving throw, becoming unable to mold chakra until the start of your next turn on a failed save. If the target creature has 0 Chakra, you instead deal double damage to their hit points.

If you use *8-Trigrams 32, 64 or 128 Palms* as your action or bonus action this turn, you may cast this jutsu as a reaction upcasted to a rank equal to the triggering jutsu at no additional Cost.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by 2d8.

TENKETSU NEEDLE

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Bonus Action

Range: Touch

Duration: Instant

Components: CM, M

Cost: 3 Chakra

Keywords: Hijutsu, Taijutsu

Description: As part of the requirements of this jutsu you must have *Byakugan* active. As a bonus action, when you hit a creature with an unarmed attack or Taijutsu, the creature must succeed a Constitution saving throw, increasing the cost of all of their jutsu by 5 until the end of their next turn on a failed save.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the cost of the targets jutsu by 5.

VACUUM PALM

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Instant

Components: CM

Cost: 5 Chakra

Keywords: Hijutsu, Taijutsu

Description: You thrust your palm forward at a creature you can see in range creating an invisible blast of chakra.

Make a Ranged Taijutsu attack. On a Hit you deal 5d4 bludgeoning damage

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by 2d4.

C-RANK:

8-TRIGRAMS 32 PALMS

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: CM, M

Cost: 9 Chakra

Keywords: Hijutsu, Taijutsu

Description: As part of the requirements of this jutsu you must have *Byakugan* active. You perform the imperfect final maneuver of the Gentle fist. Make a Melee Taijutsu attack for every creature within 5 feet of you. On a hit, you reduce their chakra by 6d8 while dealing half of the result of the roll as damage to the creature. On a hit, targets must also make a Constitution saving throw against your Taijutsu Save DC, losing the ability to mold chakra for 1d4 rounds. If the target creature has 0 Chakra, you instead deal double damage to their hit points.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and damage by 2d8

GIANT PALM ROTATION

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Reaction, when you or an allied creature within range are targeted, would make a Strength, Dexterity, Constitution saving throw, or take damage.

Range: Self (10 Foot Radius sphere)

Duration: 1 Round

Components: CM, M

Cost: 9 Chakra

Keywords: Hijutsu, Main Branch, Taijutsu, Clash

Description: The perfected form of the "Palm Rotation" taught only to those of the main branch of the Hyūga clan. This creates a dome of visible blue chakra and repelling every attack that tries to strike you and repelling creatures whom you choose up to 10 feet away in a radius centered on you.

Until the start of your next turn, you and all creatures you have selected to not be affected by this jutsu within 10 feet of you benefit from this Jutsu's effects. You & affected allies gain a +5 Bonus to AC; This includes the triggering attack. If any of you are subject to a jutsu that requires you to make a Strength, Dexterity or Constitution saving throw you make the save at advantage.

Hostile creatures who are within 10 feet of you when you cast this jutsu must succeed a Strength saving throw against your Taijutsu Save DC taking 4d8 Force damage and being knocked back 10 feet on a failed save.

ONE-BODY BLOW

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Reaction which you can take when a creature takes an action of any type.

Range: Self

Duration: Instant

Components: CM

Cost: 7 Chakra

Keywords: Hijutsu, Side Branch, Taijutsu

Description: You release chakra from every chakra point in the body creating a shockwave originating from you knocking creatures around you away from you. All creatures within 10ft of you must make a Strength saving throw, being knocked prone on a failed save and a Constitution saving throw, becoming unable to mold chakra for 1d4 rounds.

VACUUM WALL PALM

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: CM

Cost: 8 Chakra

Keywords: Hijutsu, Taijutsu

Description: You thrust both of your palms forward creating an extremely powerful gale of chakra aimed to disrupt your opponent's chakra flow at a distance. You make a Ranged Taijutsu Attack at a creature you can see in range. On a hit, you deal 10d4 Bludgeoning damage and the target creature must make a Constitution saving throw, becoming unable to Mold Chakra for 1d4 rounds on a failed save.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and damage by 2d4

B-RANK:

8-TRIGRAMS 64 PALMS

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Bonus Action

Range: Touch

Duration: Instant

Components: CM, M

Cost: Special

Keywords: Hijutsu, Taijutsu

Description: You have perfected the Hyūga clan's most powerful technique. As part of the requirements of this jutsu you must have *Byakugan* active and have used your action casting the *8-Trigrams 32 Palms* Hyūga Hijutsu.

As a Bonus action immediately after the conclusion of the *8-Trigrams 32 Palms*, you immediately recast the exact same Hyūga Hijutsu automatically striking all creatures you successfully hit with the first casting of *8-Trigrams 32 Palms*. The cost of this jutsu becomes the cost of the *8-Trigrams 32 Palms* you casted for this jutsu.

You reduce their chakra by an additional 6d8 while dealing half of the result of the roll as damage to the creature. Targets must also make a Constitution saving throw at disadvantage losing the ability to mold chakra and reducing their movement speed by 15 for an additional 2d4 rounds, on a failed save. If the target

creature has 0 Chakra, you instead deal double damage to their hit points.

8-TRIGRAMS 64 PALMS DEFENSE

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action or 1 Reaction to being Hit

Range: Self (5 feet)

Duration: Instant

Components: CM, M

Cost: 14 Chakra

Keywords: Hijutsu, Main Branch, Taijutsu, Clash

Description: Created by a Main Branch Hyūga years ago, this is a variation on the “8-Trigrams 64 Palms” that takes concepts from the “Palm Rotation” as well. As part of the requirements of this jutsu you must have *Byakugan* active.

As a standard action, when using this jutsu, all creatures in a 5-foot radius centered on you makes a Dexterity saving throw taking 8d8 Slashing damage and being repelled 5 feet backwards on a failed save or half as much on a successful save.

Until the start of your next turn, you gain a +3 AC bonus.

As a Reaction to being hit. Until the start of your next turn, you gain a +8 AC Bonus.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3, damage by 2d8 or the AC Bonus by +2

MOUNTAIN CRUSHER

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 40 Foot Cone

Duration: Instant

Components: CM

Cost: 12 Chakra

Keywords: Hijutsu, Side Branch, Taijutsu, Clash

Description: As part of the requirements of this jutsu you must have *Byakugan* active. An advanced and amplified version of the “Vacuum Wall Palm”. All Creatures in a 40-Foot cone in front of you must succeed a Constitution saving throw taking 15d4 Bludgeoning damage on a failed save, being knocked back 15 feet, and falling prone on a failed save and taking half damage on a successful one with no additional effects.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and damage by 2d4

A-RANK:

8-TRIGRAMS 128 PALMS

Classification: Hijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Self (10 Foot Radius)

Duration: Instant

Components: CM, M

Cost: 20 Chakra

Keywords: Hijutsu, Side Branch, Taijutsu

Description: This is the result of years of training and trying to achieve greater techniques than the main branch usually allows. This is the absolute peak of the Hyūga Gentle Fist technique within the Side Branch. As part of the requirements of this jutsu you must have *Byakugan* active and have the “8-Trigrams 64 palms” learned.

Make a Melee Taijutsu attack against all creatures of your choice within 10 feet of you as you dash between each one striking faster than the eye can see. On a hit, you reduce each creature's chakra by 15d8 while dealing half of the result of the roll as hit point damage to each creature. Also, affected targets must also make a Constitution saving throw, losing the ability to mold chakra and reducing their movement speed by half for 5d4 rounds. If the target creature has 0 Chakra, you instead deal double damage to their hit points.

LION PALM

Classification: Hijutsu

Rank: A-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Concentration, up to 1 minute

Components: CM

Cost: 15 Chakra

Keywords: Hijutsu, Main Branch, Taijutsu, Clash

Description: The ultimate culmination of the Main Branches research and training. You release chakra from your hands coating and molding it into two guardian lions with a visible but intimidating presence. For the Duration of this jutsu, you do not spend chakra to maintain this jutsu.

Additionally, unarmed attacks using the *Gentle Fist Stance* and Hyūga Clan Hijutsu that make Melee Taijutsu attacks use a D10 damage die instead of a D8, Hyūga Clan jutsu cost 3 less chakra to cast & Hyūga clan jutsu deal an extra damage die on a hit.

As a Bonus action on your turn, you can make a Ranged Taijutsu attack on a creature you can see up to 30 feet away, firing off one of the Lions on your hand at them like a missile. On a Hit, you deal 3d10 + Taijutsu Ability modifier in Force Damage.



INUZUKA CLAN

"Come on Sutemaru, let's sniff these guys out," Aria says while petting the head of her ninja-dog who's sniffing some left behind tents. "Are we sure he can find them? I mean, he's not all that smart" Aria's teammate Levi says while looking unamused at the ninja dog sniff through random objects. As Sutemaru begins to dig at the ground directly under him. "See he just wants to play. Dumb dog" Levi says as he begins to walk away annoyed the dog's antics. "Hey don't be mean to him, He's trying-" Aria begins before she is cut off by Sutemaru and starts scratching at Metal beneath the dirt. "You've gotta be kidding me..." Levi says while looking in complete disbelief. "Told you to give him a chance. He's a good boy!"

—Tatsunami Aburame
The Long Road, Ch. 1 excerpt.

While traveling with man's best friend, a ninken (or ninja dog). Exploring the countryside, training together and understanding one another and growing close enough to know what the other is thinking is the bond Inuzuka's share with their Ning-Dog and one another.

THE MOST LOYAL

The Inuzuka Clan or Inuzuka Family is a family of shinobi in Konoha known for their use of ninja-dogs as fighting companions and are easily identified by the distinctive red fang markings on their cheeks. The members are given their own canine partner(s) when they reach a certain age. Thereafter, the shinobi and their dog(s) are practically inseparable. The shinobi and canine allies fight using Cooperation Ninjutsu, which takes advantage of their teamwork and their sharp claws and teeth. The clan members are also able to communicate with canines. The members of this clan, much like their canine partners, have greatly enhanced senses, especially their sense of smell.

INUZUKA TRAITS

Ability Score Increase: +2 Wis, +1 Str or Dex

Speed: Your base walking speed is 35 feet.

Skill Proficiencies: Animal Handling, Acrobatics

Extra Language: Dog-Speak, you can speak to & understand canine creatures.

INUZUKA FEATURES

Inuzuka Clan Jutsu: The Inuzuka have access to a separate list of Jutsu unique to their Clan. You can add these Jutsu to your jutsu list instead of selecting jutsu from the Normal jutsu list.

Nin-Dog Savage Attack: When your Nin-Dog scores a critical hit with an attack (Jutsu or Natural Weapon), you can roll one of the attack's damage dice one additional time and add it to the extra damage of the critical hit.

Beast Master: Starting at 1st Level you have a Canine Companion also known as a Nin-Dog. Nin-Dogs are always counted as equal to their master's level. They gain levels at the same time as their masters. Nin-Dogs also gain Ability score increases at the same time as their masters. It gains a +2 Ability score increase to one ability score. (or +1 to two different ability scores) Nin-Dogs do not learn jutsu, instead they are familiar with all Inuzuka Clan Jutsu that you know.

Add your proficiency bonus to your Nin-Dogs AC. They also gain additional Hit Points equal to your level times your Proficiency bonus. Your Nin-Dog gains 5 chakra each time it levels up. You also add your proficiency bonus to attack rolls and any saving throws or ability checks it is proficient in. Your Companion is proficient in

all saving throws. Their Taijutsu attack bonus and Save DC's are equal to yours.

Your Nin-Dog obeys your commands as best it can. It acts on your initiative count, but you determine its actions, decisions, attitudes and so on as a bonus action. If you are incapacitated or absent, your companion acts on its own based on how you've commanded it before. It considers your allies, its allies and will follow them until you cross paths again. If your Nin-Dog is alone it will perform perception checks to find you. You can, as a bonus action command it to complete a task you want it to complete. Choose a companion from the Young companions list.

Feral Ability: At 3rd Level after Training with your Animal Companion, you begin to learn how to imitate their Nasal and Auditory senses with the help of Chakra. When using Perception (WIS) you may add half your level to the roll. At 15th level, you instead add a Flat Bonus of +10 to all of your Perception (WIS) rolls that require Sound or Smell.

Bestial Fury: At 7th Level While training with your Animal companion, when you or your canine companion score a hit with an attack and the other has not acted, that creature may spend a reaction to make an attack using Inuzuka Clan Jutsu against the same target creature.

YOUNG KUGSHA

Small Beast (Breed of Nin-Dog known for Hunting skill)

Armor Class 12 + your Proficiency Bonus

Hit Points 7 (1d6+ Con Mod)

Chakra Points 7

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	8 (-1)	12 (+1)	8 (-1)

Skills Perception, Stealth

Senses Darkvision 30 ft., passive Perception 14

Languages Dog-Speak, Common (comprehend)

Increase in Size. Increase the Size of the Young Kugsha to Medium at 8th and Large at 12th level.

On the Hunt. While hunting for a target, the Nin-Dog can add its master's wisdom modifier to their perception check. At 8th level it adds its master's wisdom to its Attack s as well.

ATTACKS

Multiattack. Beginning at 8th level, the Nin-Dog can make 2 Bite attacks when you command it to take the attack action.

Bite. *Melee Weapon Attack:* +(Str Mod + Your Proficiency) to hit, reach 5ft., one target. Hit. 1d4 + (Str Mod), piercing damage. (The damage die increases to 1d6 at 4th, 1d8 at 8th, and 1d10 at 12th level.)

Evasion. Beginning at 3rd level, when the Nin-Dog is forced to make a Dexterity saving throw to only take half damage, it instead takes no damage if it succeeds on the saving throw and only half damage on a failure.

YOUNG INUIT

Small Beast (Breed of Nin-Dog known for its combat Skill)

Armor Class 13 + your Proficiency Bonus

Hit Points 8 (1d6+ Con Mod)

Chakra Points 6

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	8 (-1)	11 (+0)	12 (+1)

Skills Intimidation, Insight

Senses Darkvision 30 ft., passive Perception 10

Languages Dog-Speak, Common (comprehend)

Increase in Size. Increase the Size of the Young Inuit to Medium at 8th and Large at 12th level.

Howl. As an action, The Inuit can make a threatening howl to demoralize those nearby. Every creature within 15 feet of it must make a Wisdom Save vs your Taijutsu save DC. On a Failed Save, the creature is frightened of the Inuit. At 8th level add half the Nin-Dogs Charisma (Intimidation) bonus to the Save DC

ATTACKS

Multiattack. Beginning at 5th level, the Nin-Dog can make 2 Bite attacks when you command it to take the attack action.

Bite. *Melee Weapon Attack:* +(Str Mod + Your Proficiency) to hit, reach 5ft., one target. Hit. 1d4 + (Str Mod), piercing damage. (The damage die increases to 1d6 at 4th, 1d8 at 8th, and 1d10 at 12th level.)

Jaw Lock. Beginning at 6th level, When the Young Inuit hits a creature with its Bite Attack, the target creature must succeed a Strength Saving throw vs. your Taijutsu save DC on a Failed save, the creature is knocked prone and restrained by the Inuit.

YOUNG TAMASKAN

Small Beast (Breed of Nin-Dog known for its Combination Skill)

Armor Class 12 + your Proficiency Bonus

Hit Points 8 (1d6+ Con Mod)

Chakra Points 8

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	8 (-1)

Skills Investigation, Taijutsu

Senses Darkvision 30 ft., passive Perception 11

Languages Dog-Speak, Common (comprehend)

Increase in Size. Increase the Size of the Young Tamaskan to Medium at 8th and Large at 12th level.

Chakra Competency. The Tamaskan reduces the cost of its Jutsu by its Intelligence Modifier.

Intelligent Chakra Control. When the Nin-Dog uses an Inuzuka Clan jutsu, it can as a Bonus action reduce the cost by half. At 8th level, when the Nin-Dog uses an Inuzuka clan jutsu it adds its Intelligence Modifier to the Attack and Damage rolls.

ATTACKS

Multiattack. Beginning at 8th level, the Nin-Dog can make 2 Bite attacks when you command it to take the attack action.

Bite. *Melee Weapon Attack:* +(Str Mod + Your Proficiency) to hit, reach 5ft., one target. Hit. 1d4 + (Str Mod), piercing damage. (The damage die increases to 1d6 at 4th, 1d8 at 8th, and 1d10 at 12th level.)

INUZUKA CLAN JUTSU

D-RANK:

BEAST-HUMAN CLONE

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: 10 minutes

Components: HS, CM

Cost: 3 Chakra

Keywords: Hijutsu, Ninjutsu

Description: Your Nin-Dog uses the transformation technique, transforming to look exactly like you, with notable differences. They still need to be on all fours and they cannot talk, so they make poor replacements for infiltration.

While in this form, when your Nin-Dog is within 15 Feet of you and either of you, are the target of an attack, as a reaction the non-targeted creature may Interpose jumping in front of the other switching the target to themselves. If this reaction is taken, apply the hostile creatures attack roll total to the interposing creature's AC as if they are the target of the attack.

DYNAMIC MARKING

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 10 Foot radius

Duration: 10 Minutes

Components: M

Cost: 4 Chakra

Keywords: Hijutsu, Taijutsu

Description: Your Nin-Dog leaps into the air, and spins while releasing chakra charged urine over the area. Creatures in a 10-foot radius centered on the Nin-Dog are covered in the Urine. Affected creatures exude a faint but obvious stench that can be tracked by you or your Nin-Dog. For the duration, you & your nin-dog have blindsight when searching for or attacking creatures affected by this jutsu. When you make a Wisdom (Perception) check to find an affected creature, you gain advantage on the roll. Also, when you or your Nin-Dog make an Attack using an Inuzuka clan jutsu against an affected creature, roll a 1d6, adding the result to your attack roll.

FOUR LEGS TECHNIQUE

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Up to 1 minute

Components: HS, CM

Cost: 5 Chakra

Keywords: Hijutsu, Ninjutsu

Description: You gain the ability to move like a dog. For the duration of this jutsu, you may use your Dexterity or Wisdom modifier instead of Strength, for your attack and Damage rolls of Inuzuka Clan Jutsu and Inuzuka Clan jutsu save DC calculations.

Additionally, increase you and your Nin-Dogs Movement speed by 10. You may as a bonus action end this jutsu.

TUNNELING FANG

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Instant

Components: CM, M

Cost: 5 Chakra

Keywords: Hijutsu, Taijutsu, Clash

Description: As part of the requirements of this jutsu you must have the “Four Legs Technique” active or your Nin-Dog must have “Beast-Human Clone” active. You or your nin-dog begin to spin at an accelerated rate attempting a spiraling body slam. Make a Melee Taijutsu attack against a single target you can see or smell within range. On a Hit, you deal 2d6 Slashing and 2d6 Bludgeoning damage.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by 1d6 for each damage type.

C-RANK:

FANG OVER FANG

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action, 1 Bonus Action.

Range: 30 Feet

Duration: Instant

Components: CM, M

Cost: 7 Chakra

Keywords: Hijutsu, Taijutsu, Clash

Description: As part of the requirements of this jutsu you must have the “Four Legs Technique” active and your Nin-Dog must have “Beast-Human Clone” active. You or your Nin-Dog begin to spin at an accelerated rate chasing down enemies and performing a spiraling body slam in rapid succession. As a Standard action, Make a Melee Taijutsu attack against a target creature in range. On a hit dealing 3d6 Slashing Damage and 3d6 Bludgeoning damage.

As a Bonus action you may command your Nin-Dog to attack using this jutsu. Make a melee attack using your Taijutsu attack bonus. On a hit they deal 3d4 Slashing Damage and 3d4 Bludgeoning Damage.

If both Attacks Hit the same creature, the target creature must make a Constitution save vs your Taijutsu save DC, falling Prone on a failed save.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and damage by 1d6 for only your attack using the jutsu.

FANG TEARING FANG

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: M

Cost: 6 Chakra

Keywords: Hijutsu, Taijutsu, Clash

Description: As part of the requirements of this jutsu you must have the “Four Legs Technique” active. As part of the activation of this jutsu, make Two Melee Taijutsu attacks against a target creature in range. On a Hit you deal 2d6 + Unarmed Damage. If you hit with both attacks, the target creature must succeed a Constitution saving throw, being knocked prone.

You also gain an additional Bonus action until the end of this turn.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase damage by 2d6.

IRON FANGS

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: 1 minute

Components: HS

Cost: 6 Chakra

Keywords: Hijutsu, Ninjutsu

Description: You or your nin dog focus chakra into your nails, enhancing their sharpness and hardness, making your unarmed strikes and Taijutsu much more effective. For the duration, your unarmed damage becomes 4d4 Slashing damage.



At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and damage by 1d4.

B-RANK:

DOUBLE HEADED WOLF

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 Minute

Components: HS, CM

Cost: 12 Chakra

Keywords: Hijutsu, Ninjutsu

Description: As part of the requirements of this jutsu you must be in direct contact with your Nin-Dog.

You perform the Inuzuka Clans Secret Transformation Technique, fusing you and your dog, and transforming you both into a Large Creature with 2 Heads and combining your senses and strengths.

For the Duration you do not pay a chakra cost to maintain this jutsu. Increase your Strength, Dexterity, Constitution and Wisdom Ability scores by half of your proficiency bonus.

You are now a large creature. You can no longer perform hand seals, but can perform any Inuzuka Clan jutsu ignoring its need for Hand seals if any.

Inuzuka Clan Jutsu you cast while in this form cost is reduced by half, adds your Strength and Dexterity Modifier to damage rolls if they don't already and Concentration checks made to maintain concentration of this jutsu are made at advantage. Increase your Speed by 30 feet. You gain Resistance to Slashing, piercing and Bludgeoning damage.

FANG WOLF FANG

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Instant

Components: M

Cost: 14 Chakra

Keywords: Hijutsu, Taijutsu

Description: As part of the requirements of this jutsu, you must have the *Double Headed Wolf* Inuzuka Clan Jutsu active. You perform a much more devastating variation of the Tunneling Fang as a Double Headed Wolf, tearing into your target and ripping them apart. Make a Melee Taijutsu attack, dealing 5d6 Slashing & 5d6 Piercing damage.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and damage by 2d6 for each damage type.

A-RANK:

TAIL CHASING FANG

Classification: Hijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Instant

Components: M

Cost: 15 Chakra

Keywords: Hijutsu, Taijutsu

Description: As part of the requirements of this jutsu, you must have the "Double Headed Wolf" Inuzuka Jutsu

active. An ultra-violent variation on the Fang Wolf Fang Technique where you curl into a ball and roll at a ferocious speed towards an enemy as if chasing after your own tail. Move up to 120 feet in any direction, being able to turn or change direction. At the end of your movement, all creatures in the path of your movement must succeed a Dexterity saving throw against your Taijutsu Save DC, taking 8d6 Slashing & 8d6 Piercing damage on a failed save, or half as much on a successful one.



KAGUYA CLAN

Kamira ejects a bone of hers from her shoulder creating a short sword. She's wounded. Weakened, and outgunned. She is standing against her Jonin teacher who has fallen prey to a Genjutsu. Her teammates already downed by the overwhelming power of their Sensei. Kamira thinks to herself, that she needs to survive to save her friends, and stop her sensei. She reaches deep and draws a second short sword made of bone from her ribcage. She dashes in towards him. He parries her attacks easily. She pushes through her pain and begins to perform one of her Clans infamous Dance Arts. She cuts at his knee's ankles and elbows to disable him. Catching him off guard she is able to fell her obviously superior sensei, before passing out herself.

—Tatsunami Aburame
The Long Road, Ch. 16 excerpt.

SAVAGE BATTLE INSTINCTS

The Kaguya Clan was an Extinct clan known for their savage battle tactics and archaic values.

There are stories of Kaguya who loved war so much, they would enter battles and conflicts purely to show off their fighting prowess. The ability to manipulate their own bone structure creating weapons of their own bodies gives them amazing and powerful taijutsu/bukijutsu fighting skills.

KAGUYA TRAITS

Ability Score Increase: +2 Str or Dex (pick one), +1 Con

Speed: Your base walking speed is 35 feet.

Skill Proficiencies: Athletics, Martial Arts

KAGUYA FEATURES

Dead Bone Pulse: The Kaguya clan possess the Shikotsumyaku (Dead Bone Pulse) blood line trait allowing them to manipulate their bone structure. The Kaguya have access to a separate list of Jutsu unique to their Clan. You can add these Jutsu to your jutsu list instead of selecting jutsu from the Normal jutsu list.

Bone Weapons: The Kaguya clan are known for their amazing Taijutsu prowess when using their ability to manipulate their bone structures to create weapons. All bone weapons have the *light* and *Finesse* properties to you and use the damage die of the weapon they are imitating. You are proficient with all weapons you conjure with this feature. Beginning at 1st Level, as a bonus action you can eject some of your bones from your body to create a Bone weapon. You can create a Short sword from a sharpened Humerus bone or Iron Claws made from your sharpened and elongated Knuckles. Beginning at 3rd Level you can now manipulate more complex and integral bone structures without injuring yourself. You can create Tonfas from your Radius and Ulna bones in your forearm and make daggers using the bones in your fingers. Finally, at 7th level you have mastered your bone structure manipulation. You can create far more complex weapons. You can create a whip, chained spear or Nunchaku from your spine.

Battle Hungry: The Kaguya clan are known for their amazing Taijutsu prowess when using their Clan Jutsu or Bone weapons. Beginning at 1st Level, when you perform a Kaguya clan jutsu or use your Bone weapons you may add +1 to your Damage rolls.

This increases to +2 at 7th level and +3 at 15th level. At 18th you Weapon attacks made with a bone weapon, or bukijutsu used with a bone weapon as a component score a critical hit on an attack roll of 19–20.

Shikotsumyaku Stance: The Shikotsumyaku Stance is the primary fighting style for the Kaguya clan. Starting extremely early, the Kaguya train their young ruthlessly teaching them the most effective fighting styles to utilize their unique physiology.

Beginning at 1st Level, you can use Dexterity instead of Strength while in this stance, for the attack and damage rolls of your bone weapons and Kaguya Clan Hijutsu attack rolls and Save DC's calculations.

Also, at 1st level when you make a weapon attack using a bone weapon, you are able to use a bonus action to make an additional weapon attack with the same bone weapon.

Beginning at 7th level when you make a bukijutsu attack with a Kaguya Clan Bukijutsu, your AC increases by +1 for each hostile creature within 10 feet of you when you end your turn.

Beginning at 11th level, when you are targeted with an attack, that has the Taijutsu or Bukijutsu keyword, as a reaction, you can roll 1d4, increase your AC by the result against the triggering attack. At 15th level, you roll 2d4 and 3d4 at 18th.



KAGUYA CLAN JUTSU

D-RANK

DANCE OF THE CAMELLIA

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 5 feet

Duration: 1 round

Components: M, W (Melee Bone Weapon)

Cost: 5 Chakra

Keywords: Hijutsu, Taijutsu, Bukijutsu

Description: With your bone weapon in hand, you stab forward at an increasingly chaotic pace fast enough to create the appearance of afterimages as each strike attempts to strike a slightly different part of the target from a slightly different angle. Make 3 Taijutsu attacks, dealing 1d6 + Your Taijutsu ability modifier on a hit. You can target one or more creatures. Until the start of your next turn, if you are within 5 feet of the target of this Jutsu, you gain a +1 to your AC and Dexterity Saving throws for each creature you hit with this Jutsu. If the target of this jutsu disengages from you, you can still make an attack of opportunity.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the amount of Taijutsu attacks by 1.

DANCE OF THE LARCH

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self

Duration: 10 minutes

Components: M

Cost: 5 Chakra

Keywords: Hijutsu, Taijutsu, Bukijutsu

Description: You extract bones to a greater degree, allowing them to stick out in a variety of positions, creating a makeshift lethal but protective armor. You gain 10 Temporary Hit Points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 piercing damage.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the temporary hit points and piercing damage by 5.

DANCE OF BULLET SEEDLINGS

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 45 feet

Duration: Instant

Components: M

Cost: 5 Chakra

Keywords: Hijutsu, Taijutsu, Bukijutsu

Description: You outstretch a free hand and fire off the bones in your fingers like bullets with enough force to tear through armor and flesh like paper. Make up to 5 Ranged Taijutsu attacks for each bone bullet against a creature you can see within range. On each hit, target creature takes 1d4 Piercing damage.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the amount of damage done by +2 for each bone bullet.

C-RANK

DANCE OF THE WILLOW

Classification: Hijutsu

Rank: C-Rank

Casting Time: Reaction, which you take when you are hit by a melee attack.

Range: Self (5 Feet)

Duration: Instant

Components: M

Cost: 9 Chakra

Keywords: Hijutsu, Taijutsu, Bukijutsu

Description: You sharpen and extract your Ulna bones through both your palms and your Radius back through your elbow creating 4 sharpened blade like weapons, 2 from each of your arms. As a Reaction to being hit you twirl, spin, and gracefully retaliate against your attacker. Make a Taijutsu attack dealing 1d8 + your Taijutsu ability modifier. On a successful hit, you gain an additional reaction which can only be used to trigger this jutsu, at no additional cost.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d8 for each hit.

TEN-FINGER DRILLING BULLETS

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 60 feet

Duration: Instant

Components: CM

Cost: 8 Chakra

Keywords: Hijutsu, Taijutsu, Bukijutsu

Description: You clasp your hands together pointing your fingers in any direction of your choice firing them all at once with enough of a combined force to rip through even chakra shielding's. Your Finger bullets fire in a straight line 5 feet wide, and 60 feet long. Creatures in the path of your jutsu must succeed a Dexterity saving throw taking 6d4 piercing damage and suffers the Bleeding condition on a failed save or half as much on a successful one.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and damage by 2d4.

B-RANK:

DANCE OF CLEMATIS: FLOWER

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Movement Speed

Duration: Instant

Components: M, CM

Cost: 14 Chakra

Keywords: Hijutsu, Taijutsu, Bukijutsu

Description: You pour chakra into your arm, over-calcifying it creating a large drill shaped bone that covers the lower half of your arm starting at your elbow. The Weapon is large and clunky, but it scores a critical hit on a roll of 18, 19, or 20. You dash as your full movement in a straight line stopping at the first creature you encounter. Make a Melee Taijutsu attack against the creature dealing $6d10 + \text{Your Taijutsu Ability modifier}$ on a hit.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and damage by $2d10$.

DANCE OF CLEMATIS: VINE

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 minute

Components: M

Cost: 12 Chakra

Keywords: Hijutsu, Taijutsu, Bukijutsu

Description: You tear out your spine with ruthless efficiency while also tripling its length and stretching potential while also changing its structure by adding sharpened spikes to it. You can use this weapon like an Enhanced whip that you treat like a Bone Weapon. It counts as a Martial weapon, it deals $2d6$ slashing damage on a hit, has the finesse, light, Reach 4, Trip and Grapple properties. If you score a critical hit with this weapon you deal triple damage. Creatures Grappled by this weapon also counts as Paralyzed when targeted by the *Dance of Clematis: Flower* Kaguya Clan jutsu.

A-RANK:

DANCE OF THE SEEDLING FERN

Classification: Hijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Self (30-foot radius sphere)

Duration: Instant

Components: M

Cost: 20 Chakra

Keywords: Hijutsu, Taijutsu, Bukijutsu

Description: The perfected and final dance of the Kaguya clan. The Sixth and final dance is also the most devastating and deadly. By means of this technique you focus and empower your bones before sending them through the ground around you, expanding them and having them rise like trees in a forest or rock stalagmites in a cave though far closer to each other and unnatural looking. Creatures in range other than you, must succeed a Dexterity saving throw taking $16d4$ Piercing damage on a failed save, or half as much on a successful one.

The bone forest remains for 1 minute after casting this jutsu. The bone pillars are 10 to 15 feet tall. While the

forest remains all creatures except you treat the terrain as difficult terrain. You can fuse into and teleport freely throughout the bone forest. Teleporting costs an additional 4 chakra per use. Fusing into a bone grants you 10 temporary Hit points. Bone pillars have 15 hit points. If a bone pillar takes damage while you're inside, you take any remaining damage the bone pillar could not.

At the end of the 1-minute duration after this jutsu was cast, the bones dissolve into clay like clumps.



KURAMA CLAN

“There has to be a way out!” the bandit screamed as he raced down the same hallway for the 20th time. “How did we end up here!? This was supposed to be an easy job.” The bandit screams as his voice echo’s infinitely. Elsewhere a young girl wearing a chunin vest sits in a tree eating ice cream as she watches the bandit run in circles screaming pointlessly. She giggles to herself before finishing her snack. She reaches into her side pouch drawing a single kunai and approaches them “I guess, I had my fun. Time to put an end to this.”

—Tatsunami Aburame
The Long Road, Ch. 3 excerpt.

ILLUSIONS AS REAL AS REALITY

The Kurama Clan is a clan of extremely skilled genjutsu users. This talent in genjutsu is due to the Kekkei Genkai that the clan possesses. However, once every few generations, a member of the clan will be born with such enormous skill in genjutsu that their illusions causes the brain to make anything that happens to the victim within the genjutsu physically real, allowing the clan member to potentially kill their opponents with genjutsu.

KURAMA TRAITS

Ability Score Increase: +2 Wis or Cha, +1 Int

Speed: Your base walking speed is 30 feet.

Skill Proficiencies: Illusions, Insight

KURAMA FEATURES

Genjutsu Specialty: Beginning at 1st Level, your ability with Genjutsu easily eclipses others within the same field of expertise. When you would cast a Genjutsu that Requires Concentration. You Reduce the cost to maintain such jutsu by 1. This reduction increases to 2 at 7th level, and 3 at 11th level. Genjutsu Concentration costs Can be reduced to 0 as a result of this feature, regardless of what other features dictate.

Genjutsu Resistance: Beginning at 3rd level, when you are subjected to a saving throw to resist a Genjutsu you may add 1d4+Half your Genjutsu Ability Modifier (Rounded Down) to your saving throw. This die becomes a d6 at 11th level and a d8 at 18th levels.

Genjutsu Molding: Beginning at 3rd level you learn how to manipulate your Genjutsu using the Kurama Clans secret Kekkei Genkai. You know two of the following molding techniques of your choice. You gain another one at 7th, 11th, 15th, and 18th levels. When casting a Genjutsu you may spend additional chakra to use your selected Molding technique.

- **Careful Genjutsu (3 Chakra):** When you cast a Genjutsu that forces creatures to make a saving throw, you can protect some of those creatures from the Genjutsu’s effects. Select up to 3 creatures, each creature selected automatically succeeds the saving throw, suffering no additional effects.
- **Enhanced Genjutsu (3 Chakra):** When your target rolls a Save against a Genjutsu that you cast; you can activate this feature, forcing the target to reroll before the results of the roll is revealed. They must use the second outcome.
- **Focused Genjutsu (5 Chakra):** When you are forced to make a concentration check to maintain a genjutsu you have cast, you can roll an additional 1d4, adding the result to the check.

- **Overwhelming Genjutsu (4 Chakra):** When a creature would fail a saving throw for a Genjutsu you cast by 5 or more, you treat the Genjutsu cast as if you had upcasted it by 1 rank. If they would fail by 10 or more you treat the Genjutsu cast as if you had upcasted it by 2 ranks.
- **Quickened Genjutsu (6 Chakra):** When you cast a Genjutsu with the casting time of 1 action, you can activate this Molding technique to change the casting time to 1 bonus action for this casting.
- **Subtle Genjutsu (3 Chakra):** When you cast a Genjutsu you can cast it without handseals or chakra seal components.
- **Tenacious Genjutsu (6 Chakra):** When a creature would attempt to end, dispel, counter, or interrupt a genjutsu that you are casting or have casted, you may use your reaction to activate this effect. When you do, increase the DC needed to complete any of the aforementioned actions by +3.
- **Layered Genjutsu (4 Chakra):** When a creature under the effects of your Genjutsu succeeds a saving throw, you can as a reaction to their success, cast another Genjutsu targeting the same creature. (Must pay both this Molding and the new Genjutsu’s Chakra cost.)

Genjutsu Conversions: Beginning at 7th level, select a number of Ninjutsu that you know equal to your proficiency bonus. These selected Jutsu can be converted into a Genjutsu, losing their Ninjutsu Keywords and gaining the Genjutsu and Tactile Keywords. A jutsu that is converted this way retains all effects detailed in its jutsu description except it uses your Genjutsu Attack bonus, Ability score and Save DC for all calculations. You can change which jutsu you convert this way when you complete a Long Rest.



KURU CLAN

“How Is he able to react to everything we throw at him!?” the squad captain yelled at his team as they were failing miserably to deal with a single shinobi. The single shinobi stands in the center of the forest opening. Avoiding all attack that are sent his way. He gracefully dodges each attack with a sly grin across his face. “Kill him! He can’t dodge us all if we attack at the same time.” The captain yells out. The lone shinobi opens his eyes revealing them to be darker than the darkest black. He smiles gracefully as they all leap towards him. He quickly weaves handseals before releasing a wave of black chakra that overtakes the assaulting shinobi. Many fall to the ground unable to move or ever breathe. The captain looks towards his fallen forces then to the lone shinobi. “Looks like you guys ran out of time.” The lone shinobi gloats before attacking the captain.

—Riku Tiken
The Long Road, Ch. 19 excerpt.

THE WOLF’S CURSE

The Kuru Clan is a Custom Homebrew Clan, created by Kingsare4ever. The Kuru Clan also known as the Shadow Clan, or the Dark Clan were seen as an influential family of Monks, prophets and fortune tellers from the Land of Wolves. After migrating south through the rest of the Shinobi world, their offspring began to pick up the ways of Ninshou and ninjutsu.

The Kuru Clan have access to a very powerful Dojutsu known as the Kurugan, the Eyes that See through Darkness. This Dojutsu carries the unique trait of limited foresight on a creature or object that they can see. They also learned how to harness the properties of Yin Chakra to a great effect allowing them to mold their chakra into almost any shape and even grant it different properties usually reserved for Nature release techniques without having to learn the appropriate Nature Release.



KURU TRAITS

Ability Score Increase: +2 Wis, +1 Con

Speed: Your base walking speed is 30 feet.

Skill Proficiencies: Insight, Chakra Control

Tool Proficiencies: You are proficient with Forensic kits

KURU FEATURES

Shadow Techniques: The Kuru Clan have access to a separate list of Jutsu unique to their Clan. You can add these Jutsu to your jutsu list instead of selecting jutsu from the Normal jutsu list(s).

Yin Chakra Adept: The Kuru Clan being monks by origin grants them a closer affinity to their Spiritual energy. They have learned through generational training to manipulate the art of Imagination and creation of something from nothing practicing one half of the sage of Six paths teachings. They are unable to Learn the 5 Nature Affinities as a result of this, instead utilizing their realized Yin chakra in place of any Nature release. Beginning at 1st level, you are unable to use jutsu with the *Earth, Wind, Fire, Water, or Lightning* Release Keywords. In exchange your Non-Elemental Ninjutsu, Genjutsu and Taijutsu are all enhanced with your Yin Chakra. When performing a jutsu without any Elemental Release Keyword Increase the damage die by 1 and the save DC by 1. Beginning at 11th level, this increases to an additional 2 damage die and +2 to Save DC.

Kurugan: The Kurugan is known as the Eyes that see Through Darkness or The Eyes that can see Fate. This Dojutsu has the ability to peer into the future ever so slightly but only from the user’s point of view.

Beginning at 3rd level you can as a Standard action spend 5 chakra to activate this renowned Dojutsu for 10 minutes. While viewing the future, you gain a bonus to Charisma checks and to your AC equal to your Wisdom modifier as you can gauge creatures’ intentions towards you in the future. You can use the following Kuru Clan Features a number of times equal to your Wisdom Modifier (Min 1) before a Short or long rest.

- **Standard Action:** You peer fully into the future seeing 6 seconds ahead. You call out the events to your allies just before it happens. You and a number of allies equal to your Wisdom modifier gain advantage on saving throws and enemies gain disadvantage on attacks against you and the selected allies. Beginning at 7th level, you can apply this benefit to your ally’s attacks granting them a bonus to their attack rolls equal to your Wisdom Modifier until the end of their turns.
- **Bonus Action:** You peer into the future while still enacting your other actions granting you enough information to make educated decisions with just 3 seconds of context. When making an attack roll you add your Wisdom modifier to your attack roll until the end of your turn.
- **Reaction:** You glance into the future to give yourself enough information to make the right move. You gain a bonus to your AC equal to your Wisdom modifier until the beginning of your next turn. Beginning at 7th level you can garner more context from your viewings you gain advantage on a Saving throw you make. Beginning at 18th level you can foresee the worst future and react to prevent it. If an attack or effect would reduce your hit points to 0 you instead avoid the attack entirely.

KURU CLAN JUTSU

D-RANK

PIERCE THE VEIL

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Special

Components: HS, CM

Cost: 5 Chakra

Keywords: Hijutsu, Ninjutsu

Description: As part of the activation of this jutsu, you must have the *Kurugan* class feature active. Also, you cannot lose concentration on this jutsu as a result of failing a concentration check. By focusing your chakra into your eyes, you are able to pierce the veil far more accurately. For your Kurugan's duration, you gain the following benefits;

- You can calculate your AC by using Wisdom instead of Dexterity.
- When you use your *bonus action* Kurugan feature, the target of your next attack roll, cannot gain the benefits of a Reaction that grants them a bonus to AC.
- By spending 10 Minutes focusing, you can immediately cast *Sealing Art: Divination Technique* at no cost ignoring the HS, CM, CS components.

SPIRALING DARK WALL

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Reaction, which you take when you are hit by an attack.

Range: Self

Duration: 1 Round

Components: HS, CM

Cost: 5 Chakra

Keywords: Hijutsu, Ninjutsu

Description: A Spiraling wall of black chakra appears to protect you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from Genjutsu.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the Bonus to AC by +1.

DARK DEVOTION FIST

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: Instant

Components: M, CM

Cost: 4 Chakra

Keywords: Hijutsu, Taijutsu

Description: Your fists and feet erupt into fiery black chakra as you take immediate action. Make 3 Taijutsu attacks striking at odd angles. On each hit you deal your Unarmed damage + 1d6 necrotic damage

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by 1d6.

DARK MOTE

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 Hour

Components: HS, CM, CS

Cost: 5 Chakra

Keywords: Hijutsu, Ninjutsu

Description: Choose a ninjutsu or genjutsu of D-Rank or lower that you can cast that has a casting time of 1 action. You cast that jutsu—called the sealed jutsu—into a chakra seal of your design as part of casting dark mote, expending chakra for both, but the sealed jutsu doesn't come into effect. Instead, the jutsu is stored in the seal for the duration. This seal is a Tiny object with AC 15 and 1 hit point, and it is immune to poison and psychic damage. When this jutsu ends, or if the seal is destroyed, it is consumed by a burst of darkness and the sealed jutsu is lost.

You can give this seal to other creatures. A creature holding the seal can use its action to release the jutsu within, whereupon the seal disappears. The jutsu uses your attack bonus and save DC for whichever type of jutsu was stored (Ninjutsu, Genjutsu), and the jutsu treats the creature who released it as the caster for all other purposes.

You can have only one sealed jutsu at a time. If you cast this jutsu again, the sealed jutsu of another dark mote you cast ends.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the rank of the jutsu you can seal using this jutsu.

C-RANK:

DARK WAVE

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 60 feet

Duration: Instant

Components: HS, CM

Cost: 9 Chakra

Keywords: Hijutsu, Ninjutsu

Description: A line of spiraling black chakra 60 feet long and 5 feet wide emanates from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d8 Necrotic damage on a failed save, or half as much damage on a successful one.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and damage by 2d8.

DARK DRAIN

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 5 feet

Duration: 1 action

Components: HS, CM

Cost: 9 Chakra

Keywords: Hijutsu, Ninjutsu

Description: Dark chakra washes over a creature you can reach within range, draining vitality from it and providing it to you. Make a Melee Ninjutsu attack dealing 4d10 necrotic damage. You gain hit points equal to half the damage dealt.

If the target creature has Temporary hit points you reduce both their temporary hit points and normal hit points by the result. You gain both hit points and temporary hit points equal to half the damage result.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 2d10.

DARK BLADE

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: self

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 9 Chakra

Keywords: Hijutsu, Ninjutsu

Description: Your entire arm erupts into black shadowy chakra that extends into a shadowy blade. This chakra sword lasts until the Jutsu ends. It counts as a simple melee weapon with which you are proficient. It deals 3d8 necrotic damage on a hit and has the finesse, light, and thrown properties (range 20/60). In addition, when you use the sword to attack a target in dim light or darkness, you make the attack roll with advantage.

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the jutsu persists, you can use a bonus action to cause the sword to reappear covering your hand.

B-RANK:

DARK RIFT

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 60 feet

Duration: Concentration, up to 10 Minutes

Components: HS, CM, CS

Cost: 14 Chakra

Keywords: Hijutsu, Ninjutsu, Fuinjutsu

Description: You attempt to send one creature that you can see within range into a pocket space made entirely of chakra. The target must succeed a Charisma saving throw or be banished. You do not spend additional chakra to maintain concentration of this jutsu.

If the target must remain there until the jutsu ends, at which point the target reappears in a puff of smoke in the space it left or in the nearest unoccupied space if that space is occupied.

DARK CONTINGENCY

Classification: Hijutsu

Rank: B-Rank

Casting Time: 10 Minutes

Range: Self

Duration: 10 Days

Components: HS, CM, CS

Cost: 14 Chakra

Keywords: Hijutsu, Ninjutsu, Fuinjutsu

Description: Choose a jutsu of B-Rank or lower that you can cast, that has a casting time of 1 action, and that can target you. You cast that jutsu—called the contingent jutsu—as part of casting contingency, expending chakra for both, but the contingent jutsu doesn't come into effect. Instead, it is stored in a chakra seal on your person and takes effect when a certain circumstance occurs. You describe that circumstance when you cast the two jutsu. For example, a contingency cast with

sensing technique might stipulate that sensing technique comes into effect when you are immersed in a cloud of fog or other obscuring vapor.

The contingent jutsu takes effect immediately after the circumstance is met for the first time, whether or not you want it to, and then contingency ends.

The contingent jutsu takes effect only on you, even if it can normally target others. You can use only one contingency jutsu at a time. If you cast this jutsu again, the effect of another contingency jutsu on you ends. It also ends if the chakra seal is ever removed from you.

A-RANK:

DARK DISPLACEMENT

Classification: Hijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: HS, CM

Cost: 20 Chakra

Keywords: Hijutsu, Ninjutsu

Description: *(As a part of the casting of this Jutsu you must have the Kurugan active.)* By focusing the chakra used to peer into the future you are able to grab ahold of the power of temporal shifts focusing it around your hands. Doing this ages your arm faster than your body ever so slightly. Make a Melee Ninjutsu attack on a target creature. On a hit you deal 9d10 Necrotic Damage to the target creature. The target must make a Constitution saving throw, reducing their maximum hit point by half of the damage dealt. If a target's maximum Hit points reach 0, they age to dust being unable to be revived by medical ninjutsu. A creature's hit point maximum is restored by an A-Rank upcasting of the Restorative Ninjutsu.

UNFETTERED FORESIGHT

Classification: Hijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Self

Duration: Special

Components: HS, CM

Cost: 20 Chakra

Keywords: Hijutsu, Ninjutsu

Description: *(As a part of the casting of this Jutsu you must have the Kurugan active.)* You release all limiters on your Kurugan, allowing you to freely see all possible events pertaining to you, filtering through thousands of possible futures.

For the duration of your Kurugan, you cannot be surprised by anything. You have advantage on attack rolls, ability checks, and saving throws. Also, all other creatures have disadvantage on attack rolls against you for the duration.

You always know what time it is, and the exact moment a minor event will happen, such as a bell ringing, or someone's name being called in your vicinity.

Additionally, you can, as an action touch one creature you can reach, and peer into their immediate future, casting *Sealing Art: Divination Technique* at no cost ignoring the HS, CM, CS components, allowing you to see their future.

If you have *Pierce the Veil* active, your Kurugan features have no use limit for the duration. At the conclusion of this jutsu, you expend all uses of your Kurugan features until you complete a long rest.

NARA CLAN

Shinbi looked across the battlefield where multiple bodies lay either lifeless or almost there. Fireballs and Walls of Stone pepper the battlefield as the attacks have not stopped. She closed her eyes for a moment to envision the world in her mind's eye. She saw the enemies begin to move towards the left flank to be stopped by her men trying to stave them off. This leads to more troops bursting through the defense set up in the center of the battlefield, her men would be powerless to stop it, she would be assaulted and the battle would be lost. She opens her eyes and begins to speak "The enemy knows we are wounded and weak, allow them to think that. They will be coming soon, it's a trap we will set for them, let them come, Set explosive Traps along the way. We are making a tactical retreat." Her men look confused but listen nonetheless. As they make their way out, the left flank is breached as they rush towards the retreating party, Shinbi makes a single hand seal as the explosives go off stopping them in their tracks and crippling their assault.

—Tatsunami Aburame
The Long Road, Ch. 10 excerpt.

INCONCEIVABLE FORESIGHT

The Nara Clan or Nara Family is one of the many clans of Konohagakure. They are known for tending deer and their ability to manipulate shadows through the use of Yin Release.

There are stories of men and women who can see battles before they happen, see victories and defeats before the first weapons are drawn and can route those victories or prevent those defeats all within the span of a moment. These men and women came together and over the years consolidated their knowledge and insight and became known as the Nara Clan. The Nara clan has a special relationship with the Akimichi and the Yamanaka clan. For several generations, members of these three families have formed "Ino-Shika-Chō" trios.

NARA TRAITS

Ability Score Increase: +2 Int, +1 Cha

Speed: Your base walking speed is 30 feet.

Skill Proficiencies: Investigation, Insight

Preplanned Jutsu: You know 1 additional Nara Clan D-Rank Jutsu. This does not count against your total jutsu known.

NARA FEATURES

Shadow Possession Techniques: The Nara have access to a separate list of Jutsu unique to their Clan. You can add these Jutsu to your jutsu list instead of selecting jutsu from the Normal jutsu list.

Coordinate: Beginning at 1st level, you can spend a Full Turn Action directing your allies. Make an Intelligence check (DC 8 + 1 for each ally you are targeting). You provide those selected allies within 30 feet and yourself a +1 bonus on their attack rolls, ability checks and Saving throws. This bonus increases to a +3 at 7th level and a +5 at 15th. The bonus lasts for a number of rounds equal to your Intelligence modifier. You can coordinate a number of allies equal to your Proficiency Bonus. A creature can only benefit from your Coordinate twice per short rest.

Master Tactician: Descendants of the Nara Clan are unusually tactical; they are able to offer guidance both inside and outside of battle using this amazing Wit and cleverness. Also, at 1st level you can Provide a Tactical Die (D4) to any ally that you can see within 60 feet of you that lasts for 1 hour as a bonus action. After receiving it, they can roll the die and add the number rolled to one

Attack roll, ability check or saving throw. They can wait until after they roll but before the result of the roll is revealed to use the Tactical Die. An ally can only have 1 Tactical Die at a time. You can use this Clan Feature a number of times equal to your proficiency bonus before you need to take a long rest. At 11th Level The die becomes a d6 and at 18th level a d8.

Genius Potential: Nara are people of mental flexibility and potential, able to pick up on things faster than others. At 7th level When you would make an Intelligence, Dexterity or Wisdom saving throw to resist a Hostile creatures Feature or Jutsu effect, you may add your Intelligence Modifier to the result. You may use this feature a twice per long rest. You gain an additional two uses per long rest at 15th level.

Masterwork Skill: Nara Are known for their adept ability at completing complex mental tasks. At 7th Level You may select two skills, you gain proficiency in these skills. You select two more skills at level 18th level.

Masters of The Shadows: Nara's Hijutsu are known for being able to bend shadows to their will. Beginning at 7th level, when you would Restrain a creature using a Nara Hijutsu, if that creature is in bright light, increase the Save DC of that Hijutsu by +2. If they are in Dim light increase the Save DC by +1. This bonus increases to by an additional +1 for both conditions at 15th level.



NARA CLAN JUTSU

D-RANK

SHADOW IMITATION

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Reaction, to an ally being the target of an attack that you can see.

Range: 45 Feet

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Hijutsu, Ninjutsu

Description: As part of the requirements of this jutsu, you must know the *Shadow Possession* Jutsu. You manipulate your shadow and stretch it outwards, attempting to fuse your shadow with a willing creature. As a reaction, you grant the target creature your shadow is attached to a +2 to their AC and an advantage on Dexterity saving throws until the end of the current turn.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the AC Bonus by +1.

SHADOW NECK BINDING

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Bonus Action

Range: 45 Feet

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Hijutsu, Ninjutsu

Description: As part of the activation requirement of this jutsu, you must have a creature already restrained by the *Shadow Possession*, *Shadow Imitation Field*, *Shadow Sewing Needle* or *Black Spider Lily* Jutsu. As a Bonus action, creatures Restrained by any of the aforementioned jutsu, take 4d6 Necrotic Damage.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by 2d6.

SHADOW SILHOUETTE DISTRACTION

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 45 Feet

Duration: Instant

Components: HS, CM

Cost: 3 Chakra

Keywords: Hijutsu, Ninjutsu

Description: As part of the requirements of this jutsu, you must know the *Shadow Possession* Jutsu. By molding chakra into your shadow, you are able to give it a shape as it stands up from the ground, but it retains an extremely thin width. Your shadow stands as tall as you and follows your every whim. It cannot grab or carry anything nor can it touch or interact. This jutsu is extremely useful for distractions and misdirection. This jutsu can be used from stealth without revealing your location and can also be used alongside a stealth roll.

SHADOW POSSESSION

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Concentration, Up to 1 Minute.

Components: HS, CM

Cost: 4 Chakra

Keywords: Hijutsu, Ninjutsu

Description: The famous Shadow possession of the Nara Clan allows the user to mold chakra into their shadow, controlling it. Select one creature you can see within range. Target creature has to make a Dexterity Saving throw against your Ninjutsu Save DC. On a failed save they are restrained for the duration of the jutsu and they cannot take actions. They make the exact same physical movements you make. You cannot make them attack themselves, nor can you make them cast jutsu of any type. They mirror your movements and gestures and nothing else. As an action on the affected creatures turn, they can make a Strength saving throw to end this Jutsu's effect on them.

The Shadow possession jutsu is unique in that it is most affected by the time of day and the amount of available light a Nara is in. In Dim Light, this Jutsu's range is reduced by half. In Complete Darkness, this jutsu cannot be used.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, the range of this jutsu by 15ft, The Initial Save DC by +1, and creatures no longer make the exact same physical movements you make unless you want them too.

C-RANK:

SHADOW GATHERING

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 45 Feet

Duration: Concentration

Components: CM

Cost: 6 Chakra

Keywords: Hijutsu, Ninjutsu

Description: As part of the requirements of this jutsu, you must know the *Shadow Possession* Jutsu. You materialize thin tendrils of shadows that you can control to interact with objects. This jutsu can be used to slide under doors, through small holes, and other entrances that would otherwise be impossible to squeeze through. Make a DC 15 Ninshou Ability Check to handle complicated objects like keyboards, door handles, or locks. This jutsu can also be used to retrieve items and pull them back to the user no heavier than 25 pounds.

SHADOW IMITATION FIELD

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 20 Foot Radius on the ground.

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 6 Chakra

Keywords: Hijutsu, Ninjutsu

Description: As part of the requirements of this jutsu, you must have the *Shadow Possession* Jutsu. You expand your shadow in a 20-foot radius circle centering from you capturing all creatures within it who are on the same surface as you. All Creatures in the radius upon activation, must make a Strength saving throw against your Ninjutsu Save DC, being restrained and being unable to take actions on a failed save for the duration. On an affected creatures turn, they can make a Strength saving throw to break free from this jutsu, ending its effect on them.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3, the radius by 5ft, and The Initial Save DC by +1.

SHADOW SEWING NEEDLE

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 60 Feet.

Duration: Instant

Components: HS, CM

Cost: 9 Chakra

Keywords: Hijutsu, Ninjutsu

Description: As part of the requirements of this jutsu, you must know the *Shadow Possession* Jutsu. You materialize your shadow but splinter and sharpen them into needle-like spikes. You create 5 needle-like threads of shadow. Make a Ninjutsu attack against up to 5 target creatures within range. On a hit, deal 2d6 piercing damage for each tendril. If you are sending multiple needle tendrils towards a single creature, make a single Ninjutsu attack for each thread targeting them dealing 2d6 piercing damage for the first tendril and 1d6 for each additional tendril. Each creature hit must succeed a Strength saving throw against your Ninjutsu save DC +1 for every Tendril that hit them after the initial tendril. On a failed save they fall under the effects of the *Shadow Possession* Nara Clan Jutsu. As an action on an affected creatures turn, they can make a Strength saving throw to end this Jutsu's effect on them.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the number of tendrils by 1.



B-RANK:

BLACK SPIDER LILY

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 90 Feet

Duration: Instant

Components: HS, CM

Cost: 14 Chakra

Keywords: Hijutsu, Ninjutsu

Description: As part of the requirements of this jutsu, you must know the *Shadow Possession* Jutsu. This is an advanced version of the “Shadow Possession” jutsu. Select up to 8 Creatures within range, each creature must succeed a Dexterity saving throw against your Ninjutsu Save DC. On a failed save the target is restrained and counts as being under the effect of the *Shadow Possession* Nara clan Hijutsu of equal rank to this Jutsu’s Casting.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3, and select 1 additional target creature in range.

SHADOW TRANSPORT TECHNIQUE

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Instant

Components: CM

Cost: 12 Chakra

Keywords: Hijutsu, Ninjutsu

Description: As part of the requirements of this jutsu, you must have the *Shadow Possession* Jutsu. You can select a creature currently restrained by the *Shadow Possession*, *Shadow Imitation Field*, *Shadow Sewing Needle* or *Black Spider Lily* jutsu. You can fall into your shadow, moving through it and coming out within 5ft of a restrained target. You must still be in range of other creatures you have restrained, otherwise those jutsu immediately ends on those creatures.

A-RANK:

SHADOW WEB EXECUTION

Classification: Hijutsu

Rank: A-Rank

Casting Time: 1 Bonus Action

Range: 90 Feet

Duration: Instant

Components: HS, CM

Cost: 18 Chakra

Keywords: Hijutsu, Ninjutsu

Description: As part of the requirements to cast this jutsu, you must know the *Black Spider Lily* Jutsu active and have at least 1 creature restrained by a Nara Clan Hijutsu. As a Bonus action, all creatures currently captured must succeed a Constitution saving throw against your Ninjutsu save DC. On a failed save affected creatures take 12d8 Necrotic damage and suffer 1 rank of Exhaustion.



NON-CLAN

Miles punches his training log for the thousandth time today, punching the core of the tree at this point. His teacher walks onto the training field telling Miles to get some rest, it won't come easier without sleep. Miles turns towards his teacher and begins to focus as chakra begins to swirl around his body. His teacher sees what he's doing "Miles! Stop! You gonna~". He stops mid-sentence as he notices that Miles has done it. He has unlocked the 3rd Inner gate. Potential is limitless when you're not bound by preconceived notions of success and expectations.

—Tatsunami Aburame
The Long Road, Ch. 1 excerpt.

LIMITLESS POTENTIAL

Those who are a part of no bloodline or large recognized family are known as Non-Clanners or Non-Clan for short. They are the most numerous of the Naruto World and are the primary people who end up creating new clans and families for generations to come. They show the most potential and have the largest room for growth. They don't have many limitations in regards to what's expected of them so they have the freedom to try new things and build an identity unique to themselves.

NON-CLAN TRAITS

Ability Score Increase: +2 to any Ability Score (Or +1 to any 2 Ability Scores.)

Speed: Your base walking speed is 30 feet.

Skill Proficiencies: Pick any 2 Skills to gain proficiency in.

NON-CLAN FEATURES

Self-Taught Skills: You are one of pure hard work with no family ties that grant you any natural advantages or benefits. At 1st Level Select any 1 Skill. You gain proficiency in the chosen skill. If you are already proficient in those Skills, you may treat them as if you are an expert, you gain expertise in the chosen Skills. You may select another skill at 7th and 15th level.

Unrelenting Focus: In your quest for greatness, you have achieved what your allies have not, additional talents that potentially takes years of extra training that those who are born in a clan do not have the time to commit to. At 1st Level you gain an additional Feat of your choice. You may gain additional feats at 3rd, 11th, and 18th levels. You cannot take Feats with the Clan Category, even when you would gain a feat in a class you have.

Nindo: You are not someone who gives in easily. You have created a short saying to yourself, something you repeat to yourself when you are in a tight spot and when your backs against the wall. At 3rd Level Select any of the following "Nindo" and re flavor the wording to whatever suits your shinobi. You gain the effects of the Nindo you select. These can be only activated once per long rest; at 18th level you may select a second Nindo.

- **Never back down:** This Nindo is one of tenacity. When an ally has fallen unconscious after falling to 0 Hit points and you are outnumbered and there are no conscious allies within 90 feet of you. You Gain advantage to attack rolls and Dexterity Saves for the next minute. If you pass the Dexterity save while this Nindo is active, you ignore the effects entirely.
- **Never Give up:** This Nindo is one of perseverance. The first time you are reduced to 0 Hit points by a hostile creature, you are instead reduced to 1 Hit point. You cannot go below this 1 hit point until the end of your

next turn. When you fall unconscious or enter the dying condition, you roll your Death saving throws at advantage.

- **Never Abandon a Friend:** This Nindo is one of compassion. The first time an ally is reduced to 0 or less Hit points and you can see them, double your movement speed and gain advantage on Medicine checks (Wis) to stabilize or heal them. If a Jutsu is used on the unconscious ally while this effect is active that restores Hit Points, Target ally is stabilized, gains the appropriate Hit Points, and gains additional Temporary Hit points equal to your Proficiency Bonus. This lasts for 1 minute or until they are stabilized or dead.



RYU CLAN

Tye dashes into the enemy fortress full of rage and his blood boiling. "GIVE HER BACK!" he screams as his eyes glow with an emerald green hue. He swipes his hand towards an enemy guard as a wave of chakra leaps from it chopping them in half with a blade of wind. The enemies quickly try to seal the doors within the fortress but find it difficult as the angry boy weaves hand seals and exhales a gale of slicing wind that blows the layered doors apart. He continues further in, before he is confronted by the man he lost to prior. "You throw away the kindness I showed you before boy. I let you and your friends live, and did not take your life. But now you throw it all away for a single woman. You are a fool." He speaks. But Tye doesn't budge, as chakra begins to coat Tye's body with enough potency to be visible to the naked eye. The man is caught off guard with the sudden change, but Tye doesn't hesitate as he rushes in ready to tear this man in half.

—Nina Heroshi
The Long Road, Ch. 25 excerpt.

WRATH OF A DRAGON

The Ryu Clan is a custom, homebrew clan made by Kingsare4ever. This Clan hails from the land of lightning but has roots in multiple countries across the continent. They have a unique Kekkei Genkai that manifests extremely early, known as the Blood of the Dragon. This Bloodline trait allows most Ryu Clan members to manifest a Nature Release extremely early, and even use it to enhance themselves without the need for jutsu to focus this chakra. Their Nature Release chakra is known to be far more potent and extremely volatile in nature compared to others. This Kekkei Genkai also has a negative trait, that manifests in the youngest of the clan the most, their anger and rage is unmatched. They have short emotional fuses that sends them flying into blind rages that makes them attack their enemy relentlessly, but not without tact, or strategy.

RYU TRAITS

Ability Score Increase: +2 Int, +1 Con

Speed: Your base walking speed is 30 feet.

Skill Proficiencies: Ninshou, Chakra Control

Weapon Proficiencies: You are proficient with Katana's.

RYU FEATURES

Dragon Clan Jutsu: The Ryu Clan have access to a separate list of Jutsu unique to their Clan. You can add these Jutsu to your jutsu list instead of selecting jutsu from the Normal jutsu list.

Blood of the Dragon: Born with the blood of dragons running through your veins you have the natural affinity with one of the 5 Dragons your clan worships. Beginning at 1st level, Choose between *Earth*, *Wind*, *Fire*, *Water* and *Lightning*. You gain that Elemental Affinity and all of your Ryu Clan jutsu takes on your chosen element. You cannot go back and change this element later.

Dragon's Rage: Beginning at 3rd level, you learn how to call upon the boiling rage that's innate to your bloodline. As an action, you unleash your elemental dragons' wrathful energy, causing scales and claws made of chakra to form. Your eyes also begin to glimmer. Your scales, Claws and eyes are all a color that matches your chosen natural affinity from your *Blood of the Dragon* Clan feature. (*Brown* = *Earth*, *Emerald* = *Wind*, *Red* = *Fire*, *Blue* = *Water*, *Gold* = *Lightning*). Your

transformation lasts for 1 minute or until you end it as a bonus action. For the duration you gain a +1 to your AC and can make a Claw attack using any attack granted by your attack action. Your Claw attack can use Strength or Constitution for attack and Damage rolls. Your Claws damage die is 1d6. You deal the damage type of your chosen affinity (*Water* = *Cold*). After your first activation, after a short or long rest, subsequent activations add ranks of exhaustion upon the form ending.

At 7th level your rage reaches new heights. You gain resistance to your chosen nature affinity and once on each of your turns, you can deal extra damage of your chosen nature affinity to one target when you deal damage to it with an attack or jutsu. The extra damage equals your level.

At 11th level you begin to exhibit more draconic features and the power of such mystical creatures. Your Dragons Rage feature now lasts for up to 10 minutes. Increase your Claw attack damage to 1d8, your movement speed by +10 and your bonus to AC to +2.

At 15th Level when casting Ninjutsu of your chosen nature affinity, reduce the cost of them by 2.

At 18th level you have fully bonded to the nature affinity your Dragon represents. Your *Dragon Rage* feature can now be activated as a Bonus action.



RYU CLAN JUTSU

D-RANK

DRAGON AEGIS

Classification: Hijutsu

Rank: D-Rank

Casting Time: Reaction, which you take when you take damage

Range: Self

Duration: 1 Round

Components: HS, CM

Cost: 4 Chakra

Keywords: Hijutsu, Ninjutsu

Description: *(This jutsu takes on the Nature Affinity of your Blood of the Dragon Clan Feature)* Your coat your body in chakra creating draconic scales and wing constructs of your design, made of chakra that you conjure in between you and the attack. You gain 2d10 + 15 Temporary Hit points until the beginning of your next turn.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and your Temporary hit points by 5

DRAGON AURA

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 Minute

Components: HS, CM

Cost: 5 Chakra

Keywords: Hijutsu, Ninjutsu

Description: *(This jutsu takes on the Nature Affinity of your Blood of the Dragon Clan Feature)* You create a whipping aura of elemental chakra that surrounds you and extends out up to 10 feet from you. For the duration, creatures within range take damage equal to your Ninjutsu ability modifier each turn they begin inside the aura. Also, Creatures who must make a Saving throw while within your aura against a jutsu of the same Nature affinity as the aura, they roll an additional 1d6, reducing their save by the result.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the size of the aura by 5 feet.

DRAGON BREATH

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 20-foot cone

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Hijutsu, Ninjutsu

Description: *(This jutsu takes on the Nature Affinity of your Blood of the Dragon Clan Feature)* You inhale and release a wave of destructive chakra that matches your affinity. Creatures in range must succeed a Dexterity saving throw, taking 3d6+Your Ninjutsu Ability Modifier damage on a failed save or half on a success.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 2d6 damage.

DRAGON VISION

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 Hour

Components: HS, CM

Cost: 5 Chakra

Keywords: Hijutsu, Ninjutsu

Description: Your pupils narrow into draconic slits, granting you phenomenal sight. For the duration, you are immune to the blinded condition, gain Dark vision and have a +5 bonus to Wisdom (Perception) and (Insight) checks. You can see the Nature Affinities other creatures can use if any, you also gain 30 feet of chakra sight able to see how much chakra a creature has based on an aura they exude.

C-RANK:

DRAGONS BOMB

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: Instant

Components: HS, CM

Cost: 9 Chakra

Keywords: Hijutsu, Ninjutsu, Clash

Description: *(This jutsu takes on the Nature Affinity of your Blood of the Dragon Clan Feature)* You collect chakra into a sphere about the size your body before compressing it into in a sphere about the size of a golf ball. You take this super compressed ball of chakra and ram it into your target creating a shockwave that affects creatures and objects near the target creature. Make a Melee Ninjutsu attack against a creature within range dealing 4d10 damage. The target creature and all creatures in a 15-foot cone directly behind the target creature must succeed a Constitution saving throw, being pushed back from a shockwave, 15 feet in a straight line. Creatures who fail the Constitution save in the cone made by this jutsu takes 3d6 damage and falls prone on a failed save or half as much on a successful save.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the initial damage by 2d10, and the Shockwave damage by 1d6.

DRAGONS STRIKE

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self (60 feet)

Duration: Instant

Components: HS, CM, W (Katana)

Cost: 8 Chakra

Keywords: Hijutsu, Ninjutsu, Bukijutsu

Description: *(This jutsu takes on the Nature Affinity of your Blood of the Dragon Clan Feature)* You bathe your katana in your chakra, so much so that it vibrates and hums loud enough to sound like revolving fan blades. You make a single decisive slash releasing the attack and destroying everything in your path. You have two options for the size and shape of this attack.

Horizontal Slash. You swing your sword from left to right releasing a violent gale of your elemental energy catching all creatures in a 25-foot cone. Creatures in

range must succeed a Dexterity saving throw taking 6d8 damage and being knocked prone on a failed save or half as much on a successful one.

Vertical Slash. You swing your sword straight down releasing a single beam of elemental energy from your katana. The Beam flies down a straight line 60 feet long and 10 feet wide. Creatures in range must succeed a Dexterity saving throw taking 8d6 damage and being knocked prone on a failed save or half as much on a successful one.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the Horizontal damage by 2d8 or the Vertical damage by 2d6.

DRAGONS WRATH

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 Minute

Components: HS, CM

Cost: 8 Chakra

Keywords: Hijutsu, Ninjutsu

Description: You amplify your body with your Nature affinity, creating a light but harmless aura and effect symbolizing your chakra. For the duration Increase your AC by +2, double your Movement speed and you gain advantage on Dexterity and Strength saving throws for the duration.

B-RANK:

DESTRUCTIVE WAVE

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self (30-foot radius)

Duration: Instant

Components: HS, CM

Cost: 14 Chakra

Keywords: Hijutsu, Ninjutsu, Clash

Description: (This jutsu takes on the Nature Affinity of your *Blood of the Dragon Clan Feature*) You collect your Elemental energy into your body and compress it into a single spot like your mouth or hands and prepare to fire in all directions by striking the ground creating a shockwave the fires out in all directions overwhelming all enemies. Each creature you choose within 60-feet of you must succeed a Constitution saving throw or take 10d6 damage and be knocked prone on a failed save or half as much on a successful one

DRAGON CLOAK

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, up to 1 Minute

Components: HS, CM

Cost: 14 Chakra

Keywords: Hijutsu, Ninjutsu

Description: (This jutsu takes on the Nature Affinity of your *Blood of the Dragon Clan Feature*) You cover your body in chakra and mold it until its visible to the naked eye. Your chakra then begins to bubble and boil until it takes the shape of a dragon like shell the covers your entire form. You are still visible inside the Construct of chakra. For the duration, you gain 30 Temporary Hit Points, your

unarmed attacks deal an additional 1d10 damage and you gain advantage on Constitution and Wisdom saving throws while you still have Temporary hit points from this jutsu. These Temporary hit points can stack with Temporary Hit points Gained from **Dragon Aegis**.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and Temporary Hit points by 5.

A-RANK:

DRAGONS ASCENSION

Classification: Hijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 minute

Components: HS, CM

Cost: 20 Chakra

Keywords: Hijutsu, Ninjutsu

Description: You keep all of your chakra inside you not allowing any of it to leak out enhancing your physical attributes past their limits matching your physical prowess to that of a Dragons. Your Strength, Dexterity and Constitution all becomes 24 for the duration. Ryu Clan Jutsu you cast Cost is reduced by Half for the duration. Your speed is doubled and you gain more feral sounding speaking patterns. You gain advantage on Strength and Dexterity saving throws and Disadvantage on Wisdom saving throws. You lose the ability to cast Non-Ryu Clan jutsu for the duration. When this jutsu ends you fall to the ground prone and stunned for a number of minutes equal to rounds you had this jutsu active.



SARUTOBI CLAN

Altina stands in the center of the training field as her teammates circle her. "You sure we should be all attacking you simultaneously?" one asks while looking concerned as he gets into position. "Yeah, for the last time, I need to master this combination. Now do it!" Altina responds irritated. Her 2 allies sigh as they redirect their trajectory and assault her with two different jutsu from two opposing sides. She quickly leaps into the air dodging them both while weaving handseals and firing multiple motes of lightning at both her allies as she quickly weaves a second jutsu together firing jets of water into the motes of lightning as they combine and beam towards her training partners...

—Tatsunami Aburame
The Long Road, Ch. 4 excerpt.

BOUND BY A CODE OF HONOR

The Sarutobi Clan is an influential clan from Konoha. It has produced several renowned members who have held positions of high authority, including the Third Hokage; whose son, Asuma, held membership in the Twelve Guardian Ninja, while his other children served directly under the Hokage along with their spouse as Anbu. All known members have also been devout observers of the Will of Fire. This clan has the strength and influence to tie other clans together and create long lasting bonds.

SARUTOBI TRAITS

Ability Score Increase: +2 Str or Int, +1 Con

Speed: Your base walking speed is 30 feet.

Skill Proficiencies: Pick any two skills between: Ninshou, Martial Arts, Illusions

SARUTOBI FEATURES

Advanced Nature Transformation: Sarutobi are known for their advanced innate knowledge in Chakra molding and nature release. Starting at 1st Level, select one of the following nature releases *Earth, Wind, Fire, Water, Lightning*. You gain the ability to cast jutsu with the corresponding Nature Release. At 7th Level, you select a second nature release.

Advanced Chakra Control: Additionally, at 1st level, Sarutobi are known for their ability to squeeze every ounce of efficiency out of every jutsu they have in their

repertoire. Select between Ninjutsu, Taijutsu, or Genjutsu, you can use Jutsu with the select Keyword with a level of efficiency others wish they had.

If **Ninjutsu**, select between the following Keywords; Earth Release, Wind Release, Fire Release, Water Release, Lightning Release, and Medical.

If **Taijutsu**, select between the following keywords; Bukijutsu, or Taijutsu without the Bukijutsu Keyword.

If **Genjutsu**, select between the following Keywords; Auditory, Inhaled, Tactile, and Visual

You may reduce the chakra cost of jutsu with the select keyword by 1 (min 1). You may reduce Jutsu with this Keywords Chakra cost by an additional 1 chakra at 7th and 15th levels.

At 11th level, you may select 1 additional Keyword from the aforementioned Ninjutsu, Taijutsu or Genjutsu to reduce the cost of by the same amount. You cannot select the same keyword multiple times. If a Jutsu has multiple selected Keywords the Cost reduction is only applied once.

Inheritors of the Will of Fire: As a Sarutobi, you have inherited the Will of Fire from your forefathers. Beginning at 3rd level, you have found that Focus and Determination is what makes a shinobi strong. You gain a number of *Focus points* equal to your proficiency bonus per long rest. These *Focus Points* can be spent to do the following;

- Spend 1 Focus to gain a +2 Bonus on an Attack Roll
- Spend 1 Focus to gain a +2 Bonus on a Saving Throw
- Spend 1 Focus to gain a +2 Bonus on an Ability Check
- Spend 3 Focus to gain an Immediate Reaction, even with an ability or Jutsu that is a standard Action.
- Spend 3 Focus to automatically Succeed a Death Saving throw.

Advanced Nature Proficiency: As a Sarutobi, you have advanced learning potential in your natural elemental affinity. The Element that you have selected as a part of your *Advanced Nature Transformation* clan feature, you may select 1 Ninjutsu of D-Rank that has your Nature Release, add that jutsu to your known jutsu list. You learn 1 additional C-Rank Jutsu at 3rd Level, you learn 1 additional B-Rank Jutsu at 7th Level, you learn 1 additional A-Rank Jutsu at 15th Level.



TSUCHIGUMO CLAN

Ledio waits hiding in the darkness of the trees. His target walking unassuming directly under him. He jumps into action, weaving a web launching it at them capturing them almost instantly.

—Tsunami Aburame
The Long Road, Ch. 4 excerpt.

ARACHNOPHOBIA

The Tsuchigumo Clan is a small clan from the land of Rice, which finds its home in the Sound Village. But ever since the destruction of the Sound Village, they have scattered and are known to work closely with the Grass and Leaf Villages respectively. They are known for their odd genetic makeup allowing them to create webs, and biological matter that acts like chakra resistant armor.

TSUCHIGUMO TRAITS

Ability Score Increase: +2 Wis, +1 Dex

Speed: Your base walking speed is 35 feet.

Skill Proficiencies: Acrobatics, Chakra Control

Weapon Proficiencies: You are proficient with Shortbow's and Longbows.

TSUCHIGUMO FEATURES

Spider Techniques: The Tsuchigumo Clan have access to a separate list of Jutsu unique to their Clan. You can add these Jutsu to your jutsu list instead of selecting jutsu from the Normal jutsu list(s).

Third Eye: The Tsuchigumo are widely known as "Arachnoids" or "Spider people" from their seeming closeness of the insects. But what most don't know about are the third eye's that reveal themselves on your forehead as the clansmen grow older. Beginning at 1st level, your third eye has reach maturity, and it opens at your command. As a Standard action for 1 minute, you open your third eye, increasing your perceptive ability greatly. You gain a +5 to Perception checks and your passive perception. Attacks with Ranged weapons you are proficient in can be made at twice the range and you add your Wisdom Modifier to attack and damage rolls made with Ranged Weapon and Bukijutsu attacks. At the end of this feature's duration, you cannot use this feature until you finish a Short Rest. Beginning at 11th level damage you deal with Ranged Weapon or Bukijutsu attacks ignore Resistance, and cannot have its damage reduced by more than 5.

Web Weapons: Beginning at 3rd level you can produce spider webs by infusing your spit or sweat with chakra. You can use this web to create traps, and even sense enemies. You can as a bonus action, generate enough webbing to create "**Web weapons**" which you have proficiency with. You can create any simple or martial weapon. Weapons made this way always have the Light, Multiattack, and Critical property and lose the Heavy, Two-Handed and Loading properties if any.

Exoskeleton: Beginning at 7th level you can create a hardened form of your Spider webs but have it come from your skin pores, creating a type of natural body armor. You can as an action or reaction conjure this armor by spending 5 chakra. For the next minute while you are not wearing Medium or Heavy armor, you are treated as if you are wearing Light Armor, you gain a +2 to your AC and 10 Temporary Hit points. Beginning at 15th level this bonus increases to +4 and 20 Temporary hit points. The bonus to AC lasts for 1 minute, or until you no longer have Temporary hit points from this feature.

TSUCHIGUMO CLAN JUTSU

D-RANK

WEB BIND

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self (15-foot cone)

Duration: 1 Round

Components: HS, CM

Cost: 5 Chakra

Keywords: Hijutsu, Ninjutsu

Description: You knead sticky webbing in your mouth and spit it out covering the target area in front of you. Creatures in the target area must succeed a Dexterity saving throw, being restrained on a failed save as the sticky web restricts movement. The target area of the webs becomes difficult terrain. Creatures of enter the area must succeed a Strength saving throw being restrained on a failed save.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the range by 5 feet.

SPIDER ART: TERRIBLE SHOT

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Instant

Components: CM, M

Cost: 5 Chakra

Keywords: Hijutsu, Bukijutsu

Description: (As a requirement to cast this jutsu, you must have a **Web Weapon Bow**) You spin your webs reinforcing your bow to have enhanced tension strength able to handle twice the normal tension put on a normal bow. Make a Ranged Weapon attack using your Web Bow. On a hit, roll double the weapon damage dice with your bow.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the dice multiplier by 1. (Double > Triple > Quadruple > Quintuple > Sextuple)

STICKY GOLD

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Reaction to being hit with an attack

Range: Self

Duration: Instant

Components: CM

Cost: 5 Chakra

Keywords: Hijutsu, Ninjutsu

Description: Using the same philosophy and techniques used to make your **Exoskeleton**, you are able to quickly produce this armor at the point of contact. You reduce damage 4d6 as you quickly layer the armor to negate the attack.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and reduce damage further by 1d6.

C-RANK:

SPIDER WEB AREA

Classification: Hijutsu

Rank: C-Rank

Casting Time: 10 Minutes

Range: 120-foot radius sphere

Duration: 12-Hours

Components: HS, CM

Cost: 9 Chakra

Keywords: Hijutsu, Ninjutsu

Description: (You must know the *Web Bind Tsuchigumo Clan Jutsu* to cast this jutsu) You take time to spread a network of extremely thin and almost invisible webs called "Touch threads". For the duration of this jutsu creatures who enter the radius of this jutsu immediately alert you to their presence and location regardless of their stealth ability check. You can also as a standard action target one creature whom you can see while both you and them are in the radius of your jutsu. By ending this jutsu you attempt to ensnare the target by focusing on them and taking direct control of the webbing. The target creature must succeed a Dexterity saving throw coming under the effects of the *Web Bind Tsuchigumo Clan Jutsu* on a failed save and no further effects on a successful one.

SPIDER WEB FLOWER

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 60 feet

Duration: 1 round

Components: HS, CM

Cost: 9 Chakra

Keywords: Hijutsu, Ninjutsu

Description: You spit several small nets of webbing from your mouth at up to 3 targets. Make a Ranged Ninjutsu attack against up to three targets you can see in range. Target creatures become grappled by the webbing until the end of their next turn.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the number of creatures you can target by +1.

SPIDER WEB WALL

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 90 feet

Duration: Up to 1 Hour

Components: HS, CM

Cost: 9 Chakra

Keywords: Hijutsu, Ninjutsu

Description: You anchor webbing between two solid masses (such as walls or trees). Creatures are heavily obscured from each other on either side of the webbing. Each creature that starts its turn in the webs or that enters them must make a Strength saving throw. On a failed save the creature is restrained as long as it remains in the webs or until it breaks free. Attacks that pass through the wall of webs are made at disadvantage.

B-RANK:

SPIDER ART: TERRIBLE SPLIT

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 Minute

Components: CM, M

Cost: 14 Chakra

Keywords: Hijutsu, Bukijutsu

Description: (You must have a *Web Weapon Bow*, and have your *Third Eye Active* in order to cast this jutsu.) You reinforce the bow string of your Web Bow, with an enhanced string of Silk able to handle up to ten times the normal tension put on a bow draw. While wielding this enhanced bow, as a Bonus action you brace yourself drawing the bow using your entire body as you also create an Arrow with a drill like Tip. You can use your Standard action After taking a bonus action to prepare your shot to make a Ranged Weapon attack firing the drill tipped arrow with your enhanced bow. On a Hit target creature takes 8d10 Piercing damage and must succeed a Strength saving throw having their movement speed reduced to 0 for 1d4 rounds as your web guided arrow also spreads your sticky webbing around your target restricting their movement slowing them down.

A-RANK:

SPIDER NEST SUMMONING: RAIN OF SPIDERS

Classification: Hijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Self (60-foot cylinder)

Duration: 1 Hour

Components: HS, CM

Cost: 20 Chakra

Keywords: Hijutsu, Ninjutsu, Fuinjutsu

Description: You draw out one of your clans secret summoning scrolls, releasing a Large Nest of spiders that all attack a 30-foot radius sphere centered on you. Creatures in the target radius must succeed a Strength saving throw, being Restrained & Incapacitated for the duration, on a failed save as the newly born spiders encircle them catching them in sticky spider webs ensnaring the creatures, cutting off their exits and restricting movements. Creatures must also succeed a Constitution saving throw being poisoned on a failed save as the newly hatched spiders begin biting into the targets poisoning them, weakening their prey in preparation for being consumed later. Creatures affected by this jutsu can make an Athletics check vs your Ninjutsu save DC to escape.



UCHIHA CLAN

Vale sits holding her fallen ally in her arms, as the enemy surrounds her. "This is it, Uchiha. It's over, there is no way to reconcile what you did. If you had just surrendered from the beginning, they would all be alive." The rogue shinobi says, looking down at her with his weapon at the ready. Vale slowly began to look up at them, but something was different. Her eyes were red with an additional tomoe in them. The rogue shinobi attacks her, but misses. She moves like she was a phantom, a ghost. She sees all of their movements before they even make them, and will get vengeance for her fallen allies. She feels her weakness as being the sole reason for their defeat and she will rectify it, even if it's the last thing she does.

—Tatsunami Aburame
The Long Road, Ch. 15 excerpt.

THE CURSE OF HATRED

The Uchiha clan is one of the four noble clans of Konohagakure, reputed to be one of the village's strongest because of their Sharingan and natural battle prowess. After helping found Konoha decades ago, the Uchiha grew increasingly isolated from the village's affairs, culminating in most of their deaths during the Uchiha Clan Downfall. After the 4th great ninja war, they began to find footing and regrow. There are quite a few Uchiha now in the present day, though not as many who are shinobi.

UCHIHA TRAITS

Ability Score Increase: +2 Dex, +1 Int or Wis

Speed: Your base walking speed is 30 feet.

Skill Proficiencies: Insight, Pick one between: Ninshou, Martial Arts, Illusions

Passive Affinity: You have Fire Release Affinity

UCHIHA FEATURES

Uchiha Techniques: The Uchiha have access to a separate list of Jutsu unique to their Clan. You can add these Jutsu to your jutsu list instead of selecting jutsu from the Normal jutsu list.

Sharingan: One of the Hidden Leaf Village's 2 Great Dojutsu. The Sharingan is an eye of extreme potential and flexibility. At Third Level you gain access to one of the following features. You gain access to more at the dictated levels below. Activating your Sharingan costs 5 chakra and is a bonus Action and remains active for 10 minutes. You may only use features gained from this Clan Feature while your Sharingan is active. You may only learn features from the lists provided at each given level. You can use these features a number of times equal to 2 + The number of Tomoe you currently have, per Activation. You may Spend 5 Chakra while your Sharingan is active to reset the number of uses you have. (This counts for all features not each individually.)

1-Tomoe Sharingan: At 3rd level you gain 30 feet of chakra sight and two of the following Features.

- **Sharingan Adaptation:** Select one Jutsu Type between Genjutsu & Taijutsu. For the Duration of your Sharingan, Uchiha Clan Jutsu your Select Jutsu Casting Ability Score is changed to the Listed Score;
 - **Genjutsu:** Charisma
 - **Taijutsu:** Dexterity
- **Sharingan Agility:** For the Duration of your Sharingan, you while wearing No Armor, Your AC equals 10 + Half Your Proficiency (Rounded Down) + Dexterity Modifier + Intelligence Modifier.

- **Sharingan Dodge 1:** As a Reaction by spending 3 Chakra, add +3 to your AC and Dexterity saving throws until the start of your next turn. This does not consume a use of your Sharingan Clan Feature.
- **Copy Wheel 1:** As a Reaction You can copy a Jutsu in use, that you can see whose level is equal to or less than your Intelligence or Wisdom Modifier (Min 1) or lower (*D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5*). This Jutsu cannot have the Hijutsu Keyword and you cannot copy a ninjutsu with a nature release keyword you don't have access to. This jutsu is temporarily added to your Jutsu list until you either copy another jutsu or take a short or long rest. Alternatively, you can also attempt to learn the jutsu if you succeed a DC (15+ Jutsu Level) ability check using the Jutsu's corresponding skill (Ninshou, Illusion, or Martial Arts). On a success you add the Jutsu to your known list. On a failure, you do not copy it, and cannot attempt to again until after a long rest. You can learn a number of jutsu this way equal to your proficiency bonus. If you attempt to learn a jutsu while you already have the maximum possible learned from this feature, you unlearn one of the jutsu learned this way replacing it.
- **Genjutsu Counter 1:** You are always aware when you are under the effects of a Genjutsu who's DC is equal to or less than your Passive Illusion (Wisdom (Illusion) Bonus +10) regardless if the genjutsu has the Unaware Keyword. Also, as an Action or Reaction, while under the effects of a Genjutsu you are aware of, you can immediately make an additional saving throw to end their effects.
- **Hypnotic Eye 1:** As a Bonus Action when you cast a Genjutsu with the Visual Keyword, you can increase the Save DC by +1.

2-Tomoe Sharingan: At 7th Level you gain the ability to take the Search Action as a bonus Action and one of the following features.

- **Sharingan Dodge 2:** You can only take this feature if you already have Sharingan Dodge 1. Your Sharingan Dodge bonus becomes +5, instead of +3. This does not consume a use of your Sharingan Clan Feature.
- **Aggressive Foresight:** As a Reaction, you can make an Insight check against a creature when they target you or someone within 30 feet of you with a jutsu and you can see them. The DC is 12+ Rank of the Jutsu (*D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5*). On a success you know the Jutsu you or an ally are being targeted with. If you are the target, you gain an additional reaction immediately after this one. If the target is an Ally, they gain a +2 Bonus to their AC against this singular attack as you tell them what to look out for.
- **Aggressive Jutsu Augmentation 1:** As a Bonus action, when casting a Ninjutsu, Taijutsu or Genjutsu, you may spend additional chakra equal to half of its total cost to increase Jutsu Rank by one. This is not limited by the Rank of Jutsu you can learn. (*D>C>B>A>S*) If you would attempt to upcast an S-Rank jutsu that deals damage, its rank remains S-Rank, but its damage is increase by 2 damage die or Save DC by +2.
- **Genjutsu Counter 2:** You can only take this feature if you already have **Genjutsu Counter 1**. You are always aware if you are under the effects of a Genjutsu regardless of the keyword. At the beginning of each of your turns, you can immediately make an additional saving throw to end their effects.

3-Tomoe Sharingan: At 11th Level you gain a +5 bonus to your passive perception and one of the following features.

- **Sharingan Dodge 3:** You can only take this feature if you already have Sharingan Dodge 2. When targeted by an attack, by spending 10 Chakra as a reaction, you instead can just cause the triggering attack to miss. If you must make a Dexterity saving throw, you can choose to instead succeed regardless of what you rolled taking no damage or suffering no effect instead of taking half damage or an alternative effect. This can only be done if you are not restrained or prone.
- **Copy Wheel 2:** You can only take this Sharingan Feature if you have taken Copy Wheel 1 previously. You can instead learn the jutsu, you're attempting to copy permanently, if you succeed a DC (15+ Jutsu Level, **D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5**) ability check using the Jutsu's corresponding skill (Ninshou, Illusion, or Martial Arts). On a success you add the Jutsu to your known list. On a failure, you do not copy it, and cannot attempt to again until after a long rest.
- **Aggressive Jutsu Augmentation 2:** As a Bonus action, when casting a Ninjutsu, Taijutsu or Genjutsu, you may spend additional chakra equal to half of its total cost to increase Jutsu Rank by one. (**D>C>B>A>S**). If you would attempt to upcast an S-Rank jutsu that deals damage, its rank remains S-Rank, but its damage is increase by 2 damage die or Save DC by +2. If you already have Aggressive Jutsu Augmentation feature you instead spend no additional cost to increase the jutsu's rank by one.
- **Hypnotic Eye 2:** You can only take this feature if you already have **Hypnotic Eye 1**. As a Bonus Action when you cast a Genjutsu with the Visual Keyword, you can increase the Save DC by +3.

Advanced Adaptation: Uchiha are known for their extreme adaptation on the battlefield. Able to see, comprehend, understand and react all in a hair's breadth with or without a Sharingan. At 3rd level you gain one of the following Advanced Adaptation Features. You can select another of these features beginning at 7th, 15th and 18th level.

- **Agile Stance:** If you have the **Uchiha Awaiting Stance** Clan Jutsu on your known Jutsu list, when a creature's attack would miss you, you are able to, as a reaction, use the jutsu's effects as if they missed you while you had it casted at D-Rank, at no chakra cost. Beginning at 9th level, you treat this casting a C-Rank, and B-Rank at 13th level. You may use this stance a number of times equal to your Taijutsu Ability Modifier per short rest.
- **Aggressive Assault:** If you have the **Uchiha Great Assault** clan jutsu on your known jutsu list, if you hit a creature with 2 or more unarmed attacks, you instead of dealing unarmed damage can treat the attacks as if you casted the Jutsu at D-Rank at no Cost. Beginning at 9th level, you treat this casting a C-Rank, and B-Rank at 13th level. You may use this feature a number of times equal to your Taijutsu Ability Modifier per short rest.
- **Amplified Defense:** While you are gaining the benefits of your **Sharingan** feature, you may make a number of reactions equal to your **Sharingan's Tomoe**, per long rest.

- **Amplified Flames:** When you would cast a Uchiha Clan Ninjutsu with the Fire Release Keyword, you reduce the cost by 1 for each Rank. (**D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5**)
- **Feinting Attack:** While you are gaining the benefits of your **Sharingan** feature, as a Bonus action you select a target. You have advantage on the next attack roll against that creature. If the attack hits, you may add half of your proficiency bonus to the damage done. You may use this feature a number of times equal to your Taijutsu Ability Modifier per short rest.
- **Sharingan Advancement:** You may select 1 additional Sharingan Feature you qualify for. You may take this feature more than once.
- **Maneuvering Shuriken:** If you have the **Uchiha Shuriken Rain** clan jutsu on your known jutsu list, if you use both your action and bonus action to throw a weapon with the multiattack property, you instead treat it as if you casted the Jutsu at D-Rank at no Chakra Cost. Beginning at 9th level, you treat this casting a C-Rank, and B-Rank at 13th level. You may use this feature a number of times equal to your Taijutsu Ability Modifier per short rest.



UCHIHA CLAN JUTSU

D-RANK:

GENJUTSU: SHARINGAN!

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Instant

Components: CM

Cost: 5 Chakra

Keywords: Hijutsu, Genjutsu, Visual

Description: As part of the requirements of this jutsu, you must have the *Sharingan* Clan Feature Active. By making eye contact with a creature while your Sharingan is active, you are able to cast any Genjutsu of D-Rank or lower that you could learn at no additional chakra cost that does not require mobility (M), Chakra Seal (CS), weapon (W) or ninja tools (NT). The genjutsu must have a casting time of 1 action or bonus action. The Range of the Genjutsu becomes the range of this jutsu and can only affect the target creature you are looking at. This can be done without breaking stealth.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 4 and the rank of the Jutsu that can be cast by 1 (D>C>B>A>S)

UCHIHA AWAITING STANCE

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Reaction, which you take when you are targeted by a melee attack.

Range: Self

Duration: 1 Round

Components: M

Cost: 4 Chakra

Keywords: Hijutsu, Taijutsu

Description: As a Reaction, when being targeted by a melee attack, you force the triggering creature to roll at disadvantage. When a creature misses you with a melee attack, you immediately make a melee weapon attack or cast a D-Rank Uchiha Clan Taijutsu.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the rank of the Jutsu Cast by 1 (D>C>B>A>S)

UCHIHA GREAT ASSAULT

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: M

Cost: 4 Chakra

Keywords: Hijutsu, Taijutsu

Description: Make a Taijutsu attack against a target creature in range. On a Hit they take 3d8 bludgeoning damage. You also gain advantage on your next Melee or Taijutsu attack against them on your next turn.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by 2d8.

UCHIHA SHURIKEN RAIN

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 feet (10-foot radius sphere)

Duration: Instant

Components: W (Shuriken or Kunai), NT, M

Cost: 4 Chakra

Keywords: Hijutsu, Taijutsu, Bukijutsu

Description: You consume a stack of shuriken or Kunai, and launch them at once into the air. Creatures in the target area, must succeed a Dexterity saving throw. On a failed save, the target creature(s) take 5d4 Slashing damage and become restrained in place until the end of their next turn as they are pinned to the closest surface to them or half as much damage and no additional effects on a successful save.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by 2d4

UCHIHA EMBER BULLET

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Hijutsu, Ninjutsu, Fire Release

Description: This is a unique variation of the “*Fire Release: Phoenix Fire*” Jutsu. Make a Ranged Ninjutsu attack against a target creature in range. On a hit, they take 4d8 fire damage.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by 2d8

C-RANK:

GENJUTSU: DEFLECT!

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Reaction, which you take when you or another creature you can see are under the effects of a Genjutsu.

Range: 30 Feet

Duration: Instant

Components: CM

Cost: 8 Chakra

Keywords: Hijutsu, Genjutsu, Visual

Description: As part of the requirements of this jutsu, you must have the *Sharingan* active. You may attempt to make an Intelligence or Wisdom (Illusion) check (Your choice) at Advantage vs the Genjutsu save DC. On a success you end the Genjutsu affecting you or another creature. When you do you must select another targeting within range, that you can see and make eye contact with. The target creature must succeed a Wisdom Saving throw, being affected by the Genjutsu you previously ended on a failed save. On a successful save, no additional effects.

GENJUTSU: RED STAR

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 30 feet

Duration: Concentration, up to 1 minute

Components: CM

Cost: 9 Chakra

Keywords: Hijutsu, Genjutsu, Visual, Unaware

Description: You attempt to put a group of creatures under a unique and powerful Genjutsu. The Sun turns red and begins to slowly approaching.

Select a space you can see within range. All creatures in a 20-foot radius sphere centered on this space must make a Wisdom saving throw. On a failed save, a creature gains 2 rank of fear against the sun and will try to escape any source of light opting to move into total darkness. It must spend its entire turn looking for cover or concealment from all light sources.

A creature that begins its turn under any source of light takes psychic damage equal to $2d6 + \text{Your Genjutsu Ability Modifier}$. For every rank of fear a creature has they take an additional $2d6$ psychic damage.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the initial damage by $2d6$.

UCHIHA FLAME BALL

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: instant

Components: HS, CM

Cost: 9 Chakra

Keywords: Hijutsu, Ninjutsu, Fire Release, Clash

Description: This is a unique variation of the "*Fire Release: Fireball*" Jutsu. Make a Ranged Ninjutsu attack against a target creature in range. On a hit, they take $4d10$ fire damage and must succeed a Constitution saving throw, becoming burned on a failed save.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and damage by $2d10$

B-RANK:

UCHIHA FLAME FLOWER

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 14 Chakra

Keywords: Hijutsu, Ninjutsu, Fire Release

Description: This is a unique variation of the *Fire Release: Hot Sun* Jutsu, where you create 8 smaller ruby red spheres of fire in the air and have them float midair no higher than 30 feet and no further than 120 feet from you. For the duration of this jutsu, you do not need to spend chakra to maintain concentration. As a Bonus action on your turn, you may command a single sphere to attack a single creature. Make a Ninjutsu attack against a single creature. On a Hit they take $3d8$ Fire damage and the sphere is lost. If you miss you still lose one of the fire spheres.

UCHIHA FLAME TOWER

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self (60 Foot Cylinder)

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 14 Chakra

Keywords: Hijutsu, Ninjutsu, Fire Release

Description: This is a unique variation of the *Fire Release: Fire Wall* Jutsu. You create a more focused cylinder of fire centered on you; 60 feet tall that expands 60 feet centered on the user.

Creatures other than you that start their turn inside the Flame Tower or attempt to cross the wall of fire, must succeed a Dexterity saving throw against your Ninjutsu save DC, taking $8d8$ Fire damage and pushing back 5 feet on a failed save and half as much on a successful save.

The walls of the Flame tower has an AC equal to your Ninjutsu save DC and $10d10$ Hit points. The wall regains Hit points when hit by wind damage equal to the damage dealt. The Flame tower is vulnerable to Water Release Jutsu.

A-RANK:

UCHIHA FLAME SPIRAL

Classification: Hijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Concentration, Up to 1 Minute

Components: HS, CM

Cost: 20 Chakra

Keywords: Hijutsu, Ninjutsu, Fire Release

Description: The Ultimate Uchiha Fire Release. As part of the requirements of this jutsu, you must have the *Sharingan* active. By making the necessary handseals you conjure three flaming tornados. Each tornado is 10 feet wide and 30 feet tall. Creatures, whose space the tornado passes through must succeed a Dexterity saving throw taking $10d10$ fire damage on a failed save or half as much on a successful one.

Additionally, a creature who would make a Dexterity saving throw to resist the effects of this jutsu must also succeed a Constitution saving throw, being burned on a failed save.

Also, as a bonus action on each of your turns, you may command each tornado separately, moving them up to 60 feet each. A tornado cannot occupy the same space as another tornado. A creature cannot be affected by more than 1 tornado a turn.

The Flaming tornados can be dispersed with enough force. The Flaming Tornados has an AC equal to your Ninjutsu save DC, and hit points equal to ten times your Ninjutsu Ability Modifier. The Flaming Tornado counts as a construct, has vulnerability to Cold Damage, and when damaged by wind damage, instead gains hit points equal to the damage the jutsu would have dealt.

UZUMAKI CLAN

Ketsuki stands in the middle of the arena, his rival standing opposite to him. "How are you still standing? I've closed so many of your chakra points. Just fall over and give up already Ketsuki!" his rival cried out. Ketsuki, stumbling but resisting to fall over, begins to weave hand seals. "I don't back down! You of all people should know that by now!" he screams as he finishes his hand seals and creates a wave of Fire from the ground as it rolls towards his rival, overcoming him and defeating him as the crowds from the chunin arena screams in excitement.

—Tatsunami Aburame
The Long Road, Ch. 6 excerpt.

NEVER BACKING DOWN

The Uzumaki Clan was formerly a prominent clan in the whirlpool country. Since its destruction, most of its members have resided in Konoha. Despite its past demise, over 100 years after the Fourth Shinobi World War the clan is once again active and prominent in the land of Fire. Uzumaki's skill with Fuinjutsu earned them both respect and fear throughout the ninja world. Uzumaki naturally possess incredibly strong life-forces. As such, they have very long lifespans and likewise age slower.

UZUMAKI TRAITS

Ability Score Increase: +2 Con, +1 Cha

Speed: Your base walking speed is 30 feet.

Skill Proficiencies: Chakra Control, Ninshou

Uzumaki Hijutsu: You know 1 additional Uzumaki Clan D-Rank Jutsu, this does not count against your jutsu known.

UZUMAKI FEATURES

Uzumaki Sealing Techniques: The Uzumaki have access to a separate list of Jutsu unique to their Clan. You can add these Jutsu to your jutsu list instead of selecting jutsu from the Normal jutsu list.

Fuinjutsu Master: Beginning at 1st level, utilize Jutsu with the Fuinjutsu Keyword far better than most. Reduce the cost of jutsu with the Fuinjutsu Keyword by 1. This reduction is increased to 2 at 7th level and 3 at 15th level.

Wellspring of Chakra: Uzumaki's are known for their massive reserves of chakra. Beginning at level 1, increase your chakra point total by 2, thereafter, each time you gain a level, increase your chakra point total by 2.

Fundamental Difference: Uzumaki's are known for their incomprehensible stamina and they have adapted it to allow them to magnify their sealing Techniques. Beginning at 3rd Level, you may use Constitution instead of Intelligence for the Attack and Damage rolls as well as Save DC of Ninjutsu you cast with the Fuinjutsu Keyword.

Inhuman Lifeorce: Uzumaki's are known for having life forces that rival that of legendary shinobi. At 11th level, you gain Proficiency in Constitution saving throws. If you are already Proficient you instead add twice your Proficiency bonus to Constitution saving throws.

Incomprehensible Fortitude: At 18th level, when you roll a Constitution Saving throw, you may succeed, regardless of the roll. Upon Success, you ignore the effects of the Jutsu or ability that caused you to make the constitution safe. This can only be done a total amount of times equal to half of your constitution Modifier, per long rest.

UZUMAKI CLAN JUTSU

D-RANK:

CHAKRA RESERVES

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Week

Range: Self

Duration: -

Components: HS

Cost: -

Keywords: Hijutsu, Fuinjutsu

Description: You create a reservoir of chakra within your body. You store up to half of your maximum chakra inside yourself. It takes a full week of no strenuous chakra use to complete the process. Once completed you can instead spend chakra from the reservoir, instead of your chakra pool for Jutsu. Chakra stored in the chakra reservoir cannot be replenished with rests of any type (Short, Long or Full). Instead, you must cast the jutsu again in order to refill the chakra reservoir.



EIGHT TRIGRAM BASIC SEAL

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Touch

Duration: 1 Minute

Components: HS, CM, CS

Cost: 5 Chakra

Keywords: Hijutsu, Fuinjutsu, Ninjutsu

Description: You inscribe a chakra seal onto the palm of your hand and create a four-point lock formation using 4 fingers of your choice and attempt to seal away a large portion of a target creature's chakra by slamming the seal onto the creature for a limited time. Make a Ninjutsu attack. On a hit, whenever the target creature attempts to use Ninjutsu or Genjutsu, they must make a Constitution saving throw. On a failed save, the creature has to spend additional chakra equal to half the cost of the jutsu cast. On a Successful save, they break one of the locks placed. After 1 minute or all 4 locks are broken, the jutsu ends, and the seal vanishes off of the target creature.

Additionally, a sealed creature makes Constitution (Chakra Control) checks at disadvantage.

FONT OF LIFE

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: CM

Cost: Special

Keywords: Hijutsu, Medical, Ninjutsu

Description: You sacrifice your blood, chakra and essence to mend the injuries of an ally. A willing creature, other than yourself, may bite you, dealing 1 piercing damage, which cannot be reduced in any way.

When they do, you spend Chakra die up to your remaining chakra die. For each chakra die spent, the target regains hit points equal to the result of the chakra die rolled + your constitution modifier.

FLASH ANCHOR

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Reaction, which you take when you would take damage or make a saving throw or ability check that would move you by any means.

Range: Self

Duration: 1 Round

Components: CM, CS

Cost: 5 Chakra

Keywords: Hijutsu, Ninjutsu, Fuinjutsu

Description: You quickly deploy chakra seals around you to create an immovable defensive barrier. Until the start of your next turn, you cannot be moved by any means.

Additionally, you gain a bonus to your AC equal to your Ninjutsu Ability Modifier until the beginning of your next turn.

C-RANK:

ADAMANTINE BARRIER

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 60 feet.

Duration: Concentration, up to 10 minutes

Components: HS, CM, CS

Cost: 10 Chakra

Keywords: Hijutsu, Ninjutsu, Fuinjutsu

Description: You expertly weave a net creating an impregnable barrier using your adamantine sealing chains.

The barrier appears at a point you can see within range. It can be free floating or resting on a solid surface. You form it into a sphere with a 15-foot radius. It lasts for the duration.

If the wall cuts through a creature's space when it appears the creature is pushed to one side of the wall. (You decided which side)

If a hostile creature attempts to move through the barrier without the caster's permission, it must make a charisma saving throw. On a failed save, it cannot push through the barrier.

Additionally, for the duration of the jutsu, any creatures outside the barrier who targets a creature inside the barrier with an attack or jutsu, must make a charisma saving throw. On a failed save the creature must choose a new target outside of the barrier, or lose the attack or jutsu. Area of effects do not extend into or through the barrier.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and double the size of the barrier. (15ft > 30ft > 60ft > 120ft)

ADAMANTINE BINDING CHAINS

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 30 feet

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 8 Chakra

Keywords: Hijutsu, Ninjutsu, Fuinjutsu

Description: Your body produces 4 large chakra-based chains from your back that you control as if they were extensions of your body. They act on your order. As a bonus action on your turn, you may have the chakra chains act using either of the following abilities.

- **Whip:** Make a Melee Ninjutsu attack against a target creature, dealing 4d10 Slashing damage on a hit.
- **Bind:** Select one Creature you can see within range. The target creature must succeed a Strength Saving throw. On a failed save, they are restrained. A creature restrained by this jutsu can no longer mold chakra until they escape the bind of the Chains. Target suffers no additional effects on a successful save. A restrained creature may repeat the saving throw at the end of each of their turns. You can have up to 4 creatures restrained at a time with this jutsu.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and damage by 2d10.

UZUMAKI ART: 5-PRONGED SEAL

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Touch

Duration: 1 Week

Components: HS, CM, CS

Cost: 9 Chakra

Keywords: Hijutsu, Ninjutsu, Fuinjutsu

Description: An advanced version of the "Eight Trigrams Basic Seal", requiring two chakra seals layered on top of one another and reinforced with a 5-point lock of your design, made to lock away chakra for powerful creatures but the secrets have been lost and are being pieced together slowly. This seal can restrict a large amount of chakra from flowing.

Make a Melee Ninjutsu attack against a creature within range. On a hit, you mark them with this seal. Whenever a target creature attempts to use a Ninjutsu or Genjutsu, they must make a Constitution saving throw, doubling the cost of the jutsu used for the length of this seal on a failed save. On a successful save they remove one of the locks. After 1 week or all 5 locks have been broken, this jutsu immediately ends with the seal vanishing off of the target creature.

Additionally, a sealed creature who would make a Constitution (Chakra Control) check automatically fails.

If this jutsu is currently affecting a creature sealed by the **Eight Trigrams Basic Seal**, any Saving throw or ability check made to remove or resist a Jutsu with the Fuinjutsu Keyword is made at disadvantage.

B-RANK:

UZUMAKI STUBBORNESS

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Reaction, which you take when you drop to 0 hit points.

Range: Self

Duration: Instant

Components: HS, CM

Cost: 15 Chakra

Keywords: Hijutsu, Fuinjutsu, Ninjutsu

Description: Your determination and chakra reserves are powerful enough to keep you standing despite your body suffering grievous injuries. When you fall to or below 0 hit points, you may as a reaction inject chakra throughout your body forcing yourself to survive, instead dropping to 1 hit point. You gain an additional reaction which you can only use to cast this jutsu. This additional reaction lasts until the beginning of your next turn.

UZUMAKI BREAK

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 60 feet

Duration: Instant

Components: HS, CM

Cost: 14 Chakra

Keywords: Hijutsu, Ninjutsu, Fuinjutsu

Description: Using your knowledge of seals and Fuinjutsu, you surgically attempt to dismantle and break any jutsu you see within range, that is currently being maintained or is active. As part of the activation of this jutsu, make an Intelligence (Ninshou) ability check against a DC (15+ Rank of the Jutsu, *D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5*). On a success you understand the inner workings of all active Jutsu in range and how to break it, immediately ending their effects. You decide which jutsu you want to affect when you cast this jutsu.

A-RANK:

EIGHT TRIGRAMS: RIVER DAM SEAL

Classification: Hijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Touch

Duration: Permanent

Components: HS, CM, CS

Cost: 25 Chakra

Keywords: Hijutsu, Ninjutsu, Fuinjutsu

Description: As a part of the activation of this jutsu. The target must currently be restrained, incapacitated, stunned, paralyzed, or under the effect of a Fuinjutsu that you cast.

You generate an infamous seal that grows in size so much so that it encompasses up to a 300-foot radius before instantly compressing down into a 1 kanji seal that can say or mean anything you wish.

Make a Melee Ninjutsu attack against the target. On a hit the seal wraps itself around the target. An affected creature makes a Constitution saving throw, at disadvantage if they cannot mold chakra, as you attempt to permanently place barriers and seals around their chakra network, removing their ability to even conjure chakra.

On a failed save, the target creature's Chakra is reduced to 0, and they cannot regain, increase, or be given chakra by any means, for this jutsu's duration as you tightly bind and disconnect their chakra network with 15 distinct seals throughout their body.

On a successful save, they instead reduce their current chakra by $8d8 + \text{your Ninjutsu Ability Modifier}$, and no further effects.

A creature currently under the effects of this jutsu can, as an Action make a Ninshou Ability Check vs Your current Ninjutsu Save DC +10, to break one seal that you've placed on them.

A creature who has succeeded 5 of their Ninshou checks can access 1/3rd of their chakra total.

A creature who has succeeded 10 of their Ninshou checks can access 2/3rd of their chakra total.

A creature who has succeeded 15 of their Ninshou checks immediately ends this jutsu's effect on them.



YAMANAKA CLAN

A bandit walks into his group's main tent and demands to speak to their leader. The leader approaches him annoyed and confused "What is the meaning of this Dan?" the bandit leader demands. "I just got word from our scouts that the shinobi posted just past the hilltops are moving out. They are leaving! We need to act now boss." he exclaims. The bandit leader looks shocked but takes his underling at his word. He commands his officers to get everyone up and moving now. If the shinobi are gone then now is the time to move through the hill pass. Dan bows and begins to make his way out of the tent. As he exits, he holds his head and almost collapses before catching himself and grumbling, "What happened?" About 400 Yards away hidden in the brush of a large tree, Leena begins to wake up looking at her 2 allies and raising a thumb of success. "They took the bait, hook line and sinker." She says as her allies inform the awaiting ambush party.
—Tsunami Aburame, *The Long Road*, Ch. 14 excerpt.

IMPOSSIBLE TO PIN DOWN

The Yamanaka Clan is a family of shinobi found in Konohagakure. They specialize in mind related techniques, and they own and run a flower shop in the village. They traditionally lead the Konoha Barrier Team. The members of this clan specialize in mind-related techniques which makes them experts at intelligence gathering, espionage and interrogation amongst other things. They have also displayed sensory abilities and their techniques include transferring their consciousness, reading minds and communicating telepathically. The Yamanaka clan has a special relationship with the Akimichi and Nara clan. For generations, members of these three families have formed an "Ino-Shika-Chō Trio", named after the first part of the names of the members.

YAMANAKA TRAITS

Ability Score Increase: +2 Cha, +1 Int

Speed: Your base walking speed is 30 feet.

Skill Proficiencies: Illusions, Persuasion

Yamanaka Hijutsu: You know 1 additional Yamanaka Clan D-Rank Jutsu.

YAMANAKA FEATURES

Mental Connections: Beginning at 1st level, you know the *Mind Body Transfer* Yamanaka Clan Jutsu.

Yamanaka Techniques: The Yamanaka have access to a separate list of Jutsu unique to their Clan. You can add these Jutsu to your jutsu list instead of selecting jutsu from the Normal jutsu list.

Mental Boon: Beginning at 3rd level, your experience with Yamanaka Jutsu grows. You gain 1 Mental Boon of your choice. Your Boon options are detailed at the end of the Clan description. Also, at 5th, 7th, 11th, 15th and 18th levels you gain additional boons of your choice as shown in the Boon list in the Yamanaka Clan Boon Table. Additionally, when you gain a level, you can choose one of the boons you know and replace it with another boon that you could learn at that level.

Mental Clarity: The Yamanaka are adept at mind control, suggestion, alteration, and affliction, making them far more suited to resist such attempts. At 7th level, you have Advantage on Insight Checks to see through Genjutsu and deception. At 15th Level as an action, you can make an Insight check to learn any one of the following about a target creature you can see within range.

- Who has a higher Wisdom Modifier?
- Who has a higher Charisma Modifier?

This technique is taxing and thus you can only complete this technique a number of times equal to your Charisma Modifier (Min 1)

Master Mental Alteration: Yamanaka are masters of mental afflictions and alterations. At 18th level when you use Yamanaka Clan jutsu. You may roll 1d10 dealing the result as Psychic damage. This is in addition to any damage the jutsu may already inflict.



YAMANAKA BOONS

Name	Prerequisite	Effect
Adept Transfer	5th Level	When Figuring the DC for the Mind Body Transfer. You may use your Charisma modifier instead of Wisdom when figuring your Genjutsu Save DC.
Armored Thoughts	-	When making Intelligence, Wisdom or Charisma saving throw to resist a Genjutsu. you may instead use your "Illusion" Skill as a bonus to your roll instead of the original saving throw.
Astute Mindset	7th Level	When using Mental Clarity, you may add half your Wisdom Modifier to the roll made.
Awakened Mind	5th Level	You may connect with 1 willing creature and communicate telepathically who you can see within 60 feet of you. You don't need to share a language to understand it or vice versa. But the Creature must be able to speak a language for this to work.
Beast Connection	-	You may connect with 1 animal-like creature and communicate telepathically with it. It cannot respond but it does understand you completely.
Beguiling Deception	-	You may add your Proficiency bonus to Deception and persuasion skills while inhabiting another creature's body with "Mind Body Transfer"
Bewitching whispers of Madness	Mind Body Disturbance (Yamanaka Clan Jutsu)	When using the Mind Body Disturbance Jutsu, Increase the DC by 1. On a Failure deal 1d6 of additional psychic damage in addition to the normal effect for the jutsu.
Mental Sight	5th Level	You can sense the presence of other creatures' thoughts by making an Wisdom (Insight) check. (You cannot hear them or read them. Only Sense their presence)
Massive displacement	11th Level	When using the mind body transfer its range is now 300 Feet.
Mask of Many Minds	11th Level	When using the Mind body transfer, you have limited access to the memories of the creature whose body you are inhabiting.
Mental Domination	7th Level	When using the Mind Body Transfer, you may increase the DC +1
Overpowering Mind	15th Level	When using Mind Body Transfer, while inhabiting a creature. they take 2d6 Psychic Damage each round you inhabit the body. During this they get to make Charisma saves to push you out.
Efficient Mind	-	When using any Yamanaka clan jutsu, reduce the cost of them by 2 Chakra (Minimum Cost of 1.)

YAMANAKA CLAN JUTSU

D-RANK:

MIND BODY TRANSFER

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: 1 minute

Components: HS, CM

Cost: 8 Chakra

Keywords: Hijutsu, Genjutsu, Fuinjutsu

Description: You perform the Yamanaka Clans most prolific jutsu invading the mind and body of a target creature and overwriting their consciousness with your own. Target one creature you can see within range, that creature must make a Charisma saving throw. On a Failed save, you transfer your consciousness into your target's body for 1 minute. Once you possess a creature's body, you control it. Your game Statistics are replaced by the Statistics of the creature though you retain your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class feature. If the target has any class levels, you can't use any of its Class Features, if the target takes any damage, they immediately attempt another saving throw, ending this effect on a successful save. On a successful save, you fall unconscious until the beginning of your next turn at which time your consciousness returns to your body.

Your body is left where you last were before you cast this ability. It is functionally unconscious until you end this technique in which case you leave the creatures body and return to yours. If your body is damaged in any way while you are inhabiting another creature's body, you immediately return to it.

BESTIAL MIND DOMINATION

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: 1 minute

Components: HS, CM

Cost: 4 Chakra

Keywords: Hijutsu, Genjutsu, Fuinjutsu

Description: You perform a less intense version of the Mind body transfer technique on an animal or some creatures with less mental fortitude than a human. Select a single target creature that you can see within range. Target creature must succeed an Intelligence saving throw against your Genjutsu save DC, becoming friendly towards you and becoming more inclined to complete tasks for you for the duration, on a failed save.

The affected creature will fight for you if asked. While they are friendly towards you, you can command them with both verbal and non-verbal actions. You can also understand things about them, such as them being happy, scared, or excited.

MIND BODY DISTURBANCE

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Hijutsu, Genjutsu, Fuinjutsu, Tactile

Description: You perform a modified version of the Mind body transfer technique on a humanoid creature you can see within range disassociating the mind and bodies activities and then forcing them to reset causing a significant amount of Psychic damage to the creature. Target creature must succeed a Charisma saving throw. On a failed save target creature takes 3d8 psychic damage or half as much on a successful one.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by 2d8

C-RANK:

MIND CONNECTION TECHNIQUE

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 500 Feet

Duration: up to 10 minutes

Components: HS, CM

Cost: 8 Chakra

Keywords: Hijutsu, Ninjutsu, Fuinjutsu

Description: You create a temporary telepathic link between yourself and a willing creature with which you are familiar and within range. Until the jutsu ends, you and the target can instantaneously share words, images, sounds, and other sensory messages with one another and the target recognizes you as the creature it is communicating with. The target must be able to understand the messages and pictures you are sending it in order for it to comprehend your intentions.

MIND CLONE TECHNIQUE

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 9 Chakra

Keywords: Hijutsu, Genjutsu, Fuinjutsu

Description: You split your consciousness into two identical clones of each other. You then perform the mind body transfer as normal on up to two target creatures you can see within range. Both creatures must make a Charisma save against your Genjutsu save DC. On a failed save target creature, you transfer your consciousness into your target's body for 1 minute. They are controlled by you as if their body was yours. On a successful save, you fall prone until the beginning of your next turn unable to move or act otherwise until your consciousness returns to your body. Each body is controlled by a separate consciousness and therefore do not know what the other is thinking but will act as you would for the duration.

B-RANK:

MASS MIND BODY DANCE

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 14 Chakra

Keywords: Hijutsu, Genjutsu, Fuinjutsu

Description: You issue a course of action (limited to a sentence or two) and influence up to 6 creatures of your choice that you can see and can hear you within range. Each target must make a Charisma saving throw against your Genjutsu save DC. On a failed save it pursues the course of action to the best of its ability. A creature cannot be ordered to harm themselves in any way or be made to perform an action that they know would harm themselves as a result.

The commanded action will continue to be attempted the entire duration. If the activity is completed in a shorter time, the jutsu immediately ends. Creatures are fully conscious of their actions, but cannot stop themselves for the duration of this jutsu.

If a creature would take damage of any kind for the duration, they remake the Saving throw at Advantage.

A-RANK:

MIND PUPPET SWITCH: CURSED SEAL

Classification: Hijutsu

Rank: A-Rank

Casting Time: 1 Week

Range: 5 Feet

Duration: Permanent

Components: HS, CM, NT, CS

Cost: 20 Chakra

Keywords: Hijutsu, Ninjutsu, Fuinjutsu

Description: You take a puppet, doll, or an item of humanoid shape, no smaller than 1 Size category of the target and place a secret Yamanaka sealing jutsu on the item. You create conditions and triggers for the seal beforehand and place them on the item. Once placed, when a creature triggers the chakra seal, the triggering creature must immediately succeed a Charisma Saving throw against your Genjutsu or Ninjutsu save DC (Whichever is higher). On a failed save, the target creature's consciousness is sealed inside of the item used. While sealed, the target creatures' body immediately becomes incapacitated as their consciousness is now locked away inside of an object of the user's choice. They do not have the capacity to make any further resistance saves. If the Doll is destroyed this jutsu ends and the creature's consciousness attempts to re-enter their body. If the body is dead, their consciousness is trapped wandering unable to bind to anyone or anything, they are effectively dead and cannot be revived.



YUKI CLAN

A masked shinobi stalks a group of Shinobi. They get pretty far before they settle in for a rest. While resting the shinobi sense that something is off before they attempt to perform evasive maneuvers. Ice erupts from the ground creating ground spikes that point upward, skewing a few of the wandering shinobi. It doesn't take long before the Masked shinobi confronts the panicking group. "You have wronged the Village hidden in the Mist. You have stolen more than a fair share of village secrets and by order of Lady Mizukage, you have been sentenced to death." The words come out cold, and unfeeling. Sharp and dry at the same time. The shinobi realizes the risk in dealing with a Member of the Yuki Clan, but they know that if they do nothing, it's already over. So, they draw their weapons and move in to confront this foe. The Yuki behind the mask smirks before all falls below subzero in the immediate area.

—Tatsunami Aburame, *The Long Road*, Ch. 16 excerpt.

COLD TO THE BONE

The Yuki Clan is a family of shinobi found in the Land of Water. They were almost wiped out due to a massive Kekkei Genkai revolt held in the country. Many died, and because of this their bloodline splintered. They no longer share a common family name, and are generally known as a family that in combat are nigh unbeatable.

YUKI TRAITS

Ability Score Increase: +2 Dex, +1 Int

Speed: Your base walking speed is 30 feet.

Skill Proficiencies: Chakra Control, Ninshou

Ice Release Affinity: You begin with either Wind or Water Release Affinity. (Pick one)

YUKI FEATURES

Ice Techniques: The Yuki Clan have access to a separate list of Jutsu unique to their Clan. You can add these Jutsu to your jutsu list instead of selecting jutsu from the Normal jutsu list(s). They do not need any Nature Release to use their Clan jutsu.

Ice Release: The Yuki clan has a unique talent for manifesting Ice Release due to their close affinity to both Water and Wind Release. Beginning at 7th level you gain the second Nature release you didn't select from *Ice Release Affinity* clan trait. Also, at 7th level, when casting a jutsu with either Wind or Water Release keywords, you can change the damage type to Cold, deal an additional die damage and a creature affected by your Yuki Clan Hijutsu gain a Frost Stack. Frost last for 1 minute and can only be removed by fire damage, extremely hot conditions, or a Jutsu or ability that removes conditions. If one stack of Frost is removed, all stacks are removed as well. When a creature has 2 or more Frost, they become slowed. For every 2 additional frost stacks they gain an additional rank of slowed. Beginning at 15th level, a creature with 12 or more stacks of Frost becomes Vulnerable to cold damage until they remove the Frost.

Chilled Body: Beginning at 3rd level you have a high resistance to cold weather and find it rather inviting. You are Resistant to cold damage. At 11th level this resistance to cold expands. Reduce all cold damage by your Dexterity modifier (this reduction happens after you apply resistance). At 18th level this resistance to cold becomes far more potent, you gain immunity to Cold damage and effects caused by Cold Damage.

Frigid Cold: Also, at 7th level, you have begun to harness the cold far better than anyone else. Whenever you deal cold damage, you deal additional cold damage equal to your proficiency Bonus.

YUKI CLAN JUTSU

D-RANK

ICE DAGGERS

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 feet

Duration: Instant

Components: HS, CM

Cost: 4 Chakra

Keywords: Hijutsu, Ninjutsu, Water Release, Wind Release

Description: You collect water particles from the air itself and freeze them into daggers made of ice, before you throw them at a target creature. Make a Ranged Ninjutsu attack dealing 4d4 Cold Damage. Also, all creatures (except you) within 10 feet of the target must succeed a Dexterity saving throw, taking 2d8 piercing damage as the ice dagger splinters firing in all directions.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 2d4 & 2d8

ICE PRISON

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, Up to 10 minutes

Components: HS, CM

Cost: 5 Chakra

Keywords: Hijutsu, Ninjutsu, Water Release, Wind Release

Description: You release a stream of jagged Ice crystals forward before they explode upward into a mist and resolidify over a creature freezing them in place. Select one target creature in range. That creature makes a Dexterity save being stunned and encased in ice on a failed save. The target creature while inside the ice can see but becomes deaf. The ice surrounding the creature has an AC equal to your Ninjutsu save DC and has 10 Hit points before it shatters. Any excess damage is dealt to the target creature. The target creature on its turn, makes a Strength (Athletics) Check to break out of the ice at the end of its turns.

ICE DOME OF NOTHINGNESS

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Reaction to being hit with an attack

Range: Self (5-foot radius)

Duration: 1 round

Components: HS, CM

Cost: 5 Chakra

Keywords: Hijutsu, Ninjutsu, Water Release, Wind Release

Description: You quickly materialize a dome of ice protecting yourself and creatures within 5 feet of you. The dome of Ice intercepts all attacks until the start of your next turn absorbing the damage until it shatters. Any excess damage is transferred to you. The dome has an AC equal to your Ninjutsu Save DC and 25 Hit points.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the Domes Hit points by 5

C-RANK:

CERTAIN-KILL ICE SPEARS

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self (10-foot radius sphere)

Duration: Instant

Components: HS, CM

Cost: 9 Chakra

Keywords: Hijutsu, Ninjutsu, Water Release, Wind Release

Description: You slam your palms onto the ground instantly freezing the air around you creating spears of ice impaling everything around you, making the area this jutsu was casted in as difficult terrain. Creatures in this jutsu radius must succeed a Dexterity saving throw, taking 3d10 Cold damage or half as much on a successful save.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d10.

FROZEN CAPTURING FIELD

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: self (30 feet radius cube)

Duration: Concentration, Up to 1 Minute

Components: HS, CM

Cost: 7 Chakra

Keywords: Hijutsu, Ninjutsu, Water Release, Wind Release

Description: The ground erupts outward from you covering a 30-foot radius across the ground freezing the feet of creatures in range. Creatures in range must succeed a Dexterity saving throw, being Restrained on a failed save. Creatures captured in this jutsu can make strength saving throw as an action on their turn to escape this jutsu. Creatures who enter the area of this jutsu must make a Dexterity (Acrobatics) ability check to avoid falling prone on the slippery surface of the ice. The Ice remains until melted or 1 hour has passed.

TEN THOUSAND ICE PETALS

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 60 feet

Duration: Instant

Components: HS, CM

Cost: 8 Chakra

Keywords: Hijutsu, Ninjutsu, Water Release, Wind Release

Description: You freeze water and air in front of you while launching it forwards creating an innumerable onslaught of ice daggers that tears through everything in a 60-foot line that's 10 feet wide. Creatures in the line must succeed a Dexterity save taking 4d8 cold damage on a failure and half as much on a success. This jutsu deals double damage to structures and objects in its path.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 2d8.

B-RANK:

TEARING DRAGON, FIERCE TIGER

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 90 feet

Duration: Instant

Components: HS, CM

Cost: 14 Chakra

Keywords: Hijutsu, Ninjutsu, Water Release, Wind Release

Description: You conjure a large Tiger or dragon made of snow or ice you make. Upon casting this jutsu choose which creature you summon which determines how the Jutsu works and its range and effect radius.

- **Tiger:** The Tiger forms and begins to rush at a target creature. If there is any water or Water Release Jutsu in between you and the target creature, it immediately freezes. Creatures in the water or water release jutsu must succeed a Dexterity save to avoid being frozen within the body of water and becoming paralyzed within the body of water. Upon reaching the target, the Ice Tiger then explodes firing ice shards in a 30-foot radius centering on the target. All creatures in the radius must succeed a Dexterity saving throw taking 12d4 Cold damage or half as much on a successful save. Creatures who fail the Saving throw must also make a Constitution saving throw gaining 5 ranks of Chilled on a failed save.
- **Dragon:** The Dragon forms and begins to rush at a target creature. If there is any water or Water Release Jutsu in between you and the target creature, it immediately freezes. Creatures in the water or water release jutsu must succeed a Dexterity save to avoid being frozen within the body of water and becoming paralyzed within the body of water. Upon reaching the target, the dragon slams into the target creature. Creatures in a 90-foot line that's 10 feet wide must succeed a Strength saving throw taking 8d6 cold damage and are push back 30 feet. If the target creature hits a wall after being pushed, they are Restrained for 1 minute, stuck to the wall as Ice covers them.

TWIN DRAGON WHIRLWIND

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self (10-Foot)

Duration: Concentration, Up to 1 Minute

Components: HS, CM

Cost: 12 Chakra

Keywords: Hijutsu, Ninjutsu, Water Release, Wind Release

Description: You freeze the air around you and swirl it creating a localized ice storm. For the duration you become heavily obscured to ranged attacks and ranged attacks are made at disadvantage. Creatures who enter the radius of your whirlwind without face covers or Eye protectors must succeed a Wisdom saving throw or being blinded by the strong winds and ice shards slicing at their eyes for the duration or unless they leave the storm.

A-RANK:

DEMONIC ICE MIRRORS

Classification: Hijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Self (20-foot radius Sphere)

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 20 Chakra

Keywords: Hijutsu, Ninjutsu, Water Release, Wind Release

Description: You create a dome of Chakra enhanced reflective Ice mirrors. This dome encompasses a 45-foot spherical radius and the enhanced mirrors line the radius of the dome. Each mirror is 3 feet wide and 7 feet tall. Upon manifestation you create enough mirrors to occupy the outside radius of the sphere leaving about 2 feet of space between each mirror on each side. You meld inside one of the Ice mirrors and gain the ability to teleport to any other ice mirror within this jutsu's radius, by spending 5 feet of movement.

While inside of your Demonic Ice mirrors you are nearly imperceptible, as your ice mirrors make perfect duplicates of yourself reflect on their surface. While in your ice mirrors, creatures are unaware of your location. Each time you make an attack, or use your movement to teleport, each creature within the dome can make a perception check against your Ninjutsu Save DC at disadvantage, to find your location. Creatures with Chakra Sight instead make this check at advantage.

You can as an action make a single Ninjutsu attack, targeting all creatures within the radius of the Ice mirrors at once dealing 5d8 cold damage to all creatures.

As a Reaction to creatures attempting to move more than 10 feet while inside the radius of the mirrors you make a Ninjutsu attack dealing 4d6 cold damage to the target creature, reducing their movement speed to 0.

While inside of your Demonic Ice mirrors you gain a +5 Bonus to AC and have advantage on Dexterity saving throws.

Creatures inside the radius of your jutsu can move freely throughout the radius of it. A creature who wishes to leave the radius can make a Dexterity save attempting to squeeze through your mirror.



CHAPTER 3: AMBITIONS & BACKGROUND



Characters are defined by much more than their species and class. They're individuals with their own stories, interests, connections, and capabilities beyond those that class and species defined. This section expounds on the details that distinguish characters from one another, including the basics of name and physical description, the rules of backgrounds and languages, and the finer points of personality and alignment.

CHARACTER DETAILS

Your character's name and physical description might be the first things that the other players at the table learn about you. It's worth thinking about how these characteristics reflect the character you have in mind.

NAME

Your name will be the title you give yourself and the title everyone will call you throughout the campaign. Put some thought into your name even if you're just picking one from a list.

SEX

You can play a male or female character without gaining any special benefits or hindrances. Think about how your character does or does not conform to the broader culture's expectations of sex, gender, and sexual behavior. You don't need to be confined to binary notions of sex and gender. Some people believe in companionship that doesn't take into account gender. You could also play a female character who presents herself as a man or a man who feels trapped in a female body. Likewise, your character's sexual orientation is for you to decide.

HEIGHT AND WEIGHT

You can decide your character's height and weight, using the information provided in your species description. Think about what your character's ability scores might say about his or her height and weight. A weak but agile character might be thin. A strong and Durable character might be tall or heavy.

OTHER PHYSICAL CHARACTERISTICS

You choose your character's age and the color of his or her hair, eyes, and skin. To add a touch of distinctiveness, you might want to give your character an unusual or memorable physical characteristic, such as a scar, a limp, or a tattoo.

PERSONAL CHARACTERISTICS

Fleshing out your character's personality—the array of traits, mannerisms, habits, beliefs, and flaws that give a person a unique identity—will help you bring him or her to life as you play the game. Four Questions will assist you in determining who your character is, and what it is, exactly, that they are trying to achieve.

Each background presented later in this chapter are designed to act as a starting point of thought for your shinobi's characteristics. Consider each background as your shinobi's origin, or humble beginnings before putting on their village's headband.

AMBITION

Give your shinobi an overarching Ambition. This ambition is their long-term goal they wish to achieve as a result of becoming a shinobi, or as a part of becoming a shinobi. Ambitions should be grand in scale. Becoming your village's Kage, getting vengeance on an extremely high-ranking enemy, becoming a legendary figure in the world, etc. Ambitions are what your shinobi should always be moving towards. They should make decisions towards accomplishing these lofty ambitions.

Ambitions should be clear enough to achieve, but not so articulate that there is only one way to achieve it, usually one or two sentences are needed for a character's given ambitions.

Ambitions might provide a unique look into your shinobi's personality. Allowing others to get a hint at what it is they want to do later on in life. It could be so unbelievable, that they laugh at you, or so relatable that they share the same ambitions as you, creating a friendly rivalry.

DRIVE

Describe what *Drives* your shinobi to want to achieve their goals, and want to realize their ambitions. Your shinobi's drive will be the core reason behind why they are working so hard.

Your drive shouldn't change unless both your Ambition changes because you have achieved it, or something dramatic has given you a new Ambition to fight towards.

Your drive should come in the form of self-motivation. While your shinobi may be shy and meek, or embarrassed often and easily, her Drive, when invoked should be the thing that ignites the fire in their eyes to push forward and through such weaknesses to achieve their goals, or take a closer step towards their Ambitions.

GOALS

Your shinobi will always have a plethora of goals they wish to accomplish. Goals are usually short term, and relatively quick to achieve. Goals can be things such as complete current mission, protect the princess from her pursuers, defeat the rival genin, learn the X Jutsu from my teacher, etc. Goals shouldn't be simple tasks such as going to the store, or talking to the girl/boy/person you like, instead they should be things that requires a bit more effort on your part. A DM should consider gifting a player with a Will of Fire when they accomplish one of their goals.

Goals will change, and should change often. This will be something that changes as the mission, arc or story progresses, or when you meet new NPC's, Allies or Adversaries.

FEARS

Finally, what is your shinobi's biggest fear? Is it death? Failure? Losing a loved one? Not living up to their parent's overzealous goals set for them?

Everyone has a deep seeded fear that they carry with them. These fears help define who we are, and helps also show our willpower when confronted with that fear. Fears should be specific enough where nothing is left to question, but also not so niche that your shinobi has no real reason to carry such a fear.

WILL OF FIRE

Will of Fire is a rule the game master can use to reward you for playing your character in a way that's true to his or her personality traits, ideal, bond, and flaws. By using the Will of Fire, you can draw on your personality trait of compassion for the downtrodden to give you an edge in negotiating with the Beggar Prince. Or inspiration can let you call on your bond to the defense of your home village to push past the effect of a power that has been laid on you.

GAINING THE WILL OF FIRE

All players begin any mission they undertake with a Will of Fire. Your GM can choose to give you the will of fire for a variety of reasons. Typically, GMs award it when you play out your Ambitions, Drive, Goals or Fears and otherwise portray your character in a compelling way. Your GM will tell you how you can earn inspiration in the game. You either have the will of fire or you don't - you can't stockpile multiple "wills of fire" for later use.

USING THE WILL OF FIRE

If you have the will of fire, you can expend it for the following:

- Advantage or +5 on an attack roll.
- Advantage or +5 on a saving throw.
- Advantage or +5 on an ability check.
- To slightly alter the scene to your benefit.
- Gain an immediate Reaction, even with an ability or jutsu that is a standard action.
- Gain immediate insight or clue into the current situation or mystery.
- Automatically succeed a Death saving throw.
- Reroll any Attack, Saving throw, or Ability Check once.

Additionally, if you have a Will of Fire, you can reward another player for good roleplaying, clever thinking, or simply doing something exciting in the game. When another player character does something that really contributes to the story in a fun and interesting way, you can give up your Will of Fire to give that character a Will of Fire.

BACKGROUNDS

Every story has a beginning. Your character's background reveals where you came from, how you became a shinobi, and your place in the world. Your Scout-Nin might have been a Noble or a Street Urchin. Your Ninjutsu Specialist could have been a student of a prominent Master or a Prodigy. Your Weapon Specialist might have been a Hermit traveling with their family, place to place before settling down or entertained audiences as a carnival act.

Choosing a background provides you with important story cues about your character's identity and most recent Origin. The most important question to ask about your background is what changed? Why did you stop doing whatever your background describes to learn the way of Ninjutsu? How did you learn the skills of your class? What sets you apart from ordinary people who share your background?

PROFICIENCIES

Each background gives a character proficiency in two skills. In addition, most backgrounds give a character proficiency with one or more tools. If a character would gain the same proficiency from two different sources, he

or she can choose a different proficiency of the same kind (skill or tool) instead.

EQUIPMENT

Each background provides a package of starting equipment.

BACKGROUND FEATURE & ABILITY SCORE INCREASE (ASI)

Each background gives a character a background feature and a single Ability Score Increase.

SUGGESTED CHARACTERISTIC

A background contains suggested personal characteristics based on your background. You can pick characteristics, roll dice to determine them randomly, or use the suggestions as inspiration for characteristics of your own creation.

LANGUAGES AND DIALECTS

By virtue of being human you speak Common, which allows you to communicate with people from all over the ninja world. But each Country has its own dialects that twist common into their own pseudo language, making it extremely difficult for a person from the land of Fire to understand someone from the land of Water if they only spoke their countries dialect and didn't use standard common. There are also entire "Speaks" that designates an animal's ability to communicate. All creatures can speak common but your secondary language is based on your country of origin.

Standard Language	Typical Speakers
Fire Dialect	Land of Fire Residents
Earth Dialect	Land of Earth Residents
Water Dialect	Land of Water Residents
Cloud Dialect	Land of Lightning Residents
Sand Dialect	Land of Wind Residents
Common	Most Humans



ENTERTAINER

You thrived in front of an audience, knowing how to enthrall them, entertain them, and even inspire them. Your poetics can stir the hearts of those who hear you, awakening grief or joy, laughter or anger. Your music raises their spirits or captures their sorrow. Your dance steps captivate, your humor cuts to the quick. Whatever techniques you used; your art is your life.

Skill Proficiencies: Acrobatics, Performance

Tool Proficiencies: Disguise kit

Equipment: A Love letter from someone you used to be close to, A Costume from an event prior, Wallet containing 100 Ryo.

Equipment Pack: Diplomat's or Entertainment Pack (Choose one).

FEATURE: BACK BY POPULAR DEMAND

You can always find a place to perform, usually in an inn or town square but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you, while you easily blend in to the local population

ASI: ENTICING PERSONALITY

Charisma +1 or Intelligence +1



GENIUS

You are someone who was raised with a notion of greatness about you. Always placed on a pedestal above your peers for your intelligence, skills or natural born ability. Before Coming to the academy, you had such an aptitude for success that strangers, parents, and teachers alike all placed you in a league of your own. You have proven that to be the case up until this point and you will most likely continue to prove it moving forward. Whether you choose to continue the path people have assumed you would, or shift focus is your own choice. You have memories of both good and bad experiences with this assumption of genius about you. Memories like these are something you may cherish or despise, regardless, you are a Genius through and through.

Skill Proficiencies: Choose two from Ninshou, Martial Arts, Illusions

Tool Proficiencies: One of your choices.

Equipment: One Bingo Book Passed down to you from someone of importance, 1 Blank Jutsu Scrolls, A Wallet Containing 100 Ryo.

Equipment Pack: Martial Artist or Scholar Pack (Choose one).

FEATURE: MEETING EXPECTATIONS

You always seem to rise to the expectations of others when a challenge arises. Whenever you are confronted with a challenge or difficult situation, you seem to be able to gain some sliver of insight on it after just one attempt, passing or failing it. This insight is a hint at how this particular challenge works or doesn't work, that others around you may not understand, but you now do.

ASI: LEAGUE OF YOUR OWN

Wisdom +1 or Intelligence +1



HARD WORKER

You were someone who always had to prove to themselves and others that you are worth your weight and space. You always had to work twice as hard and twice as long to see results, but the results are beginning to show. You never had the natural talent of your peers, no, you had peerless determination and persistence to push through all of the challenges you were faced with to make it to this point, while also looking forward to the next day to get better. You have reached a level of discipline that your peers can't imagine, so you can keep up you're training on your own time while not lagging behind when you do decide to take a break.

Skill Proficiencies: Acrobatics, Athletics

Tool Proficiencies: Weaponsmith Kit

Equipment: Set of Body weights that weigh 50+ lbs. for each part of your body, 3 Books containing training strategies, Training Gi, A Wallet Containing 100 Ryo.

Equipment Pack: Martial Art or Explorer Pack (Choose one).

FEATURE: FOCUS AND GRIT

You have trained yourself in such a way that you have absorbed multiple tomes of knowledge in whatever you worked your butt off to excel in. You are able to quickly bond with people who have the same drive and determination as you, and even garner immediate audiences and conversations with those people. You are also able to reference and call out different books, strategies, and texts to catch the attention of those who have read those texts or follow those strategies.

ASI: AMAZING DISCIPLINE

Strength +1 or Dexterity +1



HERMIT

You lived in seclusion—either in a community or alone—for a formative part of your life. In your time apart from society, you found quiet, solitude, and perhaps some of the answers you or your family were looking for.

Skill Proficiencies: Animal Handling, History

Tool Proficiencies: Choose one between Poison Kit, Medicine Kit, Trackers Kit

Equipment: A diary of your experiences, a winter blanket, a set of common clothes, a poison kit, and 100 Ryo

Equipment Pack: Explorer or Dungeoneer's Pack (Choose one).

FEATURE: DISCOVERY

The seclusion of your hermitage gave you access to a unique and powerful discovery. The nature of this revelation depends on the nature of your seclusion. You might have discovered a great truth about the world or the nature of Chakra, a fact that has long been forgotten, a relic of the past that could rewrite history, or a place unseen for ages. It might be information that would be damaging to the people who or consigned you to exile, and hence the reason for your return to society. Work with your GM to determine the details of your discovery and its impact on the campaign.

ASI: SECLUDED.

Wisdom +1 or Constitution +1



LEADER

You are a person looking to change the society around you by playing in the arena of politics, people and personalities. Leading your allies, friends, and rivals based on your whims. You have a very sociable personality and words come easy to you. Inside, your mind is filled with strategies and dialectics. Maybe you have the silver tongue or bottomless guile and can lead your team to victory, or your enemies to defeat. Maybe you can defend your allies with the strategies that you develop. Perhaps you have the potential to lead more than a team and lead an army.

Skill Proficiencies: History and Deception or Persuasion

Tool Proficiencies: Forgery Kit

Equipment: Fine Clothing, an heirloom passed down to you from someone who taught you your leadership skills, and a manifesto you are currently writing and a wallet containing 100 Ryo.

Equipment Pack: Diplomat's or Scholar's Pack (Choose one).

FEATURE: LEADERSHIP PRESENCE

People find you have a noticeable presence. They may stop you frequently and ask you where they have seen you. You are seen as a very approachable person in general and random passerby will be drawn to speak with you if they see you. If someone is in need of something or in distress, they will likely open up to you about their problems very easily. You are commonly taken for face value as a person of great standing. People will likely treat you like a noble or assume you of that lineage. You can attain audiences with nobles or officials easily, as they may often see you as one of their circles.

ASI: CAPTAIN COMMANDER.

Charisma +1 or Intelligence +1

NOBLE

You understand wealth, power, and privilege. You carry a noble title within your family or the village, and your family wields significant political influence. You might be a pampered aristocrat's child unfamiliar with manual labor, a former merchant's child just elevated to the nobility, or an honest, hard-working clansman who cares deeply about the people who live and work in your clan's district.

Work with your GM to come up with an appropriate title and determine how much authority the clan carries, as well as their influence on you. Is your family old and established, or was its title only recently bestowed? How much influence do they wield, how do people regard them?

Skill Proficiencies: Persuasion, Insight

Tool Proficiency: Security Kit

Equipment: A set of fine clothes, a signet ring, your clan's emblem, and a wallet containing 100 Ryo

Equipment Pack: Diplomat's or Scholar Pack (Choose one).

FEATURE: POSITION OF PRIVILEGE

Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to, when you announce your clan or family.

ASI: ROYALTY.

Charisma +1 Or Wisdom +1



STUDENT

You were identified as someone with untapped potential at a very young age and were taken in as an apprentice. You were taken from your home to be trained either by the Master who found you. You seldom ever see your biological family, and were raised and educated surrounded by the trappings of the shinobi code taught to you by your master. Now, you have set out into the greater world, seeking to use what you have learned.

Skill Proficiencies: Acrobatics, Choose one Ninshou, Martial Arts, Illusions.

Tool Proficiencies: Forensics Kit

Equipment: A set of Common clothes, a Book full of teachings from your master, 1 Blank Jutsu Scroll, the last Letter you received from your master and a wallet containing 100 Ryo

Equipment Pack: Explorer or Infiltrator or Scientist Pack (Choose one).

FEATURE: THE MASTER'S NAME

You were formally trained in the art of shinobi, and the name of those that trained you can open doors. You can usually gain an audience with another Shinobi Leader, simply by dropping the name of your Master or Masters School. Furthermore, you can usually find a place to stay among Monks or Shinobi Temples, unless you show yourself to be a danger to them. You may also have access to resources from those who taught you, whether that is access to your school's libraries and facilities, or simply the ability to correspond with your Master and ask him or her for advice.

ASI: WELL, LEARNED.

Intelligence +1 Or Dexterity +1



TRAVELER

Almost all of the common people that one might encounter in the Shinobi world have one thing in common: they live out their lives without ever traveling more than a few miles from where they were born. You aren't one of those common folks. You are from a distant place, one so remote that few people even realize that it exists, and chances are good that even if some people you meet have heard of your homeland, they know merely the name and perhaps a few outrageous stories. You have come to one of the Great Shinobi Villages for your own reasons, which you might or might not choose to share. Although you will undoubtedly find some of this land's ways to be strange and discomfiting, you can also be sure that some things its people take for granted will be to you knew wonders that you've never laid eyes on before.

Skill Proficiencies: Insight, Perception

Tool Proficiencies: Tracking Kit

Equipment: One set of traveler's clothes, any one gaming set from your homeland, a poorly written map from your homeland that depict where you are in the world, a small piece of jewelry worth 10 Ryo in the style of your homeland's craftsmanship, and a pouch containing 100 Ryo

FEATURE: THE EXOTIC INDIVIDUAL

Your accent, mannerisms, figures of speech, and perhaps even your appearance all mark you as foreign. Curious glances are directed your way wherever you go, which can be a nuisance, but you also gain the friendly interest of scholars and others intrigued by far-off lands, to say nothing of everyday folk who are eager to hear stories of your homeland. You can parley this attention into access to people and places you might not otherwise have, for you and your traveling companions. Noble lords, scholars, and merchant princes, to name a few, might be interested in hearing about your distant homeland and people.

ASI: EXPERIENCED.

Strength +1 Or Wisdom +1



TROUBLE MAKER

You may come from privilege where you can do no wrong, or from poverty where you can do nothing right. Perhaps your parents' busy social schedule means that they pay you little attention or you have no parents and have no solid foundation from the get go and no one would spare you a moment's glance to see what potential might lie undiscovered inside you. Regardless, you do not appreciate or accept the gifts of your circumstance, or you reject the curses of your circumstances and you lash out with ostentatious behavior as a means to attract attention to yourself. You have always had a way with people. You know what makes them tick and you can twist their words into your advantage. It's a useful talent, and one that you're perfectly willing to use to get yourself out of trouble.

Skill Proficiencies: Deception, Sleight of Hand

Tool Proficiencies: Forgery Kit

Equipment: One set of commoners' clothes, a Forgery kit and a wallet containing 100 Ryo.

FEATURE: PITIABLE

People will typically let you get away with social faux pas that might otherwise sour a business deal or incite an aggressive reaction - but they do this out of sheer pity, not because as you suspect, they are beguiled by your wit.

ASI: BAD INFLUENCE.

Strength +1 Or Charisma +1



URCHIN

You grew up on the streets alone, orphaned, and poor. You had no one to watch over you or to provide for you, so you learned to provide for yourself. You fought fiercely over food and kept a constant watch out for other desperate souls who might steal from you. You slept on rooftops and in alleyways, exposed to the elements, and endured sickness without the advantage of medicine or a place to recuperate. You've survived despite all odds, and did so through cunning, strength, speed, or some combination of each.

Skill Proficiencies: Sleight of Hand, Stealth

Tool Proficiencies: Disguise kit

Equipment: A Map of the Village you grew up in, A Token of intimate value to you, Set of Basic Clothing, Wallet containing 100 Ryo

FEATURE: VILLAGE OF SECRETS

You know the secret patterns and flows to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

ASI: DESPERATE LIFESTYLE

Charisma +1 Or Dexterity +1



CHAPTER 4: CLASSES



Shinobi are extraordinary people, driven by a thirst for excitement into a life that others would never dare lead. They are heroes, compelled to explore the dark places of the world and take on the challenges that lesser women and men can't stand against.

Class is the primary definition of what your character can do. It's more than a profession; it's your character's calling. Class shapes the way you think about the world and interact with it and your relationship with other people and powers in the world. A Scout, for example, might view the world in pragmatic terms of strategy and maneuvering, and see herself as just a pawn in a much larger game. A Genjutsu Specialist, by contrast, might see himself as a weaver of destiny and manipulator of the world as is. While the Scout has contacts in a mercenary company or army, the Genjutsu Specialist might know a number of Shinobi who share his ideals.

Your class gives you a variety of special features, such as a Weapon Specialist's mastery of weapons and armor, and a Ninjutsu Specialist's mastery of the Elements. At low levels, your class gives you only two or three features, but as you advance in level you gain more and your existing features often improve. Each class entry in this chapter includes a table summarizing the benefits you gain at every level, a detailed explanation of each one and which character(s) from the Original Naruto Series would best fit within that given class.

Shinobi sometimes advance in more than one class. A hunter-nin, might switch direction in life and swear the oath of a medical-nin. A genjutsu specialist might discover an affinity for nature release and dabble in the ninjutsu specialist class while continuing to advance as a genjutsu specialist. Hyūga are known for combining their Byakugan's visual prowess with their clans unique fighting style and advance as both a taijutsu specialist and a scout-nin simultaneously. Optional rules for combining classes in this way, called multiclassing, appear in chapter 13.

Eight classes—listed in the Classes table—are found in almost every shinobi village, organization, or group and define the spectrum of typical shinobi

CLASSES

Class	Description	Hit Die	Chakra Die	Ninjutsu Ability	Taijutsu Ability	Genjutsu Ability	Saving Throw Proficiencies
Genjutsu Specialist	A master of illusions who focuses on manipulating their enemies with crippling illusions or mind-altering effects.	D6	D12	Intelligence	Strength	Wisdom	Constitution, Charisma
Hunter-Nin	A scoundrel who uses stealth, trickery, and misdirection to hunt down and assassinate enemies with ruthless efficiency.	D10	D8	Intelligence	Strength	Wisdom	Dexterity, Intelligence
Intelligence Operative	Tactical commander who uses their wits, allies and ingenuity to control the battlefield and enhance both themselves and their allies with their superior tactics.	D8	D10	Intelligence	Strength	Wisdom	Dexterity, Intelligence
Medical-Nin	A master medical practitioner who fights to protect and keep allies alive by any means.	D8	D10	Intelligence	Strength	Wisdom	Wisdom, Charisma
Ninjutsu Specialist	A master of nature release who is able to bend their chakra to their will allowing to even manipulate the fabric of the world to achieve their goals.	D6	D12	Intelligence	Strength	Wisdom	Wisdom, Intelligence
Scout-Nin	Versatile shinobi who is known as the jack of all trades excelling in all forms of combat being best seen as the generalist of all other shinobi classes.	D8	D10	Intelligence	Strength	Wisdom	Strength, Constitution
Taijutsu Specialist	Close range martial arts master who uses combos to overwhelm and defeat enemies	D12	D6	Intelligence	Strength	Wisdom	Strength, Dexterity
Weapon Specialist	Master of martial combat utilizing a variety of weapons and armor.	D10	D8	Intelligence	Strength	Wisdom	Strength, Constitution

GENJUTSU SPECIALIST

Level	Proficiency Bonus	Features	Malleable Mirages	Jutsu Known	Highest Rank Jutsu Known
1st	+3	Chakra Disruption, Actualization		6	D-Rank
2nd	+3	Genjutsu Pledge, Malleable Mirages	3	6	D-Rank
3rd	+3	Genjutsu Inception	3	7	D-Rank
4th	+4	Ability Score Improvement/Feat	4	7	D-Rank
5th	+4	Keen Awareness	4	8	C-Rank
6th	+4	Genjutsu Pledge (2)	5	8	C-Rank
7th	+5	Actualization (2)	5	9	C-Rank
8th	+5	Ability Score Improvement/ Feat	6	9	C-Rank
9th	+5		6	10	B-Rank
10th	+6	Genjutsu Pledge (3)	7	10	B-Rank
11th	+6		7	11	B-Rank
12th	+6	Ability Score Improvement/Feat	8	11	B-Rank
13th	+7	The Turn	8	12	A-Rank
14th	+7	Genjutsu Pledge (4)	8	12	A-Rank
15th	+7		9	13	A-Rank
16th	+8	Ability Score Improvement/Feat	9	13	A-Rank
17th	+8	Master of Illusion	9	14	S-Rank
18th	+8		10	14	S-Rank
19th	+9	Ability Score Improvement/ Feat	10	15	S-Rank
20th	+9	The Prestige	10	15	S-Rank

GENJUTSU SPECIALIST

A stalwart Yamanaka stands facing an enemy who is seemingly swinging at air, and screaming about their lack of oxygen as they begin to seemingly suffocate. The Yamanaka makes a single hand seal which causes the person to stop as they realize they were never drowning to begin with.

An Uchiha valiantly fights well against the odds, holding off 4 different opponents is a daunting task in itself. They all realize his moment of hesitation as they all leap to attack him at once, striking him with such force that blood oozes from his head. They all chant in glee, as the Uchiha's body slowly wavers and turns into one of them. The group then realizes that they were actually attacking their ally and the person who they thought was their ally was just an illusion all along.

These shinobi, different as they might be, are connected by one common factor, they control their enemies' perceptions and the way they think of and see the world. This power is the power of Genjutsu. The ability to dominate one's realities. No matter how small, the slightest change can alter the entire flow of battle.

CHARACTER INSPIRATIONS

When designing this class, it was built with the intent to allow the player to use their chosen Genjutsu to the best of their abilities and excel with that as your only tool and weapon. This class was designed following the concepts that were shown by characters such as: Itachi Uchiha, Sasuke Uchiha (Shippuden), Orochimaru, Kurenai Yui, Tayuya (Sound 5), and Jiraiya.

CREATING A GENJUTSU SPECIALIST

When creating a Genjutsu Specialist think about the characters ideals, and how they approach situations. Do

they ever put themselves into direct conflict? Do they always trick enemies and lead them into false senses of security or are your illusions a last resort? Do you use your Genjutsu to end fights peacefully or do you use them to break the minds of your foes?

What set you down this path? Did you always have a very vivid imagination and Genjutsu was a perfect medium for you to express that? Do you use Genjutsu so that others can forcefully understand how you feel or how others feel?

QUICK BUILD

You can make a Genjutsu Specialist quickly by following these suggestions. First, put your highest ability score in Wisdom or Charisma (your choice), followed by Dexterity or Constitution. Second, choose the Yamanaka, Uchiha or Non-Clan, Clans. Third Focus on Genjutsu Techniques exclusively.



CLASS FEATURES

As a Genjutsu Specialist, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per Genjutsu Specialist level

Hit Points at 1st Level: 6 + your constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Genjutsu Specialist level after 1st.

CHAKRA POINTS

Chakra Dice: 1d12 per Genjutsu Specialist level

Chakra Points at 1st Level: 12 + your constitution modifier

Chakra Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per Genjutsu Specialist level after 1st.

PROFICIENCIES

Armor: Light armor

Weapons: Simple Weapons

Ninja Tools: Trappers Kit

Saving Throws: Constitution, Charisma

Skills: Illusions, Choose three from Chakra Control, Deception, History, Insight, Intimidation, Investigation, Perception, Persuasion, Stealth

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- 1 Simple weapon
- (a) One Kunai stack or (b) One Shuriken stack
- Padded Armor, trappers kit, and 1 smoke bombs

JUTSU CASTING

NINJUTSU

Ninjutsu save DC = 8 + your proficiency bonus + your Intelligence modifier

Ninjutsu attack modifier = your proficiency bonus + your Intelligence modifier

GENJUTSU

Genjutsu save DC = 8 + your proficiency bonus + your Wisdom modifier

Genjutsu attack modifier = your proficiency bonus + your Wisdom modifier

TAIJUTSU

Taijutsu save DC = 8 + your proficiency bonus + your Strength modifier

Taijutsu attack modifier = your proficiency bonus + your Strength modifier

CHAKRA DISRUPTION

Starting at 1st level, you have learned to restrain some of your enemies Chakra when they are affected by your Genjutsu. When you affect a creature with a Genjutsu that you cast, until the end of their next turn, they are unable to cast Jutsu equal to or lower than the cost of the Genjutsu you used. Once you've used this feature, you must complete a short rest before you can use it again. You gain an additional use of this feature at 7th level.

ACTUALIZATION

Also, at 1st level, your talent and skill in the art of Genjutsu has granted you the ability to tap into a deep reserve of creativity called Actualization Die that is represented as a D4. You have a number of Actualization die equal to your Proficiency bonus.

When you cast a Genjutsu that affects hostile creature, you may spend your Actualization die to deal psychic damage to the target creature equal to the result or increase the Save DC of your casted genjutsu by half of the result (Min 1). You regain spent Actualization Die when you take a long rest.

This die becomes at D6 at 7th level, and a d8 at 15th level.

You also have advantage on checks to recall knowledge on Genjutsu using your Wisdom (Illusion) ability check. Additionally, the downtime you spend in order to create or learn genjutsu is halved (rounded down)

Finally, Genjutsu you cast may use Charisma instead of Wisdom for Attack and Damage rolls, as well as Save DC calculation

GENJUTSU PLEDGE

Starting at 2nd level, the Genjutsu Specialist makes a pledge towards the illusions & Genjutsu they intend to craft. The pledge that you choose grants you features at 2nd, 6th, 10th & 14th Levels.

MALLEABLE MIRAGES

Starting at 2nd level, you have learned how to manipulate fragments of reality itself imbuing you with unique capabilities that some might even consider unnatural. At 2nd level you learn three Mirages of your choice. You learn one additional Mirage at 4th, 6th, 8th, 10th, 12th, 15th, and 18th levels. Additionally, when you gain a level in this class, you can choose one of the Mirages you know and replace it with another Mirage that you could learn at that level.

A level prerequisite in a Malleable Mirage refers to Genjutsu Specialist Level, not character level.

GENJUTSU INCEPTION

Starting at 3rd level, you have learned to create a conceptual basis for how to manipulate the perception of reality for anyone who stands in your way. You follow one of the following concepts of your choice.

At 5th level, you gain a Malleable Mirage related to the Genjutsu Inception you selected.

ILLUSIONARY WEAPON

You begin to shape your illusions into a weapon of pure psychosis. You can, as a Bonus action create an Illusionary Weapon in your empty hand. You can choose the form that this weapon takes each time you create it. You are proficient with it while you wield it and attacks made with the weapon use your Genjutsu attack bonus. If you create a ranged weapon, the maximum range for your weapon is 30 feet. This weapon deals Psychic damage and counts as a Genjutsu attack for purpose of triggering other Malleable Mirage effects. Your Illusionary weapon disappears if it is more than 5 feet away from you for one minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), your chakra point reach 0, you fall unconscious, or if you die.

At 5th level, you gain the Vicious Illusion Malleable Mirage.

PHANTASMAL FORCE

You learn to solidify your illusions into gouts, beams, daggers or any type of ranged attack you can envision of your choice. In the process of doing this you learn the Unique Genjutsu **Phantasmal Force**. Additionally, you gain a Malleable Mirage with the Phantasmal Force Keyword.

At 5th level, you gain the Agonizing Thoughts Malleable Mirage

PHANTASMAL FORCE

Classification: Genjutsu

Rank: Special

Casting Time: 1 Action

Range: 120 Feet

Duration: Instant

Components: CM

Cost: 1 Chakra (per beam)

Keywords: Genjutsu, Tactile

Description: A beam of shifting Psychic energy of your design or description streaks towards a creature within range. Make a ranged genjutsu attack against the target. On hit, the target takes 1d10 Psychic damage.

At Higher Levels: This genjutsu can create more than one beam when you reach higher levels. Up to two beams at 5th level, three beams at 11th level, four beams at 17th level. You can direct the beams at the same target or different ones. Make a separate attack roll for each beam.

REALITY MARBLE

The chakra cost of concentrating on genjutsu is reduced by an amount equal to half of your proficiency bonus (rounded up).

When you are concentrating on a genjutsu, as an action you can select a new target for that genjutsu. New targets selected by this feature must make the original saving throw as if they were the original target of the genjutsu when it was originally cast. This feature does not extend the duration of the genjutsu you are concentrating on.

At 5th level, you gain the Persistent Genjutsu Malleable Mirage

ELEMENTAL MANIFESTATION

You learn to intertwine the force of Nature Releases into your Genjutsu. Select a nature release from the following: Earth, Wind, Fire, Water or Lightning. You gain resistance to damage from Jutsu with the chosen nature release keyword. You can select a single ninjutsu of a rank you can cast with this nature release keyword and add it to your known jutsu list. Jutsu added this way does not count against your jutsu's known total.

When you cast a ninjutsu gained this way, the ninjutsu loses the Ninjutsu keyword, and it is replaced with the Genjutsu keyword. The damage you deal with this jutsu can be either its original damage type or psychic damage.

At 11th level, you can select a second ninjutsu from your selected nature release.

At 18th level, you can select a third ninjutsu from your selected nature release.

You can change the selected element of your Elemental Manifestation by spending a week to perform a ritual of meditation. When you change your Elemental Manifestation in this way, you lose the previously selected jutsu and must select a new jutsu's to your corresponding element.

At 5th level you gain the Illusionary Chronicle Malleable Mirage

ABILITY SCORE IMPROVEMENT/FEAT

When you reach 4th and again at 8th, 12th, 16th, and 19th, level, you can increase one ability score by +1 & a Feat of your choice that they qualify for. As normal you can't increase an ability score above 20 using this feature.

KEEN AWARENESS

For a Genjutsu Specialist, details are the foundations of constructing proper Genjutsu. At 5th level when you gain this feature, you gain the ability to accurately recall anything you've seen or heard within the last month.

THE TURN

Beginning at 13th level Once per long rest, when a creature passes their saving throw for a Genjutsu you cast, you can force them to reroll their saving throw. Beginning at 18th level you may use this ability once per short rest.

MASTER OF ILLUSION

You have mastered most forms of Genjutsu. At 17th level, you immediately gain one of the following features. You gain a second one at 20th level.

- **Greater Mastery:** The Genjutsu Specialist increases the saving throw DC of his Genjutsu by 2.
- **Subdued Illusion:** The Genjutsu Specialists is able to increase the Genjutsu check DC made to identify his Genjutsu techniques by 5.
- **Genjutsu Flow:** The Genjutsu Specialist increases the range of his Genjutsu by double. Genjutsu with "Touch" range now have a range of 30 feet.

THE PRESTIGE

Starting at 20th level, you have achieved the pinnacle of illusionary skill and potential. Once per long rest, when you cast a genjutsu on a creature that would force them to make a saving throw of any type, they automatically fail the save.

GENJUTSU PLEDGES

Starting at 2nd level, the Genjutsu Specialist makes a pledge towards the illusions & Genjutsu they intend to craft. The pledge that you choose grants you features at 2nd, 6th, 10th & 14th Levels.

ILLUSIONIST

The Genjutsu Specialist who chooses to become an Illusionist, becomes a force able to bend reality and others perception of it to their whims.

SHAPING YOUR WORLD

When you choose this path at 2nd Level, you gain the E-Rank Genjutsu, **Minor Illusion**. If you already know this genjutsu, you learn a different E-Rank genjutsu of your choice. The genjutsu you learn this way does not count against your number of jutsu known. When you would cast **Minor Illusion**, you can create both sound and an image with a single casting of the jutsu. Additionally, **Minor Illusion** costs no chakra to cast.

Genjutsu you cast that do not deal damage increase their Genjutsu save DC's by 1/3 of your Proficiency bonus (Round down)

ILLUSIONARY ADEPT

Also, at 2nd Level you gain the ability to passively detect genjutsu. Your passive Genjutsu detection is equal to 10 + your illusions skill.

When you have noticed a genjutsu with your passive genjutsu detection, you can make a saving throw to resist the effect of the genjutsu at advantage. Once you use this feature you cannot use it again until you complete a short rest. You gain an additional use of this feature at 10th level.

ILLUSIONARY FURY

Starting at 6th Level, when you cast a Genjutsu that has a duration of 1 minute or longer, you can use your action to change the keywords of that genjutsu (If the genjutsu has Auditory, Inhale, Tactile or visual, you can switch one of them with any of the other listed keywords).

Additionally, while using this feature when you cast a Genjutsu you can double its duration. Once you use Illusionary Fury in this way you cannot do so again until you finish a long rest.

ILLUSIONARY RAGE

Starting at 10th Level, select one Genjutsu that you know. You may, as a reaction to using the selected Genjutsu, spend an additional 8 Chakra to either have the damage you deal with your selected Genjutsu ignore Resistance, or the saving throws of your selected Jutsu increases by Half your Genjutsu Specialist Level rounded Down. You can change the genjutsu you select with this feature when you finish a long rest.

Once you use this feature a number of times equal to your genjutsu ability modifier, you cannot do so again until you complete a long rest.

INSTINCTIVE GENJUTSU

Starting at 14th Level, when a creature you can see within 30 feet of you makes an attack roll against you. As a Reaction you can create a Genjutsu aura to divert the attack to another creature within the attacks range. The attacker must make a Wisdom save against your Genjutsu Save DC. On a Failed Save, the attacker must target a creature of your choice within range. On a successful save you cannot use this feature on the attacker again until you finish a long rest.

CORRUPT THOUGHTS

The Genjutsu Specialist who chooses to become a master of Corrupt Thoughts, becomes a user capable of downing powerful enemies without even moving, breaking their enemies before they even realize what's going on.

Selecting this pledge grants you a Unique Genjutsu, *Vicious Mockery*.

VICIOUS MOCKERY

Classification: Genjutsu

Rank: Special

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: CM

Cost: 1 Chakra

Keywords: Genjutsu, Auditory

Description: You unleash a string of insults laced with subtle genjutsu warping the mind of a creature. If the target can hear you (Though it need not understand you), it must succeed on Wisdom saving throw or take

2d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

At Higher Ranks: This Genjutsu increases in its potency. At 5th level, this jutsu does 4d4 psychic damage. At 11th level 6d4. At 17th level 8d4.

COLLAPSING YOUR WORLD

When you choose this path at 2nd Level, Genjutsu you cast, that deal damage increases the damage dealt by your Genjutsu Modifier.

MIND SHATTER

Also, at 2nd Level twice per long rest, when a creature under the effects of a Genjutsu that you cast attempts to make a save to resist that Genjutsu effect, you may add 1d6 to their roll, reducing their total by the amount rolled.

Beginning at 10th level, you regain all expended uses of this feature when you finish a short rest.

NIGHTMARE INCARNATES

Starting at 6th Level, once per short rest, you can perform a Genjutsu as a bonus action. The Genjutsu cannot have a casting time greater than 1 action or be greater than D-rank. Genjutsu cast with this feature have their cost reduced to 0. Once you use this feature you cannot do so again until you finish a short rest.

You gain an additional use of this feature at 10th level and beginning at 13th level you can cast a C-rank genjutsu using this feature.

PSYCHE BREAKER

Starting at 10th Level, select one Genjutsu that you know. You may, as a reaction to using the selected Genjutsu, spend an additional 8 Chakra to activate this Feature: Damage you deal with your selected Genjutsu also makes them vulnerable to one damage type of your choice until the end of your next turn.

VINDICTIVE THOUGHTS

Starting at 14th Level, when a creature you can see within 30 feet of you makes an attack roll against you. As a Reaction you can create a Genjutsu aura to cause intense pain to the activating creature. The attacker must make a Charisma save against your Genjutsu Save DC. On a Failed Save, the attacker's attack is stopped and they also take 8d6 Psychic damage. On a successful save you cannot use this feature on the attacker again until you finish a long rest.

MALLEABLE MIRAGES

AGNOSTIC MIND

You can understand and communicate in any language, so long as the creature you are communicating with speaks the language you are trying to understand.

AGONIZING THOUGHTS

When you cast a Genjutsu that requires an attack roll, add half your Proficiency bonus (Round down) to the damage it deals on a hit.

ARMOR OF PSYCHOSIS

Add your Genjutsu Ability Modifier instead of your Dexterity when calculating your Armor Class.

ASCENDANT IMAGE

You can, as a Standard action, cast the *Haze Clone* Genjutsu at half the cost as if you know the jutsu once per short rest.

BATTLE READY MINDS

You can, as a Standard action, cast *Bless* twice per short rest at no cost.

BEAST SPEECH

You can cast *Animal Companion* as a Bonus Action once per short rest at no cost.

BEGUILING INFLUENCE

You gain proficiency in the Deception and Persuasion Skills. If you have proficiency in both of the aforementioned skills already, you instead gain expertise in one of the Skills.

BEWITCHING WHISPERS

You can cast *Charming Dissonance* as a Standard Action once per long rest at no cost.

BOOK OF STOLEN SECRETS

Whenever you are in conversation, you can take a scroll, book or anything similar in hand and ask a creature one question. The creature must make a Wisdom saving throw vs your genjutsu save DC if it is unwilling to answer. If it fails or it decides to respond truthfully, the most accurate answer the creature could possibly give is immediately written in the book or scroll. Once you do this you can't do so again until you finish a short or long rest.

CHAINED MIND

Prerequisite: 9th Level

You can cast *Mind Spike* as a standard action at half the cost as if you know the jutsu, once per short rest.

CHAINS OF MADNESS

Prerequisite: 9th Level

You can cast *Tree Binding Death* as a standard Action at half the cost as if you know the jutsu, once per long rest.

CLASH OF WILLS

Prerequisite: Illusionary Weapon

Whenever you would deal damage to an enemy creature with a genjutsu or weapon attack, you can use your bonus action to disrupt their chakra. The target must make a Wisdom saving throw against your genjutsu save DC. If they fail, their concentration saving throws are made at disadvantage until the end of your next turn and if the target is not maintaining concentration on a jutsu, it takes 1d4 psychic damage.

CLOAK OF CHAINS

Prerequisite: Reality Marble Genjutsu pledge

As a bonus action, by spending 5 chakra you surround yourself with a Genjutsu aura that looks like a suit of chains. The aura extends 5 feet from you in every direction, but not through cover. It lasts until you're incapacitated, you dismiss it as a bonus action or your chakra points reach 0.

The aura grants you advantage on Charisma (Intimidation) checks but disadvantage on all other Charisma checks. Any other creature that starts its turn in the aura takes Psychic damage equal to your Genjutsu ability modifier (Minimum of 0 damage).

Once you use this, you can't use it again until you finish a short or long rest.

DECEITFUL DUPLICATE

When you would cast a genjutsu, you can use your bonus action to become invisible until the start of your next turn, leaving an illusion of yourself standing in your place. You can do this a number of times equal to your Genjutsu ability modifier, and these uses recover when you finish a long rest.

DEMON SIGHT

You can see normally in darkness and chakra-based darkness, up to a distance of 120 feet.

DEVILISH VIGOR

You can, as a standard action grant yourself 1d4+4 temporary hit points without expending any chakra.

DOUBLED WEAPON

Prerequisite: Illusionary Weapon

You can create a second illusionary weapon. Neither weapon cannot have the two-handed property. You can create and summon both illusionary weapons to your hands at the same time.

DREADFUL WORD

Prerequisite: 9th Level

You can cast *Effortless Stun* as a Standard Action at half the cost as if you know the jutsu, once per short rest.

DREAMSCAPE

This ability shapes a creature's dreams, as a Standard Action choose a creature known to you as the target of this Mirage as if casting a Genjutsu. The target must be on the same plane of existence as you. When you cast Dreamscape, you enter a trance state acting as a messenger. While in the trance, the messenger is aware of his or her surroundings, but can't take actions or move.

If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep. The messenger assumes control over the dream and can shape the environment of the dream, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the effect of Dreamscape early. The target recalls the dream perfectly upon waking.

Alternatively, as a standard action you can choose to send a recording of up a 10-minute message to someone playing it in their dreams.

If the creature is awake when you target them with Dreamscape, you know they are awake when you cast this Mirage. The target creature must not view you as a hostile creature otherwise it makes a Wisdom saving throw vs your Genjutsu save DC to resist the dream.

DULLED MIND

Prerequisite: 9th Level

You can cast *Slow* as a Standard Action at half the cost as if you know the jutsu, once per short rest.

ELEMENTAL TENACITY

Prerequisite: Elemental Manifestation

Whenever you would take damage from a jutsu with your nature release keyword, you can use your reaction to absorb the jutsu. The damage is negated, and instead you gain temporary hit points equal to half of the damage you would have taken before resistances & immunities. The amount of temporary hit points received at one time cannot exceed three times your genjutsu ability modifier. You can use this mirage twice per long rest.

FADE INTO DARKNESS

You can take the disengage or hide actions as a bonus action.

FIGHTING MIRAGE

Prerequisite: Illusionary Weapon

Choose one of the Fighting Styles located in Chapter 13: Customization Options; You Can't take a fighting style more than once, even if you get to choose again later

GAZE OF TWO MINDS

You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is within one mile of you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

GRASP OF COURAGE

Once on each of your turns when you hit a creature with a Genjutsu that requires an attack roll, you force the target creature to move up to 10 feet in a straight line closer to yourself.

ILLUSIONARY BUKIJUTSU

Prerequisite: Supreme Illusionary Weapon

Bukijutsu you cast with your illusionary weapon use your Genjutsu ability modifier. Bukijutsu cast this way cannot be above C-Rank.

ILLUSIONARY CHRONICLE

Prerequisite: Elemental Manifestation

You perform a meditative ritual during a short or long rest. When you do so, choose either Dexterity or Strength saving throws. When you make a saving throw of this type, you can use your reaction to gain advantage on that saving throw and cast a D-rank Genjutsu, with a casting time of one action. Once you use this mirage, you cannot do so again until you finish a short or long rest.

ILLUSIONARY SMITE

Prerequisite: Illusionary Weapon

Once per turn when you hit a creature with your Illusionary Weapon you can spend 5 Chakra to deal an extra 2d8 Psychic damage. You can spend an additional 3 chakra to deal an additional 1d8. You can spend an additional 3 chakra to deal an additional 1d8 at 5th, 9th, 13th, and 17th levels.

ILLUSIONARY VIGOR

You gain proficiency in the Athletics and Acrobatics Skills. If you have proficiency in both of the aforementioned skills already, you instead gain expertise in one of the Skills

IMPROVED ILLUSIONARY WEAPON

Prerequisite: Illusionary Weapon

Your Illusionary Weapon gains a +1 bonus to its attack and damage rolls. If you create a ranged weapon, the maximum range of the weapon is now 60 feet and illusionary weapons you create lose the Heavy weapon Property

MADDENING PAIN

Prerequisite: Doubled Pain or Unrelenting Pain Genjutsu, Phantasmal Force

As a bonus action, you can spend 5 Chakra, doing so can cause a crippling amount of mental pain to a creature affected with the *Doubled Pain* or *Unrelenting Pain* Genjutsu when they activate. When you do, you deal maximum damage with the aforementioned Genjutsu affecting them and their effects can trigger from any attack, not just yours until the end of your turn.

MAGNUM OPUS

Prerequisite: 13th level, Reality marble

As a standard action, you can cast *Bringer of Darkness* and *Geas* at no cost. You can cast one of these genjutsu once. After you do so you can't do so again until you finish the long rest

MENTAL PLACEBO

Prerequisite: Reality Marble

Whenever you regain hit points, you gain temporary hit points equal to half of the hit points you regained. As normal this does not stack with itself. Temporary hit points gained this way last for 1 minute.

MISTY THOUGHTS

As a standard action, you can cast the *Cajolery of Glamour* Genjutsu at no cost as if you know the jutsu, once per long rest.

MUDDLED MOVEMENTS

When you hit a creature with a Genjutsu that requires an attack roll, you reduce the target creatures speed by 10 feet until the end of your next turn. This effect stacks up to twice.

MYRIAD FORMS

You can cast the *Transform* Genjutsu at no cost. When using the *Transform* Genjutsu you can now transform into Small, medium or Large objects. When you transform into a large object your weight does not change and you still only occupy your normal Space and you only look like you occupy a larger space, an Intelligence (Investigation) or Wisdom (Illusion) Ability check will reveal it's a disguise. When you transform into a smaller object you can occupy smaller spaces while transformed but you cannot move from the place you transformed from, instead another creature who can lift your normal weight can move you if you are willing.

ONE WITH SHADOWS

Prerequisite: Reality Marble Genjutsu pledge

When you are in an area with Dim light or Darkness, you can use your action to become invisible. While Invisible in this way you do not make sounds when you move. You lose the benefit of this mirage when you move more than half your movement speed in a single round, attack, or cast a jutsu.

PERSISTENT GENJUTSU

Prerequisite: Reality Marble

When an enemy under the effects of a genjutsu you casts, attempts to cast a jutsu of D-rank or higher, the cost of that jutsu is increased by 3. This cost increases by 2 for each rank of the jutsu cast, above D-rank.

PSYCHE DRINKER

Prerequisite: Phantasmal Force Genjutsu pledge
Once on each of your turns, when you deal damage with a Genjutsu, as a Bonus action, you can gain the damage dealt as Temporary Hit points until the end of your next turn.

RELENTLESS PAIN

Prerequisite: Doubled Pain or Unrelenting Pain Genjutsu, Phantasmal Force
You create a link of agonizing pain between you and the target creature affected with the *Doubled Pain* or *Unrelenting Pain* Genjutsu. Whenever you take damage and are within 60 feet of the target and they can see you, as a Reaction, you can spend 5 Chakra to deal Psychic damage equal to the Damage you just took.

REPELLING ILLUSIONS

When you hit a creature with a Genjutsu that requires an attack roll, you can push the target creature up to 10 feet away from you in a straight line.

RESILIENT GENJUTSU

Prerequisite: 9th Level
When a creature attempts to use *Chakra Shatter* or *Genjutsu break* on a Genjutsu you cast, or are maintaining concentration on, as a reaction you can spend 5 Chakra, if you do, they must roll regardless of the rank they upcast their jutsu to, and they gain disadvantage on this roll.

SHROUD OF SHADOWS

Prerequisite: 13th Level
You can as a standard action, cast the *Darkness* ninjutsu. A jutsu cast in this way loses its Ninjutsu keyword, instead being replaced with the Genjutsu & Visual keywords. You can use this Mirage up to twice as if you know the Jutsu, before you need a long rest.

SIGNATURE WORK

Prerequisite: 9th Level
You can, as a standard action, cast *Programmed Illusions*, at half cost. When you cast this genjutsu, you can choose a D-Rank or lower genjutsu that you know, the illusion can cast the genjutsu once per minute as a part of its programming. It uses your Genjutsu ability for attack rolls and saving throw DC's and treats your character level as your own.
If you grant a genjutsu to the illusion and the illusion would suffer damage as if it were real, it is immediately dispelled. Once you cast this genjutsu using this mirage, you can't do so again until you finish a long rest.

SUPREME ILLUSIONARY WEAPON

Prerequisite: Improved Illusionary Weapon, 9th level
Your Illusionary Weapon gains a +2 bonus to its attack and damage rolls. Your Illusionary Weapon can now be up to 30 Feet from you without dispersing. If you create a ranged Weapon, the Maximum range of the weapon is its normal weapon range.

When you cast a Genjutsu you can infuse it into your Illusionary weapon, and instead make a Melee Genjutsu attack with it. On a hit, target creature suffers the effects of the Illusionary weapon as normal, while also being affected by the Genjutsu you previously infused into it. If they have to make a Saving throw from the effects of the infused Genjutsu, they roll an additional 1d4, subtracting it from the result of their save.

THIEVING CONFIDENCE

As a standard action, you can cast *Ineptitude* at no cost as if you know the jutsu, twice per short rest.

TENTATIVE ESCAPE

As a Reaction to failing a saving throw, you can cast *Release* instead using your Illusion Skill instead of Chakra control

ULTIMATE ILLUSIONARY WEAPON

Prerequisite: Supreme Illusionary Weapon, 13th level
Your Illusionary Weapon gains a +3 bonus to its attack and damage rolls. You can cast Genjutsu from your Illusionary weapon as if it is casting the Genjutsu. As a reaction to an opponent missing, you with a melee attack, you may quickly make an attack with your Illusionary Weapon.

VAMPIRIC PAIN

Prerequisite: Doubled Pain or Unrelenting Pain Genjutsu
When a creature under the effects of any of the prerequisite genjutsu takes damage, they lose chakra equal to the result of the roll of the aforementioned jutsu.

VICIOUS ILLUSION

Prerequisite: Illusionary Weapon
You can attack with your Illusionary Weapon twice, instead of once, whenever you take the attack action on your turn.

VOICE OF AN OLD FRIEND

You can communicate telepathically with a willing creature up to 1 Mile away from you. You must know the creature's general location, and the target creature can resist this effect if they choose.

HUNTER-NIN

Level	Proficiency		Sneak Attack	Hunters Exploits	Jutsu Known	Highest Rank Jutsu Known
	Bonus	Features				
1st	+3	Swift Response, Sneak Attack	1d6	-	6	D-Rank
2nd	+3	Primary Target, Hunter's Exploits	1d6	2	6	D-Rank
3rd	+3	Hunters Creed	2d6	2	7	D-Rank
4th	+4	Ability Score Improvement/Feat	2d6	2	7	D-Rank
5th	+4	Uncanny Dodge	3d6	2	8	C-Rank
6th	+4	Hunters Strike, Hunter's Exploits (2)	3d6	3	8	C-Rank
7th	+5	Cunning Action	4d6	3	9	C-Rank
8th	+5	Ability Score Improvement/Feat	4d6	3	9	C-Rank
9th	+5	Defensive Tactics	5d6	3	10	B-Rank
10th	+6	Hunters Creed (2), Hunter's Exploits (3)	5d6	4	10	B-Rank
11th	+6	-	6d6	4	11	B-Rank
12th	+6	Ability Score Improvement/Feat	6d6	4	11	B-Rank
13th	+7	Defensive Tactics (2)	7d6	4	12	A-Rank
14th	+7	Hunters Strike (2), Hunter's Exploits (4)	7d6	5	12	A-Rank
15th	+7	-	8d6	5	13	A-Rank
16th	+8	Ability Score Improvement/Feat	8d6	5	13	A-Rank
17th	+8	Hunters Creed (3)	9d6	5	14	S-Rank
18th	+8	Elusive, Hunter's Exploits (5)	9d6	6	14	S-Rank
19th	+9	Ability Score Improvement/Feat	10d6	6	15	S-Rank
20th	+9	Assassinate	10d6	6	15	S-Rank

HUNTER-NIN

A Uzumaki crawls beneath the floorboards of a despot's fortress making his way into the despot's private chambers. Slyly and gracefully entering unseen and she raises from the floor counting the seconds in her head as she approaches the warlord and places a kunai to the man's neck and slides it from side to side. A Few moments later his concubines enter shocked and stunned as the man they came to see is now dead and they have been set free and the rebellion has ended.

With a focused eye on the wanted criminal who fled the village. A Masked Hyūga activates his Byakugan and stalks his prey from over a mile away. As the sun sets and the wanted man turns into camp for the night, The Hyūga silently enters his tent and presses a hand to the man's chest stopping his heart in his sleep and the masked Hyūga is gone again before the camp fire even goes out.

These shinobi, different as they might be are connected by one common factor, they are masters of infiltrations, stalking and assassination. Once they have their target, they never let them escape without first finishing the job.

CHARACTER INSPIRATIONS

When designing this class, it was built with the intent to allow the player to follow the examples set by characters who do their best in regards to identifying a threat, analyzing it and executing them in as few attacks as possible. This also allows players to take the same characteristics of a Rogue or other stealthy class and garner some of their mechanics. Characters whom I

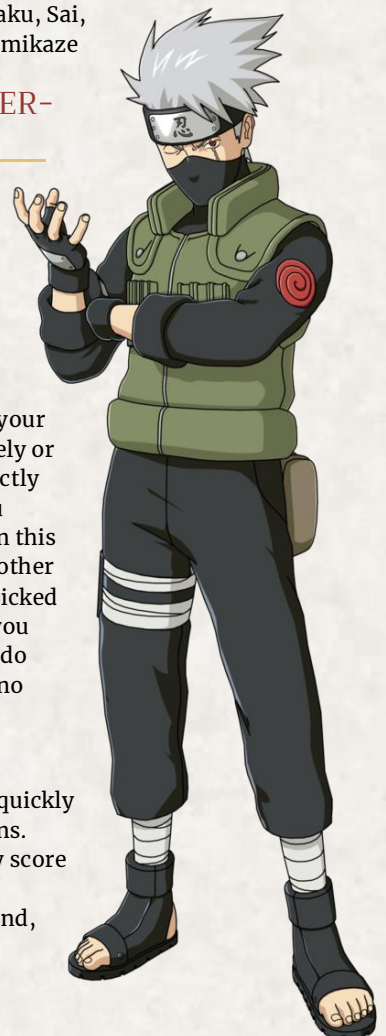
based the core concept of this class off of are: Kakashi Hatake, Zabuza Momochi, Haku, Sai, Shisui Uchiha and Minato Namikaze

CREATING A HUNTER-NIN

When creating a Hunter-Nin consider a few things about the characters ideals, and how they approach their targets and allies respectively. Do they have a rougher past than others? How are their relationships with their allies? Do you use your jutsu to end fights immediately or do you wait and see what exactly your target can do before you approach? What set you down this path? Did you train under another very skilled hunter and you picked up this path from them? Do you take pity on your enemies or do you engage in conflicts with no emotion?

QUICK BUILD

You can make a Hunter-Nin quickly by following these suggestions. First, put your highest ability score in Dexterity, followed by Intelligence or Wisdom. Second, choose the Uchiha, Hyūga or Non-Clan, Clans.



CLASS FEATURES

As a Hunter-Nin, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per Hunter-Nin level

Hit Points at 1st Level: 10 + your constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Hunter-Nin level after 1st.

CHAKRA POINTS

Chakra Dice: 1d8 per Hunter-Nin level

Chakra Points at 1st Level: 8 + your constitution modifier

Chakra Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Hunter-Nin level after 1st.

PROFICIENCIES

Armor: Light armor

Weapons: All Simple Weapons, Broadswords, Iron Claw, Katana, Knuckle Blades, Chakram

Ninja Tools: Tracking Kit, Forensics Kit

Saving Throws: Dexterity, Intelligence

Skills: Stealth, Choose three from Acrobatics, Athletics, Deception, History, Insight, Intimidation, Investigation, Perception, Sleight of Hand

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- Padded Armor
- (a) 2 Simple Weapons or (b) 1 Martial Weapon
- (a) One Kunai stack or (b) One Shuriken stack
- (a) 1 Flash tags or (b) 1 Paper Bomb
- (a) Tracking Kit or (b) Forensics Kit

JUTSU CASTING

NINJUTSU

Ninjutsu save DC = 8 + your proficiency bonus + your Intelligence modifier

Ninjutsu attack modifier = your proficiency bonus + your Intelligence modifier

GENJUTSU

Genjutsu save DC = 8 + your proficiency bonus + your Wisdom modifier

Genjutsu attack modifier = your proficiency bonus + your Wisdom modifier

TAIJUTSU

Taijutsu save DC = 8 + your proficiency bonus + your Strength modifier

Taijutsu attack modifier = your proficiency bonus + your Strength modifier

SWIFT RESPONSE

Beginning at 1st level, you learn to react with swift and decisive action in combat. You ignore difficult terrain and you add your full proficiency bonus to initiative rolls instead of half.

SNEAK ATTACK

Beginning at 1st level, you know how to exploit a foe's distraction, drop in guard, and moment of hesitation. Once per turn, you can deal an extra 1d6 damage to one

creature you hit with an attack if you have advantage on the attack roll or if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of extra damage increases as you gain levels in this class, as show in the sneak attack column of the Hunter-Nin Table.

PRIMARY TARGET

Beginning at 2nd level, you have experience researching, tracking, hunting. You collectively use that information to combat a certain enemy. When you end a short or long rest, you may mark your primary target so long as you know their name and/or how they look. You may also as a Bonus action mark a target creature you can see within 90 feet as your Primary target using this feature. Until your next short or long rest, you gain the following Benefits:

- You have advantage on Intelligence (Investigation) and Wisdom (Survival) checks to gather information and to track your *Primary Target*.
- When a creature marked by *Primary Target* is the target of a Taijutsu or Bukijutsu you cast, you may use your Dexterity Modifier instead of your Strength for your Attack & damage roll and Save DC.
- While you are hidden from the target of your *Primary Target* feature, the first attack you make each round against that creature does not automatically reveal your presence to that creature. Make a Dexterity (Stealth) check contested by your target's Wisdom (Perception) check. On a success, you remain hidden so long as you are obscured at the end of your turn.

HUNTERS EXPLOITS

Also, at 2nd level you learn to exploit your skills to the betterment of your hunt. You learn two exploits, as detailed at the end of this class description. You learn an additional exploit at 6th, 10th, 14th and 18th levels.

HUNTER CREED

When you reach 3rd level you follow a Creed of the Hunt, enabling you to shape your skillset further. Your Creed grants you features at 3rd, 10th and 17th levels.

ABILITY SCORE IMPROVEMENT/FEAT

When you reach 4th and again at 8th, 12th, 16th, and 19th, level, you can increase one ability score by +1 & a Feat of your choice that they qualify for. As normal you can't increase an ability score above 20 using this feature.

UNCANNY DODGE

Starting at 5th level, when an attacker than you can see would deal damage to you, you can use your reaction to halve the attacks damage against you.

HUNTERS STRIKE

Starting at 6th level, you know when to strike and how to make it hurt. When Attacking a creature whom you have set as a **Primary Target** and they are surprised, you treat that hit as a critical one. At 14th level If you Roll a Natural 20, you deal the maximum possible damage.

CUNNING ACTION

Beginning at 7th level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

DEFENSIVE TACTICS

Also, at 9th Level you learn how to fight defensively against your targets, leading them into a false sense of security in confrontations against you. You gain one of the following features of your choice. You gain another of the following features at level 13th level.

- **Escaping Danger:** Attacks of opportunity against you when moving away from an enemy are at a disadvantage.
- **Unbroken will:** You have advantage on saving throws to resist being Frightened, Dazed, or Charmed.
- **Hunter's Revenge:** When you are hit by a creature's attack. The next time you deal damage to that creature you can *Sneak Attack* regardless of circumstance.
- **Evasion:** When you are subjected to an effect, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

ELUSIVE

Beginning at 18th Level, you are so evasive that attackers rarely gain the upper hand against you. No Attack roll has advantage against you while you aren't incapacitated

ASSASSINATE

At 20th level, you have mastered the art of Hunting, tracking, and assassinating targets. When you hit a creature marked by *Primary Target* and they are surprised, they take triple damage.

HUNTERS CREEDS

UNDERTAKER

Some Hunter-Nin focus on the grim art of death. Those who adhere to this creed are born killers, spies and above all, Shinobi. Stealth, Poison and disguise help you eliminate your foes with deadly efficiency.

TOXIC SHADOW

At 3rd Level, you gain proficiency with the disguise kit, poison kit, Insight and Medicine.

POISONOUS EMBRACE

Also, at 3rd level your skill with Poisons are better than most. When you would complete a short rest, you create 2 Vials of Assassins Blood. This Poison is an imitation and loses its potency when you would take a rest of any type. You can as a bonus action apply this poison to your weapon. The number of Vials you can create increases to 3 at 7th level and 4 at 11th level.

FALSE FACES

At 10th level, you gain the ability to unerringly mimic another person's speech, writing, and behavior. You must spend at least one hour studying the person's behavior, listening to them and examining handwriting. Your ruse is indiscernible to the casual observer. If a wary creature suspects something is amiss, you have

advantage on any Charisma (Deception) and Charisma (Performance) check you make to avoid detection.

LICK OF VENOM

Also, at 10th level, you have adapted the art of poisonous combat. When a creature takes damage from your sneak attack feature, you may choose to deal an equal amount of Poison damage instead. If a creature takes any amount of this poison damage, it must make a Constitution saving throw vs your Ninjutsu or Taijutsu save DC (Your choice). On a failure, the creature is poisoned for 1 minute. If a creature is poisoned in this way, you cannot instead apply the envenomed condition.

A Creature poisoned by this feature, may make another saving throw at the end of each of its turns ending the effect on a success.

For the duration a creature is poisoned by you in this way, you may choose to apply one of the additional effects:

- The creature cannot regain hit points except by Ninjutsu with the Medical Keyword casted at B-Rank or higher.
- The creatures speed is reduced by Half.
- If the creature is reduced to 0 hit points, it becomes stable.
- The creature cannot take reactions.
- The creature is blinded
- The creature is deafened.

You are only able to apply one instance of the poisoned condition with this feature to a creature at a time.

KISS OF DEATH

Beginning at 17th level you can see the weakness in your **Primary Target's** defenses. When you declare an attack on a target, if another enemy of the target is within 5 feet of it, you may roll two additional D20's taking the higher of the dice rolled.

GRAVE STALKER

Some Hunter-Nin become consumed by the thrill of the hunt. Only heard and never seen they revel in the violence of battle. Followers of this Creed hone their abilities to track others utilizing a variety of techniques: camouflage, infiltration, surveillance, and target acquisition.

SHADOW STALKER

At 3rd level, when you take the Attack action against a creature that is surprised, you can make one additional attack against that creature as a part of that action.

MARKED FOR DEATH

Also, at 3rd level, while you are hidden from a creature marked by your **Primary Target** feature, the first successful attack you make each round against that creature increases the damage die by 1.

ONE WITH THE DARKNESS

Beginning at 10th level, you've become adept at evading creatures that rely on the dark. While in dim light or darkness, you gain Darkvision and you are invisible to any creature that relies on Darkvision to see you in that darkness.

Additionally, when you target a creature with a weapon attack while hidden, you can force that creature to make a Dexterity saving throw against your Taijutsu save DC as if they were targeted by a Taijutsu or Bukijutsu. On a failed save, the creature cannot perform

a reaction until the end of your next turn. You can use this feature a number of times equal to your Dexterity modifier (minimum of one). You regain all expended uses when you finish a short or long rest.

MASTER AMBUSER

Also, at 10th level, you excel at leading ambushes and acting first in a fight.

You have advantage on initiative rolls. In addition, the first creature you hit during the first round of a combat becomes easier for you and others to strike; attack rolls against that target have advantage until the start of your next turn.

STALKERS FLURRY

Starting at 17th level, if you have advantage on an attack against a target on your turn, you can immediately make an additional weapon attack against the same target as part of the same attack action.

BLADE WARDEN

Some Hunter-Nin seek to master weapons to better remove their foe from the equation. Followers of this Creed learn specialized fighting techniques for use against the direst threats, from an onslaught of enemies to towering Brutes

BLADE'S PREY

Beginning at 3rd Level, your tenacity can wear down the most fortuitous foes. When you hit a creature with a weapon attack, the creature takes an extra 2d6 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

WRATH OF THE HUNTER

Also, at 3rd level the first time you make an attack against a creature marked by Primary Target each round, if you trigger the Sneak attack feature, treat all rolls of 1, as 2 instead.

EXTRA ATTACK

At 10th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

NEMESIS

Also, at 10th level, you gain the ability to counterattack when your target tries to sabotage you. If your *Primary Target* forces you to make a saving throw, you can use your reaction to make one weapon attack against them. You make this attack immediately before making the saving throw. If the attack hits, you gain advantage on the saving throw.

SUPERIOR OFFENSE

At 17th level, you are so accurate that attacks rarely rely on sight, if at all and cannot be diverted. Weapon attacks you make cannot be made at disadvantage nor have their damage reduced in any way.

HUNTERS EXPLOITS

Choose from the following exploits. In order to choose an exploit, you must be proficient in the associated skill.

When you would take the attack action, or a cast a Jutsu that requires an attack roll, you can use one of your Hunters Exploits. You can use these features a combined number of times equal to your Proficiency bonus per long rest.

AIM

Skill: Stealth

You attempt to line up an attack against a creature you can see that you are hidden from. Make a Dexterity (Stealth) check contested by the targets Wisdom (Perception) check. If your check succeeds, you treat the target as being surprised and gain a +10 bonus to the first attack roll you make against the target before the end of your next turn. If your check fails, you are no longer hidden from the target, if you previously were.



ANGLE

Skill: Perception

You attempt to predict the behavior of a creature you can see within 30 feet of you. Make a Wisdom (Perception) check contested by the target's Dexterity (Sleight of Hand) check. If your check succeeds, the first attack roll the target makes before the start of your next turn has disadvantage, and the first saving throw the creature makes before the start of your next turn has disadvantage. If your check fails, you can't use this feature on this target again for 1 hour.

BATTLE CRY

Skill: Intimidation

You attempt to demoralize one creature you can see within 30 feet of you that can see and hear you. Make a Charisma (Intimidation) check contested by the target's Wisdom (Insight) check. If your check succeeds, the target gains 2 ranks of fear against you, until the end of your next turn. If the target already had ranks of fear against you, it must immediately drop whatever it is holding. On its next turn, if it still has ranks of fear against you, it must take the Dash action and move away from you by the safest available route on its turn, unless there is nowhere to move. If your check fails, you can't use this feature on this target again for 1 hour.

BRUTE

Skill: Martial Arts

You attempt to overwhelm one creature within 5 feet of you. Make a Strength or Dexterity (Martial Arts) check contested by the target's Strength (Martial Arts) check. If your check succeeds, the target becomes weakened until the end of their next turn. If your check fails, the target can't be deceived by you in this way for 1 hour.

CHAKRA RECOVERY

Skill: Chakra Control

You attempt to recover chakra for yourself in the heat of combat. Make a Constitution (Chakra Control) check, vs a DC 15. If your check succeeds, spend a number of Chakra Die equal to half your proficiency bonus, recovering a number of chakra points equal to the result. If your check fails, you cannot use this feature again for 1 hour.

CHARM

Skill: Persuasion

You attempt to convince one creature you can see within 30 feet that can hear and understand you. Make a Charisma (Persuasion) check contested by the target's Wisdom (Insight) check. If you have dealt damage to the creature in the last hour, it has advantage on the check.

If your check succeeds, the target is charmed by you until the start of your next turn, and it has disadvantage on the first attack roll it makes against a creature before the end of its next turn. If your check fails, you can't use this feature on this target again for 1 hour.

CONFUSE BEAST

Skill: Animal Handling

You attempt to confuse one beast on the battlefield. Make a Wisdom (Animal Handling) check contested by the target's Wisdom (Insight) check. If your check succeeds, the beast cannot take actions or reactions until the end of your next turn. If your check fails, you can't use this feature on this target again for 1 hour.

DISTRACTION

Skill: Performance

You attempt to distract one beast or humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Performance) check contested by the target's Wisdom (Insight) check. If your check succeeds, you treat the target as being surprised and the next attack roll made against the target before the start of its next turn has advantage. If your check fails, you can't use this feature on this target again for 1 hour.

EMULATE PREDATOR

Skill: Nature

You attempt to emulate the sounds of a natural predator of a creature you can see within 30 feet, that cannot see you. Make an Intelligence (Nature) check contested by the target's Wisdom (Insight) check. If your check succeeds, the target must take the Dash action and move away from you by the safest available route on its turn, unless there is nowhere to move. If your check fails, you can't use this feature on this target again for 1 hour.

FEINT

Skill: Deception

You attempt to divert the attention of a target you can see within 30 feet. Make a Charisma (Deception) check contested by the target's Wisdom (Insight) check. If your check succeeds, you treat the target as being surprised and the first attack roll made against the target before the start of your next turn by someone other than you has advantage, and the target has disadvantage on the first saving throw they make against an effect caused by a creature other than you before the start of your next turn. If your check fails, the target can't be deceived by you in this way for 1 hour.

HINDER

Skill: Sleight of Hand

You attempt to blind one beast or humanoid you can see within 15 feet of you. Make a Dexterity (Sleight of Hand) check contested by the target's Wisdom (Perception) check. If your check succeeds, the target is blinded until the end of your turn. If your check fails, you can't use this feature on this target again for 1 hour.

INSTRUCT

Skill: Investigation

You attempt to find a weakness in your target. Make an Intelligence (Investigation) check contested by the target's Charisma (Deception) check. If your check succeeds, if a friendly creature makes an attack roll against the target and they can see and hear you, you can use your reaction to grant them advantage on the roll. If

you do so, and they hit, they deal additional damage equal to your Investigation skill bonus. This damage is the same type as the attack's damage. If your check fails, you can't use this feature on this target again for 1 hour.

INTUIT

Skill: Insight

You attempt to determine the motivations of one creature you can see within 30 feet. Make a Wisdom (Insight) check contested by the target's Charisma (Deception) check. If your check succeeds, the target can't have advantage on ability checks, attack rolls, or saving throws against you until the end of your next turn. If your check fails, the target instead can't have disadvantage on ability checks, attack rolls, or saving throws against you until the end of your next turn.

MISDIRECT

Skill: Illusions

You attempt to divert your target's next attack by tricking them. Make a Wisdom (Illusion) check contested by the target's Wisdom (Insight) check. If your check succeeds, the target's next attack, that requires an attack roll is made at disadvantage. If the target misses their next attack, they must target a creature allied to them within range of their initial attack, making another attack roll as if their ally was their target. If your check fails, you can't use this feature on this target again for 1 hour.

OVERWHELM

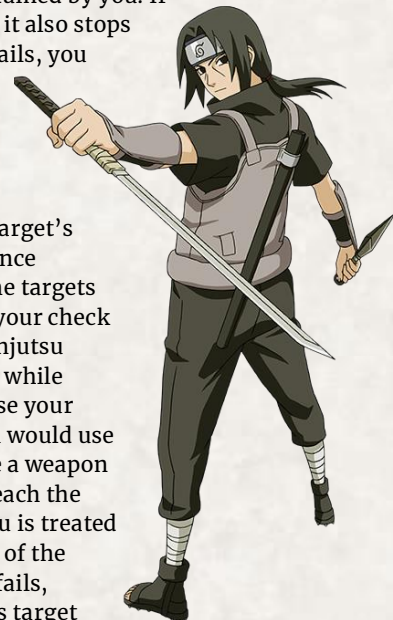
Skill: Athletics

You attempt to grab and pin a creature within 5 feet of you with at least one free hand. The target must be no more than one size larger than you. Make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If your check succeeds, the target is both grappled and restrained by you. If the target stops being grappled, it also stops being restrained. If your check fails, you can't use this feature on this target again for 1 hour.

SHINOBI INTUITION

Skill: Ninshou

You attempt to anticipate your target's next ninjutsu. Make an Intelligence (Ninshou) check contested by the target's Charisma (Deception) check. If your check succeeds, if the target casts a ninjutsu before the end of your next turn while within 15 feet of you, you may use your reaction to counter it. When you would use your reaction to counter it make a weapon attack with a weapon that can reach the target, on a hit, the target's jutsu is treated as if you had cast *Chakra Shatter* of the appropriate level. If your check fails, you can't use this feature on this target again for 1 hour.



SNARE

Skill: Survival

You attempt to cause a creature within 30 feet of you to stumble. Make a Wisdom (Survival) check contested by the target's Wisdom (Perception) check. If your check succeeds, you treat the target as being surprised and if the target moves towards you before the start of your

next turn, it becomes slowed until the end of its next turn, and you can use your reaction to cause it to fall prone. If your check fails, you can't use this feature on this target again for 1 hour.

SURGICAL PRECISION

Skill: Medicine

You attempt to strike a pressure point in one creature within your reach. Make a Wisdom (Medicine) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If your check succeeds, they are incapacitated until the end of their next turn. If your check fails, you can't use this feature on this target again for 1 hour.

STUDY

Skill: History

You attempt to anticipate your target's action. Make an Intelligence (History) check contested by the target's Charisma (Deception) check. If your check succeeds, you have advantage on the first ability check, attack roll or saving throw you make against that creature before the end of your next turn. Alternatively, before the end of your next turn, you can use your reaction to grant disadvantage on the first ability check, attack roll, or saving throw the target makes against you. If your check fails, you instead have disadvantage on the first ability check, attack roll or saving throw you make against that creature before the end of your next turn.

TUMBLE

Skill: Acrobatics

You attempt to make a quick tumble, immediately moving 10 feet. If you begin or end this movement within a creature's reach, make a Dexterity (Acrobatics) check contested by its Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If your check succeeds, this movement does not provoke opportunity attacks from it, and you have advantage on the first attack roll you make against it before the end of your turn. If your check fails, you immediately fall prone.



INTELLIGENCE OPERATIVE

Level	Proficiency		Plans Known	Brave Orders	Jutsu Known	Highest Rank Jutsu Known
	Bonus	Features				
1st	+3	Strategic Timing, Exploit Weakness	-	-	6	D-Rank
2nd	+3	Master Planner, Jack of all Trades	2	2	7	D-Rank
3rd	+3	Master Strategist	2	2	8	D-Rank
4th	+4	Ability Score Improvement/Feat	2	3	8	D-Rank
5th	+4	Tactical Focus, Helping Hand	3	3	9	C-Rank
6th	+4	Master Strategist (2)	3	4	10	C-Rank
7th	+5	-	3	4	11	C-Rank
8th	+5	Ability Score Improvement/Feat	4	5	11	C-Rank
9th	+5	Master Strategist (3)	4	5	12	B-Rank
10th	+6	Tactical Focus (2)	4	6	13	B-Rank
11th	+6	Declaration of War	5	6	14	B-Rank
12th	+6	Ability Score Improvement/Feat	5	7	14	B-Rank
13th	+7	Master Strategist (4)	5	7	15	A-Rank
14th	+7	-	6	8	16	A-Rank
15th	+7	Tactical Focus (3)	6	8	17	A-Rank
16th	+8	Ability Score Improvement/Feat	6	9	17	A-Rank
17th	+8	Master Strategist (5)	7	9	18	S-Rank
18th	+8	Declaration of War (2)	7	10	19	S-Rank
19th	+9	Ability Score Improvement/Feat	7	10	20	S-Rank
20th	+9	Checkmate (2)	8	11	20	S-Rank



INTELLIGENCE OPERATIVE

An Aburame directs his allies to take very specific positions and tells them how to win this upcoming battle. After they take a position, they act according to his plans, each event happening in sequence like he planned, all culminating into the confrontation with the Warlord. With a trained eye for detail, Sarutobi looks over the room he and his allies are trapped in. After a few seconds he figures it out. He walks directly through the wall after figuring out that they were trapped within a Genjutsu and noticing the smallest off-center details. These shinobi, different as they might be, are connected by one common factor, they are geniuses in their own right, able to read the room, see the way it's built and figure out that the room isn't a room, but a cage or trap. The Intelligence operatives are the team leaders, planners, and the brains behind the greatest teams in the shinobi world.

CHARACTER INSPIRATIONS

When designing this class, it was built with the intent to allow players to harness and feel like masters of strategy through the use of the mechanics presented in this class. The Mechanics presented in this class were made to imitate the tactical plans of characters such as: Shimamura Nara, Kakashi Hatake, Tobirama Senju, Itachi Uchiha, Kabuto Yakushi & Orochimaru.

CREATING AN INTELLIGENCE OPERATIVE

When creating an Intelligence Operative consider a few things about how the character thinks and acts. Do they plan ahead or do they plan in the moment? How are their relationships with their allies and how do they interact with them both on and off of missions? Do they actively take charge or do they only act when it's a last resort? What made the character so bound to strategy? Did they train under another very skilled tactician and never beat them in a game of chess (Shogi)? Or did you never lose a game and followed this path in order to get a real challenge?

QUICK BUILD

You can make an Intelligence Operative quickly by following these suggestions. First, put your highest ability score in Intelligence, followed by Dexterity or Charisma. Second, choose the Nara, Yamanaka or Non-Clan, Clans.

CLASS FEATURES

As an Intelligence Operative, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per Intelligence Operative level

Hit Points at 1st Level: 8 + your constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Intelligence Operative level after 1st.

CHAKRA POINTS

Chakra Dice: 1d10 per Intelligence Operative level

Chakra Points at 1st Level: 10 + your constitution modifier

Chakra Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Intelligence Operative level after 1st.

PROFICIENCIES

Armor: Light armor, Medium armor

Weapons: Simple Weapons, Fuma Shuriken, Knuckle Blades

Ninja Tools: Trappers Kit, Poison Kit, Tracking Kit, Forensics Kit, Forgery Kit

Saving Throws: Dexterity, Intelligence

Skills: Investigation, Choose three from Chakra Control, Crafting, Ninshou, Persuasion, Illusions, Insight, Intimidation, History, Perception, Martial Arts

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) Padded Armor or (b) Combat Jacket
- (a) 1 Simple weapon or (b) 2 Knuckle Blades
- (a) One Kunai Stack or (b) 1 Fuma Shuriken
- One Tool Kit of your choice.
- 1 Paper Bomb

JUTSU CASTING

NINJUTSU

Ninjutsu save DC = 8 + your proficiency bonus + your Intelligence modifier

Ninjutsu attack modifier = your proficiency bonus + your Intelligence modifier

GENJUTSU

Genjutsu save DC = 8 + your proficiency bonus + your Wisdom modifier

Genjutsu attack modifier = your proficiency bonus + your Wisdom modifier

TAIJUTSU

Taijutsu save DC = 8 + your proficiency bonus + your Strength modifier

Taijutsu attack modifier = your proficiency bonus + your Strength modifier

STRATEGIC TIMING

Starting at 1st Level, the Intelligence operative may use his Intelligence modifier in place of his Dexterity modifier to roll Initiative.

EXPLOIT WEAKNESS

Also 1st level, you are able to analyze a target, develop a plan on how to best overcome any potential obstacles and execute that plan with ruthless efficiency. As a bonus action on your turn, you can analyze a target you can see within 60 feet of you. For the next minute, or until you analyze another target, when you analyze a hostile creature, your attack and damage rolls made with weapons with the finesse property against that target may use your Intelligence modifier instead of Strength or Dexterity.

Also, when you analyze a friendly creature, the target can end your Exploit Weakness on them (no action required) to add your Intelligence modifier to one attack roll, ability check, or saving throw they make. Once a friendly creature has benefited from this ability, they cannot do so again until they complete a short or long rest. You can use this feature a number of times equal to your Intelligence Modifier before you need a long rest.

MASTER PLANNER

Starting at 2nd Level, you have become adept at planning and learn Plans that can be used freely but are also enhanced by a special resource called **Brave Orders**.

Plans: You learn two plans of your choice, which are detailed in the plans Section at the end of this class. You earn more at higher levels as shown in the “Plans Known” Column of the Intelligence Operative Class table. Many Plans may enhance attacks in some way, provide you with a unique action or reaction and each has a duration, listed in the Plans effect text. You may activate a plan by spending one Brave Order as an action or reaction. If you would activate a plan while another plan is currently active, the previously active plan immediately ends. You may enhance an active plan as a bonus action or a reaction. You can end an active plan at any time in the same manner you could end concentration on a Jutsu. When you would gain the benefits of a long rest you may switch the plans you know with another plan. You can only have one plan active at a time, unless otherwise stated.

Brave Orders: You can spend up to two brave orders. You can initiate more at later levels, as shown in the Brave Order column of the Intelligence Operative class table. A Brave Order is expended when you use it. You regain all of your Brave Orders when you finish a short or long rest.

JACK OF ALL TRADES

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

MASTER STRATEGIST

Also, at 3rd Level you dedicate your tactics towards a Type of Strategy which is detailed in the following section. The Strategy you choose grants you features at 3rd, 6th, 9th, 13th and 17th levels.

ABILITY SCORE IMPROVEMENT/FEAT

When you reach 4th and again at 8th, 12th, 16th, and 19th, level, you can increase one ability score by +1 & a Feat of your choice that they qualify for. As normal you can't increase an ability score above 20 using this feature.

TACTICAL FOCUS

Starting at 5th Level, the Intelligence Operative selects 1 Skill. When using the selected skill regardless of the roll, you treat your die it cannot be less than 10. At 10th and 15th levels you may select one additional skill.

HELPFUL OPERATIVE

Also, at 5th Level, the Intelligence Operative can use the help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you.

DECLARATION OF WAR

Starting at 11th Level you may select 1 hostile creature you can see or hear. While you are within 60 feet of the target, you may, as a bonus action, or reaction, spend one **Brave Order** to give that creature disadvantage on any single Ability Check, Attack Roll or Saving throw. At 18th Level you may Select creatures equal to your Intelligence Modifier.

CHECKMATE

Starting at 20th level, after many battles and conflicts, you have mastered when to, and when not to reveal your hand. As a bonus action once per round, you may add your proficiency bonus to the damage roll of all attacks or jutsu you and allies makes against the target of your **Exploit Weakness** until the start of your next turn. You may use this feature twice before needing a long rest.

MASTER STRATEGIES

TACTICAL STRATEGIST

Some Intelligence Operatives pride themselves on their tactical approach to their Plans, focusing on playing the long game, setting both basic and advanced traps to aid their allies and destabilize their enemies.

FAVORED PLAN

When you choose this Strategy at 3rd level, you become a master at a singular type of plan. Select 1 Plan at the end of this class section. This Plan does not count against your Plans known. By expending one Brave Order, you can use this plan while another plan is active, granting you both plans' effects.

At 9th Level you may select another plan. When you would activate this plan while your Favored Plan is active, or vice versa, you do not spend a Brave Order to swap them.

TRAP SETTER

Also, at 3rd Level, you master the art of Setting traps while on the battlefield. Select 2 Traps that you have mastered from the tactical trap section at the end of this class section. You learn one more trap at 6th Level, and another at 9th Level.

You can set a number of Traps up to your Intelligence Modifier before you run out of resources and need to take a short or long rest to prepare more. Traps require 1 Action to set and you can designate who can or can't activate the trap, preventing your allies from activating the trap. Traps use your Ninjutsu Save DC for all saving throws. Traps are hidden from normal view requiring a Wisdom (Perception) check contested by your Ninjutsu Save DC to be seen.

SQUAD TACTICS

Starting at 6th Level, you learn to enable your team to act with more unity and combine their efforts together. You may spend a Brave Order granting up to two allies within 60 feet of you, 1d10 to add to their next Ability Check, Attack Roll, or Saving throw so long as they can both see and hear you.

Creatures you originally targeted with this feature, can use the help action as a bonus action until the end of their turns. If an affected creature uses the Help Action on another creature, they gain the benefit of Squad Tactics as if they had the feature, as well as pass the bonus onto the creature they Helped. If a creature gains the benefits of this feature in this way, they instead gain 2d10.

ADVANCED TRAPS

Beginning at 13th Level, you may select 2 Traps you currently know and upgrade their efficiency. These Traps Gain their second effect as stated in the Tactical Trap Chart.

IN PERFECT SYNC

Starting at 17th Level, you have learned to play off of any other person's strengths and weaknesses, covering for one another forming the perfect team. By Spending a Brave Order, all allied creatures of your choice within 30 feet of you, for the next minute, gain an additional 1d10 to their Attack Rolls, Ability Checks and Saving throws.

MASTERMIND STRATEGIST

Some Intelligence Operatives are masterminds in their own right focusing on themselves as the key parts of their strategies. When they are prepared, they focus on singling out a single target and controlling all aspects of the conflict.

CORE STRATEGY

When you choose this Strategy at 3rd level, you decide that you, yourself are the most important part of all of your plans, and you focus on one target at a time to whittle down the opposition. By Spending 1 Brave Order the next Ninjutsu or Genjutsu you cast that cause the following Conditions grant you advantage on your first attack roll or Disadvantage on the targets first saving throw.

- Blinded
- Charmed
- Dazed
- Deafened
- Fear
- Paralyzed
- Poisoned
- Restrained
- Stunned



WEAKNESS ABUSE

Also, at 3rd level, you are able to further capitalize on the weakness an enemy shows. As a Standard Action, after using **Exploit Weakness**, by spending 1 Brave Order all Jutsu that hits a target of Exploit Weakness Adds your Intelligence Modifier to the damage roll.

At 9th level your fixation on abusing one's weakness grows. When you would cast a Jutsu that causes one of the following conditions, the condition gains additional effects.

- **Bleeding:** The target takes twice the necrotic damage they would take and The DC to end the bleeding is increase to 20.
- **Burned:** The target takes twice the fire damage they would take and this fire cannot be extinguished by anything less than being fully submerged in water.
- **Envenomed:** The target takes twice the poison damage they would take; the envenomed condition lasts until they can remove the poisoned condition and there isn't a maximum rank of Envenomed any longer.

CENTER OF ATTENTION

Starting at 6th Level, you learn how to master the art of misdirection. As a reaction to an ally being targeted by an attack, you may spend a Brave Order to make all hostile creatures attacks targeting creatures other than you, be made at disadvantage until the start of your next turn.

CONTROL THE FLOW

Starting at 9th level, you learn how to manipulate an enemy's reactions preventing them from interrupting your master plan. Whenever you hit a creature with a Jutsu. You can as a bonus action force the creature to make a Wisdom save vs the attacks Save DC (Taijutsu, Ninjutsu, Genjutsu) On a failure, they cannot make any reactions until the end of their next turn.

WAR CRY

Starting at 13th Level, you become far more embroiled into the conflicts you are a part of. When taking the Attack action, or casting a Jutsu that requires an attack roll, you may spend a Brave Order granting you Temporary Hit Points equal to your Proficiency Bonus + Your Intelligence Modifier. These Temporary Hit points last until for 1 minute, until they are used or you take a short or long rest.

SELF-DECLARATION

Starting at 17th Level you have arisen to become legendary in planning for the defeat of your enemies. So much so that when you declare a victory others rarely see you suffer any wounds. When you activate a plan by spending a Brave Order, you may spend an additional Brave Order. When you do, the first time you would take damage you instead gain Immunity to the triggering Damage type for a number of rounds equal to your Intelligence Modifier.

CALCULATED STRATEGIST

Some Intelligence Operatives are much more calculated than others. Their Plans are made both before and during combat. But requires much more information than others to make much more fool proof plans making use of Ninja Info cards to figure out the full capabilities of an enemy before they take direct action.

CONFLICT BOOK

Starting at 3rd Level, you have created your own version of the Bingo Book. Within the pages of this book, you have created specialized Ninja info cards, etching details you surmise from those you analyze. As a Standard action Select 1 creature you can see within 60 feet and make a Wisdom (Insight) or Intelligence (Investigation) ability check against that creature's Passive Deception (10 + Charisma (Deception) skill bonus). On a success you learn one of the following stats as it is etched on a new page on a new Ninja info card. Starting at 9th Level, you may learn up to two stats and three stats at 17th.

- AC
- Hit Points
- Chakra Nature
- Attack Bonus
- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Initiative

CALCULATED INSIGHT

Also, at 3rd level, your calculated assessments allow you to see through a creature's option's. As a bonus action, Make an Intelligence (Investigation) check contested by a creatures Charisma (Deception) check, that you can see within 60 feet. On a Success, you can see through their Tactics, granting you one of the following effects:

- **Determine Attack:** You can cause them to have disadvantage on their next attack against a creature that can see or hear you.
- **Predict Movement:** You deduce where they are planning to move on their next turn. In response they chose to change their plans, reducing their Movement speed by half as they scrambled to adapt.
- **Outwit Response:** You find an opening in their defenses negating their ability to use reactions until the end of their next turn.
- **Expose Weakness (Melee):** The target does not add Dexterity to the AC Calculation against Melee Attacks, until the start of their next turn.
- **Expose Weakness (Ranged):** The target does not add Dexterity to the AC Calculation against Ranged Attacks, until the start of their next turn

CALCULATED FEINT

Starting at 6th Level, you are able to issue commands to your allies that they understand without clear verbal communication, only needing either a grunt or yell. As a standard action, you give your allies a command they can choose to follow or not. Those that do spend their reaction to move up to half their movement and make one, Non Jutsu, melee attack on a creature of your choice. At 13th Level, they are able to move their full movement and use a single Jutsu of C-Rank or Lower. You are able to use this feature a number of times equal to your intelligence modifier (Min 1) per long rest.

ACCORDING TO PLAN

Also, at 9th Level, you are able to enable an ally to push the plan you've put together to success. As a bonus action, you are able to spend one Brave Order to give one ally, who can see & hear you, within 60 feet an additional action on their turn, which they can use to take the Attack, cast a Jutsu, Dodge, Dash, Disengage, Help or Hide Actions.

4-D CHESS

Also, at 17th Level, you are already looking 20 moves ahead while planning for the next battle two weeks from now. As an Action, by expending one Brave Order you gain, one of the following effects:

- **Shift the Field:** Up to 5 allied creatures that can see or hear you can move up to half their movement speed without provoking attacks of opportunities.
- **Bloody Victory:** When you or an ally would reduce a hostile creature to 0 hit points before the end of your next turn, you and the allied creature gains Temporary Hit Points equal to the dead creatures Level.
- **No One Left Behind:** Allies within 90 feet of you, who would make a Death saving throw on their turn, or who have already died within the last minute, are instead immediately stabilized at 1 Hit Point. Creatures who gain this features benefits cannot benefit from it again for 24 Hours.
- **Absolution:** All allied creatures within 60 feet of you gain the benefits of the *Bless* genjutsu as if you had cast it at A-Rank. Creatures who benefit from this feature retain the effects until the end of your next turn.

PLANS

PAWNS PLAN

Hostile Creatures within 90 feet of you have their movement speed reduced by 10 feet, for a number of rounds equal to your proficiency bonus. By spending a Brave Order to enhance this plan, they instead have their speed reduced by half, until the end of your next turn.

BISHOPS PLAN

All hostile creatures within 60 feet of you have a -2 penalty when attacking a creature, you are allied with. This lasts for a number of rounds equal to your Intelligence Modifier. By spending a Brave order to enhance this plan, they instead gain disadvantage until the end of their turns.

KNIGHTS PLAN

All hostile creatures within 30 feet of you have a -2 penalty when making saving throws, to resist the effect of a creature you are allied with jutsu or feature. This lasts for a number of rounds equal to your Intelligence modifier. By spending a Brave Order to enhance this plan, they instead gain disadvantage until the end of their turns.

ROOKS PLAN

All hostile creatures within 60 feet of you have a -2 penalty to damage rolls against a creature you are allied with. This lasts for a number of rounds equal to your Proficiency bonus. By spending a Brave Order to enhance this plan, they instead roll their damage dice twice, taking the lower result, until the end of their turn.

QUEEN PLAN

Select one allied creature that can both see and hear you within 60 feet. The selected creature adds your Intelligence modifier to their attack and damage rolls, for a number of rounds equal to your proficiency bonus. By spending a Brave Order to enhance this plan, the also add your Intelligence modifier to their Ability checks and saving throws until the end of their next turn.

CAUTION TO THE WIND

Allies within 30 feet of you have their AC reduced by 2, but increase their next, single damage roll by +5. This lasts for a number of rounds equal to your Intelligence Modifier. If a Brave Order is used to enhance this plan, allies instead have their AC reduced by 5, but the damage is increased by +10 until the end of their next turns.

SUPPORTIVE CONFLICTS

Hostile creatures within 60 feet of you, that attack a creature you are allied with, provokes attacks of opportunity from creatures you are allied with up to 30 feet away. This lasts for a number of rounds equal to your proficiency bonus. If a Brave order is used to enhance this plan, when an ally would make an attack of opportunity, they make one additional attack until the end of their next turns.

DETRIMENTAL RETREAT

Hostile creatures within 90 feet of you cannot take the disengage action while they are within 5 feet of a creature you are allied with. This lasts a number of rounds equal to your Proficiency bonus. If a Brave order is used to enhance this plan, if a hostile creature is hit by an attack of opportunity, their movement speed is reduced to 0 until the beginning of their next turn. This brave order enhancement lasts until the start of your next turn.

CRIPPLING ENVIRONMENT

Hostile creatures within 60 feet of you who are suffering from one or more ranks of exhaustion gain the weakened condition as well. This lasts a number of rounds equal to your Intelligence Modifier. If a Brave order is used to enhance this plan, they also gain the slowed condition in addition to the weakened condition. This lasts until the end of your next turn.

CONDITIONAL AWARENESS

Hostile creatures within 60 feet of you cannot gain the benefits of being hidden. This lasts for a number of rounds equal to your proficiency bonus. If a Brave order is used to enhance this plan, they also do not gain the benefits of cover. This lasts for the remaining time this plan is active.

BREAKING BAD

Hostile creatures within 30 feet of you, cannot make attacks at advantage. This lasts for a number of rounds equal to your Intelligence Modifier. If a Brave order is used to enhance this plan, allies within 30 feet of you also, cannot gain disadvantage. This lasts for the remaining time this plan is active.

RANGED OPPRESSION

Allied creatures within 90 feet of you, that are targeted by Ranged attacks are treated as if they have three-quarters cover so while within 10 feet of each other. This lasts for a number of rounds equal to your Intelligence Modifier. If a Brave order is used to enhance this plan, ranged attack rolls gain disadvantage. This lasts for the remaining time this plan is active.

EASY ESCAPE

Allied creatures within 90 feet of you, increase their movement speed by 20 feet when they are moving away from hostile creatures. Hostile creatures within 90 feet of you have disadvantage on attacks of opportunities against you and allied creatures. If a Brave order is used

to enhance this plan, you and allied creatures can use the Dash action as a bonus action and a reaction. This lasts for a number of rounds equal to your Intelligence modifier.

CONTROLLED AGGRESSION

Allied creatures within 60 feet of you treat the first critical hit they take as a normal hit. This lasts a number of rounds, for each ally equal to your proficiency bonus or until they would take a critical hit. If a Brave order is used to enhance this plan you can make the next attack a single allied creature makes within 60 feet of you a critical hit if they hit. This lasts until you trigger the critical hit.

KICK THEM WHILE THEY'RE DOWN

All hostile creatures within 90 feet of you must spend their full movement to stand up from being prone. All allied creatures within 90 feet of you that would deal damage to a prone creature deals additional damage equal to your Intelligence Modifier. This lasts for a number of rounds equal to your proficiency bonus. If a Brave order is used to enhance this plan, all allies instead add twice your Intelligence modifier to damage. This lasts until the end of their turns.

BATTLE OF ATTRITION

All allied creatures within 30 feet of you gain Temporary hit points equal to your Intelligence modifier at the end of each of their turns. This lasts for a number of rounds equal to your proficiency bonus. If a Brave order is used to enhance this plan allied creatures instead gain Temporary Hit points equal to Your proficiency bonus + Your intelligence Modifier. If a Brave order is used to enhance this plan, it immediately ends. You do not lose Temporary Hit points gained by this Plan by ending this plans effects. They are lost after 1 minute has passed, or you take damage that exceeds the temporary hit points remaining, or until you take a short or long rest.

MOBILITY ADVANTAGE

All allied creatures within 60 feet of you ignore difficult terrain and increase their movement speed by 10 feet. This lasts a number of rounds equal to your proficiency bonus. If a Brave order is used to enhance this plan allies cannot have their speed reduced below half. This lasts until the end of your next turn.

FLOW OF BATTLE

You may select one allied creature, who can both see and hear you. You may move them up or down in the initiative order. This plan immediately ends unless enhanced. Allied creatures who have their place in the initiative order moved are not moved back at the end of this plan's duration. If a Brave order is used to enhance this plan you instead select 1 hostile creature and move them up or down in the initiative order. This plan then immediately ends.

CONDITIONAL CONFLICTS

All hostile creatures within 60 feet of you that use an Attack or Cast a jutsu action has their AC reduced by 2 until the start of their next turn. This reduction can stack. This lasts a number of rounds equal to your Intelligence Modifier. If a Brave order is used to enhance this plan the triggering creature instead reduces their AC by 5.

WAR OF INFORMATION

If an enemy is marked by *Exploit Weakness* at the start of your turn, all attacks against that creature made by your allies while you are within 30 of them and the target, are made with an additional 1d8 added to their attack rolls. This lasts for a number of rounds equal to your proficiency bonus. If a Brave Order is used to enhance this plan, your allies also add 1d8 to their damage roll.

TACTICAL TRAPS

SNARING TRAP

After setting this Trap it sits unmoving in a singular spot. This trap triggers when a small, medium or large creature moves within 5 Feet of it. The creature must succeed a dexterity saving throw or be immediately bound by metal wires. The creature is restrained for up to one minute.

A Restrained Creature can make Dexterity (Sleight of Hand) or Strength (Athletics) checks as an action of each of its turns to end the effect on itself. Another creature who can touch the creature can make an Intelligence Ability check against the Trap DC. On a Success the effect ends

If this Trap is Upgraded, all creatures in the radius of the trap must succeed the Dexterity saving throw or be all restrained together, giving them disadvantage on future Ability checks to escape.

POISONOUS TRAP

After Laying this Trap it sits unmoving in a singular spot. This Trap Triggers when a Small Medium or Large Creature moves onto the ground or the floor within 5 Feet. The Creature must succeed a dexterity saving throw or be immediately poisoned by the poisonous Darts that fire upward. A Poisoned creature remains poisoned for 1 minute after failing the Dexterity save. After which this poison effect ends.

If this Trap is Upgraded, a Poisoned creature also gains 3 applications of Envenomed. The envenomed condition lasts for 1 minute.

CHAKRA SEALING TRAP

After Laying this Trap it sits unmoving in a singular spot. This Trap Triggers when a Small Medium or Large Creature moves onto the ground or the floor within 5 Feet. The Creature must succeed a Constitution saving throw, having their chakra heavily restricted on a failed save.

A Chakra Sealed creature cannot use more than half of its total chakra point total until the seal is removed. As an action on the affected creatures turn, they can make a Strength (Athletics) check against your save DC to remove the chakra sealing trap from themselves, after which the chakra sealing effect ends.

If this Trap is Upgraded, The Chakra seal prevents all chakra usage until removed.

SMOKE TRAP

After Laying this Trap it sits unmoving in a singular spot. This Trap Triggers when a Small Medium or Large Creature moves onto the ground or the floor within 5 Feet. When this trap is triggered, it releases a Thick cloud of Black soot. All Creatures in a 10 Foot Cube centering on the Trap are Blinded until they exit the cube.

If this Trap is upgraded, The Smoke is mixed with Gunpowder, rendering it ignitable. All creatures in a 5-foot radius of the smoke when it is ignited must succeed a Dexterity saving throw, taking 6d6 Fire damage on a failed save and half as much on a successful one. This smoke can be ignited by either Fire or Lightning damage.

KUNAI TRAP

After Laying this Trap it sits unmoving in a singular spot. This Trap Triggers when a Small Medium or Large Creature moves onto the ground or the floor within 5 Feet. When this trap is triggered, All Creatures in a 10 Foot Radius must succeed a Dexterity saving throw, taking 7d4 Piercing damage on a failed save and half as much on a successful one.

If this Trap is upgraded, Double the damage dice.

EXPLOSIVE TRAP

After Laying this Trap it sits unmoving in a singular spot. This Trap Triggers when a Small Medium or Large Creature moves onto the ground or the floor within 5 Feet. When this trap is triggered, All Creatures in a 15 Foot Radius must succeed a Dexterity saving throw, taking 6d6 fire damage on a failed save and half as much on a successful one.

If this Trap is upgraded, Double the radius of the trap.

SLEEPING GAS TRAP

After Laying this Trap it sits unmoving in a singular spot. This Trap Triggers when a Small Medium or Large Creature moves onto the ground or the floor within 5 Feet. When this trap is triggered, the triggering creature must succeed a Constitution saving throw being knocked unconscious on a failed save for 10 minutes.

If this Trap is upgraded, all creatures within 5 feet must make the saving throw.

NEUTRALIZING TRAP

After Laying this Trap it sits unmoving in a singular spot. This Trap Triggers when a Small Medium or Large Creature moves onto the ground or the floor within 5 Feet. When this trap is triggered, the triggering creature must succeed a Constitution saving throw, being Stunned until the end of their next turn on a failed save and Dazed until the end of their next turn on a Successful one.

If this Trap is upgraded, all creatures in a 15-foot cube must make the saving throw.



MEDICAL-NIN

Level	Proficiency Bonus	Features	Jutsu Known	Highest Rank Jutsu Known
1st	+3	Medical ninjutsu, Rejuvenating Rest	6	D-Rank
2nd	+3	Channeled Healing, Tenets of Medicine	7	D-Rank
3rd	+3	Chakra Scalpel	8	D-Rank
4th	+4	Ability Score Improvement/Feat	9	D-Rank
5th	+4	Tenets of Medicine (2)	10	C-Rank
6th	+4	Preserve/Take Life	11	C-Rank
7th	+5	Chakra Scalpel (2)	12	C-Rank
8th	+5	Ability Score Improvement/Feat	13	C-Rank
9th	+5	Tenets of Medicine (3)	14	B-Rank
10th	+6	Gifted Healer	15	B-Rank
11th	+6	Chakra Scalpel (3)	16	B-Rank
12th	+6	Ability Score Improvement/Feat	17	B-Rank
13th	+7	Tenets of Medicine (4)	18	A-Rank
14th	+7	Gifted Healer (2)	19	A-Rank
15th	+7	Chakra Scalpel (4)	20	A-Rank
16th	+8	Ability Score Improvement/Feat	21	A-Rank
17th	+8	Tenets of Medicine (5)	22	S-Rank
18th	+8	Chakra Scalpel (5)	23	S-Rank
19th	+9	Ability Score Improvement/Feat	24	S-Rank
20th	+9	Supreme Healer	25	S-Rank

MEDICAL-NIN

A clanless girl with pink hair grips the heart of one of her allies while it's still in his chest, and begins to massage it to keep the blood artificially flowing in his body. Keeping him alive long enough to remove him from the battle field.

A Sarutobi clashes blades with her longtime rival. The battle intensifies as the rival is getting the upper hand, leaving Sarutobi more wounded than she thought normal. As the rival proclaims his victory, the Sarutobi begins to giggle to herself as her wounds have closed, and her rival's skin has turned purple from the poison she's infected him with.

These shinobi, different as they might be, are connected by one common factor, they are prodigies in the field of Medical ninjutsu. While others are able to use the techniques to some degree, they are the masters of the art, able to take the teachings they have and accelerate it to new heights and unmatched levels.

CHARACTER INSPIRATIONS

When designing this class, it was built with the intent to allow players to both heal their allies but also protect them in the front lines. This class features a fine line between both support and combat in its 3 subclasses. The intent was to capture the varied techniques shown by the few medical ninja in the series, such as: Sakura Haruno, Tsunade, Kabuto Yakushi, Orochimaru & Shizune

CREATING A MEDICAL-NIN

When creating a Medical-Nin consider a few things about how the character approaches situations. Are they proactive or Reactive? How do they prioritize their allies in dangerous situations? Do they actively take charge or do they only take orders in high pressure situations?

What made the character so bound to assisting their party vs taking a primarily combat role? Did they train under another very skilled Doctor and took in their drive to save lives? Or did they lose someone right in front of them unable to help & vowed to never let that happen again?

QUICK BUILD

You can make a Medical-Nin quickly by following these suggestions. First, put your highest ability score in Intelligence, followed by Constitution or Dexterity. Second, choose the Uzumaki, Nara or Non-Clan, Clans.



CLASS FEATURES

As a Medical-Nin, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per Medical-Nin level

Hit Points at 1st Level: 8 + your constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Medical-Nin level after 1st.

CHAKRA POINTS

Chakra Dice: 1d10 per Medical-Nin level

Chakra Points at 1st Level: 10 + your constitution modifier

Chakra Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Medical-Nin level after 1st.

PROFICIENCIES

Armor: Light armor, Medium armor

Weapons: All Simple Weapons

Ninja Tools: Medicine Kit, Poison Kit

Saving Throws: Wisdom, Charisma

Skills: Medicine, Chakra Control, Choose two from History, Insight, Perception, Illusions, Ninshou

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) Padded Armor or (b) Combat Jacket
- One Simple Weapon
- (a) One Kunai Stack or (b) One Senbon Stack
- 1 Flash tags
- Medicine Kit

JUTSU CASTING

NINJUTSU

Ninjutsu save DC = 8 + your proficiency bonus + your Intelligence modifier

Ninjutsu attack modifier = your proficiency bonus + your Intelligence modifier

GENJUTSU

Genjutsu save DC = 8 + your proficiency bonus + your Wisdom modifier

Genjutsu attack modifier = your proficiency bonus + your Wisdom modifier

TAIJUTSU

Taijutsu save DC = 8 + your proficiency bonus + your Strength modifier

Taijutsu attack modifier = your proficiency bonus + your Strength modifier

MEDICAL NINJUTSU

Beginning at 1st level, as a Medical Ninja you gain the ability to learn Jutsu with the "Medical" Keyword.

Ninjutsu you cast with the "Medical" Keyword, may use Wisdom instead of Intelligence for the Attack and Damage rolls, as well as Save DC calculation.

When using any Jutsu with the "Medical" Keyword that recovers hit points, add your Wisdom Modifier to the Hit Points Regained.

REJUVENATING REST

Also, at Level 1 you use your medical skills to revitalize wounded allies during a short rest. When you or any friendly creatures who you can touch regain Hit points at the end of a short or long rest, they regain an extra 1d6 Hit points. This amount of extra healing increases to 1d8 at 9th level, 1d10 at 14th, and 1d12 at 17th Level.

CHANNELED HEALING

Starting at 2nd Level you learn to Passively enhance your Medical Jutsu to greater Lengths. Whenever you use a Ninjutsu with the Medical Keyword of D-Rank or Higher to Restore hit points the creature regains additional Hit points equal to 1 + 1d10. You may use this feature up to 2 times before needing a Long rest to use again.

TENETS OF MEDICINE

Starting at 2nd Level, you begin to focus on a Specific Tenet of Medicine that will enhance your abilities to support your allies. These Tenets will provide you additional features at 2nd Level, and again at 5th, 9th, 13th and 17th Levels.

CHAKRA SCALPEL

Beginning at 3rd Level, you have learned to manifest a medical ninja's signature technique, the Chakra Scalpel.

As a bonus action you spend 5 chakra to coat your hands in highly condensed blades of chakra, designed to slice muscle and flesh with surgical efficiency for the next ten minutes. For the duration, unarmed attacks now deal 1d4 slashing damage, your attacks count as chakra enhanced, and you may use your Wisdom instead of Strength for attack and damage rolls of your unarmed attacks. When you would make a Wisdom (Medicine) check to stabilize a dying creature, diagnose an illness or poison, or perform surgery of any type, you gain advantage on the check.

Beginning at 7th level, when you would deal unarmed damage to a creature with temporary hit points while you have chakra scalpel active, you bypass the temporary hit points instead directly attacking their hit points.

Beginning at 11th level, your unarmed damage becomes 2d4, and when you deal unarmed damage with your chakra scalpel active, the target creature must succeed a Constitution saving throw vs your Ninjutsu save DC, or gain the bleeding condition on a failed save.

Starting at 15th level, jutsu you cast with the Medical keyword, that requires a Melee attack now deals additional damage equal to your unarmed damage, applying any additional effects this feature would normally apply.

Finally, at 18th level, your unarmed damage becomes 3d4 for the duration, and on a failed constitution saving throw the target also gains the Weakened condition for 1 minute. A Creature weakened in this way remakes the constitution saving throw at the end of each of their turns to end the condition.

For all of this Techniques splendor and prowess, the toll it takes on one's body is immense. You may only gain the benefits of this feature a number of times equal to half of your proficiency bonus (Rounded up) per long rest.

ABILITY SCORE IMPROVEMENT/FEAT

When you reach 4th and again at 8th, 12th, 16th, and 19th, level, you can increase one ability score by +1 & a Feat of your choice that they qualify for. As normal you can't increase an ability score above 20 using this feature.

PRESERVE/TAKE LIFE

Starting at 6th Level, as a Medical-Nin you have gained the experience needed to save lives, even those in mortal danger or take them, even the ones who are furthest from death's door.

PRESERVE LIFE

Once per long rest, you can use your bonus action to automatically stabilize a dying creature within 20 feet of you, granting them a number of hit points equal to your proficiency bonus. You may do this an additional time per long rest at 10th, 14th, and 18th levels

TAKE LIFE

Once per long rest, when you deal damage to a creature with a Jutsu with the medical keyword, you can make them vulnerable to the next attacks damage. You may do this an additional time per long rest at 10th, 14th, and 18th levels

GIFTED HEALER

Starting at 10th Level, your Healing Jutsu are more effective. Whenever you use a jutsu of D-Rank or higher to restore hit points to a creature. You may add an additional die to the roll to regain hit points. At 14th Level, you may reroll all 1's & 2's. (You must take the 2nd Roll). At 19th level when you perform a healing jutsu on a creature, other creatures who are within 5 feet of the target creature benefit from half of the regained hit points.

SUPREME HEALER

At 20th Level you have reached perfection in the healing arts. You may add an additional die to all Jutsu with the "Medical" keyword. (This is in addition to **Gifted Healer**).

TENETS OF MEDICINE

COMBAT MEDIC

Medical-Nin who become Combat Medics, pledge themselves to always be present on the battlefield as one of the front lines, helping their Allies wade through the chaos of the battlefield keeping themselves and their allies alive until the last man falls.

MARTIAL COMPETENCY

Beginning at 2nd Level, you learn how to fight with the best of them. You gain proficiency with melee martial weapons.

Also, when you would take the attack action to make a Melee weapon attack or cast a Jutsu with the **Medical** keyword that has a casting time of 1 action, you can make one additional melee weapon attack as a bonus action.

Finally, you may use your Wisdom in place of Dexterity when calculating Armor Class. (AC)

COMPETENT COMBATANT

Also 2nd Level, you learn to fight with bursts of Focus and in some cases desperation. Your unarmed damage becomes a d6. (This benefit is including the **Chakra scalpel** class feature as well). When you would deal damage with a melee weapon attack using Strength (This includes unarmed attacks), you may spend 5 chakra as a part of the same action made to perform the attack. When you do, you instead, double your Strength modifier when calculating damage dealt. You may do this a number of times equal to half your Medical-Nin Class level (rounded up) per long rest.

Beginning at 9th level when you would use this feature, you may instead triple your Strength modifier when calculating damage dealt.

FRONT LINE MEDIC

Starting at 5th level, you learn the techniques required to fight on the front lines next to your allies. You Learn jutsu as you gain levels in this class according to the Combat Medic Chart at the end of this class section. Each Jutsu Learned also grants you an additional feature pertaining to the jutsu learned. Learned Jutsu do not count against your Jutsu known as seen on your Medical Nin Class Chart.

Also, at 5th level, when you cast a Taijutsu, you may as a bonus action cast a Jutsu with the Medical Keyword of C-Rank or Lower with a casting time of 1 Action.

EXPERT COMBATANT

Starting at 9th level, select one taijutsu you know. The selected Taijutsu gains the **Medical** Keyword. You may select an additional Taijutsu at 13th level to gain the Medical Keyword this way. You may switch which jutsu this feature affects when you would take a long rest.

Also, when you would deal damage with a melee weapon attack or Taijutsu you cast that deals unarmed or weapon damage, you may use your **Take Life** feature as if you had casted a jutsu with the Medical keyword that deals damage. you may use the **Take life** feature a number of times equal to your Strength Modifier per short rest.

PASSIVE REGENERATION

At 13th Level, your constant focus on enhancing your technique to supplement your allies on the battlefield has led you to learn to passively increase your survivability in combat. As a Bonus action, you can spend 5 Chakra to heal 4d6+Wisdom Modifier Hit points. You can only use this feature a number of times equal to your Wisdom Modifier before you need a Long rest to use it again.



BLACK MEDICINE

Medical-Nin who follow the path of Black Medicine, focus on the disastrous aspect of how Poison and toxins can break down an enemy

TAINTED HANDS

At 2nd level, when you are using Jutsu or weapons that causes poison Damage, you may reroll all 1's and 2's. You must take the new roll, even if it is a 1 or 2.

TOUCH OF TERROR

Also, at 2nd Level, as a Reaction, when a creature you can see within 30 feet of you is making a constitution or Dexterity saving throw to resist an Effect that deals Poison damage, you can spend 10 Chakra, to give them disadvantage on their save.

POISONOUS TOUCH

Starting at 5th level, you learn the techniques required to Utilize poisons as your tool of combat. You Learn the following jutsu as you gain levels in the class according to the Black Medicine Chart at the end of this class section. Each Jutsu Learned also grants you an additional feature pertaining to the jutsu learned. Learned Jutsu do not count against your Jutsu known as seen on your Medical Nin Class Chart.

Also, at 5th level, when making an unarmed attack with Chakra Scalpel you instead deal poison damage. Creature's you hit with this attack must make a Constitution Saving throw vs your Ninjutsu save DC becoming Envenomed for 1 minute. With each consecutive Chakra Scalpel attack that hits, against the same creature, you increase the save DC by +1 and increase the envenomed rank by 1. The target creature makes another save at the end of each of their turns to end this effect.

TOXIC TONGUE

Starting, at 9th Level, your Poison damage ignores Resistance.

CHILD OF VENOM

Starting at 13th level, you have mastered the art of manipulating Poison, venom and toxins. You always know where poisonous plants are, and how to formulate poisons from them at half the cost.

VENOMOUS STING

Also, at 13th level, when dealing damage with an attack that deals poison damage, you may as a bonus action treat the damage dice rolled as the highest possible die roll. You can use this feature a number of times equal to your Intelligence or Wisdom Modifier (Whichever is higher).



ADEPT MEDIC

Medical-Nin who follow the path of the Adept Medic pledge their service to keeping everyone alive, by healing all of the injured ninja on the field. By far the most numerous of Medical Nin, but they are not to be underestimated on the battlefield.

BREATH OF LIFE

Starting at 2nd Level, you can use the **Channeled Healing** Feature a number of times equal to your proficiency bonus

Additionally, you learn how to Stabilize the dying, preventing them from passing on so you can administer aid to them later when the frenzy is over. As a Standard Action, you can touch a living creature that has 0 Hit points and has to make Death saving throws. The Creature immediately becomes Stable. This Feature has no effect on undead or Constructs.

TALENTED HEALER

Also, at 2nd Level, the healing jutsu you cast on others heal you as well. When you cast a jutsu of D-Rank or higher that restores hit points to a creature other than you, you regain hit points equal to 4 + the Jutsu's Rank. (*D-Rank = 1, C-Rank = 2, B-Rank = 3, A-Rank = 4, S-Rank = 5*).

Beginning at 9th level, when you would restore a creature's hit points, they gain temporary hit points equal to half the hit points they've regained.

HEALING TOUCH

Starting at 5th level, you learn the techniques required to keep your allies Alive at all costs. You Learn the following jutsu as you gain levels in the class according to the Adept Medic Chart at the end of this class section. Each Jutsu Learned also grants you an additional feature pertaining to the jutsu learned. Learned Jutsu do not count against your Jutsu known as seen on your Medical Nin Class Chart.

Also, at 5th level, when you would cast a Jutsu with the Medical Keyword, Reduce the cost of the jutsu cast by the rank of the jutsu. (*D-Rank = 1, C-Rank = 2, B-Rank = 3, A-Rank = 4, S-Rank = 5*).

OVER HEAL

At 13th Level, when you restore Hit points to a creature and they reach full Hit points and there are still left-over Points of restoration, the creature gains Temporary Hit Point equal to the left-over Hit points that would be restored. Temporary hit points gained this way are in addition to any temporary hit points they currently have.



COMBAT MEDIC CHART

Level	Jutsu Learned	Jutsu Feature
5th	Fist Slam	This Jutsu gains the Medical keyword. You no longer need to target a prone creature with this jutsu. Increase the cost of this jutsu by 3 in order to gain these effects.
9th	Strength of 100 Technique	You add your Strength Modifier to Unarmed Attacks made for the duration of this jutsu. At the end of this jutsu's duration, you do not gain disadvantage on Strength or Constitution Saves or checks and you retain your movement speed.
13th	World Breaker	This Jutsu gains the Medical keyword.
17th	Creation Rebirth: Strength of 1000	At the end of this jutsu's duration, reduce the amount you age by half when you end this jutsu, and you can use this jutsu again without any downtime.

BLACK MEDICINE CHART

Level	Jutsu Learned	Jutsu Feature
5th	Chakra Needles	This jutsu now deals Poison damage. A creature who fails their saving throw, also becomes poisoned for 1 minute.
9th	Life Transference	You can now make a melee ninjutsu attack, target a creature with this jutsu, instead dealing 4d8 necrotic damage to them and regaining hit points equal to twice the damage they take.
13th	Crown of Stars	If you hit with this jutsu, you instead reduce a targets Strength by 1d4 for the duration. This is counted as poison damage for the purpose of resistance and immunities.
17th	Wind Release: Drilling Wind Bullet	This jutsu loses its Wind Release and Clash Keywords, and instead gains the Medical Keyword. This jutsu instead deals Poison damage.

ADEPT MEDIC CHART

Level	Jutsu Learned	Jutsu Feature
5th	Aid	When you use this, the target creatures maximum hit points instead increase by 15 for the duration.
9th	Revival	You gain a Bonus to your Ninshou Ability Check equal to half your Wisdom Modifier.
13th	Healing Wave	Add twice your proficiency bonus to the hit points Healed to each creature.
17th	Water Release: Grudge Rain	This jutsu loses its Water Release keywords, and instead gains the Medical keyword. This jutsu instead restores 10 hit points at the beginning of all but 5 creatures of your choices turns, instead of doubling the chakra cost.



NINJUTSU SPECIALIST

Level	Proficiency		Refined Ninjutsu	Efficient Moldings	Jutsu Known	Highest Rank Jutsu Known
	Bonus	Features				
1st	+3	Chakra Recovery, Refined Ninjutsu	1	-	6	D-Rank
2nd	+3	Ninjutsu Tradition, Potent Ninjutsu	1	-	7	D-Rank
3rd	+3	Efficient Molding	1	2	8	D-Rank
4th	+4	Ability Score Improvement/Feat	1	2	9	D-Rank
5th	+4	Jutsu Breaker	2	3	10	C-Rank
6th	+4	Ninjutsu Tradition (2), Chakra Recovery (2)	2	3	11	C-Rank
7th	+5	Potent Ninjutsu (2)	2	3	12	C-Rank
8th	+5	Ability Score Improvement/Feat	2	3	13	C-Rank
9th	+5	Refined Ninjutsu (2)	3	4	14	B-Rank
10th	+6	Ninjutsu Tradition (3)	3	4	15	B-Rank
11th	+6	Chakra Recovery	3	4	16	B-Rank
12th	+6	Ability Score Improvement/Feat	3	4	17	B-Rank
13th	+7	Potent Ninjutsu (3)	4	5	18	A-Rank
14th	+7	Ninjutsu Tradition (4)	4	5	19	A-Rank
15th	+7	Chakra Recovery (3)	4	5	20	A-Rank
16th	+8	Ability Score Improvement/Feat	4	5	21	A-Rank
17th	+8	Refined Ninjutsu (3)	5	5	22	S-Rank
18th	+8	Potent Ninjutsu (5)	5	6	23	S-Rank
19th	+9	Ability Score Improvement/Feat	5	6	24	S-Rank
20th	+9	Ninjutsu Master	5	6	25	S-Rank



NINJUTSU SPECIALIST

A clanless boy quickly weaves handseals and places his hands onto a large chakra seal, igniting the seals as the door begins to open. The boy walks through the open doors and after weaving a few seals with one hand he conjures orbs of fire creating light for him to see.

An Uzumaki in the heat of battle creates a single hand seal and conjures 10 Shadow Clones as they all surround a single enemy. The Clones and the Uzumaki all weave handseals and each create a super dense blade of wind chakra that all converge on their target leaving him no room to dodge or evade.

These shinobi, different as they might be, are connected by one common factor, they are masters in the field of Ninjutsu. While others are able to use the techniques, they learn with some level of mastery, the Ninjutsu Specialists are able to draw out the true essence of the Ninjutsu arts. They are able to take the concepts of the Ninjutsu they have and accelerate it to new heights and unmatched levels.

CHARACTER INSPIRATIONS

When designing this class, it was built with the intent to allow players to utilize ninjutsu in a variety of ways and allows for a mastery of the techniques they have that surpass others. Players would be able to have a larger variety of ninjutsu at their disposal and in some cases

have access to different forms of ninjutsu before others such as Elemental ninjutsu. Players should be able to exemplify characters who embody this style of rapid fire ninjutsu such as: Kakashi Hatake, Sasuke Uchiha, Orochimaru, Hiruzen Sarutobi (3rd Hokage), Hashirama Senju, Tobirama Senju, Jiraiya and Madara Uchiha.

CREATING A NINJUTSU SPECIALIST

When creating a Ninjutsu-Specialist consider a few things about the character on a personal level? Think of Ninjutsu as a tool? Do they use ninjutsu as a ring of keys, a way through every door or a sledge hammer, a way to pass through any obstacle? What made the character so bound to learning so many powerful ninjutsu and what drives them to learn more? Did they train under another very skilled Shinobi? Or did they become enamored by the people around them and want to emulate their skills and techniques?

QUICK BUILD

You can make a Ninjutsu Specialist quickly by following these suggestions. First, put your highest ability score in Intelligence, followed by Constitution or Dexterity. Second, choose the Sarutobi, Uchiha, Uzumaki or Non-Clan, Clans.

CLASS FEATURES

As a Ninjutsu Specialist, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per Ninjutsu Specialist level

Hit Points at 1st Level: 6 + your constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Ninjutsu Specialist level after 1st.

CHAKRA POINTS

Chakra Dice: 1d12 per Ninjutsu Specialist level

Chakra Points at 1st Level: 12 + your constitution modifier

Chakra Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per Ninjutsu Specialist level after 1st.

PROFICIENCIES

Armor: Light armor

Weapons: All Simple Weapons

Ninja Tools: -

Saving Throws: Wisdom, Intelligence

Skills: Ninshou, Choose four from Insight, Investigation, History, Stealth, Perception, Chakra Control

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- Padded Armor.
- 1 Simple Weapon
- (a) One Kunai stack or (b) One Shuriken stack
- Ninjutsu Scroll (D-Rank)

JUTSU CASTING

NINJUTSU

Ninjutsu save DC = 8 + your proficiency bonus + your Intelligence modifier.

Ninjutsu attack modifier = your proficiency bonus + your Intelligence modifier.

GENJUTSU

Genjutsu save DC = 8 + your proficiency bonus + your Wisdom modifier

Genjutsu attack modifier = your proficiency bonus + your Wisdom modifier

TAIJUTSU

Taijutsu save DC = 8 + your proficiency bonus + your Strength modifier

Taijutsu attack modifier = your proficiency bonus + your Strength modifier

CHAKRA RECOVERY

Starting at 1st level, you have learned to retain some spent chakra from Casting Ninjutsu. Twice per short rest, you may half the cost of any 1 Ninjutsu cast. You gain an additional use of this feature at 6th, 11th & 15th levels.

REFINED NINJUTSU

Also, at 1st level, you can select an amount of Ninjutsu that you know equal to the number shown for Refined Jutsu in the class table above, increasing the Save DC or the amount of either damage or healing done by the chosen jutsu by 1 die. This feature happens once per casting of the Refined Jutsu. You choose which benefit you gain each time you cast the jutsu, but before the jutsu would affect a creature. You can change your Refined Ninjutsu when you would gain a level in this class. At 9th level, you increase the Save DC or die by 2 instead of 1, and at 17th level, you increase Save DC or die by 3 instead of 2.

NINJUTSU TRADITION

Starting at 2nd level, you begin to Specialize in a Tradition that enhances the style of ninjutsu that you focus on. The Tradition that you choose grants you features at 2nd, 6th, 10th & 14th Levels.

POTENT NINJUTSU

Starting at 2nd level, whenever you would deal damage with a D-Rank or lower Ninjutsu, you can instead as a bonus action, deal maximum damage. You can do this once per long rest. You gain an additional use of this feature at 13th level.

Beginning at 7th level, you can instead use this feature on a C-Rank or lower Ninjutsu. B-Rank or Lower at 13th and A-Rank at 18th level.

EFFICIENT MOLDING

Starting at 3rd Level, you learn how to bend your chakra to suit your needs while casting Ninjutsu. You gain two of the following Efficient Molding options of your choice. You gain another one at 5th, 9th, 13th and 18th Levels. You can only use one Efficient Molding option on a Ninjutsu when you cast it, unless otherwise noted.

ABILITY SCORE IMPROVEMENT/FEAT

When you reach 4th and again at 8th, 12th, 16th, and 19th, level, you can increase one ability score by +1 & a Feat of your choice that they qualify for. As normal you can't increase an ability score above 20 using this feature.

JUTSU BREAKER

Beginning at 5th Level, you learn how to overwhelm your opponent's jutsu with pure force. When you would see a creature within 90 feet of you cast a Ninjutsu that would deal damage of any type, you may as a reaction cast a Ninjutsu you know with a casting time of 1 action.

When you do, if the jutsu you cast doesn't have the clash keyword it gains the clash keyword. You automatically initiate a clash with the triggering creatures jutsu even if their jutsu doesn't have the clash keyword.

You may use this feature twice per long rest. You gain an additional use of this feature at 15th level.

NINJUTSU MASTER

Starting at 20th Level, Select one Ninjutsu of C-Rank or Lower. You always deal Maximum damage with the Chosen Jutsu.

NINJUTSU FOCUS

STONE CRUSHER

The Ninjutsu Specialist who chooses to become a Stone Crusher, becomes an unwavering force of power, earth-shattering destruction and mountain like toughness when using Earth Release Ninjutsu.

EARTH'S RELEASE

When you choose this Tradition at 2nd Level, you gain the ability to Learn Ninjutsu with the **Earth Release** Keyword. If you can already do this you learn an additional Earth Release Ninjutsu that you qualify for. When you cast an **Earth Release** ninjutsu, you have a +2 Bonus to Damage rolls or +5 bonus to Structure and Construct Hit points

STONE ADEPT

Also, at 2nd Level, you gain advantage on Intelligence (Ninshou) Checks in regards to **Earth Release** jutsu. Additionally, you can learn and Create Ninjutsu with the Earth Release Keyword in half the required time.

MOUNTAIN'S AEGIS

Starting at 6th Level, you learn to reinforce you or your ally's fortitude with residual **Earth Release** Chakra. As a bonus action when you cast a Ninjutsu with the **Earth Release** Keyword, you may select either yourself or one allied creature within 60 feet of you granting them an aegis. The aegis is a thin layer of brown Earth Release chakra that protects the target. Any damage the target takes is reduced by Half your Ninjutsu Specialist Level rounded down. This Effect lasts for 1 minute, until you use it again, until the end of the round the target took damage or until you are incapacitated.

While a creature is benefiting from this Feature, they cannot gain Exhaustion as a result of losing a Clash.

STONES RAGE

Starting at 10th Level, Ninjutsu you cast with the Earth Release Keyword that are currently benefiting from your **Refined Ninjutsu** class feature gain additional benefits.

- As a part of the same action used to cast the selected Earth Release Ninjutsu, you may spend 5 chakra to gain Temporary Hit points equal to the chakra spent on the jutsu that lasts until the beginning of your next turn.
- You may spend an additional 5 chakra to deal additional damage equal to your Proficiency bonus.
- When you initiate a clash with a Jutsu with the **Lightning Release** Keyword, the user of the Lightning Release Keyword does not roll advantage.

EARTH RELEASE MASTER

Starting at 14th Level, when you use **Mountain Aegis** class feature to protect an ally, you can choose up to three creatures (Including yourself) to gain its benefits.

Additionally, when you would cast an Earth Release Jutsu that is currently benefiting from your **Refined Ninjutsu** class feature, you may double the cost of the Jutsu cast to both double to range and Ignore Resistance or Immunity of any damage dealt by the chosen Jutsu.

Finally, Ninjutsu you cast with the Earth Release Keyword that generates a Structure, construct, or Creature with hit points of any type or Reduces damage of any type, they instead gain double the listed or Rolled Hit points or reduce damage by twice the listed amount. You may use this feature twice per long rest.

LIGHTNING BREAKER

The Ninjutsu Specialist who chooses to become a Lightning Breaker, becomes an unmatched force of unstoppable power similar to that of a Lightning bolt when using Lightning Release Ninjutsu.

LIGHTNING RELEASE

When you choose this Tradition at 2nd Level, you gain the ability to Learn Ninjutsu with the **Lightning Release** Keyword. If you can already do this you learn an additional Lightning Release Ninjutsu that you qualify for. When you cast a **Lightning Release** ninjutsu, you have a +2 Bonus to Damage rolls or a +10 bonus to movement speed until the end of your current turn.

LIGHTNING ADEPT

Also, at 2nd Level, you gain advantage on Intelligence (Ninshou) Checks in regards to **Lightning Release** jutsu. Additionally, you can learn and Create Ninjutsu with the Lightning Release Keyword in half the required time.

LIGHTNING TAMER

Starting at 6th Level, you learn to bend Lightning to your will. As a Bonus action when using a Ninjutsu with the **Lightning Release** keyword, you may teleport up to 20ft to a space you can see within range.

Also, when you would cast a ninjutsu with the **Lightning Release** Keyword you may as a part of the action used to cast the jutsu, spend an additional 5 chakra to supercharge the Jutsu. When you do, the target creature becomes shocked. A shocked creature makes Constitution saving throws at the end of each of their turns to end the condition.

When you initiate a clash, using a Ninjutsu with the lightning release keyword, you may as a bonus action roll an additional 1d4+1, adding the result to your Clash Check.

WRATHFUL JOLTS

Starting at 10th Level, Ninjutsu you cast with the Lightning Release Keyword, that are currently benefiting from your **Refined Ninjutsu** class feature gain additional benefits.

- As a part of the same action used to cast the selected Ninjutsu, you may spend 5 Chakra to have the Jutsu score a critical hit on an attack roll of 18 through 20.
- You may spend an additional 5 chakra to deal additional damage equal to your proficiency bonus.
- When you initiate a clash with a Jutsu with the **Wind Release** Keyword, the user of the Wind Release Jutsu does not roll at advantage.

LIGHTNING RELEASE MASTER

Starting at 14th Level, when you use **Lightning Tamer** to teleport your teleportation range is increased to 60 feet.

Additionally, when you would cast a Lightning Release Jutsu that is currently benefiting from your **Refined Ninjutsu** class feature, targeting a shocked creature, you automatically score a critical hit with your chosen jutsu if it requires an attack roll. If your Jutsu requires a saving throw, they automatically fail. Their shocked condition automatically ends. You can only use this feature once per long rest.

Finally, Ninjutsu you cast with the Lightning Release Keyword that requires a Saving throw is made at disadvantage if the creature is currently shocked from a jutsu or feature you used or are currently concentrating on.

STORM TERROR

The Ninjutsu Specialist who chooses to become a Storm Terror becomes a ruthless natural disaster and unmatched collateral destruction when using Wind Release Ninjutsu.

WIND RELEASE

When you choose this Tradition at 2nd Level, you gain the ability to Learn Ninjutsu with the **Wind Release** Keyword. If you can already do this you learn an additional Wind Release Ninjutsu that you qualify for. When you cast a **Wind Release** ninjutsu, you have a +2 Bonus to Damage rolls or gain a fly speed, equal to your movement speed until the end of your current turn.

WIND ADEPT

Also, at 2nd Level, you gain advantage on Intelligence (Ninshou) Checks in regards to **Wind Release** jutsu. Additionally, you can learn and Create Ninjutsu with the Wind Release Keyword in half the required time.

BREEZE SPLITTER

Starting at 6th Level, you learn to unleash powerful gales of wind while conjuring your Jutsu. As a Bonus action when using a Ninjutsu with the **Wind Release** keyword, creatures of your choice, within 20ft of you and creatures who would be affected by the jutsu you cast must make a Strength saving throw vs your Ninjutsu save DC, being pushed back 20ft away from you. A creature who's movement is stopped by a structure, takes twice as much damage as if they fell an equivalent distance.

Also, when you deal Damage with a Ninjutsu with the **Wind Release** Keyword, you may as a bonus action Release a large burst of concussive wind upon contact. By Spending an additional 5 Chakra you can increase the rank of the jutsu used by up to 1 rank higher than you are currently allowed. At 17th level, you instead reduce the cost to upcast Ninjutsu with the Wind Release Keyword by 2.

UNSTOPPABLE GALE

Starting at 10th Level, Ninjutsu you cast with the Wind Release Keyword that are currently benefiting from your **Refined Ninjutsu** class feature gain additional benefits.

- As a part of the same action used to cast the selected Wind Release Ninjutsu, you may spend 5 chakra to increase your Jutsu's Save DC by half of your Proficiency bonus.
- You may spend an additional 5 chakra to deal additional damage equal to your Proficiency bonus.
- When you initiate a clash with a Jutsu with the **Fire Release** Keyword, the user of the Fire Release Jutsu does not roll at advantage.

WIND RELEASE MASTER

Starting at 14th Level, when you use **Breeze Splitter** to knock any creature back, you may deal additional damage to them as if they fell triple the distance.

Additionally, when you would cast a Wind Release Jutsu that is currently benefiting from your **Refined Ninjutsu** class feature, you can double the cost of your jutsu to deal twice as much damage to the target creature.

Finally, Ninjutsu you cast with the **Wind Release** Keyword that requires a Saving throw, deals double damage if the target creature fails its Saving throw by 5 or more. You may use this feature Twice per long rest.

TSUNAMI

The Ninjutsu Specialist who chooses to become a Tsunami embodies the force of such an event. Unphased by the power of the sea and all-encompassing just like an ocean when using Water Release Ninjutsu.

WATER RELEASE

When you choose this Tradition at 2nd Level, you gain the ability to Learn Ninjutsu with the **Water Release** Keyword. If you can already do this you learn an additional Water Release Ninjutsu that you qualify for. When you cast a **Water Release** ninjutsu, you have a +2 Bonus to Damage rolls or reduce a creature's movement by 10 feet.

WATER ADEPT

Also, at 2nd Level, you gain advantage on Intelligence (Ninshou) Checks in regards to **Water Release** jutsu. Additionally, you can learn and Create Ninjutsu with the Water Release Keyword in half the required time.

FRIGID DEEP

Starting at 6th Level, you learn to unleash powerful fonts of water able to shatter earth and douse the most powerful inferno, while conjuring your Jutsu. As a Bonus action when using a Ninjutsu with the **Water Release** keyword, creatures who take damage has its speed reduced by half until the end of your next turn. Additionally, if the creature takes Damage from another Jutsu with a Nature Release they take additional affects;

- **Earth Release:** The creature becomes slowed until the beginning of their next turn.
- **Wind Release:** The creature is knocked back 20 feet.
- **Fire Release:** The creature becomes weakened until the beginning of their next turn.
- **Lightning Release:** The creature takes additional lightning damage equal to twice your Ninjutsu ability modifier.

AQUA SOUL

Starting at 10th Level, Ninjutsu you cast with the Water Release Keyword that are currently benefiting from your **Refined Ninjutsu** class feature gain additional benefits.

- As a part of the same action used to cast the selected Ninjutsu spend an additional 5 Chakra to chill the affected target(s), removing the targets ability to take a bonus action or reaction, until the end of your next turn.
- You may spend an additional 5 chakra to deal additional damage equal to your Proficiency bonus.
- When you initiate a clash with a Jutsu with the **Earth Release** Keyword, the user of the Earth Release Jutsu does not roll at advantage.

WATER RELEASE MASTER

Starting at 14th Level, when you use **Frigid Deep** to reduce movement speed you instead reduce movement speed to 0.

Additionally, when you would cast a Water Release Jutsu that forces a saving throw of any type, that is currently benefiting from your **Refined Ninjutsu** class feature, you can double the cost of your jutsu to make all affected creatures roll an additional 2d20, taking the lowest result.

Finally, Ninjutsu you cast with the Water Release Keyword that requires a saving throw, can never be made at advantage.

BLAZE WALKER

The Ninjutsu Specialist who chooses to become a Blaze Walker, becomes a primal engine of destruction, feared and revered since man's earliest days when using Fire Release Ninjutsu.

FIRE RELEASE

When you choose this Tradition at 2nd Level, you gain the ability to Learn Ninjutsu with the **Fire Release** Keyword. If you can already do this you learn an additional Fire Release Ninjutsu that you qualify for. When you cast a **Fire Release** ninjutsu, you have a +2 Bonus to Attack or Damage rolls.

FIRE ADEPT

Also, at 2nd Level, you gain advantage on Intelligence (Ninshou) Checks in regards to **Fire Release** jutsu. Additionally, you can learn and Create Ninjutsu with the Fire Release Keyword in half the required time.

DRAGON FIRE

Starting at 6th Level, you learn unleash powerful streams of flame with the potential to burn anything while conjuring your Jutsu. As a Bonus action when using a Ninjutsu with the **Fire Release** keyword, your jutsu deals additional damage equal to your Ninjutsu Ability modifier.

Also, when you deal Damage with a Ninjutsu with the **Fire Release** Keyword, you may as a reaction Release a large burst of explosive flame upon contact, making all creatures within 5 feet of the target creature or affected area, make Dexterity saving throws vs your Ninjutsu Save DC, taking half of the jutsu's original damage dealt on a failed save, or no damage on a successful one.

INFERNO FURY

Starting at 10th Level, Ninjutsu you cast with the Fire Release Keyword that are currently benefiting from your **Refined Ninjutsu** class feature gain additional benefits.

- As a part of the same action used to cast the selected Ninjutsu spend an additional 5 Chakra to give one target creature the burned condition.
- You may spend an additional 5 chakra to deal additional damage equal to your Proficiency bonus.
- When you initiate a clash with a Jutsu with the **Water Release** Keyword, the user of the Water Release Jutsu does not roll at advantage.

FIRE RELEASE MASTER

Starting at 14th Level, when you use **Dragon Fire** to deal additional damage equal to your Ninjutsu ability modifier, you may instead deal damage equal to Twice your Ninjutsu Ability Modifier.

Additionally, when you would cast a Fire Release Jutsu that is currently benefiting from your **Refined Ninjutsu** class feature, you can double the cost of your jutsu to deal three times as much damage to a single creature affected by your Jutsu. This damage happens once per turn. You may use this feature twice per long rest.

Finally, Ninjutsu you cast with the Fire Release keyword that inflicts the burned condition, saving throws are made at disadvantage.

SUMMONER

The Ninjutsu Specialist who chose this Tradition to become a Summoner, walk the path closest to Sage hood, forming bonds with the Sage beasts across the land and in different worlds. Those who walk this path are best known for having a wide arrangement of jutsu learned from the sage creatures themselves.

EMPOWERED SUMMONING

When you choose this Tradition at 2nd Level, you learn the **Summoning Technique** Ninjutsu. You learn to fight in tandem with your Summoned creature. While within 60 feet of your summoned creature, both you and your summoned creature gains a +1 bonus to Attack & damage rolls. This Bonus increases to a +2 at 6th Level, and a +3 at 14th Level.

SUMMONERS WILL

Also, at 2nd Level, you and your Summoning creatures are able to summon one another or make use of Fuinjutsu much easier. When using a Ninjutsu with the Fuinjutsu Keyword, you reduce the cost of the jutsu by 1 Per Rank of the Jutsu. Regardless of the Amount Reduced, the cost of **Summoning Technique** cannot be reduced below half. (**D-Rank:** -1, **C-Rank:** -2, **B-Rank:** -3, **A-Rank:** -4, **S-Rank:** -5.)

SUMMONING ADEPT

Starting at 6th Level, Summoning Technique becomes one of your **Refined Ninjutsu**, and as a result, your summoned creatures gain the benefits of the class feature as if all of their jutsu are under the effects of **Refined Ninjutsu**.

Also, you can perform a Ninjutsu with the **Fuinjutsu** keyword that summons a creature of C-Rank or Lower as a Standard Action instead of a Full Turn. This Feature can be done a number of times equal to your Constitution Modifier before you need a long rest to use this feature again. (Min. 1) Summoned Creatures you control gain the ability to use a Bonus Action as a part of their turn. You can summon Creatures of B-Rank or lower as a standard action beginning at 10th level.

Also, when you and a summoned creature would cast a Jutsu with the **Combination** keyword, you both reduce the cost of the casted jutsu by 2.

SUMMONING EXPERT

Starting at 10th Level, you gain the ability to summon and maintain up to two creatures at once. Creatures must remain within 120 Feet of you as normal. If you want the second summoned creature to act on your turn the same as the first you must use your Reaction to command the second Creature, instead of a Bonus action as normal when commanding a Summoned Creature. The second Summoned creature cannot be of the same rank as the current creature summoned.

Additionally, Jutsu your summoned creatures have, that you also have that benefit from the **Refined Ninjutsu** class feature gains additional benefits.

- As a part of the same action used to cast the selected Ninjutsu, spend an additional 5 chakra to double the range, and increase the damage by 1 damage die.
- You or your Summoned creature may spend an additional 5 chakra to deal additional damage equal to your Proficiency Bonus
- When you or your Summoned Creature initiates a clash with a Jutsu with the combination keyword, you roll at advantage.

SUMMONING MASTER

Starting at 14th Level, your summoned creatures have grown to know your fighting style from countless battles. Your Summoned creature enters the initiative directly after you. The summoned creatures can also perform any jutsu of C-Rank or lower that you know as if they knew the jutsu, regardless of the jutsu's nature release type, except for Summoning Technique.

Additionally, when you would cast a Jutsu with the Combination keyword, and your Summoned creature has not acted yet this round, they may perform the Combination jutsu without spending their reaction.

Finally, Fuinjutsu you cast that does not target or affect another creature, cannot be countered, Negated, or Reacted to.

EFFICIENT MOLDING

CAREFUL NINJUTSU

When you cast a Ninjutsu that forces other creatures to make a saving throw, you can protect some of those creatures from the Jutsu's full force. To do so, you spend 2 Chakra for every creature you want to protect. A chosen creature automatically succeeds on its saving throw. Alternatively, you can instead spend 5 Chakra for every creature you want to protect. A chosen creature suffers no effect from your casted Ninjutsu

DISTANT NINJUTSU

When you cast a Ninjutsu that has a range of 5 feet or greater, you can spend 2 Chakra to double the range of the Jutsu. When you cast a Ninjutsu with the range of touch, you can spend 3 Chakra to make the range of the Jutsu 30 feet.

DOUBLED NINJUTSU

When you cast a Ninjutsu that targets only one creature and doesn't have a range of self, you can spend the Ninjutsu's Chakra cost again to target a second creature in range with the same Jutsu. To be eligible for Doubled Ninjutsu, a Ninjutsu must be incapable of targeting more than one creature at the Jutsu's current rank.

ECHOING NINJUTSU

When you cast a Ninjutsu that deals damage, you may spend 5 Chakra. If you do, you create an Echo of the jutsu. You can cast the same ninjutsu of the same rank, using your action on the following turn without spending chakra, the Ninjutsu's echo only half of the damage dice (Rounded up). You may choose new targets for the Jutsu's Echo.

ENHANCED NINJUTSU

When you roll damage for a Ninjutsu, you can spend 2 chakra to reroll a single damage dice, you can repeat this up the number of damage dice you rolled. You must use the new rolls.

EXTENDED NINJUTSU

When you cast a Ninjutsu that has a duration of 1 minute or longer, you can spend 2 chakra to double its duration.

FOCUSED NINJUTSU

When you are forced to make a concentration check to maintain a ninjutsu you have cast, you can as a reaction, spend 4 chakra. If you do, you roll an additional 1d4, increasing your concentration check by the result.

HEIGHTENED NINJUTSU

When you cast a Ninjutsu that forces a creature to make a saving throw to resist its effects, you can spend 5 chakra to give one target of the Jutsu, disadvantage on its first saving throw made against the Jutsu's effect.

PIERCING NINJUTSU

You cast a jutsu that pierces through a creature's defenses. When you cast a Ninjutsu that deals damage, you may spend 5 chakra to cause the jutsu you are casting to ignore resistance until the end of your turn. Creatures that are normally Immune to the damage your jutsu deals, you instead deal half damage.

QUICKENED NINJUTSU

When you cast a Ninjutsu that has a casting time of 1 action, you can spend 5 Chakra to change the casting time to 1 bonus action for the casting.

REDIRECTED NINJUTSU

If you make an attack roll for a Ninjutsu, you can spend 5 chakra to reroll the attack roll. You must use the result of the second roll. You can use Redirected Ninjutsu even if you have already used a different Efficient Molding option during the casting of the Ninjutsu.

SUBTLE NINJUTSU

When you cast a Ninjutsu, you can spend 2 chakra to cast it without any handsigns.

TENACIOUS NINJUTSU

When a creature attempts to Clash, counter, dispel, or interrupt a ninjutsu that you are casting or have casted, you may use your reaction to spend 5 chakra. If you do, you may increase your Ninjutsu Clash Check by +3 and the jutsu's rank by +3 for the purpose of increase the DC of Countering, dispelling, or interrupting this jutsu.

WIDENED NINJUTSU

When you cast a Ninjutsu with an area of effect, you can increase the size of it for 2 chakra. If the effect is a line, its width increases by 5 feet. If the effect is a cube or sphere, its radius increases by 5 feet. If the effect is a cone, its length increases by 5 feet. If the effect is a cylinder, either the radius or the height increases by 5 feet.

SCOUT-NIN

Level	Proficiency Bonus	Features	Jutsu Known	Highest Rank Jutsu Known
1st	+3	Fighting Style	6	D-Rank
2nd	+3	Shinobi Adept	7	D-Rank
3rd	+3	Scouting Technique	8	D-Rank
4th	+4	Ability Score Improvement/Feat	8	D-Rank
5th	+4	Extra Attack	9	C-Rank
6th	+4	Scouting Techniques (2)	10	C-Rank
7th	+5	-	11	C-Rank
8th	+5	Ability Score Improvement/Feat	11	C-Rank
9th	+5	Scouting Techniques (3)	12	B-Rank
10th	+6	Hide in Plain Sight	13	B-Rank
11th	+6	Signature Jutsu	14	B-Rank
12th	+6	Ability Score Improvement/Feat	14	B-Rank
13th	+7	Shinobi Adept (2)	15	A-Rank
14th	+7	Scouting Techniques (4)	16	A-Rank
15th	+7	Hide in Plain Sight (2)	17	A-Rank
16th	+8	Ability Score Improvement/Feat	17	A-Rank
17th	+8	Scouting Techniques (5)	18	S-Rank
18th	+8	-	19	S-Rank
19th	+9	Ability Score Improvement/Feat	20	S-Rank
20th	+9	Scouting Techniques (6)	20	S-Rank

SCOUT-NIN

An Uzumaki lies in wait as his target enters the brothel, he performs the transformation technique to turn into one of the many women within the building he's seen in the past few days.

A Sarutobi in the heat of battle weaves together a great wave of water blowing some enemies away, when some leap over the wave avoiding it, the Sarutobi follows up with a powerful Genjutsu stunning the airborne shinobi as they come crashing down into the water.

A Nara gets into a close combat battle with an enemy, and holds his own while preparing to capture his enemy within the Shadow possession technique.

These shinobi, different as they might be, are connected by one common factor, they are Jack of all trades. While others are specialists of some sort in one form or another, a scout-nin is someone who by definition is able to complete most tasks or fill most roles in a team with little trouble. Scout-Nin are able to draw out their latent abilities in most fields while others cannot.

CHARACTER INSPIRATIONS

When designing this class, it was built with the intent to allow players to take on the role of a generalist, someone who may not specialize in any particular field such as ninjutsu, Genjutsu or Taijutsu. But someone who can use them all to a varying degree and find success. While other classes can use all 3 forms of jutsu, this class is designed with the ability to enhance them on a case-by-case basis using Superiority dice if needed. Characters whom this class was designed after are as follows; Kid Naruto Uzumaki, Kid Sasuke Uchiha, Kid Sakura Haruno, Kid Kakashi Hatake and Kid Obito Uchiha.

CREATING A SCOUT-NIN

When creating a Scout-Nin consider a few things about the character when they are on a team with others. Do they fill in any gaps or do they support others in their endeavors enhancing that particular field their allies are specializing in. Do they use their techniques as an answer to the weaknesses of the team? What made the character so bound to learning so many varied techniques and how do they plan on using them in the field? Did they train under another very skilled Shinobi? Or did they become enamored by the people around them and want to emulate their skills and techniques leaving nothing to chance?

QUICK BUILD

You can make a Scout-Nin quickly by following these suggestions. First, put your highest ability score in either Strength, Intelligence, or Wisdom followed by Constitution. Second, choose any clan that you find the most appealing, this class is flexible enough to support them.



CLASS FEATURES

As a Scout-Nin, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per Scout-Nin level

Hit Points at 1st Level: 8 + your constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Scout-Nin level after 1st.

CHAKRA POINTS

Chakra Dice: 1d10 per Scout-Nin level

Chakra Points at 1st Level: 10 + your constitution modifier

Chakra Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Scout-Nin level after 1st.

PROFICIENCIES

Armor: Light armor, Medium armor

Weapons: All Simple and Martial Weapons

Ninja Tools: Tracking Kit, Trapper Kit

Saving Throws: Strength, Constitution

Skills: Choose Three from Ninshou, Illusions, Martial Arts, Insight, Investigation, Nature, Acrobatics, Athletics, History, Stealth, Perception, Medicine, Chakra Control.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) Padded Armor or (b) Combat Jacket
- (a) 1 Simple Weapon or (b) 1 Martial Weapon
- (a) One Kunai stack or (b) One Shuriken stack
- (a) 1 Paper Bomb or (b) 1 Flash Tag
- Tracking Kit

JUTSU CASTING

NINJUTSU

Ninjutsu save DC = 8 + your proficiency bonus + your Intelligence modifier

Ninjutsu attack modifier = your proficiency bonus + your Intelligence modifier

GENJUTSU

Genjutsu save DC = 8 + your proficiency bonus + your Wisdom modifier

Genjutsu attack modifier = your proficiency bonus + your Wisdom modifier

TAIJUTSU

Taijutsu save DC = 8 + your proficiency bonus + your Strength modifier

Taijutsu attack modifier = your proficiency bonus + your Strength modifier

FIGHTING STYLE

Beginning at 1st Level you adopt a particular style of fighting as your specialty. Choose one of the Fighting Styles located in Chapter 13: Customization Options; You Can't take a fighting style more than once, even if you get to choose again later.

SHINOBI ADEPT

Beginning at 2nd Level, you gain a General Feat of your choice. You gain an additional General Feat at 13th level.

SCOUTING TECHNIQUE

Starting at 3rd level, choose a technique that you strive to emulate in combat and style. The Scouting Technique you choose grants you features at 3rd, 6th, 9th, 14th, 17th and 20th Levels.

ABILITY SCORE IMPROVEMENT/FEAT

When you reach 4th and again at 8th, 12th, 16th, and 19th, level, you can increase one ability score by +1 & a Feat of your choice that they qualify for. As normal you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

HIDE IN PLAIN SIGHT

Starting at 10th level, you can remain perfectly still for long periods of time to set up ambushes.

When you attempt to hide on your turn, you can opt to not move on that turn. If you avoid moving, creatures that attempt to detect you take a -10 penalty to their Wisdom (Perception) checks until the start of your next turn. You lose this benefit if you move or fall prone, either voluntarily or because of some external effect. You are still automatically detected if any effect or action causes you to no longer be hidden.

If you are still hidden on your next turn, you can continue to remain motionless and gain this benefit until you are detected.

Beginning at 15th when you gain the benefit of this feature you cannot be found due to the effects of Tremorsense, Jutsu with the "Sensory" keyword, or Chakra Sight.

SIGNATURE JUTSU

Beginning at 11th level, you have found a jutsu that you specialize in better than anyone else who may have come before. Select one Jutsu you know of B-Rank or Lower. You gain one of the following benefits of your choice when using the chosen Jutsu. You may switch which jutsu this feature affects whenever you would learn a new jutsu from leveling up in this class.

- **Signature Power:** When you use your chosen jutsu, you deal additional damage equal to your Jutsu Types Ability Modifier (Ninjutsu, Genjutsu or Taijutsu.), while also ignoring resistance to your chosen jutsu's damage type.
- **Signature Ramping:** When you would upcast your chosen jutsu, reduce the cost of the upcast by 1. If your upcast adds additional die of any type. Add one additional die. Otherwise, increase the save DC of the chosen Jutsu (If any) by +1.
- **Signature Control:** When you would cast your chosen jutsu, reduce the cost of the chosen jutsu by 2. If this would reduce the cost of the jutsu to 0, it instead costs 1. If your chosen jutsu requires concentration, reduce the cost to maintain the jutsu by 2 this can reduce the cost to maintain a jutsu to 0.

SCOUTING TECHNIQUE

ASSAULT SCOUT

Those Scout-Ninja who choose to become Assault Specialists focus on the development of raw physical power honed to deadly perfection. Assault Specialist Scouts combine rigorous training with physical excellence to deal devastating blows.

SUPERIOR ASSAULT

Beginning at 3rd Level you learn maneuvers that are fueled by a special dice called Superiority Dice.

Maneuvers: You learn one maneuver of your choice, which are detailed in the Assault Maneuvers Section at the end of this class. You earn more at higher levels as shown in the “Maneuvers Known” Column of the Superior Assault table. Many Maneuvers enhance an attack in some way. You can only use one Maneuver per attack. When you take a long rest, you may switch one maneuver you know for another you qualify for.

Superiority Dice: You have two superiority dice, which are d4's, you earn more at higher levels, as shown in the Superiority Dice column of the Superior Assault table. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

BRUTE FORCE

Also, at 3rd Level when you choose this Scout Technique, once per turn whenever you hit with a melee attack and deal damage, the damage increases by an amount based on your level in this class, as shown on the Assault Bonus Damage table.

ASSAULT BONUS DAMAGE

Level	Bonus Damage
3rd	1d4
6th	1d6
10th	1d8
14th	1d10
17th	1d12

BRUTISH DURABILITY

Beginning at 6th level, whenever you make a saving throw, you may spend a superiority die and add the result to your saving throw total. If applying this bonus to a death saving throw increases the total to 20 or higher, you gain the benefits of rolling a natural 20.

REMARKABLE ATHLETE

At 9th level, you can add half your proficiency bonus (rounded up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

DEVASTATING CRITICAL

Starting at 14th level, when you score a critical hit with a melee attack, you gain a bonus to that attack's damage roll equal to your Scout Nin level.

SURVIVOR

At 17th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have less than half of your hit points left. You don't gain this benefit if you have 0 hit points.

RELENTLESS ASSAULT

Starting at 20th level, whenever you would use the **Brute Force** feature you deal additional damage equal to your proficiency bonus.

Whenever you would use an **Assault Maneuver** you deal additional damage equal to your proficiency bonus

SUPERIOR ASSAULT TABLE

Scout-Nin Level	Superiority Dice	Maneuvers Known
3rd	2	1
4th	2	1
5th	2	1
6th	3	1
7th	3	1
8th	3	1
9th	4	2
10th	4	2
11th	4	2
12th	5	2
13th	5	2
14th	5	2
15th	6	3
16th	6	3
17th	6	3
18th	7	3
19th	7	3
20th	7	3



DEFENSIVE SCOUT

Those Scout Ninja who choose to become Defensive Scouts train to bolster those around them. They can inspire their allies with renewed vigor, lifting them to new heights, while simultaneously protecting them from harm.

SUPERIOR DEFENSE

Beginning at 3rd Level you learn maneuvers that are fueled by a special dice called Superiority Dice.

Maneuvers: You learn two maneuvers of your choice, which are detailed in the Defensive Maneuvers Section at the end of this class. You earn more at higher levels as shown in the “Maneuvers Known” Column of the Superior Defense table. Many Maneuvers enhance your allies in some way. You can only use one maneuver per ally, per turn. When you take a long rest, you may switch one maneuver you know for another you qualify for.

Superiority Dice: You have two superiority dice, which are d6's, you earn more at higher levels, as shown in the Superiority Dice column of the Superior Defense table. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

SUPERIOR DEFENSE TABLE

Scout-Nin Level	Superiority Dice	Maneuvers Known
3rd	2	2
4th	2	2
5th	2	2
6th	2	2
7th	3	2
8th	3	3
9th	3	3
10th	3	3
11th	4	3
12th	4	3
13th	4	4
14th	5	4
15th	5	4
16th	5	4
17th	5	4
18th	6	5
19th	6	5
20th	6	5

CHAKRA BARRIER

Also, at 3rd level, you learn to manifest a powerful barrier of chakra. Whenever you complete a short or long rest, you create a barrier on yourself or 1 creature that is within 30 feet, that lasts until you finish a short or long rest. That barrier has hit points equal to Three times your scout-nin level. Your barrier can never have hit points greater than Three times your scout-nin level. Whenever you take damage, the barrier takes the damage instead. If this damage reduces the barrier to 0 hit points, you or the creature benefiting from this feature take any remaining damage. While the barrier has 0 hit points, it can't absorb damage, but its power remains.

You can recover a barriers hit points as a standard action by spending chakra. By spending 1 chakra, your barrier recovers 2 Hit points.

For as long as your barrier has hit points, you are considered proficient in the Chakra Control skill for the purpose of maintaining concentration on Ninjutsu & Genjutsu.

When a hostile creatures hits you with a melee attack while your barrier has hit points, they take force damage equal to your Intelligence modifier (minimum of 1).

PROJECTED BARRIER

Beginning at 6th level, you've learned how to manipulate your barrier to create new effects. As an action, you can spend three of your barrier's hit points to create a unique effect. You have two such effects: Chakra Sphere, and Chakra Wave. When you use your Chakra Barrier, you choose which effect to create.

Chakra Sphere. You create a protective spherical barrier in a 5-foot-radius sphere a point you can see within 30 feet that lasts until the start of your next turn. Creatures within the barrier have three-quarters cover from attacks originating from outside the barrier. You can maintain the barrier by spending an additional barrier hit point at the start of each of your turns (no action required).

Chakra Wave. You create a wave of chakra in a 15-foot cone. Each creature within the cone must make a Dexterity saving throw against your Ninjutsu Save DC. On a failed save, a creature takes 3d6 Force damage and is pushed back to the edge of the cone. On a success, they take half damage and aren't pushed. This features damage increases by 2d6 when you reach 10th level (5d6) and 14th level (7d6).

REGENERATIVE SHIELDING

Starting at 9th level, as a Standard action you can convert your chakra into your barriers hit points far more efficiently. For every 1 chakra you spend, your barrier regains 3 hit points, and gains resistance to damage until the end of your next turn.

RALLYING BARRIER

Beginning at 14th level, you learn how to inspire your allies to fight on past their injuries. When you use your Chakra Barrier feature, you can choose up to three creatures within 60 feet of you that are allied with you. Each one gains temporary hit points equal to your Scout level, provided that the creature can see or hear you.

ADAPTIVE SHIELDING

At 17th level, when your chakra barrier takes damage, you can have it gain resistance to subsequent damage of that type until the start of your next turn (no action required). If it takes damage of more than one type simultaneously, you can choose which type it gains resistance to. Your barrier can only have resistance to one type of damage at a time.

SUPERIOR SHIELDING

Beginning at 20th level, you learn to apply your Chakra barrier to all of your allies. As an action, you may select up to 3 creatures you can see within 60 feet of you that you are allied with. Each creature gains a chakra barrier with hit points equal to your Scout-Nin level. They cannot spend their own chakra to recover their barriers hit points, and when it reaches 0, they lose their chakra barrier and cannot gain a new one until a short or long rest.

TACTICAL SCOUT

Those Scout Ninja who choose to become Tactical Specialists employ martial techniques passed down through generations. To a Tactical Specialist, combat is an academic field, sometimes including subjects beyond battle such as weaponsmith or armor craft. Not every scout absorbs the lessons of history, theory, and artistry that are reflected in the Tactical Specialty, but those who do are well-rounded fighters of great skill and knowledge.

SUPERIOR TACTICS

Beginning at 3rd Level you learn maneuvers that are fueled by a special dice called Superiority Dice.

Maneuvers: You learn three maneuvers of your choice, which are detailed in the Tactical Maneuvers Section at the end of this class. You earn more at higher levels as shown in the “Maneuvers Known” Column of the Superior Tactics table. Many Maneuvers enhance you or your allies in some way. You can only use one maneuver per turn. When you take a short rest, you may switch one maneuver you know for another you qualify for.

Superiority Dice: You have two superiority dice, which are d10’s, you earn more at higher levels, as shown in the Superiority Dice column of the Superior Tactics table. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

MASTER OF TACTICS

Starting at 3rd Level, you can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you.

STUDENT OF WAR

Starting at 6th Level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The GM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice: Strength, Dexterity, Constitution, Armor Class, Current hit points or Total class levels (if any).

SIGNATURE MANEUVER

At 9th level, you choose a maneuver as your signature maneuver. Whenever you use that maneuver, you can roll a d8 and use it instead of expending a Superiority Dice. You may only use this feature once per turn.

RELENTLESS

At 14th level, when you roll initiative and have no superiority dice remaining, you regain 2 superiority die. Also, when you roll initiative, you may spend a superiority die, increasing your initiative roll by the result.

MASTER SIGNATURE MANEUVER

At 17th level, you can choose a second signature maneuver. Additionally, when you use either of your signature maneuvers, you can roll a d10 instead of a d8.

UNMATCHED TACTICS

At 20th level, you may use any number of maneuvers you want per turn.

Additionally, if you have 0 Superiority Die, you can spend 20 Chakra. You regain all spent superiority die.

Superiority die gained this way vanish at the end of your next turn.

SUPERIOR TACTICS TABLE

Scout-Nin Level	Superiority Dice	Maneuvers Known
3rd	2	3
4th	2	3
5th	2	3
6th	3	4
7th	3	4
8th	3	4
9th	4	4
10th	4	5
11th	4	5
12th	5	5
13th	5	5
14th	5	6
15th	6	6
16th	6	6
17th	6	6
18th	7	7
19th	7	7
20th	7	7



CLONING SCOUT

Those Scout-Nin that choose to become Cloning specialist employ superior numbers as their primary method of combat. They hone this skill through repeated use of their Clones in different situations allowing them to become masters of duplicative combat. Not every scout has the ability to use Clones the way a Cloning Scout can and it shows through their tactics and abilities available to them.

CLONING TACTICS

Beginning at 3rd Level you learn maneuvers that are fueled by a special dice called Superiority Dice.

Maneuvers: You learn one maneuver of your choice, which are detailed in the Clone Maneuvers Section at the end of this class. You earn more at higher levels as shown in the “Maneuvers Known” Column of the Superior Cloning table. Many Maneuvers enhance you or your clones in some way. You can only use one maneuver per round. When you take a long rest, you may switch one maneuver you know for another you qualify for.

Superiority Dice: You have two superiority dice, which are d8's, you earn more at higher levels, as shown in the Superiority Dice column of the Superior Defense table. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest

SHADOW CLONE SEARCHING

Starting at 3rd Level, you learn the Shadow Clone Technique, this does not count against your Known jutsu limit for this class. Clones Summoned using this jutsu can use 1 chakra every minute to extend their active time by an additional minute.

CLONE INCLUSIVE

Starting at 3rd Level, you ignore any Nature Release keyword limitations when learning or using Ninjutsu with “Clone” in its name.

CLONES EVERYWHERE

At 6th level, you can, as a bonus action, spend a superiority die to gain an amount of temporary chakra equal to the rolls result + your Ninjutsu Ability modifier. This temporary chakra can only be used for casting Ninjutsu with “Clone” in its name that you know.

SUPERIOR CLONES

Beginning at 9th level, when you use a ninjutsu to summon clone(s) of any type, you gain 1 additional superiority die, which you can spend to have them use maneuvers without you. The size of this die is a d6. You lose the die if they clones are killed or dispersed before can use it. You gain the benefit of this feature a number of times equal to your Intelligence Modifier before a long rest

CLONE RECOIL

Starting at 14th level, if a clone dies to a melee attack, their remaining chakra is released in a violent show of force. Creatures within 5 feet of your clone when it died, must succeed a Dexterity saving throw vs Your Ninjutsu save DC. Taking the clones remaining chakra as force damage on a failed save (Rounded down).

SELF SUFFICIENT CLONES

Beginning at 17th level, your clones can use their action or Bonus action (If they have one) to spend a superiority

dice to regain either Hit points or chakra points equal to the result + Your Ninjutsu ability Modifier.

SUPREME CLONES

Beginning at 20th level, Select one Clone Maneuver. Your clones can perform this maneuver without expending a superiority die.

SUPERIOR CLONING TABLE

Scout-Nin Level	Superiority Dice	Maneuvers Known
3rd	2	1
4th	2	1
5th	2	1
6th	2	1
7th	3	2
8th	3	2
9th	3	2
10th	3	2
11th	4	3
12th	4	3
13th	4	3
14th	5	3
15th	5	4
16th	5	4
17th	5	4
18th	6	4
19th	6	5
20th	6	5



MANEUVERS

The maneuvers are presented in alphabetical order.

ASSAULT MANEUVERS

AMPLIFIED ATTACK

When you cast a jutsu, that forces a creature to make a saving throw of any kind, as a bonus action, you can expend one superiority die, increasing the save DC by the result.

CRIPPLING STRIKE

When you hit a creature with an attack, you can expend a superiority die to cripple its movement. Add the number rolled to the damage of the attack. The creature must succeed on a Constitution saving throw vs your save DC (If Weapon or Unarmed, Taijutsu save DC) or have its movement speed halved. At the end of each of its turns, the target can make a Constitution saving throw to end the effect.

CRITICAL ASSAULT

As a bonus action, you can expend a superiority die. Add the number rolled to the next attack roll you make, before the end of your turn. If the total of the two rolls is equal to or greater than 20, the attack is counted as a Critical hit.

DEVASTATING KNOCK BACK

When you hit a creature with a melee attack, you can expend one superiority die to attempt to knock the opponent back. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw vs your save DC (If Weapon or Unarmed, Taijutsu save DC). On a failed save, the target is thrown back a number of feet equal to 5 x the result of the superiority Die. If the target hits a solid surface, they take additional damage as if they were falling.

EXPLOSIVE STRIKE

When you make an attack, you may add your superiority die to the attack roll. When you do, on a hit, you deal the attacks damage to another creature within 5 feet of the original target. Choose up to one additional creature within 5 feet of the target creature. On a hit, both the initial target and the second target, suffer the effects of the attack.

MENACING ATTACK

When you hit a creature with an attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw vs the Save DC (If Weapon or Unarmed, Taijutsu save DC). On a failed save, it gains 2 ranks of fear of you until the end of your next turn.

WEAK POINT

When you hit a creature with an attack, you can expend a superiority die to temporarily daze the creature. Add the number rolled to the damage of the attack and the creature must succeed on a Constitution saving throw vs your save DC or be stunned until the end of its next turn.

CLONING MANEUVERS

AGILE CLONES

When you use a bonus action to command a clone to perform an action of any type, you can expend one superiority die to allow a number of clones equal to half of the result (Rounded down) to take an additional movement action. This movement does not provoke attacks of opportunities.

BODY SWITCH

When you are hit with an attack, as a reaction, before the effect of the attack applied to you, you may spend a superiority die to switch places with a clone within 30 feet of you. When you switch places, no movement is made, you and clone instantly swap places.

COMBO ATTACK

When you use a melee attack, if you have at least one clone up, you can spend one superiority die to have the clone perform the same attack as a part of the same action, dealing half damage on a success. You can spend an additional superiority die for each additional clone you want to perform the same attack.

DEFENSIVE CLONE

When an allied creature is hit with an attack that is within 15 feet of your clone, as a reaction, before the effect of the attack applied to them, you may spend a superiority die to have either yourself or a clone interpose the attack, taking the damage or effect of the attack. You or the clone must be aware of the attack to use this maneuver.

ENERGIZING CLONE

When a Clone of yours is killed, you may spend a superiority die to regain chakra equal to the result of the roll.

FRENZIED CLONE

As an action, if you have one or more clones active, you may spend a superiority die. The next time you command your clones to attack, the add the result of the roll to the damage they deal.

MORALE BOOST

When you use a bonus action to command your clones to perform an attack of any type, you can spend one superiority die to increase the result of the attack roll of up to 2 clones by the result rolled, or the Save DC by Half the result rolled (Min 1)

PREPARED JUTSU

When you command your clones to perform an attack as a Bonus action, you can spend one superiority die to have them cast a Jutsu, at a reduced cost equal to the result of the roll.

TOUGH CLONE

When you use a bonus action to command your clones to perform an action, you can spend one superiority die to give up to 2 clones temporary HP equal to the result of the roll.

DEFENSIVE MANEUVERS

DISTRACTING

When you hit a creature with an attack, you can expend one superiority die to distract the creature, giving your allies an opening. You add the superiority die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

ENHANCEMENT

As an action, you can expend one superiority die to enhance a creature you can touch with chakra, granting them temporary hit points equal to the superiority die roll + your Intelligence modifier, which last for 1 minute. Additionally, when the target makes a Strength or Constitution check or saving throw while it has these temporary hit points, it gains a bonus equal to your Intelligence modifier.

GOADING

When you hit a creature with an attack, you can expend one superiority die to attempt to goad the target into attacking you. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw vs the attacks Save DC type, (Ninjutsu, Taijutsu or Genjutsu Save DC). On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

PUSHING ATTACK

When you hit a creature with an attack, you can expend one superiority die to attempt to drive the target back. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Str saving throw vs Your Taijutsu save DC. You push the target up to 15 feet. This movement can trigger opportunity attacks.

RALLY

On your turn, you can use a bonus action expend one superiority die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the superiority die roll + your Intelligence modifier.

REASSURE

As a reaction, you can expend a superiority die and call out to a creature within 60 feet that can see or hear you that has to make a saving throw of any kind. When you do so, that creature adds the amount rolled to their save.

SUPPRESSING ATTACK

When you hit a creature with an attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed. You add the superiority die to the AC of your chosen target until the end of their next turn.

TACTICAL MANEUVERS

COMMANDER'S STRIKE

When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and

expend one superiority die. That creature can immediately use its reaction to make one weapon or Jutsu attack of C-Rank or lower, adding the superiority die to the attack roll.

DARING ESCAPE

You can expend one superiority die to take the Disengage action as a bonus action until the end of your turn. Until the end of this turn, you have advantage on all Strength (Athletics) or Dexterity (Acrobatics) checks.

EVASIVE FOOTWORK

When you move, you can expend one superiority die, rolling the die and adding the number rolled to your AC until you stop moving.

FEINTING ATTACK

You can expend one superiority die and use a bonus action on your turn to feint, choosing one creature within 5 feet of you as your target. You have advantage on your next attack roll against that creature. If that attack hits, add the superiority die to the attack's damage roll.

TRIP ATTACK

When you hit a creature with an attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw vs your Taijutsu Save DC. On a failed save, you knock the target prone.

MANEUVERING ATTACK

When you hit a creature with an attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to its full movement speed without provoking opportunity attacks from the target of your attack.

PARRY

When another creature damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Dex modifier.

PRECISION ATTACK

When you make an attack roll of any type against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

RIPOSTE

When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.



TAIJUTSU SPECIALIST

Level	Proficiency Bonus	Unarmed Combat	Combo Points	Enhanced Movement	Features	Jutsu Known	Highest Rank Jutsu Known
1st	+3	1d6	-	-	Unarmed Defense, Unarmed Combat	6	D-Rank
2nd	+3	1d6	2	+10ft	Combo String, Enhanced Movement	6	D-Rank
3rd	+3	1d6	3	+10ft	Taijutsu Style	7	D-Rank
4th	+4	1d6	4	+10ft	Ability Score Improvement/Feat	7	D-Rank
5th	+4	1d6	5	+15ft	Extra Attack	8	C-Rank
6th	+4	1d8	6	+15ft	Taijutsu Style (2)	8	C-Rank
7th	+5	1d8	7	+15ft	Unshakable Will	9	C-Rank
8th	+5	1d8	8	+15ft	Ability Score Improvement/Feat	9	C-Rank
9th	+5	1d8	9	+20ft	-	10	B-Rank
10th	+6	1d8	10	+20ft	Taijutsu Style (3)	10	B-Rank
11th	+6	1d10	11	+20ft	Supreme Extra Attack	11	B-Rank
12th	+6	1d10	12	+20ft	Ability Score Improvement/Feat	11	B-Rank
13th	+7	1d10	13	+25ft	Master of Evasion	12	A-Rank
14th	+7	1d10	14	+25ft	Taijutsu Style (4)	12	A-Rank
15th	+7	1d10	15	+25ft	Perfect Body, Perfect Mind	13	A-Rank
16th	+8	1d12	16	+25ft	Ability Score Improvement/Feat	13	A-Rank
17th	+8	1d12	17	+30ft	Taijutsu Style (5)	14	S-Rank
18th	+8	1d12	18	+30ft	-	14	S-Rank
19th	+9	1d12	19	+30ft	Ability Score Improvement/Feat	15	S-Rank
20th	+9	1d12	20	+30ft	Perfect Self	15	S-Rank

TAIJUTSU SPECIALIST

A Hyūga takes their fighting stance, ready for the assault from the surrounding undead summons from the Dark shinobi standing just on the other side of the ridge, the Hyūga leaps from undead to undead, striking them each with unmatched precision taking them down one by one with 1 or two precise strikes.

A clanless girl in the heat of battle creates an unorthodox stance, and readies for her training session. Her team assaults her as she parries, dodges and counters each one with a graceful swing of her arms and legs as she then follows each one with a powerful strike knocking each training member back.

These shinobi, different as they might be, are connected by one common factor, they are masters in the field of Taijutsu. While others are able to use Taijutsu techniques they learn with some level of mastery, the Taijutsu Specialists are the absolute masters of unarmed combat and technique. They are able to take the concepts of the Taijutsu they have and accelerate it to new heights and unmatched levels.

CHARACTER INSPIRATIONS

When designing this class, it was built with the intent to allow players to utilize different types of Taijutsu and stances, allowing for a variety of fighting styles as shown in the Naruto series and other Manga series. Players would be able to match or exceed their allies in combat, close range and even close distance better than most other classes are able. The characters this class is pulling inspiration from are as follows: Rock Lee, Might Guy, Neji Hyūga, Hinata Hyūga, and Killer B

CREATING A TAIJUTSU SPECIALIST

When creating a Taijutsu Specialist consider a few things about the character on a personal level? Do they use Taijutsu as a way to push past their weaknesses and surpass their rivals? Do they use Taijutsu as a way to give themselves discipline and teach themselves patience?

What made the character so bound to learning so many varied and useful Taijutsu techniques and what drives them to learn more? Did they train under another very skilled Shinobi? Or did they become enamored by the people around them and want to emulate their skills and techniques?

QUICK BUILD

You can make a Taijutsu Specialist quickly by following these suggestions. First, put your highest ability score in Strength or Dexterity, followed by Constitution. Second, choose the Hyūga, Sarutobi, Inuzuka, Uchiha or Non-Clan, Clans.



CLASS FEATURES

As a Taijutsu Specialist, you gain the following class features.

HIT POINTS

Hit Dice: 1d12 per Taijutsu Specialist level

Hit Points at 1st Level: 12 + your constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per Taijutsu Specialist level after 1st.

CHAKRA POINTS

Chakra Dice: 1d6 per Taijutsu Specialist level

Chakra Points at 1st Level: 6 + your constitution modifier

Chakra Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Taijutsu Specialist level after 1st.

PROFICIENCIES

Armor: Light armor, Medium armor

Weapons: All Simple and Martial Weapons

Ninja Tools: Tracking Kit, Trapper Kit

Saving Throws: Strength, Dexterity

Skills: Martial Arts, Choose two from Insight, Investigation, Nature, Acrobatics, Athletics, History, Stealth, Perception, Medicine, Chakra Control

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) No Armor or (b) Padded Armor or (c) Combat Jacket
- (a) 1 Tonfa or (b) 1 Nunchaku or (c) Combat Bracers or (d) Iron Claw
- (a) One Kunai stack or (b) One Shuriken stack
- (a) 2 Paper Bombs or (b) 2 Flash tags
- 1 Smoke Bomb

JUTSU CASTING

NINJUTSU

Ninjutsu save DC = 8 + your proficiency bonus + your Intelligence modifier

Ninjutsu attack modifier = your proficiency bonus + your Intelligence modifier

GENJUTSU

Genjutsu save DC = 8 + your proficiency bonus + your Wisdom modifier

Genjutsu attack modifier = your proficiency bonus + your Wisdom modifier

TAIJUTSU

Taijutsu save DC = 8 + your proficiency bonus + your Strength modifier

Taijutsu attack modifier = your proficiency bonus + your Strength modifier

UNARMORED DEFENSE

Beginning at 1st level, while you are wearing no armor, your AC equals 10 + Half your Proficiency (rounded down) + Dexterity Modifier + Wisdom Modifier.

Unarmed Combat

Also 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed attacks and Taijutsu Specialist weapons, which are Tonfas, Nunchaku, Quarterstaves, Combat bracers, and Iron Claws.

You gain the following benefits while you are unarmed or wielding only Taijutsu Specialist weapons:

- You can use Dexterity or Strength for the attack and damage rolls and Save DC calculation of your unarmed attacks, Taijutsu Specialist weapons and Taijutsu without the Bukijutsu Keyword.
- You can roll a d6 in place of the normal damage of your unarmed attacks or Weapons that you are proficient with. This die changes as you gain Taijutsu Specialist levels, as shown in the **Unarmed Combat** column of the Taijutsu Specialist table.
- When you use the Attack action with an unarmed strike or a Taijutsu Specialist weapon on your turn, you can make one unarmed strike as a bonus action.

COMBO STRING

Starting at 2nd level, your training allows you to string together different attacks that others could only hope to achieve. This is represented by a number of **Combo Points**. Your Taijutsu Specialist Level Determines the number of Points you have as shown in the **Combo Points** Column of the Taijutsu Specialist Table. You can spend these points to fuel various Combo features listed below.

When you spend a Combo point, it is unavailable until you finish a short rest. You must spend at least 1 hour of rest meditating to regain your Combo points.

When you cast a Taijutsu that doesn't have the Bukijutsu Keyword and hit at least twice with a single casting or at least 2 or more creatures fail their saving throw against your Taijutsu, you recover one combo point per additional successful Taijutsu attack or failed save after the first. You can recover up to three combo points this way per turn.

Unarmed and Taijutsu Specialist Weapon Attacks you make have a +1 bonus to attack and damage rolls. This bonus becomes a +2 at 11th level and a +3 at 15th level.

Additionally, you can spend Combo Points to fuel your Taijutsu. For each Combo Point you Spend you treat that spent combo point as 1 Chakra. When you Spend Combo Points this way, reduce the cost of Taijutsu you cast without the Bukijutsu Keyword, by an amount equal to its Rank. (D-Rank: -1, C-Rank: -2, B-Rank: -3, A-Rank: -4, S-Rank: -5.) If you would spend Combo Points this way to cast a Taijutsu with the Finisher Keyword that doesn't have the Bukijutsu Keyword, you may reduce its cost by an additional -1.

FLURRY OF BLOWS

Additionally, after you take the Attack action on your turn, you can spend 1 Combo point to make two unarmed attacks as a bonus action.

PATIENT DEFENSE

You can spend 1 Combo point to take the Dodge action as a bonus action on your turn.

EXTENDED TAIJUTSU

Immediately after you use an unarmed attack on your turn, you can spend 1 Combo point to use a Taijutsu, without the bukijutsu keyword as a Bonus Action that has a casting time of 1 Action.

STEP OF THE WIND

You can spend 1 Combo point to take the Disengage or Dash action as a bonus action and your jump distance is doubled until the end of your turn.

ENHANCED MOVEMENT

Also, at 2nd level, your speed increases by 10 feet while not wearing Heavy Armor. This bonus increases when you reach certain Taijutsu Specialist levels, as shown in the Taijutsu Specialist table.

TAIJUTSU STYLE

At 3rd level you learn a Combat style that fits in with how you view combat and encompasses your overall approach towards Taijutsu. Your Style grants you feature at 3rd Level and again at 6th, 10th, 14th & 17th Levels

ABILITY SCORE IMPROVEMENT/FEAT

When you reach 4th and again at 8th, 12th, 16th, and 19th, level, you can increase one ability score by +1 & a Feat of your choice that they qualify for. As normal you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Attacks you make with the Attack action count as chakra enhanced.

UNSHAKABLE WILL

At 7th Level, you can use your Action to end one effect on yourself causing you to be charmed or Fear.

SUPREME EXTRA ATTACK

Beginning at 11th level, when you use the flurry of blows feature, you instead make 3 unarmed attacks instead of 2.

MASTER OF EVASION

At 13th level, your Instinctive Agility lets you dodge out of the way of certain area effects. When a Jutsu allows you to make a Dexterity save to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail. You may spend 1 Combo Points to Reroll any Dexterity save once per turn.

PERFECT BODY, PERFECT MIND

At 15th level, your intense training grants you proficiency in one additional saving throws of your choice. Additionally, whenever you make a saving throw, add your Wisdom modifier to the saving throw. Also, whenever you make a saving throw and fail, you can spend 1 combo point to reroll it and take the second result.

PERFECT SELF

You've gained perfect control over your body. Beginning at 20th level, your Strength or Dexterity (Choose one) and Wisdom increase by 2. Your maximum for those scores increases by 2. Additionally, when you roll for initiative and have no Combo points remaining, you regain 3 Combo points.

TAIJUTSU STYLE

PASSIONATE YOUTH

Taijutsu Specialists who blend their style with the Passion of Youth exude a level of charisma unmatched by most in the world of Taijutsu, but they also have a level of dedication that overshadows most. With the Conviction to master the 8 Gates, the Passion of Youth is never to be underestimated.

FISTS OF IRON

When you choose this Style starting at 3rd level, you focus all of your effort on mastering hardening your fists, elbows, and other parts of your body until they feel like Iron while in combat. Once per turn, your Unarmed attacks deal an additional die of damage. This Damage increases as you gain levels in this class based on the Fists of Iron Strike damage chart.

FIST OF IRON BONUS DAMAGE CHART

Level	Damage Die
3rd	1d6
6th	1d8
10th	1d10
14th	1d12

ENHANCED FLURRY

Also, at 3rd level, you learn to break your opponent's guard with overwhelming power and force using two new techniques that work alongside your Flurry of Blows.

Open hand Technique. Whenever you hit a creature with one of the attacks granted by your flurry of blows, it must make a Constitution saving throw or It can't take reactions until the end of your next turn.

Chakra Enhanced Blows. You channel chakra into your hands enhancing your blows even further. You can spend 1 Combo Point to deal an additional 1d6 damage for each strike that hits with your flurry of blows.

8 INNER GATES

Starting at 6th Level, you learn how to access the 8 inner gates. This is an extremely dangerous technique but the benefits sure balance out with the risks. You gain the ability to unlock 3 gates of the 8 that exist. You learn to unlock more gates at 10th, 14th, and 17th Levels.

Each Gate is released on its own, and provides its own benefits and detriments. Each Inner gate has a maximum duration of 1 minute after which you immediately end the gates activation and gain any detriments you would normally gain.

While active you cannot cast or maintain concentration on any Ninjutsu or Genjutsu. Please Refer to the 8 Inner Gate Chart to See which Gates are unlocked at which levels and the benefits/detriments they bring with each gate.

Benefits and detriments stack both while active and upon ending the forms. You can end the activation of any gate but the 8th gate as a bonus action, taking on accumulated exhaustion from each previous gate all at once.

When you would end the 8th gate of Death, you turn to ash, unable to be revived by any means.

8 INNER GATES

Level	Gates	Casting Time	Benefit	Detriment
6th	1st Gate of Opening	Standard Action	STR +2, Speed +10	-
6th	2nd Gate of Healing	Bonus Action	STR +2, Heal 2 Hit Die	-
6th	3rd Gate of Life	Standard Action	STR +4, Speed +10, AC +1	Exhaustion +1, Weakened 1 Hour
10th	4th Gate of Pain	Standard Action	CON +2, Speed +10	Exhaustion +1, Slowed 1 Hour
10th	5th Gate of Limit	Bonus Action	STR +4, Speed +10, AC+1, Extra Action	Exhaustion +1, 1d12+1 Damage each round while active
14th	6th Gate of View	Standard Action	STR +6, Con +2	Exhaustion +1. 1d12+3 Damage end of turn while active
14th	7th Gate of Wonder	Bonus Action	STR +6, AC +1	Exhaustion +1, 1d12+5 Damage end of turn while active.
17th	8th Gate of Death	Standard Action	STR +6, Con +2, Double Speed, AC +2, Extra Action.	Exhaustion +1, 1d12+7 Damage end of turn while active. Remains in form a Number of rounds Equal to Con Modifier

IRON HEART FORTITUDE

Beginning at 10th Level, while gaining the benefits of your 8 Inner gates feature, and you are in the 3rd Gate of Life or above, you are immune to the Effects of Exhaustion, Weakened and Slowed. You suffer the effects whenever you are no longer gaining the benefits of the 8 Inner gates.

Also, at 10th level, as a Full Turn Action, and by reducing your movement speed to 0 until the end of your turn, you can immediately assume up to the 5th gate, gaining all previous gates benefits and detriments as well. You can do this twice per long rest.

PASSIONATE NAPS

Beginning at 14th Level, when you would take a short rest you recover 1 rank of exhaustion, Weakened and Slowed. You gain the benefit of this feature twice, before you need a long rest.

TRIED AND TRUE RESTS

Beginning at 17th level, when you would gain the benefit of a long rest, you recover up to two ranks of exhaustion, Slowed, and Weakened instead of one.

TALENT & FOCUS

Taijutsu Specialists who Blend their style with Talent and Focus have a level of perfection about them. Their Talent comes from hard work, dedication, and a never-ending supply of determination to always be better than the previous day. With this blend of ideologies and innate skill You are able to achieve and break limits others thought impossible.

UNNATURAL FOCUS

When you choose this Style starting at 3rd level, you focus all of your effort on surpassing the limits of your body, allowing you to perform more Combos than normally possible. You Increase Your Combo points by 3. You Gain more Combo Points than normal as you gain levels in this class based on the Unnatural Focus Combo Point Chart.

TALENTED FOCUS

Beginning at 3rd level, unarmed attacks you make are treated as if they have the **Critical** and **Deadly** Weapon Properties. Additionally, you can spend 1 Combo Points to grant yourself advantage on all Strength and Dexterity Ability Checks until the end of your turn.

ENHANCED PATIENCE

Beginning at 6th level, you learn to control the flow of combat when you act defensively and anticipate your enemies attacks You may select and add up to 2 features from the following list to your Combo String Feature. At 10th, 14th, and 17th levels you add 1 more.

UNNATURAL FOCUS COMBO POINT TABLE

Level	Combo Points
3rd	6
4th	7
5th	8
6th	11
7th	12
8th	13
9th	14
10th	16
11th	17
12th	18
13th	19
14th	21
15th	22
16th	23
17th	24
18th	25
19th	26
20th	27

Redirected Aggression. When a Hostile creature makes a melee attack and misses, you may as a reaction, immediately spend one Combo Point to redirect the missed attack back towards them. Make an Unarmed Attack roll. On a hit, the creature suffers their own damage as if they attacked themselves.

Shatterpoint. When you use Patient Defense and then make an unarmed attack after, the target creature must succeed a Constitution Saving throw, Losing 1 Damage Resistance until the end of your next turn.

Fractured Stance. When a Hostile creature makes a melee attack and misses after you used Patient Defense, you may make a single unarmed attack against the creature, this does not cost a reaction. If it Reduces the target creatures HP to 0, You regain 2 Combo points.

Impatient Defense. When you take the Patient Defense Action, you may Instead grant yourself Advantage on your next Unarmed or Taijutsu attack.

Deflect Missiles. When you would take damage from a ranged weapon attack, you can reduce the damage dealt by your Unarmed combat die + Your Taijutsu Modifier + Your Taijutsu Specialist Level as a reaction. If you reduce the damage to 0, you can spend 1 combo point to deflect the ranged attack back at the target if they are within 60 feet of you. You make the attack as a Ranged Taijutsu attack, regardless of the attack's properties.

FOCUSED STRIKE

Beginning at 10th level, you can interfere with the chakra flow in one's body with a single strike in your opponent's open defenses. You may spend 5 combo points to attempt a Stunning strike. Make an unarmed attack, on a hit, the target must succeed a Constitution saving throw vs your Taijutsu save DC, or be stunned until the end of their next turn.

UNMATCHED TALENT & FOCUS

Starting, at 14th Level your patient and reactionary fighting style has become stuff of legend. Whenever a creature misses you with an attack, you may spend 1 combo point to use your flurry of blows feature as a reaction.

TALENTED BLOW

Starting, at 17th Level you have learned to take full advantage of your *Focused Strike*. When a creature would suffer the effects of your *Focused Strike*, you may as a reaction spend 5 Combo points, dealing 8d10 necrotic damage to the stunned creature. You may spend an additional combo points, dealing an additional 2d10 for each additional combo point spent.

DISTURBANCE

Taijutsu Specialists who Blend their style with the Art of Disturbance have a level of trickery mixed into their fighting. They Focus on overwhelming their enemies with a flurry of attacks from multiple angles at once using both Armed and Unarmed options. You can break, even the most perfect defense.

BLINDING SPEED

When you choose this Style, starting at 3rd Level, you focus on overwhelming your enemies with more than they could conceivably handle at one time. By Spending 2 Combo Points, you are able to Gain an additional Bonus Action & Increase your Movement speed by 10. This can only be done once Per turn and costs no Action. You may do this a second time per turn starting at 17th Level.

DISTURBANCE FLURRY

Also, at 3rd Level, you learn to break your opponent's combat Flow using your Mastery over Combos using 2 new Techniques using your Flurry of Blows.

Additionally, while gaining the benefit of *Unarmed Defense* you may instead use Charisma in place of Wisdom.

Shatter. You may spend 1 Combo Point to use your Flurry of Blows as a Reaction to a Creature attempting to cast a Jutsu within 15 Feet of you. You may move up to half your movement speed and begin striking their Vital points and open defenses with precision meant to prevent their action. On a Hit, Target Creature Must succeed a Constitution Saving throw or the jutsu effect immediately ends. Chakra is still spent if the Jutsu ends this way.

Unstable Core. You may Spend 1 Combo point to use your Flurry of Blows as a Bonus Action. On any hit of this Flurry of Blows, target Creature must succeed a Strength saving throw, or be knocked prone.

UNTOUCHABLE

Starting at 6th Level, you are able to spend 1 Combo Point to prevent Attacks of opportunity against you until the start of your next turn.

UNMATCHED REFLEXES

Starting at 10th Level you learn to react more often preventing situations before they even start. You may Spend 2 Combo Points, to gain the use of an additional Reaction this round. This can only be done once per round. You may do this a second time starting at 17th Level.

DEBILITATING BARRAGE

At 14th Level you've gained the knowledge to temporarily inhibit a creatures Fortitude by striking a series of pressure points. Whenever you hit a creature with two or more attacks granted by a flurry of blows, you can spend 3 Combo points to cause the creature to become vulnerable to a damage type of your choice. This effect lasts until the end of your next turn.



WEAPON SPECIALIST

Level	Proficiency Bonus	Features	Styles Known	Flurry Die	Jutsu Known	Highest Rank Jutsu Known
1st	+3	Weapon Focus	-	d4	6	D-Rank
2nd	+3	Weapon Flurry, Fighting Style	-	d4	6	D-Rank
3rd	+3	Weapon Form	1	d4	7	D-Rank
4th	+4	Ability Score Improvement/Feat	1	d4	7	D-Rank
5th	+4	Extra Attack	1	d6	8	C-Rank
6th	+4	Weapon Form (2)	2	d6	8	C-Rank
7th	+5	Improved Critical Focus	2	d6	9	C-Rank
8th	+5	Ability Score Improvement/Feat	2	d6	9	C-Rank
9th	+5	Weapon Focus (2)	2	d8	10	B-Rank
10th	+6	Battle Readiness	2	d8	10	B-Rank
11th	+6	-	3	d8	11	B-Rank
12th	+6	Ability Score Improvement/Feat	3	d8	11	B-Rank
13th	+7	Weapon Form (3)	3	d10	12	A-Rank
14th	+7	Improved Critical Focus (2)	3	d10	12	A-Rank
15th	+7	Weapon Focus (3)	3	d10	13	A-Rank
16th	+8	Ability Score Improvement/Feat	4	d10	13	A-Rank
17th	+8	-	4	d12	14	S-Rank
18th	+8	Superior Critical Focus	4	d12	14	S-Rank
19th	+9	Ability Score Improvement/Feat	4	d12	15	S-Rank
20th	+9	Weapon Form (4)	4	d12	15	S-Rank

WEAPON SPECIALIST

An Inuzuka draws their twin hand scythes as they then drop a smoke bomb at their feet, and begin to swing their weapons through the smoke using their artificially created environmental advantage to their benefit. Slicing and dicing their enemies when they cannot see through the smoke while the Inuzuka can smell them.

A Sarutobi draws their longbow, as they coat it in lightning, firing it off into the sky, creating lightning strikes where the arrow lands striking down their foes with extreme prejudice.

These shinobi, different as they might be, are connected by one common factor, they are masters Swordsman, bowman and many other tools of the trade in the shinobi world. These weapons define the user, allowing them to shift the tides of battle with the edge of a blade or the knock of a bow, the song of a flying shuriken or the lethality of a flying kunai.

CHARACTER INSPIRATIONS

When designing this class, it was built with the intent to allow players to utilize different types of Weapons, ninja tools and be able to use that exclusively in a world of Jutsu and seemingly ranged superiority. This Class allows for a variety of fighting styles as shown in the Naruto series and other Manga series that specialize in martial weapon dominance. Players would be able to match or exceed their allies in combat, close- & Long-range sustained combat by being more effective at using Weapons and Ninja tools than the other classes. The characters this class is pulling inspiration from are as follows: Asuma Sarutobi, TenTen, Zabuzza Momochi, Kisame Hoshigaki, Temari, Kankuro, Killer B, Mifune, Darui, and Sasuke Uchiha

CREATING A WEAPON SPECIALIST

When creating a Weapon Specialist consider a few things about the character in regards to their stance on fighting and how they view ninja tools. Do they use their weapons as a tool of war or peace? Do they use their weapons as a way to share their ideals while in combat or is it an extension of themselves? Do they use their weapons as a way to give themselves discipline and teach themselves patience? Did they train under another very skilled Shinobi? Or did they become enamored by the people around them and want to emulate their skills and techniques?

QUICK BUILD

You can make a Weapon Specialist quickly by following these suggestions. First, put your highest ability score in Strength or Dexterity, followed by Constitution. Second, choose the Hyūga, Sarutobi, Inuzuka, Uchiha or Non-Clan, Clans.



CLASS FEATURES

As a Weapon Specialist, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per Weapon Specialist level

Hit Points at 1st Level: 10 + your constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Weapon Specialist level after 1st.

CHAKRA POINTS

Chakra Dice: 1d8 per Weapon Specialist level

Chakra Points at 1st Level: 8 + your constitution modifier

Chakra Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Weapon Specialist level after 1st.

PROFICIENCIES

Armor: Light armor, Medium armor, Heavy Armor

Weapons: All Simple and Martial Weapons

Ninja Tools: Trapper Kit, Poison Kit, Tracker Kit, Weaponsmith Kit, Armorsmith Kit

Saving Throws: Strength, Constitution

Skills: Martial Arts, Choose three from Acrobatics, Athletics, Crafting, History, Intimidation, Perception, Sleight of Hand, Stealth, Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) Padded Armor or (b) Combat Jacket
- (a) 1 Simple Weapon or (b) 1 Martial Weapon
- (a) 1 Simple Weapon or (b) 1 Martial Weapon
- (a) One Kunai stack or (b) One Shuriken stack
- 2 Paper Bombs

JUTSU CASTING

NINJUTSU

Ninjutsu save DC = 8 + your proficiency bonus + your Intelligence modifier

Ninjutsu attack modifier = your proficiency bonus + your Intelligence modifier

GENJUTSU

Genjutsu save DC = 8 + your proficiency bonus + your Wisdom modifier

Genjutsu attack modifier = your proficiency bonus + your Wisdom modifier

TAIJUTSU

Taijutsu save DC = 8 + your proficiency bonus + your Strength modifier

Taijutsu attack modifier = your proficiency bonus + your Strength modifier

WEAPON FOCUS

Starting at 1st Level, the Weapon Specialist chooses a weapon type (Such as Katana's) that they will specialize into. This weapon becomes known as your **Weapon Focus**. Weapons of that selected type gains a +1 Bonus to Attack & Damage rolls and gains the finesse or Multiattack (Select One) trait. Once selected you cannot

go back and change your selection. A melee weapon that you wield with two hands cannot gain the benefit of the Finesse trait. Bonuses to attack and Damage rolls gained by this feature also apply to Bukijutsu Cast using a **Weapon Focus**.

Additionally, when using a weapon, you are proficient in, as a component in a Bukijutsu, you may instead use your Dexterity Modifier instead of your Strength for your Attack & damage rolls and Save DC.

At the 9th level of Weapon Specialist, you choose between the following;

- Select another weapon type to specialize in, granting the newly selected weapon a +1 Bonus to Attack & Damage rolls.
- Grant your current **Weapon Focus** an additional +1 Bonus to attack & Damage rolls.

Regardless of which option you decide, the selected Weapon type gains either the Deadly or Disarm trait. Additionally, if your **Weapon Focus** has the Return property, you no longer need to spend a bonus action to recall it.

At 15th level, you choose between the following;

- Select another weapon type to specialize in, granting the newly selected weapon a +1 Bonus to Attack & Damage rolls.
- Select one of your current **Weapon Focuses** granting them an additional +1 Bonus to attack & Damage rolls.

Regardless of which option you decide at this level, the selected Weapon type gains either the Blocking Trait or Critical trait.

WEAPON FLURRY

Also, at 2nd Level, you are an unrelenting flurry of weapon attacks. You can perform a series of different techniques called **Flurry Techniques**. These Flurry Techniques are fueled by **Flurry Die**. This die changes as you gain Weapon Specialist Levels, as shown in the **Flurry Die** Column of the Weapon Specialist Class table.

Once per Turn, you can use one of the following **Flurry Techniques**. Some Flurry Techniques require your Opponent to make a Saving throw. The Save DC for these Effects are calculated using your Taijutsu Save DC. You gain additional Effects from your **Weapon Form** as you gain levels in this class. You can only use **Flurry Techniques** with weapons types you have marked as your **Weapon Focus**;

Enhanced Deflection. As a reaction you can roll a Flurry Die and add it to your AC against one attack before the start of your next Turn.

Chakra Strike. When you hit a creature with a weapon attack, you spend 5 Chakra to deal additional damage to the target. The Extra Damage is 2 Flurry Die. For every additional 5 Chakra you spend, increase the flurry Die by 1, up to a maximum of 7 Flurry Die.

Perceptive Augmentation. Your Speed increases by an amount equal to 5 x your Flurry Die until the end of your turn.

Focused Efficiency. When you cast a bukijutsu you may reduce the cost of that jutsu by an amount equal to half your Flurry Die (Min 1.). You cannot reduce a jutsu cost below 1 using this feature.

FIGHTING STYLE

Beginning at 2nd Level you adopt a particular style of fighting as your specialty. Choose one of the Fighting Styles located in Chapter 13: Customization Options; You can't take a fighting style more than once.

WEAPON FORM

When you reach 3rd Level, you begin to focus your studies on a specific fighting form with your weapons. Your Form grants you Features at 3rd level, and again at 6th, 13th, & 20th Levels. Alongside these Forms, you also learn a Style to help compliment the form you've chosen. You start with 1 style from your chosen weapon Form, and gain more as you level up as a Weapon Specialist.

ABILITY SCORE IMPROVEMENT/FEAT

When you reach 4th and again at 8th, 12th, 16th, and 19th, level, you can increase one ability score by +1 & a Feat of your choice that they qualify for. As normal you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

IMPROVED CRITICAL FOCUS

Starting at 7th Level, as a bonus action, select one creature you can see within 60 feet of you. For the next minute, Taijutsu attacks score a Critical hit on a roll of 19-20 against the target creature. Your focus grows sharper beginning at 14th Level when your Taijutsu Attacks score a critical hit on a roll of 18-20 against the selected creature. Taijutsu attacks made only benefit from this feature if the Jutsu cast has the Bukijutsu keyword

You can use this feature twice per short rest.

BATTLE READINESS

Starting at 10th level, you have fully learned how to meld your physical self with the Spiritual. When you cast a Bukijutsu, using a weapon you have as your **Weapon Focus**, you may as a bonus action either make a single Weapon attack using that weapon or take the Dodge action.

SUPERIOR CRITICAL FOCUS

Starting at 18th Level, when you score a critical hit on a creature you have marked using your **Improved Critical Focus** feature. Add 1 additional Damage die to the damage roll.

WEAPON FORMS

RANGER FORM

Weapon Specialist who focuses on the Ranger form, exploiting the superiority of ranged combat. Ensuring they keep distance from their targets and overwhelm them with Pinpoint Attacks from a safe distance.

RANGER TECHNIQUES

Starting at 3rd level, you learn additional **Flurry Techniques** that supplement your Ranger Form.

Blinding Shot. When you target a creature with a ranged Weapon attack, you can spend 5 chakra, adding your flurry die to the attack roll. On a hit, you attempt to blind them, striking them in the eyes. The target must make a Constitution saving throw be blinded until the beginning of your next turn on a failed save.

Brutal Shot. When you would hit a creature with a ranged weapon attack, you can spend 5 chakra, adding 2 flurry die to the damage roll. When you do, you attempt to Daze them. The target must make a Strength saving throw being Dazed on a failed save.

Crippling Shot. When you would hit a Creature with a Ranged Weapon attack, you can spend 5 chakra, adding your flurry die to the damage roll. When you do, you attempt to hamper their movement abilities. The Target must make a Dexterity Saving throw. On a failed save the targets movement is reduced by half and makes their next Dexterity saving throw at disadvantage.

RANGER STYLES

Also, at 3rd level, you get to choose a Style that supports your combat style. You know 1 Style from the following List, and gain more as you gain levels in this class based on the **Styles Known** Table of the Weapon Specialist.

Shuriken Slinger. Ranged Taijutsu you cast with the Bukijutsu Keyword, that uses Kunai, Shuriken or Senbon as Components deal an additional Flurry Die in damage on a successful hit. Additionally, when you would roll an Ammunition die you roll an additional ammunition die taking the higher result.

Dead-eye Stance. You gain a Bonus to Damage rolls made with Ranged Taijutsu Attacks using a Jutsu with the Bukijutsu Keyword, equal to 1 Flurry die while attacking a creature within 30 feet of you.

Additionally, attacking a creature within 5 feet of you does not impose disadvantage on your ranged attacks.

Double Jeopardy. When you cast a Taijutsu with the Bukijutsu Keyword, that uses a Ranged Weapon, or a weapon with the Thrown Property as a Component, that would force a creature to make a Saving throw, a creature that fails the saving throw takes additional damage equal to 1 Flurry Die. If they fail by 5 or more, they take additional damage equal to 2 flurry die. If they fail by 10 or more, they take additional damage equal to 3 flurry die.

Creating Distance. Once per turn, when you make a ranged Taijutsu Attack using a Jutsu with the Bukijutsu Keyword, your movement speed increases by 15 feet while you are moving away from the target creature, until the end of your next turn.

Keen Eyed Stance. Once per turn, when you score a critical hit with a ranged Taijutsu attack with a Jutsu with the Bukijutsu Keyword, you may add 2 additional damage die to the damage roll.

Rangers Aim. Once per turn, you can as a Bonus action take aim at a creature you can see within range. The next Ranged Taijutsu attack you make with a Jutsu with the Bukijutsu Keyword, is made at advantage.

Intimidating Flourish. Once per turn, as a bonus action, when you cast a ranged Taijutsu with the Bukijutsu keyword, you may force the target to make a Wisdom Saving throw, on a failed save the target gains 2 ranks of fear against you until the end of their next turn. A creature can only be affected by this feature twice per short rest.

CURVED SHOT

Starting at 6th level, you learn how to work all the angles of a battlefield to your advantage. Once per turn, when you would miss a ranged Taijutsu attack with a jutsu that has the Bukijutsu Keyword against a creature who has a bonus to their AC as the result of a Jutsu or Feature, you may add one Flurry Die to the attack roll.

QUICK DRAW

Beginning at 13th Level, you learn to perform miracles with your ranged weapons. On your first turn in combat, if you are not surprised, you can use your attack action to attack creatures that have not acted yet. Choose up to 6 creatures that you can see within 90 feet of you. Make a ranged weapon attack targeting each creature. On a hit, you deal your weapons damage and can apply a **Flurry Technique** to each attack made this way. Once you've used this feature you must complete a short or long rest before you can use it again.

UNMATCHED EFFICIENCY

At 20th Level, you have an unmatched efficiency for your agility. Your Dexterity and Wisdom scores increase by 2. Your maximum for those scores increases by 2.

Additionally, if a Ranged Attack you make, misses a target creature you can treat the miss as a hit. Alternatively, if you fail a Dexterity or Wisdom saving throw, you may treat it as a success. You can use each of these effects once before requiring a short or long rest to use it again.

BATTLE DANCER FORM

Weapon Specialist who focuses on the Battle Dancer Form, utilizing their ruthless efficiency to decimate and defeat unprepared opponents with powerful and deadly melee attacks.

BATTLE TECHNIQUES

Starting at 3rd level, you learn additional **Flurry Techniques** that supplement your Battle Dancer Form.

Disastrous Strike. When you would use the **Chakra Strike Flurry Technique**, you can spend an additional 5 chakra, when you do, reroll at 1's and 2's, taking the second result.

Forced Regression. When you hit a creature with a Melee weapon attack, you can spend 5 Chakra, to cure one condition you are currently under the effect of except Exhaustion.

BATTLE DANCER STYLES

Also, at 3rd level, you get to choose a Style that supports your combat ability. You know 1 Style from the following List, and gain more as you gain levels in this class based on the **Styles Known** Table of the Weapon Specialist.

Exploitive Takedown. When you hit a creature two or more times using a Taijutsu with the Bukijutsu keyword, you may deal additional damage equal to two flurry die.

Savage Stance. Select One creature as a Bonus Action that you can see within 30 Feet of you. You have advantage on the first Attack roll you make using a Taijutsu with the Bukijutsu Keyword each turn for the next minute. Additionally, you have disadvantage on all attacks made against all other creatures for the duration. This stance ends early if the creature of your hit points drop to 0 or either of you fall unconscious. You can use this feature twice per short rest.

Weapon of Shadows. You can take the Hide action as a reaction on your turn after hitting a creature with a Taijutsu with the Bukijutsu keyword. When you do, you may add one Flurry die to your Dexterity (Stealth) Check.

Destructive Stance. Select one creature as a Bonus action that you can see within 30 Feet of you. You add your Strength, Dexterity, & Wisdom Modifier (Min 1) to the next Taijutsu you casts Damage roll. The Taijutsu Cast must have the Bukijutsu Keyword. All creatures gain advantage to attacks targeting you until the end of your next turn.

Removing Distance. Once per Turn, when a creature deals damage to you with a Ranged attack, as a reaction, move up to half your movement speed towards the triggering creature.

Storming Strike. When you take the attack action and Score a Critical Hit with a Melee weapon attack, you can make an additional melee weapon attack against the same creature. You may make two additional melee weapon attacks this way per turn.

RELENTLESS

Starting at 6th Level, you have advantage on initiative rolls and gain a 10-foot bonus to your speed on your first turn of combat.

WHIRLWIND SWEEP

At 13th Level, you can use your action to make a melee weapon attack against any number of creatures within 5 feet of you, making a separate attack roll for each target.

You can use any of your **Flurry Techniques** once for each target. Once you have used this feature, you must complete a short or long rest before you can use it again.

MASTER OF AGGRESSION

At 20th level, your presence on the battlefield is a graceful blur of deadly blades, crippling hammers and daring acrobatics. Your Strength and Dexterity scores increase by 2. Your maximum for those scores increases by 2.

Additionally, as an Action, by spending 10 Chakra, you can rush forward up to your movement speed to an unoccupied space you can see without provoking opportunity attacks. Make a Melee weapon attack for each creature within 5 feet of your path. You can use any of your **Flurry Techniques** effects once on each target. Once you have used this feature, you must complete a short or long rest before you can use it again.

SAMURAI FORM

Weapon Specialists who focus on the Samurai form, learn the unique fighting style of the Samurai, allowing a blend of both Ranged and Melee combat from using the Katana, the Naginata to the Bow & arrow, they are specialists in both forms of combat able to adapt to the situation at hand and pull victory through Skill and unmatched talent.

KENJUTSU TECHNIQUE

Starting at 3rd level, you learn additional **Flurry Techniques** that supplement your Samurai Form.

Fighting Spirit. As a bonus action on your turn, you can spend 10 chakra to give yourself advantage on all weapon attack rolls until the end of the current turn. When you do so, you also gain 5 temporary hit points until the beginning of your next turn.

Riposte. When another creature damages you with a melee or Ranged attack, you can as a reaction, use your Flurry Die to attempt to deflect the attack. When you do so, the damage you take is reduced by Your Flurry Die + Your Strength or Dexterity Modifier (Your choice). If You reduce the damage to 0 you can immediately make a single melee weapon attack against the triggering creature as part of the reaction, dealing the damage they would have dealt to them instead.

SAMURAI STYLES

Also, at 3rd level, you get to choose a Style that supports your combat ability. You know 1 Style from the following List, and gain more as gain levels in this class based on the **Styles Known** Table of the Weapon Specialist.

Iatsu Stance. As a Bonus action you can enter a quick strike stance. On your next melee taijutsu attack before the end of your turn, you may add your Wisdom or Charisma Modifier (Your choice) to the first melee taijutsu attack and damage roll you make this turn. The taijutsu cast must have the bukijutsu keyword. Until the beginning of your next turn, you cannot cast Jutsu that do not have the Bukijutsu Keyword

Aggressive Stance. As a Reaction on your turn, you can take an aggressive stance. Until the end of your turn, Double your movement speed, and your jump distance. You can take a Dash action as a bonus action. Additionally, when you Dash or Jump, you have advantage on the first taijutsu attack roll you make against each creature within 5 feet of where you land or end your movement. The Taijutsu cast must have the bukijutsu keyword.

Blade Pass. As a reaction to a creature missing, you with an attack, you may spend 5 chakra. When you do, you gain temporary hit points equal to your Weapon Specialist level until the beginning of your next turn.

Crashing Wave. As a Bonus action, until the end of your turn, the next time you would cast a Taijutsu with the bukijutsu keyword, you may spend 5 chakra. When you do, you reroll all 1's and 2's. You must use the new results.

Defensive Stance. As a Bonus action, you enter a defensive stance. Roll 1 flurry die and record the result. Until the start of your next turn you gain one of the following;

- Taijutsu you cast with the bukijutsu keyword that would increase your AC, you gain an additional bonus to your AC equal to half the result of your Flurry Die. (Min 1)
- Taijutsu you cast with the bukijutsu keyword that would grant you temporary hit points you gain additional temporary hit points equal to the result of the flurry die.

Frenetic Stance. Once per Turn, as a bonus action, the first time you hit a creature with a melee or ranged taijutsu attack on your turn, it has disadvantage on the next attack roll it makes against you before the start of your next turn.

Keen Stance. Once per round, when you score a critical hit with a taijutsu attack, you may add 1 additional Flurry die to the damage roll.

CIRCLE OF PROTECTION

At 6th Level, you learn to fend off attacks directed at you, your allies or other creatures nearby. If you or a creature you can see within 5 feet of you is hit by an attack, you can use your reaction to ward the creature if you're wielding a melee weapon. Roll a flurry die and add the number rolled to the target's AC against that attack.

You can use this feature a number of times equal to your Constitution modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

ENHANCED STRIKES

Starting at 13th Level, as a Bonus action you may enhance your next Taijutsu you cast with the Bukijutsu keyword. When you do, the next Taijutsu you cast with the bukijutsu keyword adds 3 flurry die to its damage rolls. You can use this feature once per long rest.

MASTER OF FOCUS

At 20th level, you might overwhelm even the most implacable of foes. Your Strength and Constitution scores increase by 2. Your maximum for these scores increases by 2. Additionally, as an action, you can spend 10 chakra to gain the following benefits for 1 minute. You can use each effect of this feature once before requiring a long rest.:

- You have resistance to Slashing, Bludgeoning or piercing damage.
- When an ally within 30 feet of you takes the Attack action, they can make one additional attack as a part of that same action.
- Your attack rolls can't suffer from disadvantage.
- Whenever a creature hits you with a melee attack, it takes damage equal to half of the damage you take from the attack.



CHAPTER 5: EQUIPMENT

The marketplace of a large city or village teems with buyers and sellers of many backgrounds and for many reasons: shady merchants trying to sell off curious wares they've found on their travels (or trying to steal from careless travelers), up and coming technologists, selling various scientific ninja tools, shinobi weaponsmiths and samurai armor smiths. In the largest cities, almost anything imaginable is offered for sale, from exotic spices and luxurious clothing to scientific ninja tools and cutting-edge vehicles.

For a shinobi or samurai, the availability of armor, weapons, and other adventuring gear is of paramount importance, since proper equipment can mean the difference between life and death in a stronghold or the untamed wilds. This chapter details the mundane and exotic merchandise that shinobi commonly find useful in the face of the threats that the worlds of D&D present.

VARIANT: STARTING WEALTH BY CLASS

Class	Funds
Genjutsu Specialist	5d4 x 25 Ryo
Hunter-Nin	5d4 x 25 Ryo
Intelligence Operative	5d4 x 25 Ryo
Medical-Nin	5d4 x 25 Ryo
Ninjutsu Specialist	5d4 x 25 Ryo
Scout-Nin	5d4 x 25 Ryo
Taijutsu Specialist	5d4 x 25 Ryo
Weapon Specialist	5d4 x 25 Ryo

WEALTH

Wealth generally appears in the form of Ryo. The Land of Iron and Land of Moon each have their own mints, but in most countries, Ryo is interchangeable. Other trade goods, gemstones, artifacts, and property can reflect your character's financial well-being. Members of the lower-class trade in goods, bartering for what they need and paying taxes in raw materials. Members of the nobility trade either in legal rights, such as the rights to a mine, a port, or a company, or in high denomination credits. Only merchants, adventurers, and those offering professional services for hire commonly deal in ryo.

CURRENCY

Ryo comes in a variety of denominations: from a single Ryo coin to paper bills with predefined values up to Solid Ryo Bars worth an incredible value. While the Land of Iron and Moon have their own currencies, in most Countries they can be used interchangeably.

With ten ryo, a character can buy a day's worth of food, some common clothing, a Bingo Book, or a glow rod. A skilled (but not exceptional) artisan can earn 100 Ryo a day. A Genin can earn on average, up to 100 Ryo a day with on D-Rank Missions. Ryo is the standard unit of measure for wealth. When merchants discuss deals that involve goods or services worth hundreds or thousands of ryo, the transactions don't usually involve the exchange of individual bills. Rather, ryo is a standard measure of value, and the actual exchange is in letters of credit, or valuable goods.

SELLING TREASURES

Opportunities abound to find treasure, equipment, weapons, armor, and more in the dungeons you explore. Normally, you can sell your treasures and trinkets when you return to a Village or other settlement, provided that you can find buyers and merchants interested in your loot.

WEAPONS, ARMOR AND OTHER EQUIPMENT

As a general rule, undamaged weapons, armor, and other equipment fetch half their cost when sold in a market. Used weapons and armor aren't always in good enough condition to sell, but can be kept and modified for personal use if you are or can find a Weaponsmith good enough to complete such a task.

CHAKRA ENHANCED ITEMS

A Chakra Enhance item is an item that either is infused with either an Sealsmith's Enhancement Seal or has a +1 or higher bonus to either;

- Attack and Damage Rolls provided via an Enhancement Seal, A Clan or Class Feature, or a Jutsu.
- Armor Class provided via an Enhancement Seal, A Clan or Class Feature, or a Jutsu.

A weapon that gains any bonuses from Feats or Fighting styles do not count as chakra enhanced in any way.

GEMS, JEWELRY, AND VALUABLE ARTIFACTS.

These items retain their full value in the marketplace, and you can either trade them in for Ryo or use them as currency for other transactions. For exceptionally valuable treasures, the GM might require you to find a buyer in a large city or even another country.

ACTIVE INVENTORY

The right gear at the right time can make all the difference between life and death. But how do you keep track of what your carrying? This section introduces

SLOTS & BULK

An active inventory manages items using inventory slots (storage capacity) and object bulk (replacement for weight)

INVENTORY SLOTS

Inventory Slots describe *storage* capacity—how much can a thing carry without being overwhelmed? One slot holds 1 bulk, a small object, or a collection of such objects—a pair of blood pills, a Stack of Senbon Needles or a pair of combat bracers etc.

Anything that can hold, carry, or contain objects can make use of inventory slots—for example:

- **Creatures** use slots to describe how much they can carry before they're encumbered.
- **Containers** use slots to describe how much they can store before they're full.
- **Buildings** use slots to describe how much free space they have in their rooms.
- **Vehicles** use slots to describe how much they can transport before they can't move.

BULK

Objects use bulk to describe how *many* inventory slots they fill. The bulkier the object, the more slots occupied.

Bulk represents the *effort* needed by a medium sized creature to carry an object based on its size, weight and shape. The more awkward or uncomfortable it is to hold an object, the higher its bulk.

inventory Slots, object bulk, and new systems to help you manager your inventory. (All Credit goes to [Giffy Glyph](#) for laying the groundwork for this system rework)

YOUR INVENTORY

Your Inventory Capacity depends on your Strength modifier. The stronger you are, the more Bulk you can carry.

But as your Active Inventory increases so too does your characters overall Bulk. Your *Characters* bulk equals the larger of either a) your minimum bulk or b) the total bulk of everything in your inventory.

All Shinobi have a base of 10 Inventory Slots. This determined how many things you can carry. This includes, weapons, armor, tools, and other pieces of equipment.

A shinobi has two ways of increasing this Inventory limitation. The first way is to increase their Strength. A shinobi increases their base bulk limitation by 2 for every +1 they have in their Strength Ability Modifier. (Ex. Soren, is an Uzumaki Scout-Nin with a 14 Strength, giving him a +2 Modifier. His Base bulk and by extension his base Inventory Slot is 14, $10 + 2 + 2$).

The second way to increase your Inventory Slot capacity is to purchase *Storage Tools* such as a *Shinobi Backpack*, or a *Waist Pouch* which each applies their own bonuses to a wearers Inventory limits, assisting a shinobi is bringing more to the table in terms of equipment and ninja tools to get the job done.

BASIC SUPPLIES

In addition to inventory slots, you can freely carry a limited number of basic supplies. One ration pack, one thermos, one wallet.

- **Ration Case:** Stores up to 1 week of basic food rations.
- **Thermos:** Holds enough liquid for 1 person, for 1 day.
- **Wallet:** Holds up to 10,000 Ryo bills of any assortment.

These three basic supply containers don't occupy any inventory slots, and by extension have no Bulk associated with them. If you carry more copies of these 3, they would each occupy 1 bulk and cost 5 Ryo Each. Although they don't occupy any inventory slots, they can still be affected by NPC's and adversaries in some fashion. (Stolen, damaged, destroyed, etc.) So do keep an eye on them.

ENCUMBRANCE

If you find yourself carrying more than your inventory capacity allows, you are encumbered. While you are encumbered, you gain the following condition.

ENCUMBERED

- Your Speed is Halved.
- You have disadvantage on ability checks, attack rolls and saving throws, that use Strength, Dexterity, or Constitution.

ARMOR

The different Countries of Naruto are a vast tapestry made up of many different cultures, each with its own cultural influence on technology. For this reason, Shinobi have access to a variety of armor types, ranging from basic Padded Armor to Shinobi Battle Armor with several other kinds of armor in between. The Armor table collects the most commonly available types of armor found in the game and separates them into three categories: light armor, medium armor, and heavy armor.

The Armor table shows the cost and other properties of the common types of armor worn in the Naruto World.

ARMOR PROFICIENCY

Anyone can put on a suit of armor. Only those proficient in the armor's use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. Wearing armor that you are proficient in grants you the armors, Armor Bonus, any potential Dexterity Bonus as well as half of your Proficiency Bonus (Rounded down) to your AC Calculation. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and Ninjutsu, Taijutsu, or Genjutsu Cast.

ARMOR BONUS

Armor protects its wearer from attacks. The armor you wear determines your Armor Bonus.

AC is determined by $10 + \text{Armor Bonus} + \text{Dexterity} + \text{Half Proficiency (Rounded Down)}$.

ARMOR EFFECT

Different Mundane armors provide additional benefits or penalties to wearing them, such as Bonuses or Penalties to ability checks. Each of these armors hold their own benefits or penalties.

Armor	Cost	Armor Type	Bulk	Armor Bonus	Dex Bonus	Armor Effect
Light Armor						
Padded Armor	10 ryo	Light Armor	3	+1	Full Modifier	-
Leather Armor	50 ryo	Light Armor	3	+2	Full Modifier	-
Studded Leather	150 ryo	Light Armor	3	+3	Full Modifier	-
Medium Armor						
Combat Jacket	200 ryo	Medium Armor	6	+3	Dex Modifier (Max 2)	-
Armored Combat Jacket	350 ryo	Medium Armor	6	+4	Dex Modifier (Max 2)	1d4 Penalty to Stealth
Chunin Jacket	500 ryo	Medium Armor	6	+5	Dex Modifier (Max 2)	
Reinforced Chunin Jacket	750 ryo	Medium Armor	6	+5	Dex Modifier (Max 2)	1d4 Bonus to Persuasion.
Heavy Armor						
Flak Jacket	1000 Ryo	Heavy Armor	9	+6	-	Disadvantage on Stealth
Armored Flak Jacket	1500 Ryo	Heavy Armor	9	+6	-	Disadvantage on Stealth Non-Chakra damage is reduced by 1
Battle Armor	2000 Ryo	Heavy Armor	9	+7	-	Disadvantage on Stealth
Shinobi Battle Armor	2500 Ryo	Heavy Armor	9	+8	-	+3 Bulk Limit
Jonin Jacket	2750 Ryo	Heavy Armor	9	+8	-	1d6 Bonus to Intimidation
Armored Jonin Jacket	3000 Ryo	Heavy Armor	9	+9	-	1d6 Bonus to Intimidation Non-Chakra damage is reduced by 2
Ronin Armor	4000 Ryo	Heavy Armor	9	+9	-	Non-Chakra damage is reduced by 3
Samurai Armor	5000 Ryo	Heavy Armor	9	+10	-	Disadvantage on Stealth Non-Chakra damage is reduced by 5 Req Str 15

LIGHT ARMOR

Made from flexible and thin materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you can add your full Dexterity mod to determine your Armor Class with no limits.

PADDED ARMOR

Padded Armor Consists of Resistant Materials layered on top of one another in a way that provides protection to your more vulnerable parts of your body.

LEATHER ARMOR

The Breastplate and shoulder protectors of this armor are made of thin but layered leather that has been stiffened by being boiled in oil and made to fit under common clothing to hide the armor your wearing, under standard clothing.

STUDED LEATHER ARMOR

Studded Leather armor is Leather armor reinforced with metal bolts, rivets or plates that cover sensitive body parts like your heart, Neck and Spine.

MEDIUM ARMOR

Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier, to a maximum detailed in the Dex bonus column, to the Armor Bonus of the Armor You are wearing.

COMBAT JACKET

Providing solid protection for a minimal cost, Combat Jackets are considered excellent protection for entrenched troops or guards. However, this protection comes at a cost of mobility, limiting its uses by rapidly advancing infantry. Still, it provides more mobility than an Armored Combat Jacket.

ARMORED COMBAT JACKET

Armored Variant of the Combat Jacket that's designed for more protection.

CHUNIN JACKET

This standard flak jacket is worn by chunin and Jonin shinobi. This armor-plated jacket offers the wielder 6 pockets that can hold up to one pound of material, and are generally used to hold scrolls. The Hidden Villages all have different designs for this armor that are easy to differentiate.

REINFORCED CHUNIN JACKET

A reinforced and enhanced Chunin Jacket that provides even more protections with little mobility cost.

HEAVY ARMOR

Of all the armor categories, heavy armor offers the best protection. These suits of armor cover most of, if not the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk. Heavy armor doesn't let you add your Dexterity modifier to your Armor Class.

FLAK JACKET

Flak Jackets are armors with reduced weight, but restricts movement. The armor is commonly used by mercenaries, bounty hunters, soldiers, and civilians that live in dangerous areas

ARMORED FLAK JACKET

Armored Variant of Flak Jackets that provide more protection.

BATTLE ARMOR

Battle Armor that is mass produced from the Land of Iron, Made for War time conflicts and is generally used by foot soldiers and infantrymen. Provides enhanced protections, but does not allow for very complex mobility maneuvers.

SHINOBI BATTLE ARMOR

Battle Armor that is specially made in each of their respective countries. This variant of the Battle Armor provides more protection in a Shinobi's vital area's while also providing a lighter load. The Bulk of this armor still prevents complex mobility but is offset by the increase in overall protections provided by specialized Developments.

JONIN JACKET

Jonin Jackets are very similar in design to Chunin Jackets but provide more protection via its woven in protective materials.

ARMORED JONIN JACKET

Armored Variant of the Jonin Jacket.

RONIN ARMOR

Armor that was initially designed for Wandering Samurai who belong to no clan or house. This armor is extremely resistant to the perils of the Land of Iron.

SAMURAI ARMOR

Samurai Armor that is specially made for use by the Samurai of the Land of Iron. The Samurai that wear this armor are walking tanks and can take far more punishment than the average shinobi, in turn allowing them the ability to survive significantly longer than their shinobi counterparts.

GETTING INTO AND OUT OF ARMOR

The time it takes to don or doff armor depends on the armor's category.

Don. This is the time it takes to put on armor. You benefit from the armor's Armor Bonus only if you take the full time to don a suit of armor.

Doff. This is the time it takes to take off armor. If you have help, reduce this time by half.

DONNING AND DOFFING ARMOR

Light Armor: 1 Minute to Don or Doff

Medium Armor: 5 Minutes to Don, 1 Minute to Doff

Heavy Armor: 10 Minutes to Don, 5 Minutes to Doff

WEAPONS

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a Katana or a Shuriken, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring and on Missions. The Weapons

tables show the most common weapons used in the world of Naruto, their price and the damage they deal when they hit, and any special properties they possess. Every weapon is classified as a Simple Melee Weapon, Simple Ranged Weapon, Martial Melee Weapon, Martial Ranged Weapon, Exotic Melee or Exotic Ranged. A Melee Weapon is used to attack a target within 5 feet of you, whereas a Ranged Weapon is used to attack a target at a distance.

WEAPON PROFICIENCY

Your Clan, class, and feats can grant you proficiency with certain weapons or categories of weapons. The three categories are simple, martial & Exotic. Most people can use simple weapons, which are commonly seen in the hands of the unspecialized, with proficiency. Martial weapons, including Katana's, Tonfa & Chakrams require more specialized training to use effectively. Most warriors use martial weapons because these weapons put their fighting style and training to best use. Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

WEAPON PROPERTIES

AMMUNITION

You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you roll your ammunition die. If you use a Ranged weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see "Improvised Weapons" later in the section).

BLOCKING

Weapons with the Blocking Property allows you to fight both defensively and offensively. While equipped, increase your AC by +1. This bonus can only be applied once. If this weapon property is applied to a weapon with the *Unarmed* weapon property, you do not gain this benefit if using another weapon.

CRITICAL

Weapons with the Critical Property can achieve a critical hit on a Roll of 19 or 20. This Bonus can only be applied once.

DEADLY

Weapons with the Deadly Property adds an additional damage die on a critical hit.

DISARM

If a weapon has the Disarm property, when you take the attack action, you may forgo one of your weapon attacks to attempt to Disarm a target creature. The target creature must succeed a Strength (Athletics) or Dexterity (Acrobatics) check vs your Attack Roll Result. On a Success, they are unaffected. On a failure, their weapon or item they are holding falls to their feet within 5 feet of them.

FINESSE

When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for

the attack and damage rolls. You must use the same modifier for both rolls.

GRAPPLE

As an attack action, you make a grapple check against a target creature in range. On a successful critical hit with a weapon of this type, you can automatically grapple the target of the attack, no check needed.

HEAVY

Weak creatures have disadvantage on attack rolls with heavy weapons. A creature must have a Strength score of 15 to use this weapon effectively.

HIDDEN

You have advantage on Dexterity (Sleight of Hand) checks made to conceal a hidden weapon.

LIGHT

A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons. See the rules for two-weapon fighting in chapter 8.

LOADING

A limited number of shots can be made with a weapon that has the Loading property. A character must then reload it using an action or a bonus action (the character's choice). You must have one free hand to reload. At the end of your turn if this weapon isn't loaded you can load it at no additional action cost.

MULTIATTACK

A weapon with the Multiattack property can also be used to attack as a bonus action. If an attack is made as a bonus action using this property, you do not add your Ability modifier to the damage.

RANGE

A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's maximum range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

REACH

This weapon adds 5 feet to your reach for each Rank of Reach it has when you attack with it. (Ex. Reach 1 adds 5 Feet of range to the weapon)

RETURNING

If a weapon has the Returning property, you can as a bonus action after throwing the weapon to make a ranged attack call it back to you if it was thrown less than 30 feet from you. You must have one hand free to catch it.

THROWN

If a weapon has the thrown property, you can throw the weapon to make a ranged attack using your Strength instead of Dexterity for Attack and Damage rolls.

TRIP

If a weapon has the trip property, you can as an attack action attempt to trip a target creature. The target creature must succeed an athletics or acrobatics check vs

your Attack Roll Result. On a Success, they are unaffected. On a failure, they fall prone.

TWO-HANDED

This weapon requires two hands to use.

UNARMED

This weapon increased your base unarmed damage to its described value, while also applying its damage type to your unarmed damage. If your unarmed attack damage is greater than this weapons damage dice, you may use the larger die instead of the listed one for damage. This weapon also does not prevent you from using Handseals (HS) while wielding it. This weapon is equipped to both hands when equipped.

VERSATILE

This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

IMPROVISED WEAPON

Sometimes characters don't have their weapons and have to attack with whatever is close at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a wagon wheel, or a dead enemy. In many cases, an improvised weapon is similar to an actual weapon and can be treated as such. At the GM's discretion, a character proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus.

AMMUNITION DIE

Instead of tracking each individual Kunai, Shuriken, arrow, bolts etc. you take a D8 - this is your *Ammunition die*. Roll it whenever you use a weapon or a Jutsu with a weapon, with the ammunition trait: if you roll a 1 or a 2, the die gets one size smaller.

If you're down to one piece of ammunition and you use it, that's it—it's all gone! Remove it from your inventory.

AMMUNITION DIE

D8 > D6 > D4 > 1

REPLENISHING AMMUNITION

To increase your ammunition die, you can recover ammo from the environment or buy additional ammunition.

- Buying ammunition gives you a full D8 Ammunition die.
- If you choose to recover ammo from the environment you increase your ammunition die by one step.

AMMUNITION COSTS

Ammunition	Bulk	Cost
Arrows (1 Stack)	2	25 Ryo
Blowgun Needles (1 Stack)	1	10 Ryo
Crossbow Bolts (1 Stack)	2	25 Ryo
Kunai (1 Stack)	2	10 Ryo
Senbon Needles (1 Stack)	1	15 Ryo
Shuriken (1 Stack)	2	25 Ryo

Weapons	Cost	Damage	Damage Type	Weapon Properties	Bulk
Simple Melee Weapons					
Hand Axe	5 Ryo	1d6	Slashing	Light, thrown (20/60)	2
Chained Hand Scythe	10 Ryo	2d4	Slashing	Reach 1, Finesse Grapple, Two-Handed	2
Hand Scythe	5 Ryo	1d4	Slashing	Light, Finesse, Critical	1
Kunai	10 Ryo	1d4	Piercing	Light, Finesse, Thrown (30/60), Multiattack, ammunition	2
Quarterstaff	5 Ryo	1d6	Bludgeoning	Versatile (1d8), Blocking	2
Spear	10 Ryo	1d6	Piercing	Versatile (1d8), Reach 1	2
Tanto (Shortsword)	15 Ryo	1d6	Piercing	Finesse, Light	2
Weighted Chain	5 Ryo	1d4	Bludgeoning	Reach 2, Grapple, Trip, Two-handed	2
Simple Ranged Weapons					
Senbon	15 Ryo	1d4	Piercing	Thrown (30/60), Multiattack, ammunition	1
Short Bow	25 Ryo	1d6	Piercing	Two-Handed, Range (80/320), ammunition	2
Shuriken	25 Ryo	1d4	Slashing	Thrown (30/120), Multiattack, ammunition	2
Sling	1 Ryo	1d4	Bludgeoning	Range (30/120), ammunition	1
Martial Melee Weapons					
Broadsword	15 Ryo	1d6	Slashing	Light, Finesse	2
Chained Spear	20 Ryo	1d6	Piercing	Reach 1, Trip, Grapple	3
Combat Bracers	15 Ryo	1d4	Bludgeoning	Blocking, Disarm, Light, Unarmed	1
Great Axe	40 Ryo	1d12	Slashing	Critical, Heavy, Two-Handed	3
Hooked Lance	30 Ryo	1d8	Piercing	Reach 1, Two-Handed	3
Iron Claw	25 Ryo	1d6	Slashing	Critical, Light, Finesse, Unarmed	1
Jitte	15 Ryo	1d4	Piercing	Blocking, Light	1
Katana (Long Sword)	20 Ryo	1d8	Slashing	Versatile (1d10), Deadly, Finesse	2
Naginata	45 Ryo	1d10	Slashing	Reach 1, Heavy, Trip, Two-Handed	3
Nunchaku	15 Ryo	1d6	Bludgeoning	Disarm, Light, Multiattack	2
Odachi (Great Sword)	50 Ryo	2d6	Slashing	Critical, Heavy, Two-Handed	3
Sasumata (Spear)	30 Ryo	1d10	Piercing	Trip, Grapple, Reach	3
Scythe	45 Ryo	1d10	Slashing	Reach 1, Deadly, Heavy, Two-Handed	3
Tetsubo	40 Ryo	1d10	Bludgeoning	Heavy, Versatile (1d12), Deadly	3
Tonfa	20 Ryo	1d6	Bludgeoning	Blocking, Light, Hidden, Trip	2
War Club	35 Ryo	1d8	Bludgeoning	Reach 1	3
Whip	10 Ryo	1d4	Slashing	Reach 1, Trip, Finesse	1
Battle Wire	5 Ryo	1d4	Slashing	Reach 2, Grapple, Trip, Finesse, Two-Handed	1
Knuckle Blades	35 Ryo	1d6	Slashing	Light, Finesse, Hidden	1
Martial Ranged Weapons					
Chakram	50 Ryo	1d6	Slashing	Range (30/60), Light, Thrown, Returning	2
Monster Chakram	100 Ryo	1d10	Slashing	Range (60/180), Two-Handed, Thrown, Returning	3
Longbow	40 Ryo	1d10	Piercing	Range (150/600), Heavy, Two-Handed, ammunition	3
Crossbow, Hand	50 Ryo	1d6	Piercing	Range (30/120), Light, Loading, ammunition	2
Crossbow, Heavy	100 Ryo	1d10	Piercing	Range (30/120), Heavy, Loading, ammunition	3
Blowgun	15 Ryo	1d4	Piercing	Range (25/100), ammunition	1
Net	5 Ryo	-	-	Grappling, Range (10/15)	1
Fuma-Shuriken	30 Ryo	1d8	Slashing	Range (50/100), Hidden, Thrown.	2
Monster Shuriken	50 Ryo	1d12	Slashing	Range (40/80), Heavy, Thrown	3

ADVENTURING GEAR

This section describes the items that have special rules or require further explanation.

EQUIPMENT PACKS

The starting equipment you get from your background includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here. If you are buying your starting equipment, you can purchase a pack for the price shown, which might be cheaper than buying the items individually.

DIPLOMAT'S PACK

Costs 200 Ryo. Includes a set of fine clothes, an empty Book, Writing Utensils, 5 days of field rations, and a Thermos.

DUNGEONEER'S PACK

Costs 200 Ryo. Includes five glow rods, a Chakra cutter, a grappling hook, Heating Pads, 10 days of field rations, a thermos, and 50 feet of rope sealed inside of a scroll.

ENTERTAINMENT PACK

Costs 200 Ryo. Includes a bedroll, two costumes, two glow rods, 5 days of field rations, a thermos, and a disguise kit.

EXPLORER'S PACK

Costs 200 Ryo. Includes a bedroll, a blanket, a mess kit, two glow rods, a radio link, 10 days of field rations, a thermos, and 50 feet of rope sealed inside a scroll.

INFILTRATOR'S PACK

Costs 200 Ryo. Includes two glow rods, a Map Scroll, a fusion cutter, a chakra cutter, a grappling hook, 5 days of field rations, and a thermos.

MARTIAL ARTIST'S PACK

Costs 200 Ryo. Includes a Bed Roll, Tent, Radio Link, Military Ration pill, 5 Days of Field Rations, and a thermos.

SCHOLAR'S PACK

Costs 200 Ryo. Includes a Notebook, 5 Empty books, Writing utensils, a Recording Scroll, 5 days of field rations, and a thermos.

SCIENTIST'S PACK

Costs 400 Ryo. Includes Forensics Kit, Poison Kit, and 5 days of field rations.

COMMUNICATION TOOLS

RADIO LINK

Radio Links are standard handheld communication devices, fitted with microphones and receivers. A standard, personal radio link has a range of up to 1 mile, but is reduced by up to half in dense, urban areas or areas of high-level interference.

RADIO JAMMERS

A radio jammer is a device used to scramble communications. A radio jammer can block transmissions from communications devices in a 1-mile radius.

RADIO LINK (WORN)

A Worn Radio link can be installed into clothing, armor, or worn independently. It Functions as a hands-free Radio link.

VIDEO CHAT DEVICE

A Video Chat Device is a communications unit that utilizes the Ninja Net. It enables users to send and receive Video messages through Video based transmission networks live in real time. Usually requires the infrastructure of a Village or City to be reliable.

RADIO TRACE DEVICE

A Radio Trace device is a worn gadget that can be used to trace a Radio transmission back to its source. It vibrates more and more, the closer it gets to the source of a radio transmission.

DATA RECORDING & STORAGE TOOLS

KEYCARDS

Keycards are small plastic cards about the size of playing cards, that contain coded information about their bearers and grant them access to secure areas.

RECORDING SCROLLS

A Recording Scroll is a single scroll designed to capture and store both audio and visual information fed to it within 15 feet. The information is transcribed in plain text in the language of the owner's choice, and can store up to 1000 Words or 5 minutes of Audio.

DATA SCROLLS

A Data Scroll is a single scroll with an input port that can be plugged into an electronic device such as a computer and works exactly like a flash drive. It stores data and can also transmit data. When opened can also view stored data as still images and/or plain text.

DATA SERVER SCROLLS

A Data Server Scroll is a Large Scroll standing around 5 Feet Long and 3 Feet Thick. These scrolls store massive amounts of information and act as Servers and Databases in most modern Cities and Villages, holding massive amounts of information and as the basis of the Ninja-Net. (A new network of interconnected data centers.) Still new and growing but a technology that is being rapidly adopted by the Ninja world as a whole.

COMMUNICATION & DATA RECORDING TOOLS

Item	Bulk	Cost
Radio Link	0	50 Ryo
Radio Jammer	1	500 Ryo
Radio Link (Worn)	0	150 Ryo
Video Chat Device	1	350 Ryo
Radio Tracing Device	2	1500 Ryo
Key Cards	1	100 Ryo
Recording Scrolls	1	250 Ryo
Data Scrolls	2	500 Ryo
Data Server Scrolls	3	10,000 Ryo

EXPLOSIVE TOOLS

BREACHING TAG

A Ninja Tag used to blow holes in larger constructs, a breaching Tag creates a devastating explosion. Installing a breaching Tag takes 1 minute. The tag can be set with a 6-second timer, or detonated remotely using a remote detonator seal within 250 Feet of the set Tag.

Once detonated, the breaching charge destroys an unenhanced section of wall up to 10 feet wide, 10 feet tall, and 5 feet deep. Additionally, each creature within 20 feet of the charge must make a DC 15 Dexterity saving throw. A creature takes 3d6 fire damage and 3d6 bludgeoning damage on a failed save, or half as much on a successful one. A construct makes this save with disadvantage. If the breaching charge is installed on the construct, it automatically fails the saving throw and takes the maximum possible damage.

CHILI PEPPER BOMB

A small sphere the size of a golf ball that when thrown against a solid surface, explodes into a Thick red mist up to 10 feet high and 5 feet wide before dissipating within 1 minute. When used creates a hazy red fog that causes a direct nasal stimulation to the creature in its radius. When the creature within the haze is affected by Genjutsu, and they must make a saving throw to resist the Genjutsu, they roll at advantage.

PAPER BOMBS

Paper Bombs are cheap, low-damage bombs used mainly by Shinobi personnel, mercenaries, bounty hunters, and adventurers. Explosive Tags can be set to detonate on impact or set with a timer that lasts several seconds before detonating. Explosive Tags have a thrown range of 30 feet. As an action, you can throw an Explosive Tag at a point you can see within range. Each creature within 10 feet must make a DC 13 Dexterity saving throw. A creature takes 5d4 fire damage on a failed save, or half as much as on a successful one.

EXPLOSIVE TAG BALL

Explosive Tag Balls are paper bombs, but shaped into a small sphere allowing it to bounce and roll and making it more aerodynamic. Explosive Tag Balls can be thrown up to a range equal to (30 Feet + Your Strength Mod * 5) each creature within 10 feet must make a DC 13 Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much as on a successful one.

FIRE BOMB

Fire Bombs are palm-sized, spherical, and extremely deadly explosive heat-based weapons. In addition to being surprisingly powerful for their size, they can only be turned off by whoever turned them on. Fire Bombs have a range equal to 30 feet + your Strength modifier x 5. As an action, you can throw a Firebomb at a point you can see within range. Each creature within 10 feet must make a DC 15 Dexterity saving throw. A creature takes 3d6 fire and 3d6 bludgeoning damage on a failed save, or half as much as on a successful one. Additionally, on a failed save, the creature is knocked prone and gains the burned condition.

FLASH TAG

Flash tags are paper bombs repurposed to create an extreme source of white light meant to cause temporary visual impairment. Flash Tags can be set to detonate on

impact or set with a timer that lasts several seconds before detonating. Flash Tags have a range equal to 30 feet. As an action, you can throw a Flash Tag at a point you can see within range. Each creature within 10 feet must make a DC 14 Wisdom saving throw. A creature becomes blind until the end of their turn on a Failed save, or suffer no negative effects on a successful save.

ICE BOMB

Ice Bombs are palm-sized, spherical, and extremely deadly explosive Cold based weapons. In addition to being surprisingly powerful for their size, they can only be turned off by whoever turned them on. Ice Bombs have a range equal to 30 feet + your Strength modifier x 5. As an action, you can throw an Ice Bomb at a point you can see within range. Each creature within 10 feet must make a DC 15 Dexterity saving throw. A creature takes 4d6 Cold damage and is stunned until the end of their next turn on a failed save, or half as much damage and no additional effects as on a successful one.

POISON GAS TAG

Poison gas tags are primarily used to flush enemies out of cover and other protected areas, though there are of course other uses. Poison Gas Tags have a range equal to 30 feet + your Strength modifier x 5. As an action, you can throw a Poison gas tag at a point you can see within range. The tag explodes in a 15ft radius sphere of yellow-green fog centered on a point you choose within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of at least 10 miles per hour disperses it. When a creature enters the fog's area for the first time on a turn or starts its turn there, that creature must make a DC 13 Constitution saving throw. The creature takes 1d8 poison damage on a failed save, or half as much damage on a successful one. Additionally, on a failed save, the creature is poisoned while it is in the cloud. Constructs and Creatures wearing appropriate protective equipment are unaffected.

SHOCK BOMB

Shock Bombs are usually used when the object of a mission is to detain, capture, or subdue rather than kill. Shock Bombs have a range equal to 30 feet + your Strength modifier x 5. As an action, you can throw a Shock Bomb at a point you can see within range. Each creature within 10 feet must make a DC 15 Dexterity saving throw. A creature takes 4d6 lightning damage on a failed save, or half as much as on a successful one. Additionally, on a failed save, the creature is shocked until the end of its next turn.

SMOKE BOMB

Smoke Bombs are small gum ball sized spheres that contain a very potent and powerful mixture of gunpowder and sulfur mixed with some other mineral ingredients designed to, when throw react and create a thick and hazy smoke. Smoke bombs have a range equal to 30 feet + 5 your strength modifier x 5. As an action, you can throw a Smoke bomb at a point you can see within range. The bomb explodes releasing smoke that heavily obscures the vision of all creatures in a 25-foot radius. A moderate wind (At least 10 miles per hour) disperses the smoke in 4 rounds. A Strong wind (20+ miles per hour) disperses it in one round.

EXPLOSIVES

Item	Bulk	Cost
Breaching Tag	1	750 Ryo
Chili Pepper Bomb	1	150 Ryo
Paper Bombs	1	100 Ryo
Explosive Tag Ball	1	100 Ryo
Fire Bomb	2	250 Ryo
Flash Tag	1	100 Ryo
Ice Bomb	1	250 Ryo
Poison Gas Tag	1	250 Ryo
Shock Bomb	1	250 Ryo
Smoke Bomb	1	100 Ryo

LIFE SUPPORT TOOLS

AQUATIC REBREATHER

Aquatic breathers are breath masks designed to operate underwater. While worn, the wearer can breathe water for up to 1 hour before the Filters needs to be replaced.

RESPIRATOR

A respirator, or breath mask, is a portable device that allows an oxygen-breather to survive in low-oxygen atmospheres.

LIFE SUPPORT TOOLS

Item	Bulk	Cost
Aquatic Rebreathers	1	250 Ryo
Respirator	1	150 Ryo

MEDICAL TOOLS

ANTIDOTE KIT

An antidote kit contained a variety of wide-spectrum antidote injectors that were designed to neutralize most commonly encountered poisons. A kit has five Syringes (Uses). As an action, you can administer a Syringe of the kit to cure a target of one poison affecting them or to give them advantage on saving throws against poison for 1 hour.

BASIC POISON (ONE VIAL)

You can use the poison in this vial to coat one Weapon or Piece of Ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon must make a DC 13 Constitution saving throw or take 1d4 poison damage and gain the Poisoned Condition. Once applied, the poison retains potency for 1 minute before drying.

BLOOD PILL

An edible pill that contains a drug designed to super charge the person who consumes it, blood reproduction. Creatures who take this pill gain 2d4 + 2 Hit points.

CHAKRA PILL

An edible pill that contains a drug designed to super charge the person who consumes it, bodies, stamina recovery. A Creature who takes this pill regains 1d8 Chakra points.

GENJUTSU PILL

An edible pill that contains a drug designed to place the user under a deep hypnotic dream-like state for up to 1

hour. When ingested by a creature, they must make a DC 15 Wisdom save. On a failure, the creature is rendered paralyzed while under the effects of the pill. On a success, the creature is unaffected by the pill. An affected character can be woken out of the Genjutsu either by damage, or by being shaken by another creature.

MEDICAL TOOLS

Item	Bulk	Uses	Cost
Antidote Kit	1	5	500 Ryo
Basic Poison	1	2	500 Ryo
Blood Pill	1	2	75 Ryo
Chakra Pill	1	2	100 Ryo
Genjutsu Pill	1	2	250 Ryo
Medkit	2	2	100 Ryo
Military Ration Pill	1	2	100 Ryo

VARIANT: BLOOD PILL TYPES

Item	HP Regained	Cost
Blood Pill	2d4+2	75 Ryo
Greater Blood Pill	4d4+4	250 Ryo
Superior Blood Pill	6d4+6	750 Ryo
Supreme Blood Pill	10d4+20	1000 Ryo

VARIANT: MILITARY RATION TYPES

Item	Temp HP/CP Gained	Cost
Military Ration Pill	2d8+2	150 Ryo
Greater Military Ration Pill	4d8+4	375 Ryo
Superior Military Ration Pill	6d8+6	950 Ryo
Supreme Military Ration Pill	12d8+8	1250 Ryo

VARIANT: CHAKRA PILL TYPES

Item	Chakra Regained	Cost
Chakra Pill	1d8	100 Ryo
Greater Chakra Pill	2d8	350 Ryo
Superior Chakra Pill	4d8	800 Ryo
Supreme Chakra Pill	10d8	1150 Ryo

STORAGE TOOLS

Item	Bulk Bonus	Cost
Shinobi Backpack	+10 Bulk	250 Ryo
Shinobi Waist Bag	+5 Bulk	75 Ryo
Shinobi Belt Pouch	+3 Bulk	50 Ryo
Shinobi Leg Pouch	+2 Bulk	25 Ryo
Thermos	-	5 Ryo
Wallet	-	5 Ryo
Ration Case	-	5 Ryo

MEDKIT

A common medkit can be stocked with recovery potions, and contains bandages, bone stabilizers, antiseptics, and other essentials for the treatment of wounds. As an action, you can expend a use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check. A medkit can be used to stabilize 5 times before it must be restocked at its original cost.

MILITARY RATION PILL

An edible pill that contains a drug designed to super charge the person who consumes it, bodies, regeneration speed. A Creature who takes this pill gains 2d8+2 Temporary Hit & Chakra points for 1 hour. Taking another dosage of this item does not stack. instead, it will replace however much you originally had. You cannot gain the benefit of this Pill more than twice in a single 24-hour Period.

TOOLKITS

A toolkit helps you to do something you couldn't otherwise do, such as craft or repair an item, pick a lock, or hack into a computer. Your Clan, Class, background, or feats give you proficiency with certain tools, which lets you add your proficiency bonus to any ability check you make using that tool. Tool use is not tied to a single ability, since proficiency with a tool represents broader knowledge of its use.

TOOL KITS

Item	Use/Charges	Bulk	Cost
Armorsmith Kit	5	2	200 Ryo
Cooking Kit	5	2	200 Ryo
Demolitions Kit	5	2	200 Ryo
Disguise Kit	5	2	200 Ryo
Forensics Kit	5	2	200 Ryo
Forgery Kit	5	2	200 Ryo
Hackers Kit	5	2	200 Ryo
Medicine Kit	5	2	200 Ryo
Poison Kit	5	2	200 Ryo
Security Kit	5	2	200 Ryo
Tracking Kit	5	2	200 Ryo
Trappers Kit	5	2	200 Ryo
Weaponsmith Kit	5	2	200 Ryo

ARMORSMITH KIT

This Kit contains all the necessary implements to create armor of varying types. Proficiency with this kit lets you add proficiency bonus to any ability check made to create armor or seals to place onto armor. Also, proficiency with this kit is required to create Chakra Enhanced Armor of any type.

COOKING KIT

This kit includes all of the necessary implements to prepare and serve food for up to six people. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify food. Also, proficiency with this kit is required to create field rations.

DEMOLITIONS KIT

This kit contains the appropriate equipment for disarming and setting explosives. It contains a plastic face guard and heavy-duty gloves, as well as precision cutting and gripping tools, and various common components of explosives and mines. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to disarm or set an explosive.

DISGUISE KIT

This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance without the use of the Transformation Jutsu. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

FORENSICS KIT

This kit includes all of the necessary implements to collect evidence, DNA, and other remains from any location that you investigate. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify such Pieces of Evidence if any.

FORGERY KIT

This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document.

HACKERS KIT

Hackers are a new profession in the world of Naruto, using specialized computer Scrolls, built by the hackers themselves, to eke out a living in the emerging digital world. These computer scrolls were carefully guarded and constantly modified and upgraded by the hacker, who rarely discussed its specs except with like-minded individuals. Complex access codes are often used to prevent a hacker's scroll from falling into the wrong hands. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to hack into computers.

MEDICINE KIT

This kit includes all of the necessary implements to perform complex medical inquiries and procedures while not in a medical facility supported by sterilized environments, allowing you to diagnose and even treat issues such as broken bones, open wounds and even providing immediate care to people who are on death's door making death saving throws. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to perform medical tasks. Also, proficiency with this kit is required to create field Military & Blood Increasing Pills.

POISON KIT

A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons. The following Poisons cannot be purchased by normal means and instead must be created or purchased from black market salesmen as their use is not wholly approved by most villages as a whole, while also not being outright banned. These Poisons are generally applicable in a variety of situations, being able to be both ingested and applied via a weapons attack. Poison applied to weapons require a bonus action, and are only expended when striking a creature. Once expended in this way, the poison is no longer able to be applied by the weapon without being reapplied.

TYPES OF POISONS

Poison Name	Medicine DC	Uses	Bulk	Cost
Assassins Blood	15	2	2	250 Ryo
Serpent Venom	17	2	2	275 Ryo
Midnight tears	18	2	2	350 Ryo
Ether	19	2	2	375 Ryo
Wolf's Bane	20	2	2	400 Ryo
Devils Kiss	21	2	2	750 Ryo
Kamizuru Venom	23	2	2	950 Ryo
Moulding Mushroom	24	2	2	1250 Ryo
Angel's Breath	25	2	2	2100 Ryo
Zetsubo Petals	27	2	2	3500 Ryo
Torpor	29	2	2	5000 Ryo
Black Lilly	31	2	2	7500 Ryo
Malice	34	2	2	10,000 Ryo

Assassins Blood: A creature subjected to this poison must make a DC 12 Constitution saving throw. On a failed save, it takes 2d6 poison damage and is poisoned for 24 hours. On a successful save, the creature takes half damage and isn't poisoned.

Serpent Venom: This poison is created by extracting it from a dead or incapacitated poisonous snake. A creature subjected to this poison must succeed a DC 13 Constitution saving throw. On a failed save it takes 4d6 Poison damage and is poisoned for 24 hours.

Midnight Tears: A creature subjected to this poison suffers no effect until the stroke of midnight. If the poison has not been neutralized before then, the creature must succeed a DC 15 Constitution saving throw, taking 6d6 poison damage on a failed save, and half as much on a successful one.

Ether: This poison is not directly used in combat as its more used in espionage and political manipulation. A creature subjected to this poison must succeed a DC 16 Constitution saving throw being charmed by the first creature they see, that issues a command to them for 24 hours.

Wolfs Bane: This is a poison that best ingested, but can be applied to a weapon for less potency. A creature whom ingests this poison must succeed a DC 17 Constitution saving throw being Poisoned for 72 hours, taking 10d4 poison damage, and being slowed for the duration of the poison or half as much on a successful save. A creature subjected to this poison via a weapon attack must succeed a DC 16 constitution saving throw taking 5d6 poison damage on a failed save and half as much on a success.

Devils Kiss: This poison is best ingested, but can be applied to a weapon for less potency. A creature whom ingests this poison must succeed a DC 20 Constitution saving throw, as the poison ignites the stomach acid within the creature taking 8d8 fire damage that ignores resistances on a failed saved, or half as much on a successful save. The creature must succeed a DC 18 Constitution saving throw each round until they pass, ending this effect, taking 3d8 fire damage on a failed save

Kamizuru Venom: This venom is extracted from the Kamizu's Bee Forest. A creature subjected to this poison must succeed a DC 19 Constitution saving throw taking 6d8 poison damage, being poisoned and envenomed for

the 1 hour on a failed save, or half damage and no further effect on a successful save.

Moulding Mushroom: This poison is extracted from the Molding Fungi forest. This poison can only be ingested to take effect. A creature whom ingests this poison must succeed a DC 19 Constitution saving throw be paralyzed for 1 hour on a failed save.

Angel's Breath: This poison is a mixed concoction made from Devils Kiss, Moulding Mushroom, and Assassins Blood. A creature subjected to this poison must succeed a DC 20 Constitution saving throw becoming Unconscious for 96 Hours (4 Days) on a failed save, or being Slowed, and Weakened for 24 hours on a Successful save.

Zetsubo Petals: This poison is developed using an extremely rare flower only found in the land of Iron. A creature subjected to this poison must succeed a DC 21 Constitution saving throw gaining 5 ranks of Envenomed and the Berserk Condition for the next hour on a failed save, or becoming poisoned for 1 hour on a successful save.

Torpor: This poison is given a deceptively simple name considering it is known as one of the top 3 poisonous concoctions in the shinobi world. A creature subjected to this poison must succeed a DC 22 Constitution saving throw being poisoned for 1 week, when they would regain hit points by any means, they instead gain 1/4th of the amount they would regain, and taking 10d8 poison damage every 24hours. This poison cannot be neutralized with a Jutsu of Rank, no less than A-Rank on a failed save, or half a much on a successful save.

Black Lilly: This poison is crafted from the mysterious Black lotus Lilly. This flower is so poisonous, when it grows it usually kills all wildlife within 1 mile of it. This flower is known to grow once every year in the Black Forest, in the land of fire. A creature subjected to this poison must succeed a DC 23 Constitution saving throw taking 15d8 poison damage every hour for the next 5 hours and gains the poisoned condition. If a creature is within 5 feet of another creature while breathing, the unaffected creature has to succeed a DC 18 Saving throw suffering the same effects as the original creature. This poison can be nullified by a Jutsu of no less than S-Rank.

Malice: This poison was created by a shinobi by the name of Sasori and was long since banned by all villages. This poison is one of legendary fatality. A creature subjected to this poison must succeed a DC 25 Constitution saving throw ignoring resistance or Immunity. On a failed save the affected creature becomes unconscious for 72 hours, and immediately dies at the end of the duration. This poison can be nullified by a Jutsu of no less than S-Rank.

SECURITY KIT

A security kit includes the tools and mechanical components necessary to bypass electronic and mechanical locks. It includes sensor devices, a specialized Radio link designed to detect silent alarms, a small file, a set of lockpicks, a small mirror mounted to an elongated handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.

TRACKING KIT

This kit includes all of the necessary implements to find, mark and track creatures that leave behind any tracks in their movement. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify potential directions of a creature you are trying to track.

TRAPPERS KIT

This kit includes all of the necessary implements to prepare and set traps to snare and capture creatures who set them off. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a trap of any kind. Also, proficiency with this kit is required to create Traps.

WEAPONSMITH KIT

This kit includes all of the necessary implements to prepare and create mundane weapons while in the presence or access of extreme heat and cooling capabilities. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to make weapons. Also, proficiency with this kit is required to create Chakra Enhanced Weapons of any type.

UTILITY KITS

Item	Bulk	Cost
<i>Camping Kits</i>	5	75 Ryo
Two-person Tent	(2)	
Bedroll	(2)	
Blanket	(1)	
<i>Mess Kits</i>	3	50 Ryo
Field Rations (7 Day)	(1)	
Cooking/Eating Utensils	(2)	
<i>Pocket Watch</i>		50 Ryo
<i>Rope (50 ft)</i>		20 Ryo
<i>Field Rations (1 Day)</i>		5 Ryo
<i>Glow Rod</i>		5 Ryo
<i>Heat Generator</i>		100 Ryo
<i>Binoculars</i>		25 Ryo
<i>Two-person Tent</i>		50 Ryo

SCROLLS

Scrolls in the Naruto Universe are one of the primary tools in a ninja's arsenal. The average sized scroll is small enough that several can be carried at the same time, either in a flak jacket or in a pouch.

Larger scrolls are usually carried on the ninja's back. In addition to writing on scrolls, ninja use them to summon creatures, people, and items, making transportation easier and providing more options when on a mission. Some techniques can also be stored in scrolls with enough time.

There are a variety of scroll types that a shinobi can use to assist in carrying or transporting things.

ITEM SCROLL

This scroll is designed with the intent to seal, and store up to 5 Bulk worth of tools, objects, or miscellaneous items. Items can be stored in this scroll at a rate of 1 bulk per 10 minutes of downtime or during downtime.

You could also purchase these scrolls with items already sealed into them. Such scrolls usually only have a

single object sealed inside of it. The more rare or expensive the item, the scroll usually will reflect this cost but with an additional tax for the time used to seal the item.

WEAPON SCROLL

This scroll is designed with the intent to seal, and store Single weapons of no greater than 5 Bulk. Weapons sealed this way usually require 1 hour of prep time to seal into a scroll due to their size in comparison to smaller items in an Item Scroll. Weapons sealed inside of a Weapon scroll can be summoned from the scroll on command as a bonus action. Doing this does destroy the scroll in the process.

When you store Weapons with the ammunition quality, you store 1 full stack (1d8 Ammunition Die) of the weapons in a scroll. You can as a Bonus action restore your Ammunition die of that weapon type, by expending a weapon scroll, with those weapons sealed inside them. Doing this does destroy the scroll in the process.

JUTSU SCROLL

A Jutsu scroll bears the words, formula's and concepts behind a single Ninjutsu or Genjutsu, written in a mystical cipher. If you have a jutsu sealed inside the scroll on your known jutsu list, you can read and cast the stored jutsu as an action without providing any additional components. Otherwise, you require a Ninshou for Ninjutsu or Illusion for Genjutsu, ability check to determine the jutsu sealed inside the scroll. The DC equals 15 + The Jutsu's rank (**D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5**). This DC can be increased or decreased at the DM's discretion based on the probability of you seeing or hearing about this jutsu if at all. Scrolls found or purchased with a Jutsu sealed inside the Scroll have a predefined Save DC and attack bonus based on the rank of the jutsu used. If you want to seal a Jutsu inside a blank Jutsu scroll, it requires a Ninshou or Illusions ability check based on the jutsu sealed, and Downtime to do it.

SCROLLS

Scroll Type	Bulk	Cost
Item Scroll	1	50 Ryo + cost of Item(s)
Weapon Scroll	1	50 Ryo + cost of weapon (s)
Jutsu Scroll	1	
<i>E-Rank</i>		50 Ryo
<i>D-Rank</i>		250 Ryo
<i>C-Rank</i>		1000 Ryo
<i>B-Rank</i>		5000 Ryo
<i>A-Rank</i>		10000 Ryo
<i>S-Rank</i>		25000 Ryo

JUTSU SCROLLS

Jutsu Rank	Rarity	Downtime Cost	Save DC	Attack Bonus
<i>E-Rank</i>	Common	1-Week	13	+5
<i>D-Rank</i>	Uncommon	2-Weeks	15	+7
<i>C-Rank</i>	Rare	5-Weeks	17	+9
<i>B-Rank</i>	Very Rare	15-Weeks	19	+11
<i>A-Rank</i>	Legendary	30-Weeks	21	+13
<i>S-Rank</i>	Legendary	60-Weeks	23	+15

CHAPTER 6: USING ABILITY SCORES



ix abilities provide a quick description of every creature's physical and mental characteristics:

Strength. measuring physical power

Dexterity. measuring agility

Constitution. measuring endurance and

Stamina

Intelligence. measuring reasoning and memory

Wisdom. measuring awareness and intuition

Charisma. measuring force of personality

Is a character muscle-bound and insightful? Brilliant and charming? Nimble and hardy? Ability scores define these qualities—a creature's assets as well as weaknesses.

The three main rolls of the game—the ability check, the saving throw, and the attack roll—rely on the six ability scores. The book's introduction describes the basic rule behind these rolls: roll a d20, add an ability modifier derived from one of the six ability scores, and compare the total to a target number.

This chapter focuses on how to use ability checks and saving throws, covering the fundamental activities that creature's attempt in the game. Rules for attack rolls appear in chapter 8.

ABILITY SCORES AND MODIFIERS

Each of the creature's abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a creature's training and competence in activities related to that ability.

A score of 8 or 9 is the normal human average, but Shinobi and many monsters are a cut above average in most abilities. A score of 18 is the highest that a person usually reaches in their lifetime. Shinobi can have scores as high as 20, and monsters and villains can have scores as high as 30.

Each ability also has a modifier, derived from the score and ranging from -5 (for an ability score of 1) to +10 (for a score of 30). The Ability Scores and Modifiers table notes the ability modifiers for the range of possible ability scores, from 1 to 30.

To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the total by 2 (round down).

Because ability modifiers affect almost every attack roll, ability check, and saving throws, ability modifiers come up in play more often than their associated scores.

ADVANTAGE AND DISADVANTAGE

Sometimes a special ability or power tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations

ABILITY SCORES & MODIFIERS

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	-0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30	+10

grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantages, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage or disadvantage.

When you have advantage or disadvantage and something in the game lets you reroll the d20, you can reroll only one of the dice. You choose which one. For example, if Sasuke has advantage on an ability check and rolls a 1 and a 13, then Sasuke could use that feature to reroll the 1.

You usually gain advantage or disadvantage through the use of special abilities, actions, or Jutsu. Will of Fire (see chapter 3) can also give a character advantage on checks related to the character's personality, ideals, or bonds. The GM can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

PROFICIENCY BONUS

Characters have a proficiency bonus determined by level, as detailed in chapter 1. Monsters also have this bonus, which is incorporated in their stat blocks. The bonus is used in the rules on ability checks, saving throws, Armor Class and attack rolls.

Your proficiency bonus can't be added to a single die roll or other number more than once. For example, if two different rules say you can add your proficiency bonus to a Wisdom saving throw, you nevertheless add the bonus only once when you make the save.

Occasionally, your proficiency bonus might be multiplied or divided (doubled or halved, for example) before you apply it. If a circumstance suggests that your proficiency bonus applies more than once to the same roll, you still add it only once and multiply or divide it only once.

By the same token, if a feature or effect allows you to multiply your proficiency bonus when making an ability check that wouldn't normally benefit from your proficiency bonus, you still don't add the bonus to the check. For that check your proficiency bonus is 0, given the fact that multiplying 0 by any number is still 0. For instance, if you lack proficiency in the History skill, you gain no benefit from a feature that lets you double your proficiency bonus when you make Intelligence (History) checks.

In general, you don't multiply your proficiency bonus for attack rolls or saving throws. If a feature or effect allows you to do so, these same rules apply.

EXPERTISE

Certain features, such as the Expertise class feature or Acrobat feat, let you double your proficiency bonus with a given skill proficiency, granting expertise in that skill. As usual, you can only gain expertise in a skill or tool once.

ABILITY CHECKS

An ability check tests a character or monster's innate talent and training in an effort to overcome a challenge. The GM calls for an ability check when a character or monster attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the GM decides which of the 6 abilities is relevant to the task at hand and the difficulty of the task, represented by Difficulty Class. The more difficult a task, the higher its DC. The Typical Difficulty Classes table shows common DCs.

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success, the creature overcomes the challenge at hand. Otherwise, it's a failure, which means the character or monster makes no progress toward the objective or makes progress combined with a setback determined by the GM.

CONTESTS

Sometimes one character or monster's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a ring that has fallen on the floor. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal. For example, when a monster tries to force open a door that an adventurer is holding closed. In situations like these, the outcome is determined by a special form of ability check, called a contest.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a ring off the floor, neither character grabs it. In a contest between a monster trying to open a

door and an adventurer trying to keep the door closed, a tie means that the door remains shut.

ABILITY CHECK DC'S

Task Difficulty	DC
Very Easy	10
Easy	15
Medium	20
Hard	25
Very Hard	30
Nearly Impossible	35
Unprecedented	40

SKILLS

Each ability covers a broad range of capabilities, including skills that a character or a monster can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect. (A character's starting skill proficiencies are determined at character creation, and the monster's skill proficiencies appear in the monster's stat block.)

For example, a Dexterity check might reflect a character's attempt to pull off an acrobatic stunt, to palm an object, or to stay hidden. Each of these aspects of Dexterity has an associated skill: Acrobatics, Sleight of Hand, and Stealth, respectively. So, a character who has proficiency in the Stealth skill is particularly good at Dexterity checks related to sneaking and hiding.

The skills related to each ability score are shown in the following list. See an ability's description in the later sections of this chapter for examples of how to use a skill associated with an ability.

Strength: Athletics, Martial Arts

Dexterity: Acrobatics, Sleight of Hand, Stealth

Constitution: Chakra Control

Intelligence: Crafting, History, Investigation, Nature, Ninshou

Wisdom: Animal handling, Illusions, Insight, Medicine, Perception, Survival

Charisma: Deception, Intimidation, Performance, Persuasion

Sometimes, the GM might ask for an ability check using a specific skill—for example, "Make a Wisdom (Perception) check." At other times, a player might ask the GM if proficiency in a particular skill applies to a check. In either case, proficiency in a skill means an individual can add his or her proficiency bonus to ability checks that involve that skill. Without proficiency in the skill, the individual makes a normal ability check.

For example, if a character attempts to climb up a dangerous cliff. The Dungeon Master might ask for a Strength (Athletics) check. If the character is proficient in Athletics, the character's proficiency bonus is added to the Strength check. If the character lacks that proficiency, he or she just makes a Strength check.

PASSIVE CHECKS

A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the GM wants to secretly determine whether

the characters succeed at something without rolling dice, such as noticing a hidden monster.

Here's how to determine a character's total for a passive check:

10 + all modifiers that normally apply to the check.

If the character has advantage on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a score.

For example, if a 1st-level character has a Wisdom of 15 and proficiency in Perception, he or she has a passive Wisdom (Perception) score of 14.

The rules on hiding in the "Dexterity" section below rely on passive checks, as do the exploration rules in chapter 7.

WORKING TOGETHER

Sometimes two or more characters team up to attempt a task. The character who's leading the effort, or the one with the highest ability modifier, can make an ability check with advantage, reflecting the help provided by the other characters. In combat, this requires the Help action (see chapter 8).

A character can only provide help if the task is one that he or she could attempt alone. For example, trying to open a lock requires proficiency with security kits, so a character who lacks that proficiency can't help another character in that task. Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.

GROUP CHECKS

When a number of individuals are trying to accomplish something as a group, the GM might ask for a group ability check. In such a situation, the characters who are skilled at a particular task help cover those who aren't.

To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Group checks don't come up very often, and they're most useful when all the characters succeed or fail as a group. For example, when adventurers are navigating a swamp, the GM might call for a group Wisdom (Survival) check to see if the characters can avoid the quicksand, sinkholes, and other natural hazards of the environment. If at least half the group succeeds, the successful characters are able to guide their companions out of danger. Otherwise, the group stumbles into one of these hazards.

USING EACH ABILITY

Every task that a character or monster might attempt in the game is covered by one of the six abilities. This section explains in more detail what those abilities mean and the ways they are used in the game.

STRENGTH

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

STRENGTH CHECKS

A Strength check can model any attempt to lift, push, pull, or break something, to force your body through a space, or to otherwise apply brute force to a situation.

The Athletics skill reflects aptitude in certain kinds of Strength checks. The Taijutsu Skill reflects your aptitude to use complex Martial Arts maneuvers, and Recognize another creature's physical aptitude in Martial Arts and general knowledge in Martial Arts.

Athletics. Your Strength (Athletics) check covers difficult situations you encounter while Climbing, jumping, or swimming. Examples include the following activities:

- You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
- You try to jump an unusually long distance or pull off a stunt midjump.
- You struggle to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed. Or another creature tries to push or pull you underwater or otherwise interfere with your swimming.

Martial Arts. Your Strength (Martial Arts) check covers situations you encounter while training, learning, or Encountering Complex Martial arts Maneuvers. This skill can also be Applied to Intelligence to signify more knowledge on a particular maneuver or technique or Dexterity to signify a more agile version or attempt at a Maneuver. This Skill is placed in Strength as a baseline, but applies to these 2 Skills as well. Examples include the following activities:

- You see a Taijutsu and attempt to Identify it if you have seen or heard of it before as a reaction.
- You begin to create the foundations of a new Taijutsu form or technique while training or creating a jutsu
- You clash Taijutsu attacks with another creature and must best them in a bout of Strength or Speed overcoming their skill in their respective technique with your own during a jutsu clash.

Other Strength Checks. The GM might also call for a Strength check when you try to accomplish tasks like the following:

- Force open a stuck, locked, or barred door
- Break free of bonds
- Push through a tunnel that is too small
- Hang on to a wagon while being dragged behind it
- Tip over a statue
- Keep a boulder from rolling

ATTACK ROLLS AND DAMAGE

You add your Strength modifier to your attack roll and your damage roll when attacking with a melee weapon such as a Great Axe or Naginata. You use melee weapons to make melee attacks in hand-to-hand combat, and some of them can be thrown to make a ranged attack.

LIFTING AND CARRYING

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

Carrying Capacity. Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry, which is high enough that most characters don't usually have to worry about it.

Push, Drag, or Lift. You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 30 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.

Size and Strength. Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature's carrying capacity and the amount it can push, drag, or lift. For a Tiny creature, halve these weights.

DEXTERITY

Dexterity measures agility, reflexes, and balance.

DEXTERITY CHECKS

A Dexterity check can model any attempt to move nimbly, quickly, or quietly, or to keep from falling on tricky footing. The Acrobatics, Sleight of Hand, and Stealth skills reflect aptitude in certain kinds of Dexterity checks.

Acrobatics. Your Dexterity (Acrobatics) check covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. The GM might also call for a Dexterity (Acrobatics) check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

Sleight of Hand. Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check. The GM might also call for a Dexterity (Sleight of Hand) check to determine whether you can lift a wallet off another person or slip something out of another person's pocket.

Stealth. Make a Dexterity (Stealth) check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

Other Dexterity Checks. The GM might call for a Dexterity check when you try to accomplish tasks like the following:

- Control a heavily laden cart on a steep descent
- Steer a chariot around a tight turn
- Pick a lock
- Disable a trap
- Securely tie up a prisoner
- Wriggle free of bonds
- Play a stringed instrument

ATTACK ROLLS AND DAMAGE

You add your Dexterity modifier to your attack roll and your damage roll when attacking with a ranged weapon, such as a Short bow or Shuriken. You can also add your Dexterity modifier to your attack roll and your damage roll when attacking with a melee weapon that has the finesse property, such as a Katana or Broadsword.

ARMOR CLASS

Depending on the armor you wear, you might add some or all of your Dexterity modifier to your Armor Class.

INITIATIVE

At the beginning of every combat, you roll initiative by making a Dexterity check + half your proficiency rounded down. Initiative determines the order of creatures' turns in combat, as described in chapter 8.

STEALTH

When you try to hide, make a Dexterity (Stealth) check. Until you are discovered or you stop hiding, that check total is contested by the Wisdom (Perception) check of

any creature that actively searches for signs of your presence.

You can't hide from a creature that can see you, and if you make noise (such as shouting a warning or knocking over a vase), you give away your position. An invisible creature can't be seen, so it can always try to hide. Signs of its passage might still be noticed, however, and it still has to stay quiet.

In combat, most creatures stay alert for signs of danger all around, so if you come out of hiding and approach a creature, it usually sees you. However, under certain circumstances, the Dungeon Master might allow you to stay hidden as you approach a creature that is distracted, allowing you to gain advantage on an attack before you are seen.

Passive Perception. When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the GM compares your Dexterity (Stealth) check with that creature's passive Wisdom (Perception) score, which equals 10 + the creature's Wisdom modifier, as well as any other bonuses or penalties. If the creature has advantage, add 5. For disadvantage, subtract 5.

For example, if a 1st-level character (with a proficiency bonus of +3) has a Wisdom of 15 (a +2 modifier) and proficiency in Perception, he or she has a passive Wisdom (Perception) of 13.

What can you See? one of the main factors in determining whether you can find a hidden creature or object is how well you can see in an area, which might be **lightly** or **heavily obscured**. (See Chapter 7)

CONSTITUTION

The Constitution measures health, stamina, vital forces, and Chakra limits.

CONSTITUTION CHECKS

Constitution checks are uncommon. Only one skill applies to Constitution checks and that would be your Chakra Control, the rest of the effects that Constitution provides can be seen as always active, or Passive. Because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a character or monster. A Chakra control check can be used to model you attempting to control your chakra or a jutsu with much finer focus or empowering it beyond its normal parameters. A Constitution check can model your attempt to push beyond normal limits, however.

Chakra Control. Your Constitution (Chakra Control) check covers your attempt to manipulate your chakra in any way. This includes Jutsu Clashes. Additionally, this check is mad whenever you would make a Concentration check to maintain a jutsu your concentrating on.

Other Constitution Checks. The GM might call for a Constitution check when you try to accomplish tasks like the following:

- Hold your breath
- March or labor for hours without rest
- Go without sleep
- Survive without food or water
- Quaff an entire stein of sake in one go

HIT POINTS

Your Constitution modifier contributes to your hit points. Typically, you add your Constitution modifier to each Hit Die you roll for your hit points.

If your Constitution modifier changes, your hit points maximum changes as well, as though you had the new modifier from 1st level. For example, if you raise your Constitution score when you reach 4th level and your Constitution modifier increases from +1 to +2, you adjust your hit point maximum as though the modifier had always been +2. So, you add 3 hit points for your first three levels, and then roll your hit points for 4th level using your new modifier. Or if you're 7th level and some effect lower your Constitution score so as to reduce your Constitution modifier by 1, your hit point maximum is reduced by 7.

CHAKRA POINTS

Your Constitution modifier contributes to your chakra points. Typically, you add your Constitution modifier to each Chakra Die you roll for your chakra points. If your Constitution modifier changes, your Chakra point maximum changes as well, as though you had the new modifier from 1st level. For example, if you raise your Constitution score when you reach 4th level and your Constitution modifier increases from +1 to +2, you adjust your Chakra point maximum as though the modifier had always been +2. So, you add 3 Chakra points for your first three levels, and then roll your hit points for 4th level using your new modifier. Or if you're 7th level and some effect lower your Constitution score so as to reduce your Constitution modifier by 1, your Chakra point maximum is reduced by 7.

INTELLIGENCE

Intelligence measures mental acuity, accuracy of recall, and the ability to reason.

INTELLIGENCE CHECKS

An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning. The Crafting, History, Investigation, Nature, and Ninshou skills reflect aptitude in certain kinds of Intelligence checks.

Crafting. Your Intelligence (Crafting) checks measure your ability to appraise, repair, disable, or create objects of varying fields such as Technology, architecture and even demolitions. You can also use this skill to recall information regarding the basics and advanced concepts of Crafting.

History. Your Intelligence (History) check measures your ability to recall information about artifacts, histories, religions, cultures and other known or discovered facts or theories.

Investigation. When you look around for clues and make deductions based on those clues, you make an Intelligence (Investigation) check. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through ancient materials in search of a hidden fragment of knowledge might also call for an Intelligence (Investigation) check.

Nature. Your Intelligence (Nature) check measures your ability to recall lore about terrain, plants and animals, the weather, and natural cycles.

Ninshou. Your Intelligence (Ninshou) check measures your ability to control, enhance, recognize, and create Ninshou of any type you are experienced with. This skill is also used when your ninjutsu with the Clash Keyword Clashes with an opposing Jutsu and a struggle ensues.

Other Intelligence Checks. The GM might call for an Intelligence check when you try to accomplish tasks like the following:

- Communicate with a creature without using words
- Estimate the value of a precious item
- Pull together a disguise to pass as a city guard
- Forge a document
- Win a game of skill

WISDOM

Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition.

WISDOM CHECKS

A Wisdom check might reflect an effort to read body language, understand someone's feelings, notice things about the environment, or care for an injured person. The Animal Handling, Illusions, Insight, Medicine, Perception, and Survival skills reflect aptitude in certain kinds of Wisdom checks.

Animal Handling. When there is any question whether you can calm down a domesticated animal, keep a mount from getting spooked, or intuit an animal's intentions, the GM might call for a Wisdom (Animal Handling) check. You also make a Wisdom (Animal Handling) check to control your mount when you attempt a risky maneuver.

Illusion. Your Wisdom (Illusion) check measures your ability to control, enhance, recognize, and create Genjutsu of any type you are experienced with. This skill is also used when your Genjutsu with the Clash Keyword Clashes with an opposing Jutsu and a struggle ensues.

Insight. Your Wisdom (Insight) check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

Medicine. A Wisdom (Medicine) check lets you try to stabilize a dying companion or diagnose an illness.

Perception. Your Wisdom (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the forest. Or you might try to spot things that are obscured or easy to miss, whether they are orcs lying in ambush on a road, thugs hiding in the shadows of an alley, or candlelight under a closed secret door.

Survival. The GM might ask you to make a Wisdom (Survival) check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that wolves or Lions live nearby, predict the weather, or avoid quicksand and other natural hazards.

Other Wisdom Checks. The GM might call for a Wisdom check when you try to accomplish tasks like the following:

- Get a gut feeling about what course of action to follow

CHARISMA

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.

CHARISMA CHECKS

A Charisma check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation. The Deception, Intimidation, Performance, and Persuasion skills reflect aptitude in certain kinds of Charisma checks.

Deception. Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, earn money through gambling, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

Intimidation. When you attempt to influence someone through overt threats, hostile actions, and physical violence, the GM might ask you to make a Charisma (Intimidation) check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering informant to reconsider a decision.

Performance. Your Charisma (Performance) check determines how well you can delight an audience with music, dance, acting, storytelling, or some other form of entertainment.

Persuasion. When you attempt to influence someone or a group of people with tact, social graces, or good nature, the GM might ask you to make a Charisma (Persuasion) check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a Chamberlain to let your party see the king, negotiating peace between warring tribes, or inspiring a crowd of townsfolk.

Other Charisma Checks. The GM might call for a Charisma check when you try to accomplish tasks like the following:

- Find the best person to talk to for news, rumors, and gossip

SAVING THROWS

A saving throw—also called a save—represents an attempt to resist a jutsu, a trap, a poison, a disease, or a similar threat. You don't normally decide to make a saving throw; you are forced to make one because your character or monster is at risk of harm.

To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw.

A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantages, as determined by the GM.

Each class gives proficiency in at least two saving throws. The Scout-Nin, for example, is proficient in Intelligence saves. As with skill proficiencies, proficiency in a saving throw lets a character add his or her proficiency bonus to saving throws made using a particular ability score. Some monsters have saving throw proficiencies as well.

The Difficulty Class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a Jutsu is determined by the

caster's Ninjutsu, Taijutsu, or Genjutsu casting ability and proficiency bonus. The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.



CHAPTER 7: ADVENTURING & MISSIONS



Delving into an ancient Samurai's tomb, slipping through the Land of Waves underground water way in the Mist Village, cutting a fresh trail through the thick jungles in the Land of Fire's Forest of Death are the things that Naruto adventures are

made of. Your character in the game might explore forgotten ruins and uncharted lands, uncover dark secrets and sinister plots, slay foul monsters and defeat erroneous criminals. And if all goes well, your character will survive to claim rich rewards and village wide fame and worldwide infamy before embarking on a new adventure or mission.

This chapter covers the basics of the adventuring life, from the mechanics of movement to the complexities of social interaction. The rules for resting are also in this chapter, along with a discussion of the activities your character might pursue between missions.

Whether shinobi are exploring a dusty dungeon or the complex relationships of a noble clan, the game follows a natural rhythm, as outlined in the book's introduction:

1. The GM describes the environment.
2. The players describe what they want to do.
3. The GM narrates the results of their actions.

Typically, the GM uses a map as an outline of the adventure, tracking the characters' progress as they explore enclave corridors or wilderness regions.

The GM's notes, including a key to the map, describe what the adventurers find as they enter each new area. Sometimes, the passage of time and the adventurers' actions determine what happens, so the GM might use a timeline or a flowchart to track their progress instead of a map.

TIME

In situations where keeping track of the passage of time is important, the GM determines the time a task requires. The GM might use a different time scale depending on the context of the situation at hand. In an enclosed environment, the adventurers' movement happens on a scale of minutes. It takes them about a minute to creep down a long hallway, another minute to check for traps on the door at the end of the hall, and a good ten minutes to search the chamber beyond for anything interesting or valuable. In a city or wilderness, a scale of hours is often more appropriate. Adventurers eager to reach the lonely tower at the heart of the forest hurry across those fifteen miles in just under four hours' time.

For long journeys, a scale of days works best. Following the road from the Leaf to the Sand, the adventurers spend four uneventful days before a Bandit ambush interrupts their journey.

In combat and other fast-paced situations, the game relies on rounds, a 6-second span of time described in chapter 8.

MOVEMENT

Swimming across a rushing river, sneaking down a building corridor, scaling a treacherous mountain slope—all sorts of movement play a key role in D&D adventures.

The GM can summarize the adventurers' movement without calculating exact distances or travel times: "You travel through the forest and find the ruin entrance late in the evening of the third day."

Even in a dungeon, particularly a large dungeon or a cave network, the GM can summarize movement between encounters: "After killing the guardian at the entrance to the ancient Uzumaki stronghold, you consult your map, which leads you through miles of echoing corridors to a chasm bridged by a narrow stone arch."

Sometimes it's important, though, to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. The rules for determining travel time depend on two factors: the speed and travel pace of the creatures moving and the terrain they're moving over.

SPEED

Every character and monster have a speed, which is the distance in feet that the character or monster can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life-threatening situation. The following rules determine how far a character or monster can move in a minute, an hour, or a day.

TRAVEL PACE

While traveling, a group of adventurers can move at a normal, fast, or slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully (see the "Activity While Traveling" section later in this chapter for more information).

FORCED MARCH

The Travel Pace table assumes that characters travel for 8 hours within a given day. They can push on beyond that limit, at the risk of exhaustion.

For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is $10 + 1$ for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion (see appendix A).

MOUNTS, TRAINS, AND VEHICLES

For short spans of time (up to an hour), many animals move much faster than humanoids. A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. If fresh mounts are available every 8 to 10 miles, characters can cover larger distances at this pace, but this is very rare except in densely populated areas.

TRAVEL PACE

Pace	Distance Per Minute	Distance Per Hour	Distance Per Day	Effort
Fast	500ft	5 miles	40 miles	-5 Passive Perception
Normal	300ft	3 miles	24 miles	-
Slow	200ft	2 miles	16 miles	+5 to stealth.

DIFFICULT TERRAIN

The travel speeds given in the Travel Pace table assume relatively simple terrain: roads, open plains, or clear enclosed corridors. But adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground—all considered difficult terrain.

You move at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a minute, an hour, or a day.

SPECIAL TYPES OF MOVEMENT

Movement through dangerous dungeons or wilderness areas often involve more than simply walking. Adventurers might have to climb, crawl, swim, or jump to get where they need to go.

WALL RUNNING & WATER WALKING

Unlike the Base version of D&D, Shinobi in the World of Naruto have ways to traverse uniquely difficult terrain such as steep walls, Deep waters, and even walking upside down. Shinobi are taught at a very young age, to mold chakra to the soles of their feet to walk across normally unwalkable surfaces. A Creature with at least 1 chakra point and knows a Jutsu of any type, can spend 1 chakra to activate the abilities of Water walking, and Wall Walking/Running. Once activated, you treat the surface you are walking on as a Solid surface for up to 1 hour. At the end of the hour, you must reactivate this ability to continue to do so. While Water walking or Wall Running, you may stand still or move at normal speed and unless under a unique circumstance, you suffer no Stealth Penalty.

CLIMBING, SWIMMING, AND CRAWLING

In other situations where wall running or water walking is not viable, your character can do any of the aforementioned. While climbing, swimming, or crawling, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a climbing or swimming speed. At the GM's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

JUMPING

Your Strength determines how far you can jump.

Long Jump. When you make a long jump, you cover a number of feet up to twice your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. At your GM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in Difficult Terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land prone.

High Jump. When you make a high jump, you leap into the air a number of feet equal to twice your Strength score if you move at least 10 feet immediately before the jump. When you make a standing high jump, you can

jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your GM might allow you to make a Strength (Athletics) check to jump higher than you normally can. You cannot take damage from falling from your own jump's height. If you fall further than your initiated jump height you take falling damage as normal.

ACTIVITY WHILE TRAVELING

As adventurers travel through a dungeon or the wilderness, they need to remain alert for danger, and some characters might perform other tasks to help the group's journey.

Marching Order The adventurers should establish a marching order. A marching order makes it easier to determine which characters are affected by traps, which ones can spot hidden enemies, and which ones are the closest to those enemies when a fight breaks out.

A character might occupy the front rank, one or more middle ranks, or the back rank. Characters in the front and back ranks need enough room to travel side by side with others in their rank. When space is too tight, the marching order must change, usually by moving characters to a middle rank. **Fewer Than Three Ranks.** If an adventuring party arranges its marching order with only two ranks, they are a front rank and a back rank. If there's only one rank, it's considered a front rank.

STEALTH

While traveling at a slow pace, the characters can move stealthily. As long as they're not in the open, they can try to surprise or sneak by other creatures they encounter.

NOTICING THREATS

Use the passive Wisdom (Perception) scores of the characters to determine whether anyone in the group notices a hidden threat. The GM might decide that a threat can be noticed only by characters in a particular rank. For example, as the characters are exploring a maze of tunnels, the GM might decide that only those characters in the back rank have a chance to hear or spot a stealthy creature following the group, while characters in the front and middle ranks cannot. While traveling at a fast pace, characters take a -5 penalty to their passive Wisdom (Perception) scores to notice hidden threats.

Encountering Creatures. If the GM determines that the adventurers encounter other creatures while they're traveling, it's up to both groups to decide what happens next. Either group might decide to attack, initiate a conversation, run away, or wait to see what the other group does.

Surprising Foes. If the adventurers encounter a hostile creature or group, the GM determines whether the adventurers or their foes might be surprised when combat erupts. See chapter 9 for more about surprise.

OTHER ACTIVITIES

Characters who turn their attention to other tasks as the group travels are not focused on watching for danger. These characters don't contribute their passive Wisdom (Perception) scores to the group's chance of noticing hidden threats. However, a character not watching for danger can do one of the following activities instead, or some other activity with the GM's permission.

Navigate. The character can try to prevent the group from becoming lost, making a Wisdom (Survival) check when the GM calls for it. (The Dungeon Master's Guide has rules to determine whether the group gets lost.)

Draw a Map. The character can draw a map that records the group's progress and helps the characters get back on course if they get lost. No ability check is required.

Track. A character can follow the tracks of another creature, making a Wisdom (Survival) check when the GM calls for it. (The Dungeon Master's Guide has rules for tracking.)

Forage. The character can keep an eye out for ready sources of food and water, making a Wisdom (Survival) check when the GM calls for it. (The Dungeon Master's Guide has rules for foraging.)

THE ENVIRONMENT

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places. The Dungeon Master's Guide has rules covering more unusual situations.

FALLING

A fall from a great height is one of the most common hazards facing an adventurer.

At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 50d6. The creature lands prone, unless it avoids taking damage from the fall. A falling creature falls 500 feet per round.

SUFFOCATING

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath, it can survive for a number of rounds equal to its Constitution modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

VISION AND LIGHT

The most fundamental tasks of adventuring—noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a power, to name just a few—rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance. A creature without any additional abilities, features or equipment, on a clear day, can see 1 mile, or until your view is obscured by terrain features. If it's raining, it usually cuts it down to 500 feet and a light Fog cuts it down to 100 feet. While a creature can see 1 mile on a clear day, after 500 feet they lose the ability to discern any distinguishable features such as facial expressions or fine movement from a medium sized creature.

A given area might be **lightly or heavily obscured**. In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

A **heavily obscured** area—such as darkness, opaque fog, or dense foliage—blocks vision entirely. A creature in a heavily obscured area effectively suffers from the blinded condition. The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

Bright light let's most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

Dim light, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

Darkness creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), or within the confines of an unlit dungeon or a subterranean vault.

BLINDSIGHT

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes and creatures with echolocation or heightened senses have this sense.

CHAKRA SIGHT

A creature with Chakra sight can see Chakra in its pure form. Viewing chakra in this way allows the user to see chakra as a wavy blue aura. In the case of Hyuga's and their Byakugan, they can see the Internal Network of a personal chakra similar to that of a human's blood pathway system, but in this case it's a blue network of chakra veins circulating throughout the body. Most Creature chakra are blue but there are some creatures whose chakras are distinctly different colors either due to the nature of their chakra or the technique they are using. While using Chakra sight, you are able to see creatures' chakras through darkness and cover up to 5 feet thick. Creatures whom chakra you see do not gain advantage against you from being obscured in anyway.

While using Chakra sight, you gain advantage against Genjutsu with the Visual Keyword.

DARKVISION

Many creatures within the Naruto Universe, especially those that dwell underground, have Darkvision. Within a specified range, a creature with Darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

TRUE SIGHT

A creature with true sight can, out to a specific range, see in normal and enhanced darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shape changer or a creature that is transformed by a power.

TREMORSENSE

A creature with tremorsense can detect and pinpoint the origin of vibrations within a specific radius, provided that the creature and the source of the vibrations are in contact with the same ground or substance.

Tremorsense can't be used to detect flying or incorporeal creatures.

FOOD & WATER

Characters who don't eat or drink suffer the effects of exhaustion. Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

FOOD

A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food a day counts as half a day without food. A character can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum 1). At the end of each day beyond that limit, a character automatically suffers one level of exhaustion. A normal day of eating resets the count of days without food to zero.

WATER

A character needs one gallon of water per day, or two gallons per day if the weather is hot. A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A character with access to less water automatically suffers one level of exhaustion at the end of the day. If the character already has one or more levels of exhaustion, the character takes two levels in either case.

INTERACTING WITH OBJECTS

A character's interaction with objects in an environment is often simple to resolve in the game. The player tells the GM that his or her character is doing something, such as moving a lever, and the GM describes what, if anything happens. For example, a character might decide to pull a lever, which might, in turn, open a door, cause a room to flood with water, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the GM might call for a Strength check to see whether the character can wrench the lever into place. The GM sets the DC for any such check based on the difficulty of the task.

Characters can also damage objects with their weapons and Jutsu. Objects are immune to poison & Psychic damage, but otherwise they can be affected by physical attacks and Jutsu much like creatures can. The GM determines an object's Armor Class and hit points, and might decide that certain objects have resistance or immunity to certain kinds of attacks. (It's hard to cut a rope with a club, for example.) Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks. A character can also attempt a Strength check to break an object. The GM sets the DC for any such check.

RESTING

Heroic though they might be, shinobi can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest time to sleep and eat, tend their wounds, gather their chakra and recover their stamina. shinobi can take short rests in the midst of an adventuring day and a long rest to end the day.

SHORT REST

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds. A character can spend one or more Hit & Chakra dice at the end of a short rest, up to half the character's maximum number of Hit and/or Chakra Dice. For each Hit or Chakra Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points and/or Chakra points equal to the total. The player can decide to spend an additional Hit or chakra Die after each roll. A character regains some spent Hit and Chakra Dice upon finishing a long or full rest, as explained below.

LONG REST

A long rest is a longer period of downtime, at least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, casting Jutsu, or similar adventuring activity—the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains half of their Maximum hit and chakra points. The character also regains half of their spent Hit and Chakra Dice. For example, if a character has eight hit & chakra Dice, he or she can regain four spent Hit and chakra Dice upon finishing a long rest. This does not Heal Conditions that may last into the Long Rest, such as the Poisoned condition. Characters cannot gain the benefit of a long rest if they are poisoned. A character can't benefit from more than one long rest in a 24-hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.

FULL REST

A full rest is a period of extended downtime, at least 24 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 8-12 hours. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, casting Jutsu, or similar adventuring activity—the characters must begin the rest again to gain any benefit from it.

At the end of a full rest, a character regains their Maximum hit and chakra points. The character also regains all of their spent Hit and Chakra Dice. This Heals Conditions that may last into the full Rest, such as the Poisoned condition. A character can't benefit from more than one full rest in a 96-hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.

SOCIAL INTERACTION

Exploring dungeons, overcoming obstacles, and slaying monsters are key parts of D&D adventures. No less important, though, are the social interactions that adventurers have with other inhabitants of the world. Interaction takes on many forms. You might need to convince an unscrupulous thief to confess to some malfeasance, or you might try to flatter a lord so that he will spare your life. The GM assumes the roles of any characters who are participating in the interaction that

don't belong to another player at the table. Any such character is called a nonplayer character (NPC).

In general terms, an NPC's attitude toward you is described as friendly, indifferent, or hostile. Friendly NPCs are predisposed to help you, and hostile ones are inclined to get in your way. It's easier to get what you want from a friendly NPC, of course. Below you will find a Social Chart for Neutral NPCs that players or DM's may use to track the relationships with non-hostile NPCs and potentially plan social events at each new social Level.

Social interactions have two primary aspects: roleplaying and ability checks.

ROLE PLAYING

Roleplaying is, literally, the act of playing out a role. In this case, it's you as a player determining how your character thinks, acts, and talks.

Roleplaying is a part of every aspect of the game, and it comes to the fore during social interactions. Your character's quirks, mannerisms, and personality influence how interactions resolve.

There are two styles you can use when roleplaying your character: the descriptive approach and the active approach. Most players use a combination of the two styles. Use whichever mix of the two works best for you.

DESCRIPTIVE APPROACH TO ROLEPLAYING

With this approach, you describe your character's words and actions to the GM and the other players. Drawing on your mental image of your character, you tell everyone what your character does and how he or she does it.

For instance, Elease plays the Hyūga, Himari. Himari has a shy and sensitive personality and blames herself for any failures the team may endure. On a Mission, an obnoxious Mercenary sits at Himari's table and tries to strike up a conversation with the Hyūga.

Elease says, "Himari looks down into her lap, never looking this mercenary in the eye, while meekly responding to any conversation he strikes up."

In this example, Elease has conveyed Himari's mood and given the GM a clear idea of her character's attitude and actions.

When using descriptive roleplaying, keep the following things in mind:

- Describe your character's emotions and attitude.
- Focus on your character's intent and how others might perceive it.
- Provide as much embellishment as you feel comfortable with.

Don't worry about getting things exactly right. Just focus on thinking about what your character would do and describing what you see in your mind.

ACTIVE APPROACH TO ROLEPLAYING

If descriptive roleplaying tells your GM and your fellow players what your character thinks and does, active roleplaying shows them. When you use active roleplaying, you speak with your character's voice, like an actor taking on a role. You might even echo your character's movements and body language. This approach is more immersive than descriptive roleplaying, though you still need to describe things that can't be reasonably acted out.

Going back to the example of Elease roleplaying Hyūga above, here's how the scene might play out if Elease used active roleplaying:

Speaking as Himari, Elease says in a Meek, soft voice, "Oh, well, Um, Hi. I don't know why you are sitting here but I'm not all that interested." In his normal voice, Elease then adds, "I Look down and stare into my lap."

REACTIVE APPROACH TO ROLEPLAYING

The GM uses your character's actions and attitudes to determine how an NPC reacts. A cowardly NPC buckles under threats of violence. A stubborn merchant refuses to let anyone badger her. A vain lord laps up flattery. When interacting with an NPC, pay close attention to the GM's portrayal of the NPC's mood, dialogue, and personality. You might be able to determine an NPC's personality traits, ideals, flaws, and bonds, then play on them to influence the NPC's attitude.

Interactions in D&D are much like interactions in real life. If you can offer NPCs something they want, threaten them with something they fear, or play on their sympathies and goals, you can use words to get almost anything you want. On the other hand, if you insult a proud warrior or speak ill of a senator's allies, your efforts to convince or deceive will fall short.

ABILITY CHECKS

In addition to roleplaying, ability checks are key in determining the outcome of an interaction. Your roleplaying efforts can alter an NPC's attitude, but there might still be an element of chance in the situation. For example, your GM can call for a Charisma check at any point during an interaction if he or she wants the dice to play a role in determining an NPC's reactions. Other checks might be appropriate in certain situations, at your GM's discretion.

Pay attention to your skill proficiencies when thinking of how you want to interact with an NPC, and stack the deck in your favor by using an approach that relies on your best bonuses and skills. If the group needs to trick a guard into letting them into a pavilion, the Hunter who is proficient in Deception is the best bet to lead the discussion. When negotiating for a hostage's release, the Scout-Nin with Persuasion should do most of the talking.

BETWEEN ADVENTURES

Between trips to dungeons and battles against ancient evils, adventurers need time to rest, recuperate, and prepare for their next adventure. Many adventurers also use this time to perform other tasks, such as crafting arms and armor, performing research, or spending their hard-earned ryo.

In some cases, the passage of time is something that occurs with little fanfare or description. When starting a new adventure, the GM might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, the GM might want to keep track of just how much time is passing as events beyond your perception stay in motion.

GAINING DOWNTIME

Downtime is a measure of time that is used in-between your missions and adventures. DMs are encouraged to provide players with Downtime after every mission or Adventure to some degree. Normally Downtime is provided in a count of single days, but that can be easily seen as too cumbersome. In *Naruto 5E*, DM's and Players are provided Downtime in the form of Weeks, a 7-day

collection of time. The minimum amount of downtime a player can be given is 1 week. Downtime activities are spent in weeks, usually 8-10 hours of day working on the activity, with the remaining time doing other things such as sleeping, spending time with NPC's or other minor activities but the lion's share being performing your chosen activity.

LIFESTYLE EXPENSES

Between adventures, you choose a particular quality of life and pay the cost of maintaining that lifestyle, as described in chapter 5. Living a particular lifestyle doesn't have a huge effect on your character, but your lifestyle can affect the way other individuals and groups react to you. For example, when you lead a wealthy lifestyle, it might be easier for you to influence the nobles of the city than if you live in poverty.

LIFESTYLE EXPENSES

Lifestyle	Ryo Cost/Week
Wretched	-
Squalid	5
Poor	10
Modest	50
Comfortable	75
Wealthy	100
Unprecedented	250

DOWNTIME ACTIVITIES

Between adventures, the GM might ask you what your character is doing during his or her downtime. Periods of downtime are always in the form a Weeks (1 Week, 2 Weeks, or even 12 Weeks) but each downtime activity requires a certain number of weeks to complete before you gain any benefit, and at least 8-10 hours of each day within the week, must be spent on the downtime activity for the week to count. The weeks do not need to be consecutive. If you have more than the minimum number of weeks to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity.

Downtime activities other than the ones presented below are possible. If you want your character to spend his or her downtime performing an activity not covered here, discuss it with your GM.

Downtime Activities

Carousing

Crafting Non-Enhanced Items

Crafting Chakra-Enhanced Items

Learning a Jutsu

Creating a Jutsu

Customizing a Jutsu

Recuperating

Researching

Shopping

Training

CAROUSING

You choose whether to spend time with the lower, middle, or upper class, costing **10**, **50**, and **250 Ryo per week** respectively. If you want to spend time with the upper class, you'll either need access to the local nobility or be disguised with one. During the week you mingle, party, and socialize with members of that social class. At the end of the **week**, you gain a number of contacts within that class. Some examples are criminals in the lower class, soldiers in the middle class, and nobles in the upper class. This option is great for collecting allies and intel, especially if you are new to the area. If your character is a charismatic one who needs information, then you should carouse as much as you can.

CRAFTING NON-ENHANCED ITEMS

You can craft unenhanced objects, including adventuring equipment and works of art. You must be proficient with tools related to the object you are trying to create (typically artisan or crafting tools). You might also need access to special materials or locations necessary to create it. For example, someone proficient with crafting tools needs a forge in order to craft a sword or suit of armor.

For every week of downtime, you spend crafting, you can craft one or more items with a total market value not exceeding 75 Ryo, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 75 Ryo, you make progress every Week in 75 Ryo increments until you reach the market value of the item. For example, a Reinforced Chunin Jacket (market value 750 Ryo) takes 10\Weeks to craft by yourself.

Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place. Each character contributes 75 Ryo worth of effort for every week spent helping to craft the item. For example, three characters with the requisite tool proficiency and the proper facilities can craft a Reinforced Chunin Jacket in 3 weeks, at a total cost of 750 Ryo.

While crafting, you can maintain a modest lifestyle without having to pay 20 Ryo per Week. If you have expertise in your chosen tool, you can instead maintain a comfortable lifestyle without having to pay 40 Ryo per Week.

CRAFTING CHAKRA-ENHANCED ITEMS

You can craft Chakra Enhanced objects, including Jutsu Scrolls and Chakra-Enhanced Weapons. You must be proficient with a Weaponsmith Kit or Armorsmith Kit and be able to access a Sealsmith Forge. A Sealsmith forge is a special location dedicated towards modifying and augmenting normally mundane weapons and tools.

The process to create a Chakra enhanced item can feel long or arduous. While unlike normal Crafting where you need raw materials and a forge to melt down different materials to get the required results, this is less of an art and more focused in the realm of both Alchemy and science. When you want to craft a chakra enhanced item you must first begin to decide on how you wish to upgrade this weapon by spending 1 Week of Downtime to find the required materials for the Seal you wish to carve into your weapon or armor. All but the most legendary or even sentient weapons and armor can be infused with an *Enhancement seal*.

ENHANCEMENT SEAL

An Enhancement seal is a special form of Fuinjutsu that combine blacksmithing with Ninshou Seal weaving. Enhancement seals are what make Chakra Enhanced weapons so special. All mundane weapons and armor have the potential to have up to 5 Seals imbued upon them. This seal allotment is coequally known as *Seal Slots*.

These Seals are organized in the standard Rank System that proliferates the Shinobi World of D-Rank all the way up to S-Rank. Each seal tier have their own list of Seal, their own Ryo Cost, and some seals even increase the difficulty to infuse them onto your item of choice.

Much like Ninjutsu, shinobi must be of appropriate level in order to utilize and in many cases, even wield Chakra Enhanced weapons. In order to wield these weapons, you must be of the appropriate level. If even *one* seal infused on your weapon is of a higher rank, the weapon is counted as the highest rank imbued on it.

ENHANCEMENT SEAL MINIMUM LEVEL REQUIREMENT

Item Rank	Minimum Level
D-Rank	Level 1+
C-Rank	Level 5+
B-Rank	Level 9+
A-Rank	Level 13+
S-Rank	Level 17+

While most seals do not increase difficulty there is a standard Difficulty level based on the Rank of the chosen seal.

ENHANCEMENT SEAL CRAFTING DC

Item Rank	Minimum Crafting DC
D-Rank	15
C-Rank	18
B-Rank	21
A-Rank	24
S-Rank	27

Unlike normal Crafting when you are imbuing an item if you fail the Ability check, you don't lose out on all the material or cost, you instead lose time. You waste the Downtime spent working on the item, and must commit at least half of the listed time again towards recreating the seals. with an Enhancement seal, you must be mindful of a few restrictions;

- Seals of the Same name, do not stack.
- Seals of different names, do stack.
- Your weapon carries the same Downtime cost as the highest ranked Seal being imbued on your item.
- Regardless of who makes this item, if the wielder is not of the appropriate level, they do not gain proficiency with the weapon regardless of outside features of effects. Additionally, if it is armor, they do not gain the benefit of the armor's new effects.
- You must be proficient with the imbued item in order to use it effectively.

Seals of different ranks, occupy more of your weapons or armors Seal slots based on the rank of the seal. So be sure to plan ahead.

ENHANCEMENT SEAL SLOT ALLOTMENT

Enhancement Rank	Slots used
D-Rank	1
C-Rank	2
B-Rank	3
A-Rank	4
S-Rank	5

Finally, different seals regardless of rank carry their own Ryo cost to have them imbued. Normally the cost located in the Seals description is how much the seals materials cost in the market place for you to craft yourself. But if you wish to pay for someone else, such as a Sealsmith to imbue your weapons for you, there is a premium on this service. Increase the cost of your chosen seal(s) by 25%.

CHAKRA ENHANCED ITEM DOWNTIME COST

Item Rank	Downtime Cost
D-Rank	2 Week
C-Rank	4 Weeks
B-Rank	14 Weeks
A-Rank	24 Weeks
S-Rank	51 Weeks

WEAPON ENHANCEMENT SEALS

D-RANK SEALS

BLOODY SEAL (MINOR)

Ryo Cost: 350

Weapons imbued with this seal does 1d4 bonus damage to bleeding targets.

CHILLING SEAL (MINOR)

Ryo Cost: 500

Weapons imbued with this seal deals cold damage instead of their listed damage. They also deal 1d4 bonus damage to slowed targets.

COLD STEEL SEAL (MINOR)

Ryo Cost: 750

Weapons imbued with this seal grants its user a +1 bonus to Saving throws vs Ninjutsu.

CORROSIVE SEAL (MINOR)

Ryo Cost: 500

Weapons imbued with this seal deals acid damage instead of their listed damage. They also deal 1d4 bonus damage to corroded targets.

CRUSHING SEAL (MINOR)

Ryo Cost: 500

Weapons imbued with this seal deals Earth damage instead of their listed damage. They also deal 1d4 bonus damage to weakened targets.

DEFENSIVE SEAL (MINOR)

Ryo Cost: 500

Weapons imbued with this seal grants its holder a +1 bonus to their AC.

ENHANCED SEAL (MINOR)

Ryo Cost: 600

Crafting DC: +1

Weapons imbued with this seal gains a +1 Bonus to hit and Damage.

EXTENDING SEAL (MINOR)

Ryo Cost: 250

Melee Weapons imbued with this seal increases their attack range by 5ft. Ranged Weapons imbued with this seal increases their attack range by 25ft.

GRIEVOUS SEAL (MINOR)

Ryo Cost: 750

When you use this weapon in a Bukijutsu of C-Rank or lower, affected creatures take a -1 penalty to their saving throws.

GUIDING SEAL (MINOR)

Ryo Cost: 250

Weapons imbued with this seal gain a +1 Bonus to hit.

HOT SEAL (MINOR)

Ryo Cost: 500

Weapons imbued with this seal deals fire damage instead of their listed damage. They also deal 1d4 bonus damage to burning targets.

ILLUSORY SEAL (MINOR)

Ryo Cost: 500

Weapons imbued with this seal grant its user a +1 bonus to their Genjutsu Attack.

MARTIAL SEAL (MINOR)

Ryo Cost: 500

Weapons imbued with this seal grant its user a +1 bonus to their Taijutsu Attack.

NINSHOU SEAL (MINOR)

Ryo Cost: 500

Weapons imbued with this seal grant its user a +1 bonus to their Ninjutsu Attack.

OBSIDIAN IRON SEAL (MINOR)

Ryo Cost: 750

Weapons imbued with this seal grants its user a +1 bonus to Saving throws vs Taijutsu.

SERRATED SEAL (MINOR)

Ryo Cost: 750

Weapons imbued with this seal increase its damage die by 1 step. (d4>d6>d8>d10>d12)

SHOCKING SEAL (MINOR)

Ryo Cost: 500

Weapons imbued with this seal deals lightning damage instead of their listed damage. They also deal 1d4 bonus damage to shocked targets.

SICKENING SEAL (MINOR)

Ryo Cost: 500

Weapons imbued with this seal deals Poison damage instead of their listed damage. They also deal 1d4 bonus damage to poisoned targets.

STAR METAL SEAL (MINOR)

Ryo Cost: 750

Weapons imbued with this seal grants its user a +1 bonus to Saving throws vs Genjutsu.

STORING SEAL (MINOR)

Ryo Cost: 500

Crafting DC: +1

Select one Ninjutsu, Genjutsu or Bukijutsu (That the selected weapon can be used as a component to cast in the case for Bukijutsu). The selected Jutsu cannot be higher than D-Rank.

If the selected Jutsu in one which doesn't deal damage or affect other creatures, the item gains 2 Charges, which recharge at the conclusion of a long rest. You may spend 1 charge to cast the sealed jutsu. If the jutsu has a range of self, the effects take place, and additionally if the jutsu is a Concentration jutsu, you still need to concentrate on the jutsu, but you do not pay the Chakra cost.

If the selected Jutsu is one which deals damage or affects other creatures, the item gains 2 charges, which recharge at the conclusion of a long rest. You may spend 1 charge to cast the stored jutsu. If the stored Jutsu is a concentration jutsu, you still need to concentrate on the jutsu, but you do not pay the chakra cost. The sealed Jutsu cannot affect an Area if it deals damage or affects other creatures.

STRIKING SEAL (MINOR)

Ryo Cost: 250

Weapons imbued with this seal gain a +1 Bonus to Damage.

WOUNDING SEAL (MINOR)

Ryo Cost: 350

Weapons imbued with this seal that score a critical hit, increases all damage dealt by 1 step.
(d4>d6>d8>d10>d12).

C-RANK SEALS

ABYSSAL SEAL (REFINED)

Ryo Cost: 1000

Weapons imbued with this seal deals an additional damage die against Demons and Monstrosities.

CELESTIAL SEAL (REFINED)

Ryo Cost: 1000

Weapons imbued with this seal deals an additional damage die against Sage Beasts and Undead.

CHAOTIC SEAL (REFINED)

Ryo Cost: 1000

Weapons imbued with this seal deals an additional damage die against Constructs and Mutants.

DISRUPTIVE SEAL (REFINED)

Ryo Cost: 1250

Weapons imbued with this seal that deals damage to a creature concentrating on a Jutsu, forces the target creature to roll their Chakra Control Check to maintain concentration at a -2 Penalty to the check.

FEARSOME SEAL (REFINED)

Ryo Cost: 1100

Weapons imbued with this seal grants its user proficiency with the Intimidation Skill. Additionally, the user can use their action in combat to make an Intimidation check using the infused weapons Primary ability score against a creature within 5 feet of them vs the targets Wisdom (Insight). On a success, the target drops any weapon they are holding out of fear. The target then becomes immune to this effect until they complete a long rest.

LACERATION SEAL (REFINED)

Ryo Cost: 1500

Weapons imbued with this seal deals double damage to creatures with Temporary Hit points.

LETHAL SEAL (REFINED)

Ryo Cost: 1500

Weapons imbued with this seal gain a +1 Bonus to the weapons Critical Threat range. This stacks with the Critical Weapon property, and other features that increase the critical threat range.

LUNAR SEAL (REFINED)

Ryo Cost: 1250

Crafting DC: +1

Weapons imbued with this seal deals Necrotic damage in addition to their listed damage for the purposed of overcoming resistance and capitalizing on Vulnerabilities.

At Night, under the light of any phase of moon except the new moon, this weapon gains a +1 bonus to its critical threat range. This stacks with the Critical

Weapon property, and other features that increase the critical threat range.

OCCULT SEAL (REFINED)

Ryo Cost: 1250

Weapons imbued with this seal deals Cold damage in addition to their listed damage for the purposed of overcoming resistance and capitalizing on Vulnerabilities.

While within 120 feet of an Aberration or Undead creature, this weapon gains a +2 bonus to attack and damage rolls.

PRIMAL SEAL (REFINED)

Ryo Cost: 1250

Crafting DC: +1

Weapons imbued with this seal deals Poison damage in addition to their listed damage for the purposed of overcoming resistance and capitalizing on Vulnerabilities.

While within 120 feet of a Beast or Monstrosity creature, this weapon gains a +2 bonus to attack and damage rolls.

SOLAR SEAL (REFINED)

Ryo Cost: 1250

Crafting DC: +1

Weapons imbued with this seal deals Fire damage in addition to their listed damage for the purposed of overcoming resistance and capitalizing on Vulnerabilities.

During the day, while under direct sunlight, if this weapon deals bonus damage of any type by rolling additional die, you roll 1 additional damage die for each source of bonus damage.

STELLAR SEAL (REFINED)

Ryo Cost: 1250

Crafting DC: +1

Weapons imbued with this seal deals Force damage in addition to their listed damage for the purposed of overcoming resistance and capitalizing on Vulnerabilities.

During twilight, while the sun, moon, and stars are out all at once, this weapon ignores resistance and immunity.

WARDING SEAL (REFINED)

Ryo Cost: 1750

Weapons imbued with this seal can be used to set up barriers in a 5-foot cube around its user. As an action or reaction to being targeted for an attack, or making a Strength, Dexterity or Constitution saving throw, the holder can activate this ward, erecting a Barrier large enough to protect only themselves or another creature. This barrier counts as a structure gaining AC equal to the users Highest Jutsu Save DC. The Barrier also gains Hit points equal to three times the user's level. Creatures inside the barrier benefit from Total Cover, and cannot be targeted by outside influences. Nothing can get in or out, of the barrier, but the creature inside can breathe normally. This barrier can last for 1 minute, until its destroyed, or dispelled as a bonus action. Once used, this barrier cannot be erected again until the user completes a short or long rest.

B-RANK SEALS

BLOODY SEAL (GREATER)

Ryo Cost: 2250

Weapons imbued with this seal does 2d4 bonus damage to bleeding targets.

Additionally, the target creature, if they already have 1 stack of bleeding, immediately gain an additional one. This effect can be used once per turn.

CHILLING SEAL (GREATER)

Ryo Cost: 2000

Weapons imbued with this seal deals cold damage instead of their listed damage. They also deal 1d4 bonus cold damage.

COLD STEEL SEAL (GREATER)

Ryo Cost: 2500

Weapons imbued with this seal grants its user a +2 bonus to Saving throws vs Ninjutsu.

CORROSIVE SEAL (GREATER)

Ryo Cost: 2000

Weapons imbued with this seal deals acid damage instead of their listed damage. They also deal 1d4 bonus acid damage.

CRUSHING SEAL (GREATER)

Ryo Cost: 2000

Weapons imbued with this seal deals Earth damage instead of their listed damage. They also deal 1d4 bonus earth damage.

DEFENSIVE SEAL (GREATER)

Ryo Cost: 2500

Weapons imbued with this seal grants its holder a +2 bonus to their AC.

ENHANCED SEAL (GREATER)

Ryo Cost: 2500

Crafting DC: +1

Weapons imbued with this seal gains a +2 Bonus to hit and Damage.

EXTENDING SEAL (GREATER)

Ryo Cost: 1750

Melee Weapons imbued with this seal increases their attack range by 15ft. Ranged Weapons imbued with this seal increases their attack range by 50ft.

GRIEVOUS SEAL (GREATER)

Ryo Cost: 2500

When you use this weapon in a Bukijutsu of A-Rank or lower, affected creatures take a 1d6 penalty to their saving throws.

GUIDING SEAL (GREATER)

Ryo Cost: 1250

Weapons imbued with this seal gain a +2 Bonus to hit.

HOT SEAL (GREATER)

Ryo Cost: 2000

Weapons imbued with this seal deals fire damage instead of their listed damage. They also deal 1d4 bonus fire damage.

ILLUSORY SEAL (GREATER)

Ryo Cost: 2000

Weapons imbued with this seal grant its user a +2 bonus to their Genjutsu Attack.

MARTIAL SEAL (GREATER)

Ryo Cost: 2000

Weapons imbued with this seal grant its user a +2 bonus to their Taijutsu Attack.

NINSHOU SEAL (GREATER)

Ryo Cost: 2000

Weapons imbued with this seal grant its user a +2 bonus to their Ninjutsu Attack.

OBSIDIAN IRON SEAL (GREATER)

Ryo Cost: 2500

Weapons imbued with this seal grants its user a +2 bonus to Saving throws vs Taijutsu.

SERRATED SEAL (GREATER)

Ryo Cost: 2500

Weapons imbued with this seal deal increases its Weapon damage by 1 die.

SHOCKING SEAL (GREATER)

Ryo Cost: 2000

Weapons imbued with this seal deals lightning damage instead of their listed damage. They also deal 1d4 bonus Lightning damage.

SICKENING SEAL (GREATER)

Ryo Cost: 2000

Weapons imbued with this seal deals Poison damage instead of their listed damage. They also deal 1d4 bonus Poison damage.

STAR METAL SEAL (GREATER)

Ryo Cost: 2500

Weapons imbued with this seal grants its user a +2 bonus to Saving throws vs Genjutsu.

STORING SEAL (GREATER)

Ryo Cost: 2000

Crafting DC: +2

Select one Ninjutsu, Genjutsu or Bukijutsu That the selected weapon can be used as a component to cast, in the case for Bukijutsu. The selected Jutsu cannot be higher than B-Rank.

If the selected Jutsu in one which doesn't deal damage or affect other creatures, the item gains 3 Charges, which recharge at the conclusion of a long rest. You may spend 1 charge to cast the sealed jutsu. If the jutsu has a range of self, the effects take place, and additionally if the jutsu is a Concentration jutsu, you still need to concentrate on the jutsu, but you do not pay the Chakra cost.

If the selected Jutsu is one which deals damage or affects other creatures, the item gains 3 charges, which recharge at the conclusion of a long rest. You may spend 1 charge to cast the stored jutsu. If the stored Jutsu is a concentration jutsu, you still need to concentrate on the jutsu, but you do not pay the chakra cost. The sealed Jutsu cannot affect an Area if it deals damage or affects other creatures.

STRIKING SEAL (GREATER)

Ryo Cost: 1250

Weapons imbued with this seal gain a +2 Bonus to Damage.

WOUNDING SEAL (GREATER)

Ryo Cost: 1500

Weapons imbued with this seal that score a critical hit, increases all damage dealt by 1 step and deals twice your weapons chosen ability modifier in damage. (d4>d6>d8>d10>d12).

A-RANK SEALS

ABYSSAL SEAL (SUPERIOR)

Ryo Cost: 2000

Weapons imbued with this seal deals an additional damage die against Demons and Monstrosities.

Additionally, such creatures are treated as if they have vulnerability against your weapons damage.

CELESTIAL SEAL (SUPERIOR)

Ryo Cost: 2000

Weapons imbued with this seal deals an additional damage die against Sage Beasts and Undead.

Additionally, such creatures are treated as if they have vulnerability against your weapons damage.

CHAOTIC SEAL (SUPERIOR)

Ryo Cost: 2000

Weapons imbued with this seal deals an additional damage die against Constructs and Mutants.

Additionally, such creatures are treated as if they have vulnerability against your weapons damage.

DISRUPTIVE SEAL (SUPERIOR)

Ryo Cost: 2600

Crafting DC: +2

Weapons imbued with this seal that deals damage to a creature concentrating on a Jutsu, forces the target creature to roll their Chakra Control Check to maintain concentration at a -5 Penalty to the check.

Additionally, if the creature breaks concentration, they cannot concentrate on another jutsu for the next minute.

LACERATION SEAL (SUPERIOR)

Ryo Cost: 3000

Weapons imbued with this seal deals Triple damage to creatures with Temporary Hit points. Additionally, if you reduce a creature's temporary hit points to 0 using this weapon, the next time they would gain temporary hit points, they instead gain only half.

LETHAL SEAL (SUPERIOR)

Ryo Cost: 2500

Weapons imbued with this seal gain a +2 Bonus to the weapons Critical Threat range. This stacks with the Critical Weapon property, and other features that increase the critical threat range.

LUNAR SEAL (SUPERIOR)

Ryo Cost: 2500

Crafting DC: +1

Weapons imbued with this seal deals Necrotic damage in addition to their listed damage for the purpose of overcoming resistance and capitalizing on Vulnerabilities.

At Night, under the light of any phase of moon except the new moon, this weapon gains a +2 bonus to its critical threat range. This stacks with the Critical Weapon property, and other features that increase the critical threat range.

OCCULT SEAL (SUPERIOR)

Ryo Cost: 2000

Weapons imbued with this seal deals Cold damage in addition to their listed damage for the purpose of overcoming resistance and capitalizing on Vulnerabilities.

While within 120 feet of an Aberration or Undead creature, this weapon gains a +5 bonus to attack and damage rolls.

PRIMAL SEAL (SUPERIOR)

Ryo Cost: 2500

Weapons imbued with this seal deals Poison damage in addition to their listed damage for the purpose of overcoming resistance and capitalizing on Vulnerabilities.

While within 120 feet of a Beast or Monstrosity creature, this weapon gains a +5 bonus to attack and damage rolls.

SOLAR SEAL (SUPERIOR)

Ryo Cost: 2500

Crafting DC: +1

Weapons imbued with this seal deals Fire damage in addition to their listed damage for the purpose of overcoming resistance and capitalizing on Vulnerabilities.

During the day, while under direct sunlight, if this weapon deals bonus damage of any type by rolling additional die, you roll 2 additional damage die for each source of bonus damage.

STELLAR SEAL (SUPERIOR)

Ryo Cost: 2500

Crafting DC: +1

Weapons imbued with this seal deals Force damage in addition to their listed damage for the purpose of overcoming resistance and capitalizing on Vulnerabilities.

During twilight, while the sun, moon, and stars are out all at once, this weapon treats creatures with resistance as if they have vulnerability and ignores Immunity.

SPEED SEAL (SUPERIOR)

Ryo Cost: 3000

Crafting DC: +2

Weapons imbued with this seal can be used in extremely quick succession. If this weapon was used to make an attack with the attack action, or with a bonus action, you make one additional weapon attack with this weapon. This happens once per turn.

S-RANK SEALS

BLOODY SEAL (MASTERCRAFT)

Ryo Cost: 5000

Weapons imbued with this seal does 3d4 bonus damage to bleeding targets.

Additionally, the target creature, if they already have 1 stack of bleeding, immediately gain an additional two. This effect can trigger twice per turn.

CHILLING SEAL (MASTERCRAFT)

Ryo Cost: 3000

Weapons imbued with this seal deals cold damage instead of their listed damage. They also deal 2d6 bonus cold damage.

COLD STEEL SEAL (MASTERCRAFT)

Ryo Cost: 5000

Weapons imbued with this seal grants its user a +3 bonus to Saving throws vs Ninjutsu.

CORROSIVE SEAL (MASTERCRAFT)

Ryo Cost: 3000

Weapons imbued with this seal deals acid damage instead of their listed damage. They also deal 2d6 bonus acid damage.

CRUSHING SEAL (MASTERCRAFT)

Ryo Cost: 3000

Weapons imbued with this seal deals Earth damage instead of their listed damage. They also deal 2d6 bonus earth damage.

DEFENSIVE SEAL (MASTERCRAFT)

Ryo Cost: 5500

Weapons imbued with this seal grants its holder a +3 bonus to their AC.

ENHANCED SEAL (MASTERCRAFT)

Ryo Cost: 5500

Crafting DC: +3

Weapons imbued with this seal gains a +3 Bonus to hit and Damage.

GRIEVOUS SEAL (MASTERCRAFT)

Ryo Cost: 3000

When you use this weapon in a Bukijutsu of S-Rank or lower, affected creatures take a 2d6 penalty to their saving throws.

GUIDING SEAL (MASTERCRAFT)

Ryo Cost: 2000

Weapons imbued with this seal gain a +3 Bonus to hit.

HOT SEAL (MASTERCRAFT)

Ryo Cost: 3000

Weapons imbued with this seal deals fire damage instead of their listed damage. They also deal 2d6 bonus fire damage.

ILLUSORY SEAL (MASTERCRAFT)

Ryo Cost: 3000

Weapons imbued with this seal grant its user a +3 bonus to their Genjutsu Attack.

MARTIAL SEAL (MASTERCRAFT)

Ryo Cost: 3000

Weapons imbued with this seal grant its user a +3 bonus to their Taijutsu Attack.

NINSHOU SEAL (MASTERCRAFT)

Ryo Cost: 3000

Weapons imbued with this seal grant its user a +3 bonus to their Ninjutsu Attack.

OBSIDIAN IRON SEAL (MASTERCRAFT)

Ryo Cost: 4000

Weapons imbued with this seal grants its user a +3 bonus to Saving throws vs Taijutsu.

SERRATED SEAL (MASTERCRAFT)

Ryo Cost: 5000

Weapons imbued with this seal deal increases its Weapon damage by 2 die.

SHOCKING SEAL (MASTERCRAFT)

Ryo Cost: 3000

Weapons imbued with this seal deals lightning damage instead of their listed damage. They also deal 2d6 bonus Lightning damage.

SICKENING SEAL (MASTERCRAFT)

Ryo Cost: 3000

Weapons imbued with this seal deals Poison damage instead of their listed damage. They also deal 2d6 bonus Poison damage.

STAR METAL SEAL (MASTERCRAFT)

Ryo Cost: 5000

Weapons imbued with this seal grants its user a +3 bonus to Saving throws vs Genjutsu.

STORING SEAL (MASTERCRAFT)

Ryo Cost: 5000

Crafting DC: +3

Select one Ninjutsu, Genjutsu or Bukijutsu That the selected weapon can be used as a component to cast, in the case for Bukijutsu. The selected Jutsu cannot be higher than S-Rank.

If the selected Jutsu in one which doesn't deal damage or affect other creatures, the item gains 3 Charges, which recharge at the conclusion of a long rest. You may spend 1 charge to cast the sealed jutsu. If the jutsu has a range of self, the effects take place, and additionally if the jutsu is a Concentration jutsu, you still need to concentrate on the jutsu, but you do not pay the Chakra cost.

If the selected Jutsu is one which deals damage or affects other creatures, the item gains 3 charges, which recharge at the conclusion of a long rest. You may spend 1 charge to cast the stored jutsu. If the stored Jutsu is a concentration jutsu, you still need to concentrate on the jutsu, but you do not pay the chakra cost. The sealed Jutsu cannot affect an Area if it deals damage or affects other creatures.

STRIKING SEAL (MASTERCRAFT)

Ryo Cost: 2000

Weapons imbued with this seal gain a +3 Bonus to Damage.

WOUNDING SEAL (MASTERCRAFT)

Ryo Cost: 2500

Weapons imbued with this seal that score a critical hit, increases all damage dealt by 1 step and deals three your weapons chosen ability modifier in damage. Additionally, your damage die all deal their maximum possible damage.

STORING SEAL JUTSU DC

Jutsu Rank	Save DC
D-Rank	15
C-Rank	17
B-Rank	19
A-Rank	21
S-Rank	23

ARMOR ENHANCEMENT SEALS

D-RANK SEALS

BLOODY SEAL (MINOR)

Ryo Cost: 350

Armor imbued with this seal does grants you resistance to the bleeding condition and its damage.

CHILLING SEAL (MINOR)

Ryo Cost: 500

Armor imbued with this seal reduces all incoming cold Damage by 1d4.

COLD STEEL SEAL (MINOR)

Ryo Cost: 750

Armor imbued with this seal grants its user a +1 bonus to Saving throws vs Ninjutsu.

CORROSIVE SEAL (MINOR)

Ryo Cost: 500

Armor imbued with this seal does grants you resistance to the corroded condition and its damage.

CRUSHING SEAL (MINOR)

Ryo Cost: 500

Armor imbued with this seal reduces all incoming earth Damage by 1d4.

DEFENSIVE SEAL (MINOR)

Ryo Cost: 500

Armor imbued with this seal grants its holder a +1 bonus to their AC.

ENHANCED SEAL (MINOR)

Ryo Cost: 600

Crafting DC: +1

Armor imbued with this seal Reduces all incoming damage by 1.

HOT SEAL (MINOR)

Ryo Cost: 500

Armor imbued with this seal reduces all incoming Fire Damage by 1d4.

ILLUSORY SEAL (MINOR)

Ryo Cost: 500

Armor imbued with this seal reduces all incoming psychic Damage by 1d4.

MARTIAL SEAL (MINOR)

Ryo Cost: 500

Armor imbued with this seal reduces all incoming Bludgeoning, piercing or slashing Damage by 1d4.

NINSHOU SEAL (MINOR)

Ryo Cost: 500

Armor imbued with this seal reduces all incoming Ninjutsu Damage by 1d4.

OBSIDIAN IRON SEAL (MINOR)

Ryo Cost: 750

Armor imbued with this seal grants its user a +1 bonus to Saving throws vs Taijutsu.

SHOCKING SEAL (MINOR)

Ryo Cost: 500

Armor imbued with this seal reduces all incoming lightning Damage by 1d4.

SICKENING SEAL (MINOR)

Ryo Cost: 500

Armor imbued with this seal reduces all incoming poison Damage by 1d4.

STAR METAL SEAL (MINOR)

Ryo Cost: 750

Armor imbued with this seal grants its user a +1 bonus to Saving throws vs Genjutsu.

C-RANK SEALS

ABYSSAL SEAL (REFINED)

Ryo Cost: 1000

Armor imbued with this seal grants its wearer resistance against Demons and Monstrosities weapon attacks, bukiyutsu and taijutsu.

CELESTIAL SEAL (REFINED)

Ryo Cost: 1000

Armor imbued with this seal grants its wearer resistance against Sage Beasts and Undead weapon attacks, bukiyutsu and taijutsu.

CHAOTIC SEAL (REFINED)

Ryo Cost: 1000

Armor imbued with this seal grants its wearer resistance against Constructs and Mutants weapon attacks, bukiyutsu and taijutsu.

DISRUPTIVE SEAL (REFINED)

Ryo Cost: 1250

Armor imbued with this grants its user a +2 bonus to Chakra Control Checks, made to maintain concentration.

FEARSOME SEAL (REFINED)

Ryo Cost: 1100

Armor imbued with this seal grants its user proficiency with the Intimidation Skill. Additionally, the user can use their action in combat to make an Intimidation check using the infused weapons Primary ability score against a creature within 5 feet of them vs the targets Wisdom (Insight). On a success, the target drops any weapon they are holding out of fear. The target then becomes immune to this effect until they complete a long rest.

LUNAR SEAL (REFINED)

Ryo Cost: 1250

Crafting DC: +1

Armor imbued with this seal gains resistance against Lightning and Fire damage.

At Night, under the light of any phase of moon except the new moon, this armor treats critical hits with weapon attacks or Taijutsu or Bukijutsu as normal hits.

OCCULT SEAL (REFINED)

Ryo Cost: 1250

Armor imbued with this seal gains resistance against Poison and Psychic damage.

While within 120 feet of an Aberration or Undead creature, this Armor gains a +2 bonus to AC.

PRIMAL SEAL (REFINED)

Ryo Cost: 1250

Crafting DC: +1

Armor imbued with this seal gains resistance to Wind, Earth damage.

While within 120 feet of a Beast or Monstrosity creature, this armor gains a +2 bonus to AC.

SOLAR SEAL (REFINED)

Ryo Cost: 1250

Crafting DC: +1

Armor imbued with this seal grants resistance to Cold and Necrotic damage.

During the day, while under direct sunlight, if the user of this armor has a bonus to any attack roll or ability check that allows them to roll additional die. They roll 1 additional 1d4 adding the result to the attack roll or ability check.

STELLAR SEAL (REFINED)

Ryo Cost: 1250

Crafting DC: +1

Armor imbued with this seal gains resistance to Force damage.

During twilight, while the sun, moon, and stars are out all at once, this armor gains resistance to all damage, and immunity to Force damage.

WARDING SEAL (REFINED)

Ryo Cost: 1750

Armor imbued with this seal can be used to set up barriers in a 5-foot cube around its user. As an action or reaction to being targeted for an attack, or making a Strength, Dexterity or Constitution saving throw, the holder can activate this ward, erecting a Barrier large enough to protect only themselves or another creature. This barrier counts as a structure gaining AC equal to the users Highest Jutsu Save DC. The Barrier also gains Hit points equal to three times the user's level. Creatures inside the barrier benefit from Total Cover, and cannot be targeted by outside influences. Nothing can get in or out, of the barrier, but the creature inside can breathe normally. This barrier can last for 1 minute, until its destroyed, or dispelled as a bonus action. Once used, this barrier cannot be erected again until the user completes a short or long rest.

B-RANK SEALS

BLOODY SEAL (GREATER)

Ryo Cost: 2250

Armor imbued with this seal has immunity to the bleeding condition.

CHILLING SEAL (GREATER)

Ryo Cost: 2000

Armor imbued with this seal has a +1 to AC and resistance to Cold Damage.

COLD STEEL SEAL (GREATER)

Ryo Cost: 2500

Armor imbued with this seal grants its user a +2 bonus to Saving throws vs Ninjutsu.

CORROSIVE SEAL (GREATER)

Ryo Cost: 2000

Armor imbued with this seal has a +1 to AC and resistance to Acid damage and immunity to the corroded condition.

CRUSHING SEAL (GREATER)

Ryo Cost: 2000

Armor imbued with this seal has a +1 to AC and resistance to Earth damage.

DEFENSIVE SEAL (GREATER)

Ryo Cost: 2500

Armor imbued with this seal grants its holder a +2 bonus to their AC.

HOT SEAL (GREATER)

Ryo Cost: 2000

Armor imbued with this seal has a +1 to AC and resistance to fire Damage and immunity to the burning condition

OBSIDIAN IRON SEAL (GREATER)

Ryo Cost: 2500

Armor imbued with this seal grants its user a +2 bonus to Saving throws vs Taijutsu.

SHOCKING SEAL (GREATER)

Ryo Cost: 2000

Armor imbued with this seal has a +1 to AC and resistance to Lightning Damage and immunity to the shocked condition.

SICKENING SEAL (GREATER)

Ryo Cost: 2000

Armor imbued with this seal has a +1 to AC and resistance to Poison Damage and immunity to the poisoned condition.

STAR METAL SEAL (GREATER)

Ryo Cost: 2500

Armor imbued with this seal grants its user a +2 bonus to Saving throws vs Genjutsu.

A-RANK SEALS

ABYSSAL SEAL (SUPERIOR)

Ryo Cost: 4000

Armor imbued with this seal grants its wearer resistance against Demons and Monstrosities weapon attacks, bukijutsu, taijutsu, ninjutsu, and genjutsu.

CELESTIAL SEAL (SUPERIOR)

Ryo Cost: 4000

Armor imbued with this seal grants its wearer resistance against Sage Beasts and Undead weapon attacks, bukijutsu, taijutsu, ninjutsu, and genjutsu.

CHAOTIC SEAL (SUPERIOR)

Ryo Cost: 4000

Armor imbued with this seal grants its wearer resistance against Constructs and Mutants weapon attacks, bukijutsu, taijutsu, ninjutsu, and genjutsu.

DISRUPTIVE SEAL (SUPERIOR)

Ryo Cost: 4500

Crafting DC: +2

Armor imbued with this grants its user a +5 bonus to Chakra Control Checks, made to maintain concentration.

Additionally, you can concentrate on 1 additional jutsu.

LUNAR SEAL (SUPERIOR)

Ryo Cost: 4000

Crafting DC: +2

Armor imbued with this seal gains Immunity against Lightning and Fire damage.

At Night, under the light of any phase of moon except the new moon, this armor treats critical hits with weapon attacks or Taijutsu or Bukijutsu as normal hits.

OCCULT SEAL (SUPERIOR)

Ryo Cost: 4000

Armor imbued with this seal gains immunity against Poison and Psychic damage from Aberrations or Undead.

While within 120 feet of an Aberration or Undead creature, this Armor gains a +5 bonus to AC.

PRIMAL SEAL (SUPERIOR)

Ryo Cost: 4000

Armor imbued with this seal gains immunity to Wind, Earth damage from Beasts or Monstrosities.

While within 120 feet of a Beast or Monstrosity creature, this armor gains a +5 bonus to AC.

SOLAR SEAL (SUPERIOR)

Ryo Cost: 4000

Crafting DC: +2

Armor imbued with this seal grants immunity to Cold and Necrotic damage.

During the day, while under direct sunlight, if the user of this armor has a bonus to any attack roll or ability check that allows them to roll additional die. They roll 2 additional d4 adding the result to the attack roll or ability check.

STELLAR SEAL (SUPERIOR)

Ryo Cost: 4000

Crafting DC: +1

Armor imbued with this seal gains immunity to Force damage.

During twilight, while the sun, moon, and stars are out all at once, this armor gains resistance to all damage, and immunity to Force damage.

Additionally, you reduce resisted damage by an additional 5 damage.

SPEED SEAL (SUPERIOR)

Ryo Cost: 5000

Crafting DC: +2

Armor imbued with this seal modifies your speed and reflexes. The wearer of this armor increases their movement speed by 20 feet, and gains a +2 bonus to all Dexterity saving throw. Additionally, if you pass a dexterity save, you suffer no effect or damage. If you fail, you take half damage, and suffer any additional conditions as normal.

S-RANK SEALS

CHILLING SEAL (MASTERCRAFT)

Ryo Cost: 3000

Armor imbued with this seal has a +2 to AC and Immunity to Cold Damage.

DEFENSIVE SEAL (MASTERCRAFT)

Ryo Cost: 5500

Armor imbued with this seal grants its holder a +3 bonus to their AC.

HOT SEAL (MASTERCRAFT)

Ryo Cost: 3000

Armor imbued with this seal has a +2 to AC and Immunity to Fire Damage.

OBSIDIAN IRON SEAL (MASTERCRAFT)

Ryo Cost: 5000

Armor imbued with this seal grants its user a +3 bonus to Saving throws vs Taijutsu.

SHOCKING SEAL (MASTERCRAFT)

Ryo Cost: 3000

Armor imbued with this seal has a +2 to AC and Immunity to Lightning Damage.

SICKENING SEAL (MASTERCRAFT)

Ryo Cost: 3000

Armor imbued with this seal has a +2 to AC and Immunity to Poison Damage.

STAR METAL SEAL (MASTERCRAFT)

Ryo Cost: 5000

Armor imbued with this seal grants its user a +3 bonus to Saving throws vs Genjutsu.

LEARNING/ CREATING A JUTSU

You can spend time between adventures learning a new Jutsu that your master, your ally or your Mentor may know and you want to learn or you may want to create a new path, by creating your own jutsu. Learning or Creating jutsu does not count against your Jutsu known for your class

LEARNING A JUTSU

When you want to train towards Learning a New Jutsu, you must spend Downtime towards adding that jutsu to your Known jutsu list. After picking the jutsu you wish to learn, you must get the holder/owner of that particular jutsu to begin teaching you. Learning a Jutsu may be a grand experience that the DM can draw out for story purposes, but there are a few requirements that must be met.

- You cannot learn Jutsu more than 1 rank Above when you are able to learn Normally. (A Level 4 character can spend his Downtime to learn up to a C-Rank Jutsu, but not a B-Rank since a B Rank is two ranks higher than what he can at his level, which is D-Rank)
- You must have the Nature Affinity to learn a Jutsu with such a requirement. (You cannot learn a Fire Release Jutsu, if you only have Wind Affinity.)

You must commit a specified amount of Downtime towards learning this jutsu. (This downtime does not need to be at the same time.)

LEARNING A JUTSU

Jutsu Rank	Self-Taught Downtime Cost	Master Taught Downtime cost
E-Rank	3-Weeks	1-Week
D-Rank	5-Weeks	3-Weeks
C-Rank	10-Weeks	6-Weeks
B-Rank	21-Weeks	13-Weeks
A-Rank	52-Weeks	33-Weeks
S-Rank	80-Weeks	48-Weeks

CREATING A JUTSU

When you want to train towards Creating a Jutsu you are embarking on a journey that no one else has. The Jutsu you may create may be a minor form of Medical ninjutsu, or it may be an all-powerful multi-Elemental Jutsu. Either way this is a much more difficult and involved process than Learning a Jutsu. As a Jutsu creator, you must not only create the Jutsu's Effects, but you must decide how much power it has, how much chakra it costs and the requirements needed to even perform it. Do you need the Visual prowess of the Sharingan to pull this jutsu off? Do you need the Massive reserves of chakra like an Uzumaki to use it? Do you only need to have access to the Wind Affinity to use it? These are considerations you must undertake to begin the process of Jutsu Creation.

Either way, if you decide to Create a Jutsu, you must follow the following Building Path to achieve such a Goal. While Building your Jutsu, you will encounter points where you have to select Keywords to add to the Jutsu's overall build. Certain Keywords will Increase or Decrease the final chakra cost of the Jutsu, you add all of the selected Keywords costs together to get the final Chakra cost of your jutsu.

STEP ONE: DEVELOPING THE CONCEPT OF YOUR JUTSU

The first step of developing your own Jutsu (Or even creating a Variation of one that you already know) is to first figure out the type of jutsu it will be. Classifying your Jutsu allows you to create the core requirements of the Jutsu itself. By selecting one of the following Jutsu Types you set the path you must follow for the rest of this journey building this Jutsu.

- Ninjutsu**- Molding Chakra to perform a technique that interacts with a creature or the world.
- Taijutsu**- Using martial Arts techniques with or without weapons to attack or defend with one's body.
- Genjutsu**- Molding Chakra to manipulate a creature's 5 senses into believing one aspect of reality that they are experiencing.

Once you have the Concept of your Jutsu decided you will go direction to your Jutsu's, Creation section. Each section carries its own list of Rules, Range Increments, Damage types, Keywords etc.



NINJUTSU CREATION RULES

STEP TWO: NINJUTSU PREREQUISITE(S), COMPONENTS & RANGE

The second step of developing your ninjutsu is to figure out the base requirements, how this new Jutsu is activated regarding its Components, and whether it will be a Ranged or Melee Jutsu. While Selecting the Required Keywords for your Jutsu, keep in mind Select Jutsu Types have Mandatory Components and regardless of what type of jutsu you make your jutsu must have at least 1 Component. If your jutsu does not have a Requirement in the list (Such as in the Requirement Keywords) then you may skip that Step. But most Jutsu encompass all or some of these Categories.

PREREQUISITE KEYWORDS

Requirements Keywords	Chakra Cost
Hijutsu	+1
Medical	+1
Fuinjutsu	+1
Nature Release	+1
Required Feature	-2

HIJUTSU

By selecting this requirement keyword your Ninjutsu gains the Hijutsu Keyword, and counts as being a Clan Jutsu for you. You cannot select this Keyword if you are Non-Clan. By selecting this keyword, you increase the final cost of your jutsu by +1.

MEDICAL

By selecting this requirement keyword your Ninjutsu will gain the Medical Keyword. By Selecting this keyword, you increase the final cost of your Jutsu by +1.

FUINJUTSU

By selecting this requirement keyword your Ninjutsu will gain the Fuinjutsu Keyword. By Selecting this keyword, you must also select Chakra Seals (CS), you increase the final cost of your Jutsu by +1.

NATURE RELEASE

By selecting this requirement keyword your Ninjutsu will gain one or many Nature Release Keywords by Selecting this keyword you increase the final cost of your Jutsu by +1

REQUIRED FEATURE

By selecting this requirement keyword, you are required to be able to benefit from a Clan, Class, or Class Mod Feature to use this Ninjutsu. The chosen feature, must be a feature that can only be activated by the user. The chosen feature cannot be something passive like *Unarmed Combat* from Taijutsu Specialist, or *Advanced Nature Transformation* from the Sarutobi Clan. The feature must require direct input from the player.

Selecting this keyword, you reduce the final cost of your Jutsu by -2

(For example. If you are creating a Ninjutsu that requires the Sneak Attack feature, then this jutsu can only be used when you would be able to benefit from the Sneak attack feature.)

CLARIFICATION FOR REQUIRED FEATURE

For better understanding on the intention of this Keyword, we must look at some example features that this keyword is intended to work with, and what features this keyword **does not** work with.

Works With

- **White Chakra:** This jutsu can only be used by spending White chakra.
- **Sneak Attack:** This jutsu can only be used when you are able to trigger sneak attack, and must trigger sneak attack if used.
- **Calories:** This jutsu can only be used by spending Calories.
- **Byakugan:** This jutsu can only be used while you have Byakugan active.
- **Exploit Weakness:** This jutsu can only be used on a creature currently under the effect of your Exploit weakness feature.

Does Not Work With

- **Uchiha Clan Jutsu:** This is not an active feature. This feature does not require any action on the part of the player.
- **Strategic Timing:** This is not an active feature.
- **Swift Response:** This is not an active feature.
- **Medical Ninjutsu:** This is not an active feature.
- **Fighting Style:** This is not an active feature.
- **Extra Attack:** This is not an active feature.

COMPONENT KEYWORDS

Component Keyword	Chakra Cost
Hand Seals (HS)	-(Mandatory)
Chakra Molding (CM)	+1
Chakra Seals (CS)	-
Mobility (M)	-
Weapon (W)	-1
Ninja Tools (NT)	-1

HAND SEALS (HS)

By Selecting this Component Keyword, your ninjutsu requires you to have 1 hand free in order to weave handseals. Hand Seals are mandatory when creating a Ninjutsu. If you want to create a Ninjutsu without Hand Seals as a component. Increase the final cost of your Jutsu by +2 and remove the Hand Seal Component.

CHAKRA MOLDING (CM)

By selecting this Component Keyword, your ninjutsu requires you to mold chakra in order to utilize it. In order to utilize a Nature Release of any type, you must add this Component Keyword. Selecting this keyword, you increase the final cost of your Jutsu by +1.

CHAKRA SEALS (CS)

By Selecting this Component Keyword, your ninjutsu requires you to have 1 hand free in order to create the chakra seals needed in order to manifest the required jutsu. In order to utilize Fuinjutsu of any type, you must add this Component Keyword.

MOBILITY (M)

By Selecting this Component Keyword, your ninjutsu requires you to have at least 5 feet of movement available to you. While your jutsu doesn't spend this movement, it requires you to be able to move your body freely.

WEAPON (W)

By Selecting this Component Keyword, your ninjutsu requires you to have a weapon available to you and within reach. Select one weapon type that this Ninjutsu requires in order to function. In order for you to select this keyword the range of your jutsu must either be *Self*, or *Touch*. Selecting this keyword, you reduce the final cost of your Jutsu by -1.

NINJA TOOLS (NT)

By Selecting this Component Keyword, your ninjutsu requires you to have a Ninja tool available to you and within reach. Select one Ninja Tool that this Ninjutsu requires in order to function. In order for you to select this keyword the range of your jutsu must either be *Self*, or *Touch*. Selecting this keyword, you reduce the final cost of your Jutsu by -1.

RANGE KEYWORDS

Range Keywords	Chakra Cost
Self	-
Touch (5 feet)	-
Ranged	(See Range Chart)

SELF

Your Ninjutsu has a range of self. This Ninjutsu either will only affect you, or use you as the center of its effect radius. Select this range if your jutsu will do either of these things.

TOUCH

Your Ninjutsu has a Range of Touch (5 Feet). Your ninjutsu will only be able to apply its effects if you are able to physically touch your target creature. You must make a Melee Ninjutsu attack roll to score a hit with this Range.

RANGED

Your Ninjutsu has a range greater than 5 feet base. Your ninjutsu will be able to travel over a distance to interact with your target creature or area. Selecting this keyword, you increase the final cost of your Jutsu by +1. You must make a Ranged Ninjutsu attack roll to score a hit with this Range.

STEP THREE: DAMAGE TYPES, RANGE, EFFECT.

The third Step of jutsu creation comes down to selecting your Jutsu's Damage Type, The Final Range of your Jutsu Based on the Range Keyword Selected, and what sort of effects it may have (If any). Jutsu Effects are Built using Keywords as Well, with Each Keyword having an associated Effect or Saving throw attached to it.

DAMAGE TYPE(S)

If your Ninjutsu deals damage of any type, you will be able to select the types of Damage it deals. Jutsu that deals Multiple types of Damage at once cost additional Chakra. If the Jutsu has a Certain Nature Affinity it will automatically deal that type of Damage.

JUTSU RANGE

All jutsu have some degree of range, but most jutsu are casted at a distance. Jutsu that are casted at a distance generally are advantageous but are also more costly.

DAMAGE TYPES

Component Keyword	Chakra Cost
Fire	+1
Cold	+1
Lightning	+1
Wind	+1
Earth	+1
Bludgeoning	+1
Slashing	+1
Piercing	+1
Poison	+1
Acid	+2
Force	+3
Necrotic	+2

JUTSU RANGES

Jutsu Range	Chakra Cost
30ft	+1
60ft	+2
90ft	+3
120ft	+4
250ft	+5

JUTSU EFFECT KEYWORDS

All ninjutsu impose some effect. Effects can include Damage, a new Condition such as poisoned or burned, being stunned, a healing effect, or a defensive effect. While creating your Jutsu, you add additional effects to your jutsu until you have your desired stack of effects. Some effects can be applied multiple times increasing its effect by adding the values together for its effect, but also increasing the overall chakra cost by the Listed Values.

Ninjutsu can only have One Conditional Effect. This can be increased to two with Secondary effect or Delayed Effect. Secondary effect and Delayed effect do not stack and cannot be taken together.

JUTSU EFFECT KEYWORDS

AREA

Chakra Cost: +2

Your Jutsu gains an area of effect in the shape of one of the following: *10ft radius Sphere, 15ft Cone, 15ft Cube, 20ft Cylinder or 30ft Line.*

Creatures must succeed a Dexterity save vs your Ninjutsu Save DC. If your Jutsu requires any other Saving throw to avoid an additional Condition, this Dexterity save replaces that save. This does not count for Effects Selected with "Secondary Effect". Reduce the Damage Die by 1.

You can take this Keyword multiple times, each time increasing the Radius of the jutsu by 15ft.

Creatures suffer half damage and no Conditional effects on a successful save.

AUGMENTATION

Chakra Cost: +2

Required Keywords: Self or Touch, Chakra Molding, Lasting, Damage

Your Jutsu modifies your unarmed or weapons attack in some way, making it more lethal, more powerful, and overall, more potent. Select either Unarmed or Weapons, this jutsu will only affect the selected type. Reduce the damage die by 2.

While concentrating on this jutsu, when you would deal damage with the modified form of attack, you deal additional damage equal to Damage die remaining from the *Damage* Keyword.

BLEEDING

Chakra Cost: +1

Conditional Effect

Your Jutsu has the chance to inflict the Bleeding condition. You can only select this keyword if your Jutsu has the Slashing, Piercing or Wind damage type. Creatures Affected by your Jutsu must make a Constitution save vs your Jutsu Save DC.

BLINDING

Chakra Cost: +2

Conditional Effect

Your jutsu has the chance to inflict the Blinded condition. Creatures affected by your jutsu must make a Constitution (or Wisdom) save vs your Jutsu Save DC. (Choose the saving throw at jutsu Creation, this cannot be changed Later).

BURNED

Chakra Cost: +2

Conditional Effect

Your Jutsu has the chance to inflict the burned Condition. You can only select this Keyword if the Jutsu has Fire Release. Creatures affected by your jutsu must make a Constitution save vs your Jutsu save DC or suffer the Burned Condition

CHILLED

Chakra Cost: +2

Conditional Effect

Your Jutsu has the chance to inflict the chilled condition. You can only select this Keyword if the Jutsu has Water Release. Creatures affected by your jutsu must make a Constitution save vs your Jutsu save DC or suffer the Chilled Condition

CORRODED

Chakra Cost: +2

Conditional Effect

Your Jutsu has the chance to inflict the corroded Condition. You can only select this Keyword if the Jutsu deals acid damage. Creatures affected by your jutsu must make a Constitution save vs your Jutsu save DC or suffer the Corroded Condition.

CLASH

Chakra Cost: +1

Your Jutsu gains the Ability to clash with other Jutsu with the Clash Keyword.

CONDITIONAL

Chakra Cost: -3

Your Jutsu is only effective against creatures who are currently suffering from a condition already. If you use this jutsu on a creature currently not under the effects of your selected condition, this jutsu deals half damage (If any) and imposes no additional conditions to the creature.

Select One Condition from the following list: Bleeding, blinded, charmed, deafened, grappled, incapacitated, paralyzed, petrified, poisoned, restrained, shocked, slowed, stunned or unconscious.

CRITICAL

Chakra Cost: +3

Your Jutsu Can achieve a critical strike on a roll of a 19-20. You can take this keyword up to 4 times. Each time you take this effect you increase the critical strike range by 1 up to a maximum of 16-20.

DAMAGE

Chakra Cost: +1

Your Jutsu Deals damage of your chosen type. Your Jutsu starts off dealing 4d4 of your chosen Damage type. This Effect can be taken multiple times. Increasing damage done by 1d4 up to a max of 20d4. Each time this keyword is taken, past the first time, costs +1 chakra.

DEAFENING

Chakra Cost: +1

Conditional Effect

Your jutsu has the chance to cause the deafened condition. Creatures affected by your jutsu must make a Constitution (or Wisdom) save vs your Jutsu save DC. (Choose the saving throw at jutsu Creation, this cannot be changed later).

DELAYED EFFECT

Chakra Cost: +1

Your jutsu after affecting a creature has a delayed effect that activated on the following round after this jutsu ends. Select one effect Keyword that your jutsu currently has, other than this one. Your jutsu activates the selected effect at the beginning of either your, or the affected creature's next turn.

EMPOWERED DAMAGE

Chakra Cost: +2/+3

Required Keywords: Damage

Your Jutsu increases its overall damage potential. Increase your Damage die by 1 Step. (d4>d6>d8>d10>d12.)

This effect can be taken multiple times, with each time increasing the cost by +2 up to a d8. If you would take this keyword to increase the die beyond a d8 you instead increase cost by +3.

EMPOWERED HEALING

Chakra Cost: +2/+3

Required Keywords: Healing

This keyword increases this Jutsu's overall healing potential. Increase your healing die by 1 Step. (d4>d6>d8>d10>d12.)

This effect can be taken multiple times, with each time increasing the cost by +2 up to a d8. If you would take this keyword to increase the die beyond a d8 you instead increase cost by +3.

EMPOWERED SHIELDING

Chakra Cost: +2/+3

Required Keywords: Shielding

This Keyword increases this Jutsu's overall Protective potential. Increase your Temporary hit point Die by 1 Step. (d4>d6>d8>d10>d12.)

This effect can be taken multiple times, with each time increasing the cost by +2 up to a d8. If you would take this keyword to increase the die beyond a d8 you instead increase cost by +3.

ENHANCING

Chakra Cost: +2

Required Keywords: Self or Touch, Chakra Molding, Lasting

Your Jutsu modifies your Ability scores in some way shape or form.

At Jutsu creation, select one Ability score. While concentrating on this jutsu, the selected Ability score increases by +1. You may take this keyword up to 5 times.

EXHAUSTING

Chakra Cost: +5

Your Jutsu has the chance to increase a creature's exhaustion rank by 1. Creatures affected by your jutsu must make a Constitution save vs your Jutsu save DC. Creatures affected by a jutsu with this Keyword, can never have more than 3 ranks of exhaustion applied to them at any time by this jutsu.

HEALING

Chakra Cost: +2

Required Keywords: Medical

Your Jutsu Heals a creatures hit points.

Additionally, this keyword cannot be taken with the Damage, Chakra Damage or the Chakra Absorption Keywords.

Your Jutsu starts off healing 3d4 Hit Points or Chakra Points (choose one at jutsu creation). This keyword can be taken multiple times, increasing the Healing by 1d4 up to a maximum of 20d4.

IMMUNITY

Chakra Cost: +5

Your Jutsu Grants you Immunity to one Damage or Condition type. Select One Damage or Condition type from the following list: Bludgeoning, cold, earth, fire, force, lightning, necrotic, piercing, poison, psychic, slashing, wind, bleeding, blinded, charmed, deafened, grappled, incapacitated, paralyzed, petrified, restrained, slowed, stunned or unconscious.

You gain immunity to the given damage type or condition until the start of your next turn. If you take this keyword along with the *Lasting* keyword, you gain these benefits for the duration you concentrate on the created Jutsu. This keyword can be taken multiple times. Each time you take this effect select another damage type or Condition.

KNOCK BACK

Chakra Cost: +1

Your Jutsu has the chance to knock a creature back 10ft. Creatures affected by your jutsu must make a Strength saving throw vs your Jutsu Save DC.

This effect can be taken multiple times. Each time you take this effect it increases the knock back distance by up to 10ft on a failed save.

LASTING

Chakra Cost: +2/+3

Your Jutsu increases its duration from Instant by one step. This effect can be taken multiple times. Each time you take this effect it increases the duration by one more step. Instant > Concentration 1 Minute > Concentration 10 Minutes > 1 Hour > 8 Hours > 24 Hours > 1 Week.

Once you reach 1 Hour and beyond the jutsu no longer require concentration and each additional application of this keyword costs +3 instead of +2.

MULTIPLE STRIKES

Chakra Cost: +2

Your Jutsu grants you more than a single Attack Roll.

Your Jutsu Grants you an extra attack roll. Split your Damage dice between the attacks evenly. You can take this Keyword Multiple times. Each time you take this effect increase the amount of attack rolls with this jutsu by 1 splitting the damage die evenly amongst each attack.

PETRIFYING

Chakra Cost: +5

Conditional Effect

Required Keywords: Lasting

Your Jutsu has the chance to inflict the petrify condition. You can only select this keyword if the jutsu has the Earth Release Affinity.

Creatures affected by your jutsu must make constitution save vs your Jutsu save DC at the beginning of each of their turns. When the creature fails three times their body fully hardens as they become petrified turning fully into stone suffering the Petrified condition.

POISONING

Chakra Cost: +1

Conditional Effect

Required Keywords: Poison Damage type

Your Jutsu has the chance to inflict the poisoned Condition. Creatures affected by your jutsu must make a constitution save vs your Jutsu save DC or suffer the poisoned condition.

POWERFUL

Chakra Cost: +3

Required Keywords: Damage or Shielding or Healing

Your Jutsu is magnified further. When you would roll dice for your jutsu's damage, temporary hit points or any other linked effect based on the required keywords. You add your Ninjutsu Ability Modifier to the roll.

RESISTANCE

Chakra Cost: +2

Your Jutsu grants a creature with Resistance to a given damage type or Condition.

Select one Damage type or Condition type from the following list: Acid, Bludgeoning, cold, earth, fire, force, lightning, necrotic, piercing, poison, psychic, slashing, wind, bleeding, blinded, charmed, deafened, exhaustion, grappled, incapacitated, paralyzed, petrified, restrained, slowed, stunned or unconscious.

You gain Resistance to the given damage type until the start of your next turn or advantage on the next saving throw against the selected condition. If you take this keyword along with the *Lasting* keyword, you gain these benefits for the duration you concentrate on the created Jutsu. This Keyword can be taken multiple times.

RESTRAINING

Chakra Cost: +2

Conditional Effect

Your Jutsu has the chance to inflict the restrained condition. Creatures affected by your jutsu must make a Dexterity (or Strength) save vs your Jutsu save DC or suffer the restrained condition.

SEALING

Chakra Cost: +3

Required Keywords: Fuinjutsu, Touch, Chakra Seals (CS), Lasting

Your Jutsu seals away a creature's Chakra or Jutsu. Scoring a hit with this jutsu forces the target to make a Constitution or Wisdom saving throw. (Select at jutsu creation. Cannot be changed later). On a failed save, the target is marked with a Single Seal. While they are marked with this seal, they cannot cast Ninjutsu or Genjutsu. They can use their action to make a Constitution (Chakra control) or Intelligence (Ninshou) check vs your Ninjutsu save DC to remove the seal.

This Keyword can be taken multiple times. Each time you take this keyword, the number of seals you mark your target with increases by +1.

SECONDARY EFFECT

Chakra Cost: +3

Your jutsu has multiple conditional effects built into it. You can only select this keyword if you have a keyword that requires a saving throw of some type. Select a second conditional effect. Your Jutsu gains this second effect and forces a second saving throw alongside the other saving throws.

SHIELDING

Chakra Cost: +2

Your Jutsu grants Temporary Hit Points. Your Jutsu grants up to 3d4 worth of Temporary hit points. These hit points do not stack with any other ability, feature or jutsu that provides temporary hit points.

This keyword can be taken multiple times, increasing the Temp hit points gained by 2d4 up to a maximum of 20d4.

SHOCKING

Chakra Cost: +2

Conditional Effect

Your Jutsu has the chance to inflict the Shocked condition. You can only select this keyword if the jutsu has the *Lightning Affinity*.

Creatures affected by your jutsu must make a constitution save vs your Jutsu save DC or suffer the Shocked condition.

SLOWING

Chakra Cost: +3

Conditional Effect

Your jutsu has the chance to inflict the slowed condition. Creatures affected by your jutsu must make a Strength (or Constitution, Pick one. This cannot be changed later.) save vs your Jutsu save DC or suffer the Slowed condition.

SPEEDY

Chakra Cost: +3

Your Jutsu can be cast at a significantly faster speed than most others. Reduce the cast time of your Jutsu from a Standard action to a Bonus Action. Reduce your Damage die by 1. You can take this Keyword a second time further reducing it to a Reaction, if you do reduce your Damage die by 1 a second time.

STUNNING

Chakra Cost: +5

Conditional Effect

Your Jutsu has a chance to inflict the Stunned Condition. Creatures affected by your jutsu must make a constitution save vs your Jutsu save DC or suffer the stunned condition.

WEAKENING

Chakra Cost: +2

Conditional Effect

Your Jutsu has a chance to inflict the Weakened condition. Creatures affected by your jutsu must make a constitution save vs your Jutsu save DC or suffer the weakened condition.

STEP FOUR: FINALIZING THE COST, NAME, AND YOUR LEGACY.

The fourth and Final step is to clarify the final rank, cost and downtime cost of Your Jutsu, while also coming up with a memorable name.

When you are finalizing your jutsu there are a few things you need to do in order to also get the final Rank of this new Jutsu.

First take your Jutsu's damage (If any) and average the amount of potential damage it can deal. This is done by taking the damage die (D4, D6, D8, D10, D12) and using the dies Average. (D4 is 3, D6 is 4, D8 is 5, D10 is 6, D12 is 7).

Second you take this average and Multiply it by the number of damage die your jutsu has and compare it to the table below to determine the Rank of the Jutsu and the Downtime cost associated with it. You use the Damage or Cost Column of the table, whichever is higher for your Given Jutsu.

If your jutsu does not deal damage, then you instead only use the Chakra Cost Column of the table below to determine the Rank of the Jutsu.

FINAL NINJUTSU DAMAGE & RANK CORRELATION

Damage	Cost	Associated Rank	Downtime Cost
1-20	1-8	D-Rank	5-Weeks
21-34	9-13	C-Rank	12-Weeks
35-49	14-19	B-Rank	25-Weeks
50-69	20-25	A-Rank	52-Weeks
70+	26+	S-Rank	104-Weeks

GENJUTSU CREATION RULES

STEP TWO: GENJUTSU PREREQUISITE(S), COMPONENTS & RANGE

The second step of developing your genjutsu is to figure out the base requirements, how this new Jutsu is activated regarding its Components, and whether it will be a Ranged or Melee Jutsu. While Selecting the Required Keywords for your Jutsu, keep in mind Genjutsu have *Mandatory Components*. If your jutsu does not have a Requirement in the list (Such as in the Requirement Keywords) then you may skip that Step. But most Jutsu encompass all or some of these Categories.

PREREQUISITE KEYWORDS

Requirements Keywords	Chakra Cost
Hijutsu	+1
Medical	+1
Fuinjutsu	+1
Required Feature	-2

HIJUTSU

By selecting this requirement keyword your Genjutsu gains the Hijutsu Keyword, and counts as being a Clan Jutsu for you. You cannot select this Keyword if you are Non-Clan. By selecting this keyword, you increase the final cost of your jutsu by +1.

MEDICAL

By selecting this requirement keyword your Genjutsu will gain the Medical Keyword. By Selecting this keyword, you increase the final cost of your Jutsu by +1

FUINJUTSU

By selecting this requirement keyword your Genjutsu will gain the Fuinjutsu Keyword. By Selecting this keyword, you increase the final cost of your Jutsu by +1

REQUIRED FEATURE

By selecting this requirement keyword, you are required to be able to benefit from a Clan, Class, or Class Mod Feature to use this Genjutsu. The chosen feature, must be a feature that can only be activated by the user. The chosen feature cannot be something passive like *Unarmed Combat* from Taijutsu Specialist, or *Advanced Nature Transformation* from the Sarutobi Clan. The feature must require direct input from the player. (For example. If you are creating a Genjutsu that requires the Actualization feature, then this jutsu can only be used when you would be able to benefit from the use of Actualization die.)

COMPONENT KEYWORDS

Component Keyword	Chakra Cost
Hand Seals (HS)	- (Mandatory)
Chakra Molding (CM)	+1 (Mandatory)
Chakra Seals (CS)	-1
Weapon (W)	-2
Ninja Tools (NT)	-2

HAND SEALS (HS)

By Selecting this Component Keyword, your genjutsu requires you to have 1 hand free in order to weave handseals. If you want to create a Genjutsu without Hand Seals as a component. Increase the final cost of your Jutsu by +2 and remove the Hand Seal Component.

CHAKRA MOLDING (CM)

By selecting Genjutsu as your jutsu type, you have to take this keyword for your jutsu.

CHAKRA SEALS (CS)

By Selecting this Component Keyword, your genjutsu requires you to have 1 hand free in order to create the chakra seals needed in order to manifest the required jutsu. In order to utilize Fuinjutsu of any type, you must add this Component Keyword. Selecting this keyword, reduces the final cost of your Jutsu by -1.

WEAPON (W)

By Selecting this Component Keyword, your genjutsu requires you to have a weapon available to you and within reach. Select one weapon type that this Genjutsu requires in order to function. In order for you to select this keyword the range of your jutsu must either be *Self*, or *Touch*. Selecting this keyword, increases the final cost of your Jutsu by -2.

NINJA TOOLS (NT)

By Selecting this Component Keyword, your genjutsu requires you to have a Ninja tool available to you and within reach. Select one Ninja Tool that this Genjutsu requires in order to function. In order for you to select this keyword the range of your jutsu must either be *Self*, or *Touch*. Selecting this keyword, increases the final cost of your Jutsu by -2.

RANGE KEYWORDS

Range Keywords	Chakra Cost
Self	-
Touch (5 feet)	-
Ranged	(See Jutsu Ranges)

SELF

Your Genjutsu has a range of self. This Genjutsu either will only affect you, or use you as the center of its effect radius. Select this range if your jutsu will do either of these things.

TOUCH

Your Genjutsu has a Range of Touch (5 Feet). Your genjutsu will only be able to apply its effects if you are able to physically touch your target creature. You must make a Melee Genjutsu attack roll to score a hit with this Range.

RANGED

Your Genjutsu has a range greater than 5 feet base. Your genjutsu will be able to travel over a distance to interact with your target creature or area. Selecting this keyword, you increase the final cost of your Jutsu by +1. You must make a Ranged Genjutsu attack roll to score a hit with this Range.

STEP FOUR: DAMAGE TYPES, RANGE, SENSORY KEYWORDS, AND EFFECT.

The third Step of jutsu creation comes down to selecting your Jutsu's Damage Type, The Final Range of your Jutsu Based on the Range Keyword Selected, and what sort of effects it may have (If any). Jutsu Effects are Built using Keywords as Well, with Each Keyword having an associated Effect or Saving throw attached to it.

DAMAGE TYPE(S)

If your Genjutsu Deals Damage by default the damage type dealt is Psychic.

DAMAGE TYPE(S)

Component Keyword	Chakra Cost
Psychic	-

JUTSU RANGE

All jutsu have some degree of range, but most jutsu are casted at a distance. Jutsu that are casted at a distance generally are advantageous but are also more costly.

JUTSU RANGES

Jutsu Range	Chakra Cost
30ft	+1
60ft	+2
90ft	+3
120ft	+4
250ft	+5

SENSORY KEYWORDS

Most Genjutsu when cast affects a creature's senses, but not all of them. Each sense is important to the potency of the genjutsu and affects what effect keywords you can and cannot add to your Jutsu. You must select one of these keywords.

SENSORY KEYWORDS

Keyword	Chakra Cost	Keyword Requirement(s)
Visual	+1	
Tactile	+1	
Auditory	+1	
Inhaled	-1	Ninja Tools (NT)

JUTSU EFFECT KEYWORDS

All genjutsu impose some effect. Effects can include Damage, a new Condition such as charmed or frightened, being stunned, a healing effect, or a defensive effect. While creating your Jutsu, you add additional effects to your jutsu until you have your desired stack of effects. Some effects can be applied multiple times increasing its effect by adding the values together for its effect, but also increasing the overall chakra cost by the Listed Values.

Genjutsu can have up to Two Conditional effects. This can be increased to three with Tertiary effect or Delayed Effect. Tertiary effect and Delayed effect do not stack and cannot be taken together in any combination.

JUTSU EFFECT KEYWORDS

AREA

Chakra Cost: +2

Your Jutsu gains an area of effect in the shape of one of the following: *10ft radius Sphere, 10ft Cone, 15ft Cube, 10ft Cylinder or 10ft Line.*

Creatures must succeed an Intelligence, Wisdom or Charisma save vs your Genjutsu Save DC (Select one at jutsu creation). If your Jutsu requires any other Saving throw to avoid an additional Condition, this save replaces that save. This counts for effects Selected with "Tertiary Effect".

You can take this Keyword multiple times, each time increasing the Radius of the jutsu by 15ft.

Creatures suffer half damage and no Conditional effects on a successful save.

AUGMENTATION

Chakra Cost: +2

Required Keywords: Self or Touch, Chakra Molding, Tactile, Lasting, Damage

Your Jutsu modifies your unarmed or weapons attack in some way, making it more lethal, more powerful, and overall, more potent. Select either Unarmed or Weapons, this jutsu will only affect the selected type. Reduce the damage die by 2.

While concentrating on this jutsu, when you would deal damage with the modified form of attack, you deal additional damage equal to Damage die remaining from the *Damage* Keyword.

BLINDING

Chakra Cost: +2

Conditional Effect

Required Keywords: Visual

Your jutsu has the chance to inflict the Blinded condition until the start of the affected creature's next turn.

Creatures affected by your jutsu must make an Intelligence, Wisdom or Charisma save vs your Jutsu Save DC. (Choose the saving throw at jutsu Creation, this cannot be changed Later).

BOOSTING

Chakra Cost: +3

Required Keywords: Self or Touch, Chakra Molding, Tactile

Your Jutsu modifies chance in some way shape or form. At Jutsu creation, select one from the following;

- Attack Rolls
- Saving throws
- Ability Checks

When you use this jutsu, you add 1d4 the selected check, the next time you would roll it before the beginning of your next turn. If you take the *Lasting* Keyword, you instead add the bonus to the check so long as you maintain concentration. You may take this keyword multiple times. Each time you take this keyword add 1 additional d4 to the roll.

Alternatively, you may take this keyword an additional time selecting a different check.

CHARMING

Chakra Cost: +2

Required Keywords: Visual or Auditory or Inhaled
Your Jutsu has the chance to inflict the Charmed condition.

Creatures affected by your jutsu must an Intelligence, Wisdom or Charisma save vs your Genjutsu Save DC. (Choose the saving throw at Jutsu creation, this cannot be changed later).

CONDITIONAL

Chakra Cost: -2

Your Jutsu is only effective against creatures who are currently suffering from a condition already. If you use this jutsu on a creature currently not under the effects of your selected condition, this jutsu deals half damage (if any) and imposes no additional conditions to the creature.

Select One Condition from the following list: Blinded, charmed, deafened, grappled, incapacitated, paralyzed, petrified, poisoned, restrained, shocked, slowed, stunned or unconscious.

CRITICAL

Chakra Cost: +3

Your Jutsu Can achieve a critical strike on a roll of a 19-20. You can take this keyword up to 4 times. Each time you take this effect you increase the critical strike range by 1 up to a maximum of 16-20.

DAMAGE

Chakra Cost: +1

Required Keywords: Tactile

Your Jutsu Deals damage of your chosen type. Your Jutsu starts off dealing 4d4 of your chosen Damage type. This Effect can be taken multiple times. Increasing damage done by 1d4 up to a max of 20d4. Each time this keyword is taken, past the first time, costs +1 chakra.

DEAFENING

Chakra Cost: +2

Conditional Effect

Required Keywords: Auditory

Your jutsu has the chance to cause the deafened condition until the start of the affected creature's next turn. Creatures affected by your jutsu must make an Intelligence, Wisdom or Charisma save vs your Genjutsu save DC. (Choose the saving throw at jutsu Creation, this cannot be changed later).

DELAYED EFFECT

Chakra Cost: +1

Your jutsu after affecting a creature has a delayed effect that activated on the following round after this jutsu ends. Select one effect Keyword that your jutsu currently has, other than this one. Your jutsu activates the selected effect at the beginning of either your, or the affected creature's next turn.

EMPOWERED BOOSTING

Chakra Cost: +2

Required Keywords: Boosting

Your Jutsu increases its overall boosting potential. Increase your bonus die by 1 Step. (d4>d6>d8>d10>d12.)

This effect can be taken multiple times, with each time increasing its boosting die further to a maximum of a d12.

EMPOWERED DAMAGE

Chakra Cost: +2/+3

Required Keywords: Damage

Your Jutsu increases its overall damage potential. Increase your Damage die by 1 Step. (d4>d6>d8>d10>d12.)

This effect can be taken multiple times, with each time increasing the cost by +2 up to a d8. If you would take this keyword to increase the die beyond a d8 you instead increase cost by +3.

EMPOWERED HINDERING

Chakra Cost: +2/+3

Required Keywords: Hindering

Your Jutsu increases its overall hindering potential.

Increase your hindering die by 1 Step.

(d4>d6>d8>d10>d12.)

This effect can be taken multiple times, with each time increasing the cost by +2 up to a d8. If you would take this keyword to increase the die beyond a d8 you instead increase cost by +3.

EMPOWERED SHIELDING

Chakra Cost: +2/+3

Required Keywords: Shielding

This Keyword increases this Jutsu's overall Protective potential. Increase your Temporary hit point Die by 1 Step. (d4>d6>d8>d10>d12.)

This effect can be taken multiple times, with each time increasing the cost by +2 up to a d8. If you would take this keyword to increase the die beyond a d8 you instead increase cost by +3.

FRIGHTENING

Chakra Cost: +4

Conditional Effect

Your Jutsu has the chance to inflict the Fear Condition until the start of the affected creature's next turn.

Creatures affected by your jutsu must make an Intelligence, Wisdom or Charisma save vs your Genjutsu Save DC. (Choose the saving throw at Jutsu creation, this cannot be changed later).

HINDERING

Chakra Cost: +3

Required Keywords: Chakra Molding, Tactile

Your Jutsu modifies chance in some way shape or form.

At Jutsu creation, select one from the following;

- Attack Rolls
- Saving throws
- Ability Checks

When you use this jutsu, your targets reduces the selected check by 1d4 the next time they would roll it before the end of their next turn. If you take the *Lasting* Keyword, they instead add the penalty to the check so long as you maintain concentration. You may take this keyword multiple times. Each time you take this keyword add 1 additional d4 to the roll up to a maximum of 5d4

Alternatively, you may take this keyword an additional time selecting a different check.

IMMUNITY

Chakra Cost: +5

Required Keywords: Tactile

Your Jutsu Grants you Immunity to one Damage or Condition type. Select One Damage or Condition type from the following list: Psychic, blinded, charmed, deafened, grappled, incapacitated, paralyzed, slowed, stunned or unconscious.

You gain immunity to the given damage type or condition until the start of your next turn. If you take this keyword along with the *Lasting* keyword, you gain these benefits for the duration you concentrate on the created Jutsu. This keyword can be taken multiple times. Each time you take this effect select another damage type or Condition.

LASTING

Chakra Cost: +2/+3

Your Jutsu increases its duration from Instant by one step. This effect can be taken multiple times. Each time you take this effect it increases the duration by one more step. Instant > Concentration 1 Minute > Concentration 10 Minutes > 1 Hour > 8 Hours > 24 Hours > 1 Week.

Once you reach 1 Hour and beyond the jutsu no longer require concentration and each additional application of this keyword costs +3 instead of +2.

MULTIPLE STRIKES

Chakra Cost: +3

Your Jutsu grants you more than a single Attack Roll. Your Jutsu Grants you an extra attack roll. Split your Damage dice between the attacks evenly. You can take this Keyword Multiple times. Each time you take this effect increase the amount of attack rolls with this jutsu by 1 splitting the damage die evenly amongst each attack.

POWERFUL

Chakra Cost: +3

Required Keywords: Damage or Shielding or Boosting or Hindering

Your Jutsu is magnified further. When you would roll dice for your jutsu's damage, temporary hit points or any other linked effect based on the required keywords. You add your Genjutsu Ability Modifier to the roll.

RESISTANCE

Chakra Cost: +2

Required Keywords: Tactile

Your Jutsu grants a creature with Resistance to a given damage type or Condition.

Select one Damage type or Condition type from the following list: Psychic, blinded, charmed, deafened, grappled, incapacitated, paralyzed, slowed, stunned or unconscious.

You gain Resistance to the given damage type until the start of your next turn or advantage on the next saving throw against the selected condition. If you take this keyword along with the *Lasting* keyword, you gain these benefits for the duration you concentrate on the created Jutsu. This Keyword can be taken multiple times. Each time you take this effect select another damage type or effect.

RESTRAINING

Chakra Cost: +2

Conditional Effect

Required Keywords: Any Sensory Keyword

Your Jutsu has the chance to inflict the restrained condition. Creatures affected by your jutsu must make an Intelligence, Wisdom or Charisma save vs your Jutsu save DC or suffer the restrained condition.

SEALING

Chakra Cost: +3

Required Keywords: Fuinjutsu, Touch, Chakra Seals (CS), Lasting

Your Jutsu seals away a creatures Chakra or Jutsu.

Scoring a hit with this jutsu forces the target to make an Intelligence, Wisdom or Charisma saving throw (Select one). On a failed save, the target is marked with a Single Seal for 1 minute. While they are marked with this seal, they cannot cast Ninjutsu or Genjutsu. They can use their action to make a Constitution (Chakra control) or Wisdom (Illusion) check vs your Genjutsu save DC to remove the seal.

This Keyword can be taken multiple times. Each time you take this keyword, the number of seals you mark your target with increases by +1.

TERTIARY EFFECT

Chakra Cost: +3

Your jutsu has multiple conditional effects built into it. You can only select this keyword if you have two keywords that are conditional effects. Select a third conditional effect. Your Jutsu gains this third effect and forces an additional saving throw alongside the other saving throws.

SHIELDING

Chakra Cost: +2

Required Keywords: Tactile

Your Jutsu grants Temporary Hit Points. Your Jutsu grants you up to 3d4 worth of Temporary hit points. These hit points do not stack with any other ability, feature or jutsu that provides temporary hit points.

This keyword can be taken multiple times, increasing the Temp hit points gained by 1d4 up to a maximum of 20d4.

SLOWING

Chakra Cost: +2

Conditional Effect

Required Keywords: Tactile or Inhaled

Your jutsu has the chance to inflict the slowed condition. Creatures affected by your jutsu must make an Intelligence, Wisdom or Charisma (Pick one. This cannot be changed later.) save vs your Jutsu save DC or suffer the Slowed condition.

SPEEDY

Chakra Cost: +3

Your Jutsu can be cast at a significantly faster speed than most others. Reduce the cast time of your Jutsu from a Standard action to a Bonus Action. Reduce your Damage die by 1. You can take this Keyword a second time further reducing it to a Reaction, if you do reduce your Damage die by 1 a second time.

STUNNING

Chakra Cost: +5

Conditional Effect

Required Keywords: Tactile or Inhaled

Your Jutsu has a chance to inflict the Stunned Condition. Creatures affected by your jutsu must make an Intelligence, Wisdom or Charisma save vs your Jutsu save DC or suffer the stunned condition

UNAVOIDABLE

Chakra Cost: +2

Your Jutsu does not require you to make an attack roll, instead always having the chance to hit your target. Select a target creature within range that you can sense with one of the following senses. (Vision, Hearing, Smell). Target Creature must make an Intelligence, Wisdom or Charisma save vs your Genjutsu Save DC. (Choose the saving throw at jutsu creation)

WEAKENING

Chakra Cost: +3

Conditional Effect

Required Keywords: Tactile or Inhaled

Your Jutsu has a chance to inflict the Weakened condition. Creatures affected by your jutsu must make an Intelligence, Wisdom or Charisma save vs your Jutsu save DC or suffer the weakened condition.

STEP FOUR: FINALIZING THE COST, NAME, AND YOUR LEGACY.

The fourth and Final step is to clarify the final rank, cost and downtime cost of Your Jutsu, while also coming up with a memorable name.

When you are finalizing your jutsu there are a few things you need to do in order to also get the final Rank of this new Jutsu.

First take your Jutsu's damage (If any) and average the amount of potential damage it can deal. This is done by taking the damage die (D4, D6, D8, D10, D12) and using the dies Average. (D4 is 3, D6 is 4, D8 is 5, D10 is 6, D12 is 7).

Second you take this average and Multiply it by the number of damage die your jutsu has and compare it to the table below to determine the Rank of the Jutsu and the Downtime cost associated with it. You use the Damage or Cost Column of the table, whichever is higher for your Given Jutsu.

If your jutsu does not deal damage, then you instead only use the Chakra Cost Column of the table below to determine the Rank of the Jutsu.

FINAL GENJUTSU DAMAGE & RANK CORRELATION

Damage	Cost	Associated Rank	Downtime Cost
1-20	1-8	D-Rank	5-Weeks
21-34	9-13	C-Rank	12-Weeks
35-49	14-19	B-Rank	25-Weeks
50-69	20-25	A-Rank	52-Weeks
70+	26+	S-Rank	104-Weeks



TAIJUTSU CREATION RULES

STEP TWO: TAIJUTSU PREREQUISITE(S), COMPONENTS & RANGE

The second step of developing your taijutsu is to figure out the base requirements, how this new Jutsu is activated regarding its Components, and whether it will be a ranged or Melee Jutsu. While Selecting the Required Keywords for your Jutsu, keep in mind Select Jutsu Types have Mandatory *Components*. If your jutsu does not have a Requirement in the list (Such as in the Requirement Keywords) then you may skip that Step. But most Jutsu encompass all or some of these Categories.

PREREQUISITE KEYWORDS

Requirements Keywords	Chakra Cost
Hijutsu	+1
Bukijutsu	-
Nature Release	+2
Required Feature	-2

HIJUTSU

By selecting this requirement keyword your Taijutsu gains the Hijutsu Keyword, and counts as being a Clan Jutsu for you. You cannot select this Keyword if you are Non-Clan. By selecting this keyword, you increase the final cost of your jutsu by +1.

BUKIJUTSU

By selecting this requirement keyword your Taijutsu gains the Bukijutsu Keyword, and now requires a Weapon of some sort. You cannot select this Keyword if your taijutsu does not also have the Weapon (W) Component Keyword.

NATURE RELEASE

By selecting this requirement keyword your Taijutsu will gain one or many Nature Release Keywords by Selecting this keyword you increase the final cost of your Jutsu by +2.

REQUIRED FEATURE

By selecting this requirement keyword, you are required to be able to benefit from a Clan, Class, or Class Mod Feature to use this Taijutsu. The chosen feature, must be a feature that can only be activated by the user. The chosen feature cannot be something passive like *Unarmed Combat* from Taijutsu Specialist, or *Advanced Nature Transformation* from the Sarutobi Clan. The feature must require direct input from the player. (For example. If you are creating a Taijutsu that requires the *Sneak Attack* feature, then this jutsu can only be used when you would be able to benefit from the *Sneak attack* feature.)

COMPONENT KEYWORDS

Component Keyword	Chakra Cost
Chakra Molding (CM)	+1
Mobility (M)	-(Mandatory)
Weapon (W)	-(Mandatory for Bukijutsu)
Ninja Tools (NT)	-1

CHAKRA MOLDING (CM)

By selecting this Component Keyword, your taijutsu requires you to mold chakra in order to utilize it. In order to utilize a Nature Release of any type, you must add this Component Keyword. Selecting this keyword, you increase the final cost of your Jutsu by +1.

MOBILITY (M)

By Selecting this Component Keyword, your taijutsu requires you to have at least 5 feet of movement available to you. While your jutsu doesn't spend this movement, it requires you to be able to move your body freely. All Taijutsu must have this keyword.

WEAPON (W)

By Selecting this Component Keyword, your taijutsu requires you to have a weapon available to you and within reach. Select one weapon type that this Taijutsu requires in order to function. In order for you to select this keyword the range of your jutsu must either be *Self*, or *Touch*.

NINJA TOOLS (NT)

By Selecting this Component Keyword, your taijutsu requires you to have a Ninja tool available to you and within reach. Select one Ninja Tool that this Taijutsu requires in order to function. In order for you to select this keyword the range of your jutsu must either be *Self*, or *Touch*. Selecting this keyword, you reduce the final cost of your Jutsu by -1.

RANGE KEYWORDS

Range Keywords	Chakra Cost
Self	-
Touch (5 feet)	-
Ranged	(See Jutsu Range)

SELF

Your Taijutsu has a range of self. This Taijutsu either will only affect you, or use you as the center of its effect radius. Select this range if your jutsu will do either of these things.

TOUCH

Your Taijutsu has a Range of Touch (5 Feet). Your taijutsu will only be able to apply its effects if you are able to physically touch your target creature. You must make a Melee Taijutsu attack roll to score a hit with this Range.

RANGED

Your Taijutsu has a range greater than 5 feet base. Your taijutsu will be able to travel over a distance to interact with your target creature or area. Selecting this keyword, you increase the final cost of your Jutsu by +1. You must make a Ranged Taijutsu attack roll to score a hit with this Range.

STEP FOUR: DAMAGE TYPES, RANGE, EFFECT.

The third Step of jutsu creation comes down to selecting your Jutsu's Damage Type, The Final Range of your Jutsu Based on the Range Keyword Selected, and what sort of effects it may have (If any). Jutsu Effects are Built using Keywords as Well, with Each Keyword having an associated Effect or Saving throw attached to it.

DAMAGE TYPE(S)

If your Taijutsu deals damage of any type, you will be able to select the types of Damage it deals. Jutsu that deals Multiple types of Damage at once cost additional Chakra. If the Jutsu has a Certain Nature Affinity it will automatically deal that type of Damage.

DAMAGE TYPES

Component Keyword	Chakra Cost
Fire	+2
Cold	+2
Lightning	+2
Wind	+2
Earth	+2
Bludgeoning	+1
Slashing	+1
Piercing	+1
Poison	+2

JUTSU RANGE

All jutsu have some degree of range, but most jutsu are casted at a distance. Jutsu that are casted at a distance generally are advantageous but are also more costly.

JUTSU RANGES

Jutsu Range	Chakra Cost
30ft	+2
60ft	+3
90ft	+4
120ft	+5
250ft	+6

JUTSU EFFECT KEYWORDS

All taijutsu impose some effect. Effects can include Damage, a new Condition such as stunned or paralyzed, a self-healing effect, or a defensive effect. While creating your Jutsu, you add additional effects to your jutsu until you have your desired stack of effects. Some effects can be applied multiple times increasing its effect by adding the values together for its effect, but also increasing the overall chakra cost by the Listed Values.

Taijutsu can only have One Conditional Effect. This can be increased to two with Secondary effect or Delayed Effect. Secondary effect and Delayed effect do not stack and cannot be taken together.

JUTSU EFFECT KEYWORDS

AREA

Chakra Cost: +2

Your Jutsu gains an area of effect in the shape of one of the following: *10ft radius Sphere, 10ft Cone, 15ft Cube, 10ft Cylinder or 15ft Line.*

Creatures must succeed a Dexterity save vs your Taijutsu Save DC. If your Jutsu requires any other Saving throw to avoid an additional Condition, this Dexterity save replaces that save. This does not count for Effects Selected with "Secondary Effect".

You can take this Keyword multiple times, each time increasing the Radius of the jutsu by 15ft.

Creatures suffer half damage and no Conditional effects on a successful save.

AUGMENTATION

Chakra Cost: +2

Required Keywords: Self or Touch, Chakra Molding, Lasting, Damage

Your Jutsu modifies your unarmed or weapons attack in some way, making it more lethal, more powerful, and overall, more potent. Select either Unarmed or Weapons, this jutsu will only affect the selected type. Reduce the damage die by 2.

While concentrating on this jutsu, when you would deal damage with the modified form of attack, you deal additional damage equal to Damage die remaining from the **Damage** Keyword.

BLEEDING

Chakra Cost: +2

Conditional Effect

Your Jutsu has the chance to inflict the Bleeding condition. You can only select this keyword if your Jutsu has the Slashing, Piercing or Wind damage type. Creatures Affected by your Jutsu must make a Constitution save vs your Jutsu Save DC.

BLINDING

Chakra Cost: +2

Conditional Effect

Your jutsu has the chance to inflict the Blinded condition. Creatures affected by your jutsu must make a Constitution save vs your Taijutsu Save DC.

BURNED

Chakra Cost: +2

Conditional Effect

Your Jutsu has the chance to inflict the burned Condition. You can only select this Keyword if the Jutsu has Fire Release. Creatures affected by your jutsu must make a Constitution save vs your Taijutsu save DC or suffer the Burned Condition.

CHAKRA ABSORPTION

Chakra Cost: +3

Required Keywords: Touch, Chakra Molding, Damage
Your jutsu, instead of dealing damage to a creature hit points, absorbs chakra points from a creature and transfer them to you. Reduce your Damage die by 1.

CHAKRA DAMAGE

Chakra Cost: +2

Required Keywords: Touch, Chakra Molding, Damage
Your Jutsu, instead of dealing damage to a creature Hit points, deal damage to a creatures Chakra Points. Reduce your Damage die by 1.

CHILLED

Chakra Cost: +2

Conditional Effect

Your Jutsu has the chance to inflict the chilled condition. You can only select this Keyword if the Jutsu has Water Release. Creatures affected by your jutsu must make a Constitution save vs your Jutsu save DC or suffer the Chilled Condition

CORRODED

Chakra Cost: +2

Conditional Effect

Your Jutsu has the chance to inflict the corroded Condition. You can only select this Keyword if the Jutsu deals acid damage. Creatures affected by your jutsu must make a Constitution save vs your Jutsu save DC or suffer the Corroded Condition.

CLASH

Chakra Cost: +1

Your Jutsu gains the Ability to clash with other Jutsu with the Clash Keyword.

CONDITIONAL

Chakra Cost: -2

Your Jutsu is only effective against creatures who are currently suffering from a condition already. If you use this jutsu on a creature currently not under the effects of your selected condition, this jutsu deals half damage (if any) and imposes no additional conditions to the creature.

Select One Condition from the following list: Bleeding, blinded, charmed, deafened, grappled, incapacitated, paralyzed, petrified, poisoned, restrained, shocked, slowed, stunned or unconscious.

CRITICAL

Chakra Cost: +3

Your Jutsu Can achieve a critical strike on a roll of a 19-20. You can take this keyword up to 4 times. Each time you take this effect you increase the critical strike range by 1 up to a maximum of 16-20.

DAMAGE

Chakra Cost: +1

Your Jutsu Deals damage of your chosen type. Your Jutsu starts off dealing 4d4 of your chosen Damage type. This Effect can be taken multiple times. Increasing damage done by 1d4 up to a max of 20d4. Each time this keyword is taken, past the first time, costs +1 chakra.

DEAFENING

Chakra Cost: +2

Conditional Effect

Your jutsu has the chance to cause the deafened condition. Creatures affected by your jutsu must make a Constitution save vs your Jutsu save DC.

DEFINING

Chakra Cost: +2

Required Keywords: Self or Touch, Chakra Molding, Lasting

Your Jutsu defines your Ability score(s) by locking them at a set number

At Jutsu creation, select two Ability scores. While concentrating on this jutsu, the selected Ability score is set to 14. You may take this keyword multiple times, each time increasing the number the ability score(s) are set to by +1, up to a maximum of 20.

DELAYED EFFECT

Chakra Cost: +1

Your jutsu after affecting a creature has a delayed effect that activated on the following round after this jutsu ends. Select one effect Keyword that your jutsu currently has, other than this one. Your jutsu activates the selected effect at the beginning of either your, or the affected creature's next turn

EMPOWERED DAMAGE

Chakra Cost: +2/+3

Required Keywords: Damage

Your Jutsu increases its overall damage potential.

Increase your Damage die by 1 Step.

(d4>d6>d8>d10>d12.)

This effect can be taken multiple times, with each time increasing the cost by +2 up to a d8. If you would take this keyword to increase the die beyond a d8 you instead increase cost by +3.

EMPOWERED SHIELDING

Chakra Cost: +2/+3

Required Keywords: Shielding

This Keyword increases this Jutsu's overall Protective

potential. Increase your Temporary hit point Die by 1

Step. (d4>d6>d8>d10>d12.)

This effect can be taken multiple times, with each time increasing the cost by +2 up to a d8. If you would take this keyword to increase the die beyond a d8 you instead increase cost by +3.

EXHAUSTING

Chakra Cost: +5

Your Jutsu has the chance to increase a creature's exhaustion rank by 1. Creatures affected by your jutsu must make a Constitution save vs your Jutsu save DC.

Creatures affected by a jutsu with this Keyword, can never have more than 3 ranks of exhaustion applied to them at any time by this jutsu.

IMMUNITY

Chakra Cost: +5

Your Jutsu Grants you Immunity to one Damage or Condition type. Select One Damage or Condition type from the following list: Bludgeoning, cold, earth, fire, force, lightning, necrotic, piercing, poison, psychic, slashing, wind, bleeding, blinded, charmed, deafened, grappled, incapacitated, paralyzed, petrified, restrained, slowed, stunned or unconscious.

You gain immunity to the given damage type or condition until the start of your next turn. If you take this keyword along with the *Lasting* keyword, you gain these benefits for the duration you concentrate on the created Jutsu. This keyword can be taken multiple times. Each time you take this effect select another damage type or Condition.

KNOCK BACK

Chakra Cost: +1

Your Jutsu has the chance to knock a creature back 10ft.

Creatures affected by your jutsu must make a Strength saving throw vs your Jutsu Save DC.

This effect can be taken multiple times. Each time you take this effect it increases the knock back distance by up to 10ft on a failed save.

LASTING

Chakra Cost: +2

Your Jutsu increases its duration from Instant by one step. This effect can be taken multiple times. Each time you take this effect it increases the duration by one more step. Instant> Concentration 1 Minute> 10 Minutes> 1 Hour.

MULTIPLE STRIKES

Chakra Cost: +2

Required Keywords: Damage

Your Jutsu grants you more than a single Attack Roll. Your Jutsu Grants you an extra attack roll. Split your Damage dice between the attacks evenly. You can take this Keyword Multiple times. Each time you take this effect increase the amount of attack rolls with this jutsu by 1 splitting the damage die evenly amongst each attack.

POISONING

Chakra Cost: +3

Required Keywords: Poison Damage type

Conditional Effect

Your Jutsu has the chance to inflict the poisoned Condition.

Creatures affected by your jutsu must make a constitution save vs your Jutsu save DC or suffer the poisoned condition.

RESISTANCE

Chakra Cost: +2

Your Jutsu grants a creature with Resistance to a given damage type or Condition.

Select one Damage type or Condition type from the following list: Bludgeoning, cold, earth, fire, force, lightning, necrotic, piercing, poison, psychic, slashing, wind, bleeding, blinded, charmed, deafened, exhaustion, grappled, incapacitated, paralyzed, petrified, restrained, slowed, stunned or unconscious.

You gain Resistance to the given damage type until the start of your next turn or advantage on the next saving throw against the selected condition. If you take this keyword along with the *Lasting* keyword, you gain these benefits for the duration you concentrate on the created Jutsu. This Keyword can be taken multiple times. Each time you take this effect select another damage type or effect.

RESTRAINING

Chakra Cost: +2

Conditional Effect

Your Jutsu has the chance to inflict the restrained condition. Creatures affected by your jutsu must make a Dexterity (or Strength) save vs your Jutsu save DC or suffer the restrained condition.

SECONDARY EFFECT

Chakra Cost: +2

Your jutsu has multiple conditional effects built into it. You can only select this keyword if you have a keyword that requires a saving throw of some type. Select a second conditional effect. Your Jutsu gains this second effect and forces a second saving throw alongside the other saving throws.

SHIELDING

Chakra Cost: +3

Your Jutsu grants Temporary Hit Points. Your Jutsu grants you up to 3d4 worth of Temporary hit points. These hit points do not stack with any other ability, feature or jutsu that provides temporary hit points.

This keyword can be taken multiple times, increasing the Temp hit points gained by 2d4 up to a maximum of 20d4.

SHOCKING

Chakra Cost: +2

Conditional Effect

Your Jutsu has the chance to inflict the Shocked condition. You can only select this keyword if the jutsu has the *Lightning Affinity*.

Creatures affected by your jutsu must make a constitution save vs your Jutsu save DC or suffer the Shocked condition.

SLOWING

Chakra Cost: +2

Conditional Effect

Your jutsu has the chance to inflict the slowed condition. Creatures affected by your jutsu must make a Strength (or Constitution, Pick one. This cannot be changed later.) save vs your Jutsu save DC or suffer the Slowed condition.

SPEEDY

Chakra Cost: +1

Your Jutsu can be cast at a significantly faster speed than most others. Reduce the cast time of your Jutsu from a Standard action to a Bonus Action. Reduce your Damage die by 1. You can take this Keyword a second time further reducing it to a Reaction, if you do reduce your Damage die by 1 a second time.

STUNNING

Chakra Cost: +3

Conditional Effect

Your Jutsu has a chance to inflict the Stunned Condition. Creatures affected by your jutsu must make a constitution save vs your Jutsu save DC or suffer the stunned condition.

UNARMED/ARMED

Chakra Cost: +2

Required Keywords: Damage or Shielding

Your taijutsu is magnified even further. You add your unarmed damage die plus your Taijutsu ability modifier to the damage of your Taijutsu.

If your taijutsu has the Bukijutsu Keyword, you instead add your weapon damage die plus your Taijutsu ability modifier.

WEAKENING

Chakra Cost: +2

Conditional Effect

Your Jutsu has a chance to inflict the Weakened condition. Creatures affected by your jutsu must make a constitution save vs your Jutsu save DC or suffer the weakened condition.

STEP FOUR: FINALIZING THE COST, NAME, AND YOUR LEGACY.

The fourth and Final step is to clarify the final rank, cost and downtime cost of Your Jutsu, while also coming up with a memorable name.

When you are finalizing your jutsu there are a few things you need to do in order to also get the final Rank of this new Jutsu.

First take your Jutsu's damage die (If any) and average the amount of potential damage it can deal. This is done by taking the damage die (D4, D6, D8, D10, D12) and using the dies Average. (D4 is 3, D6 is 4, D8 is 5, D10 is 6, D12 is 7). (If your Jutsu has the *Unarmed* keyword, you do not use your current damage die for this calculation.)

Second you take this average and Multiply it by the number of damage die your jutsu has and compare it to the table below to determine the Rank of the Jutsu and the Downtime cost associated with it. You use the Damage or Cost Column of the table, whichever is higher for your Given Jutsu.

If your jutsu does not deal damage, then you instead only use the Chakra Cost Column of the table below to determine the Rank of the Jutsu.

FINAL TAIJUTSU DAMAGE & RANK CORRELATION

Damage	Cost	Associated Rank	Downtime Cost
1-20	1-8	D-Rank	5-Weeks
21-34	9-13	C-Rank	12-Weeks
35-49	14-19	B-Rank	25-Weeks
50-69	20-25	A-Rank	52-Weeks
70+	26+	S-Rank	104-Weeks

JUTSU CREATION EXAMPLE(S)

GIANT RASENGAN

Step One: Developing the Concept of your Jutsu.

Giant Rasengan is a Ninjutsu, which should be apparent from the way the show and manga presents it. We already know from the show what we need it to do. We need it to be a powerful, explosive force when we hit an enemy with it.

Step Two: Requirement, Component & Range Keywords.

Giant Rasengan does not have any Clan or Nature affinity Keywords, it is also a Touch Jutsu since Naruto has to be in Punching Range. Finally, the only Component it requires of Naruto is for him to be able to Mold Chakra so Chakra Molding is the only Component he needs.

Where are we so far?

Currently Giant Rasengan looks like this:

GIANT RASENGAN

Classification: Ninjutsu

Rank: -

Casting Time: -

Range: Touch

Duration: Instant

Components: CM

Cost: 1 Chakra

Keywords: -

Description: -

Step Three: Damage Types, Range, Effect Keywords.

Giant Rasengan is a powerful attack but generally has no damage type other than the extreme drilling force of the spinning chakra, so we will pick force as the damage type. +3

Next, we will skip the jutsu range options since our jutsu is a touch range one.

Next, we will select our list of jutsu keywords going in order we select:

Clash: The Rasengan's biggest appeal comes when he clashes with Sasuke's Chidori. +1 Chakra Cost.

Damage: Due to the Giant Rasengan being a Powerful Jutsu, we will apply the Damage Keyword 7 Times just to ensure we add to its umph. (10d4) +7 Chakra Cost.

Empowered Damage: We will Increase the Damage die Twice. Raising it up to a d8. (10d8) +4 Chakra Cost

Knock Back: The Giant Rasengan has an extremely powerful knockback effect in the show. So, to find a baseline we will make it a 30ft Knock back, far enough to create distance but short enough to where Naruto can't re-engage in combat next round. +3 Chakra Cost.

After collecting all of the Keyword's effects and Chakra Cost of our New Jutsu Here is how it will look.

GIANT RASENGAN

Classification: Ninjutsu

Rank: -

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: CM

Cost: 19 Chakra

Keywords: Ninjutsu, Damage (Empowered), Knock Back, Clash

Description: You generate a Powerful sphere of spiraling chakra to strike an enemy with. Make a Melee Ninjutsu Attack. On a Hit, the target creature takes 10d8 Force Damage and must make a Strength Saving throw vs your Ninjutsu Save DC, on a failure they are knocked back 30ft.

Step Four: Finalizing the Cost, Name

Giant Rasengan is complete for the most part. Now we need to figure out the final rank of the jutsu. We take the Average of the Damage die. (D8 is 5) We then multiply this by the number of damage die the jutsu has (10). $10 * 5 = 50$. Looking at the above Chart. Giant Rasengan ends up being an A-Rank jutsu.

GIANT RASENGAN

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: CM

Cost: 19 Chakra

Keywords: Ninjutsu, Damage (Empowered), Knock Back, Clash

Description: You generate a Powerful sphere of spiraling chakra to strike an enemy with. Make a Melee Ninjutsu Attack. On a Hit, the target creature takes 10d8 Force Damage and must make a Strength Saving throw vs your Ninjutsu Save DC, on a failure they are knocked back 30ft.



CUSTOMIZING A JUTSU

Sometimes you don't want to create something new from scratch. Sometimes you want to modify something, making it your own. This process is called Jutsu Customization, or Customizing a Jutsu. This process will allow you to take an already defined jutsu that you know and modify its mechanics in multiple ways. You can take the simple Fireball Jutsu and modify it, enhancing it with Lightning Release, so you breathe a ball of multi-elemental destruction, without having to start from scratch.

As a Jutsu's Customizer, you must work with a jutsu that already exists and has predefined limitations built in for you to push to their breaking points.

Select one Jutsu that you know. This jutsu is one you begin to modify its core functions, mechanics and potential.

CUSTOMIZING A JUTSU RULES

STEP ONE: MODIFYING YOUR JUTSU'S CORE

COMPONENTS

The First potential step of customizing/modifying your jutsu is to modify their base component requirements. Changing how this new Jutsu's version is activated regarding its Components. You can choose to add additional components or remove existing ones at varying chakra cost adjustments. If you do not want to modify this jutsu's component keywords, then you may skip this step.

COMPONENT KEYWORDS

Component Keyword	Removing Chakra Cost	Adding Chakra Cost	Downtime Cost
Hand Seals (HS)	+2	-1	1-Week
Chakra Seals (CS)	+2	-1	2-Week(s)
Weapon (W)	+2	-1	1-Week
Ninja Tools (NT)	+1	-1	1-Week

STEP TWO: MODIFYING YOUR JUTSU'S CORE KEYWORDS

The Second potential step of customizing/modifying your jutsu is to modify the base keyword requirements, changing how this new jutsu interacts with the world.

Ninjutsu

- You cannot remove the Ninjutsu or Fuinjutsu Keyword.
- If your Jutsu does not have a Nature Release Keyword, you can choose to add it so long as you can cast jutsu with that keyword. Adding a Nature release keyword in this way changes the damage type to match the corresponding Nature release.
- If your jutsu already has a nature release keyword, you cannot remove that keyword.
- If your jutsu already has a nature release keyword, you may add additional nature release keywords. For each additional nature release keyword, your jutsu's damage is evenly split between each new damage type.

Taijutsu

- If your Jutsu has the Finisher Keyword you cannot remove it.
- You cannot remove the Taijutsu or Bukijutsu Keyword.

Genjutsu

- You cannot remove the Genjutsu Keyword.
- If you remove a Sensory Keyword (Visual, Auditory, Inhale etc.) you must replace it with another Sensory keyword.
- You cannot remove the Fuinjutsu Keyword.

CORE KEYWORDS

Core Keywords	Removing Chakra Cost	Adding Chakra Cost	Downtime Cost
Medical	-1	+1	1-Week
Fuinjutsu	-1	+1	1-Week
Earth Release	-	+2	3-Week
Wind Release	-	+2	3-Week
Fire Release	-	+2	3-Week
Water Release	-	+2	3-Week
Lightning Release	-	+2	3-Week
Visual	-2	+2	2-Week
Auditory	-1	+1	2-Week
Inhale	-1	+1	2-Week
Tactile	-1	+1	2-Week
Clash	-1	+1	2-Week
Finisher	-1	+1	1-Week

STEP THREE: MODIFYING YOUR JUTSU'S RANGE

The Third potential step of customizing/modifying your jutsu is to modify its range. Follow the following guide in regards to modifying your jutsu's range.

JUTSU RANGE

Component Keyword	Decreasing Range Chakra Cost	Increasing Range Chakra Cost	Downtime Cost
Jutsu Range	-1	+1	1-Week Per Increment

SELF

If your Jutsu has a range of self, the next range increment would be Touch. You cannot reduce range below Self

TOUCH

If your Jutsu has a range of touch, the next range increment would be 15 feet. If you reduce the Range, the range becomes Self.

RANGED

If your Jutsu has any range of 10 feet or greater, for each additional range increase, the range of the jutsu increases by double its current range. If you reduce the range, reduce the range by half to a minimum of 5 feet, which is counted as touch.

AREA OF EFFECT

If your Jutsu has an area of effect, such as a Sphere, Line, Cone, cylinder, cube or any other shape, for each additional range increase, the size of this jutsu increases by 10 feet. If you reduce the area of effect size it decreases by 10 feet.

STEP FOUR: MODIFYING DAMAGE & EFFECTS

The fourth Step of jutsu modification comes down to altering the strength and power behind your chosen jutsu.

JUTSU EFFECT KEYWORDS

All Jutsu, at their core imparts some effect. Effects can include Damage, a new Condition such as poisoned or burned, being stunned, a healing effect, or a defensive effect. While modifying your Jutsu, you manipulate the jutsu's core formula changing things ever so slightly.

JUTSU EFFECT KEYWORDS

AREA

Chakra Cost: +3

Downtime Cost: 3-Weeks

Your Jutsu gains an area of effect in the shape of one of the following: *10ft radius sphere, 15ft Cone, 30ft Cube, 20ft Cylinder or 30ft Line.*

Creatures must succeed a saving vs your Jutsu Save DC. If your Jutsu requires any other Saving throw to avoid an additional Condition, this saving throw replaces that save. This does not count for Effects Selected with "Secondary Effect".

You can take this Keyword multiple times, each time increasing the Radius of the jutsu by 15ft.

Creatures suffer half damage and no Conditional effects on a successful save.

Ninjutsu: Strength, Dexterity, Constitution or Wisdom.

Genjutsu: Intelligence, Wisdom, Charisma.

Taijutsu: Strength, Dexterity or Constitution.

BLEEDING

Chakra Cost: +2

Conditional Effect

Downtime Cost: 2-Weeks

Your Jutsu has the chance to inflict the Bleeding condition. You can only select this keyword if your Jutsu has the Slashing, Piercing or Wind damage type. Creatures Affected by your Jutsu must make a Constitution save vs your Jutsu Save DC.

BURNED

Chakra Cost: +2

Conditional Effect

Downtime Cost: 2-Weeks

Your Jutsu has the chance to inflict the burned Condition. You can only select this Keyword if the Jutsu has the fire release keyword. Creatures affected by your jutsu must make a Constitution save vs your Jutsu save DC or suffer the Burned Condition.

CHILLED

Chakra Cost: +2

Conditional Effect

Downtime Cost: 2-Weeks

Your Jutsu has the chance to inflict the chilled Condition. You can only select this Keyword if the Jutsu has the water release keyword. Creatures affected by your jutsu must make a Constitution save vs your Jutsu save DC or suffer the chilled Condition.

CORRODED

Chakra Cost: +2

Conditional Effect

Downtime Cost: 2-Weeks

Your Jutsu has the chance to inflict the corroded Condition. You can only select this Keyword if the Jutsu deals acid damage. Creatures affected by your jutsu must make a Constitution save vs your Jutsu save DC or suffer the Corroded Condition.

DAMAGE/HEALING

Chakra Cost: +2/-1

Downtime Cost: 2-Weeks

If your Jutsu deals damage of any type or heals, you can modify it. By increases the damage dealt or healing received, you can increase or decrease the number of damage dice or healing dice your jutsu has by 1. By increase the number of die, you increase the chakra cost by +2. By reducing the number of die, you reduce the chakra cost by -1.

EMPOWERED DAMAGE/HEALING

Chakra Cost: +3/-2

Downtime Cost: 2-Weeks

You can increase or decrease your jutsu's overall damage or healing potential. Increase or decrease your Damage or healing die by 1 Step. (d4>d6>d8>d10>d12.) By increase the size of the die, you increase the chakra cost by +3. By reducing the size of the die, you reduce the chakra cost by -2.

EMPOWERED SHIELDING

Chakra Cost: +2

Downtime Cost: 2-Weeks

This Keyword increases this Jutsu's overall Protective potential. Increase your Temporary hit point Die by 1 Step. (d4>d6>d8>d10>d12.)

You can only take this keyword if you already have the Shielding Keyword or provides temporary hit points. This effect can be taken multiple times. Each time you take this effect it increases the Temporary Hit point die up to a maximum of a d12.

ENHANCING

Chakra Cost: +2

Downtime Cost: 2-Weeks

Your Jutsu modifies your Ability scores in some way shape or form.

At Jutsu modification, select one Ability score. While concentrating on this jutsu, the selected Ability score increases by +1. You may take this keyword up to 5 times.

POWERFUL

Chakra Cost: +3

Downtime Cost: 3-Weeks

Your Jutsu is magnified further. When you would roll dice for your jutsu's damage, temporary hit points or any other linked effect based on the required keywords. You add your Jutsu's Ability Modifier to the roll.

MULTIPLE STRIKES

Chakra Cost: +2/-2

Downtime Cost: 2-Weeks

If your Jutsu grants you more than one Attack Roll. You can Add or subtract 1 attack roll from your jutsu. If you add an additional attack roll to your jutsu increase the chakra cost by +2 and you would roll the same damage as all previous attacks. If you would remove an attack, reduce the chakra cost by -2.

SHIELDING

Chakra Cost: +3

Downtime Cost: 3-Weeks

Your Jutsu grants Temporary Hit Points. Your Jutsu grants up to 3d4 worth of Temporary hit points. These hit points do not stack with any other ability, feature or jutsu that provides temporary hit points.

This keyword can be taken multiple times, increasing the Temp hit points gained by 2d4 up to a maximum of 20d4.

SHOCKING

Chakra Cost: +2

Conditional Effect

Downtime Cost: 2-Weeks

Your Jutsu has the chance to inflict the Shocked condition. You can only select this keyword if the jutsu has the *Lightning Affinity*.

Creatures affected by your jutsu must make a constitution save vs your Jutsu save DC or suffer the Shocked condition

SLOWING

Chakra Cost: +2

Conditional Effect

Downtime Cost: 2-Weeks

Your jutsu has the chance to inflict the slowed condition. Creatures affected by your jutsu must make a saving throw vs your Jutsu save DC or suffer the Slowed condition.

Ninjutsu: Strength, Dexterity, Constitution or Wisdom.

Genjutsu: Intelligence, Wisdom, Charisma.

Taijutsu: Strength, Dexterity or Constitution.

SPEEDY

Chakra Cost: +3

Downtime Cost: 3-Weeks

Your Jutsu can be cast at a significantly faster speed than most others. Reduce the cast time of your Jutsu from a Standard action to a Bonus Action. Reduce your Damage die by 1. You can take this Keyword a second time further reducing it to a Reaction, if you do reduce your Damage die by 1 a second time.

STUNNING

Chakra Cost: +7

Conditional Effect

Downtime Cost: 5-Weeks

Your Jutsu has a chance to inflict the Stunned Condition. Creatures affected by your jutsu must make a saving vs your Jutsu save DC or suffer the stunned condition.

Ninjutsu: Strength, Dexterity, Constitution or Wisdom.

Genjutsu: Intelligence, Wisdom, Charisma.

Taijutsu: Strength, Dexterity or Constitution.

UNAVOIDABLE

Chakra Cost: +3

Downtime Cost: 2-Weeks

Your Jutsu does not require you to make an attack roll, instead always having the chance to hit your target. Select a target creature within range that you can sense with one of the following senses. (Vision, Hearing, Smell). Target Creature must make a Saving throw vs your Jutsu Save DC.

Choose one of the follow saving throws at jutsu creation.

Ninjutsu: Strength, Dexterity, Constitution or Wisdom.

Genjutsu: Intelligence, Wisdom, Charisma.

Taijutsu: Strength, Dexterity or Constitution.

WEAKENING

Chakra Cost: +3

Conditional Effect

Downtime Cost: 3-Weeks

Your Jutsu has a chance to inflict the Weakened condition. Creatures affected by your jutsu must make a constitution save vs your Jutsu save DC or suffer the weakened condition.

STEP FIVE: FINALIZING THE COST, NEW NAME &

DOWNTIME COST.

The Final step is to clarify the final rank, cost and downtime cost of Your Jutsu, while also coming up with a memorable name.

First take your Jutsu's damage (If any) and average the amount of potential damage it can deal. This is done by taking the damage die (D4, D6, D8, D10, D12) and using the dies Average. (D4 is 3, D6 is 4, D8 is 5, D10 is 6, D12 is 7).

Second you take this average and Multiply it by the number of damage die your jutsu has and compare it to the table below to determine the Rank of the Jutsu and the Downtime cost associated with it. You use the Damage or Cost Column of the table, whichever is higher for your Given Jutsu.

If your jutsu does not deal damage, then you instead only use the Chakra Cost Column of the table below to determine the Rank of the Jutsu.

FINAL JUTSU DAMAGE & RANK CORRELATION

Damage	Cost	Associated Rank
1-20	1-8	D-Rank
21-34	9-13	C-Rank
35-49	14-19	B-Rank
50-69	20-25	A-Rank
70+	26+	S-Rank



SIDE MISSIONS

You can use downtime between adventures to take on missions alone or with an ally to fill in time, make some Ryo and potentially become more involved in the shinobi world as a whole. You can see more about Side Missions at the end of this chapter.

RECUPERATING

You can use downtime between adventures to recover from a debilitating injury, disease, or poison.

After 1 Week of downtime spent recuperating, you can make a DC 15 Constitution saving throw. On a successful save, you can choose one of the following results:

- End one effect on you that prevents you from regaining hit points.
- For the next week, gain advantage on saving throws against one disease or poison currently affecting you.

RESEARCHING

The time between adventures is a great chance to perform research, gaining insight into mysteries that have unfurled over the course of the campaign. Research can include poring over dusty tomes and crumbling scrolls in a library or buying drinks for the locals to pry rumors and gossip from their lips.

When you begin your research, the GM determines whether the information is available, how many weeks of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, tome, or location). The GM might also require you to make one or more ability checks, such as an Intelligence (Investigation) check to find clues pointing toward the information you seek, or a Charisma (Persuasion) check to secure someone's aid. Once those conditions are met, you learn the information if it is available.

SHOPPING

You can use downtime between adventures to go on a little shopping spree looking for the best possible deals on the items you are looking to buy. For 1 week of downtime, you search high and low, potentially traveling to other villages, towns, or cities to find the items you are looking for. Items you find have a 5d4 percent price reduction in the shop they reside in due to your dedication to looking for a good deal.

TRAINING

You can spend time between adventures, learning a new language, training with a set of tools, gaining a new Feat, or Learning a new Weapon. First, you must find an instructor willing to teach you. The GM determines how long it takes, and whether one or more ability checks are required. Generally, training time is as follows for the following and each costs 50 Ryo per week. This can be adjusted by the GM as needed;

- **3 Weeks:** New Tool or Vehicle Proficiency
- **5 Weeks:** New Weapon or Language Proficiency.
- **10 Weeks:** New Armor Proficiency
- **15 Weeks:** New Skill Proficiency
- **25 Weeks:** New Feat

CHAPTER 8: COMBAT

The shrieks of kunai cutting through the air flying overhead. The clash of an Uchiha's Fireball colliding against a Hyuga's Palm Rotation. The crackle of lightning emanating from a powerful shinobi's hands as he yells in despair. The sharp tang of blood in the air, cutting through the stench of vile monsters. Roars of fury, shouts of triumph, cries of pain. Combat in D&D can be chaotic, deadly, and thrilling.

This chapter provides the rules you need for your characters and monsters to engage in combat, whether it is a brief skirmish or an extended conflict in a dungeon or on a field of battle. Throughout this chapter, the rules address you, the player or Game Master. The Game Master controls all the monsters and nonplayer characters involved in combat, and each other player controls an adventurer. "You" can also mean the character or monster that you control.

THE ORDER OF COMBAT

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, Ninjutsu casting, Genjutsu Illusions, and Taijutsu techniques. The game organizes the chaos of combat into a cycle of rounds and turns. A round represents about 6 seconds in the game world. During a round, each participant in a battle takes a turn. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

SURPRISE

A squad of shinobi sneaks up on a Mercenary camp, springing from cover to attack them. Ninja Hounds patrol a hallway, leashed to their handler, unnoticed by the shinobi until the hound smells one of them. In these situations, one side of the battle gains surprise over the other.

The GM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter. If you're surprised, you can't move or take an action on your first turn of combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

YOUR TURN

On your turn, you can move a distance up to your speed and take one action. You decide whether to move first or take your action first. Your speed—sometimes called your walking speed—is noted on your character sheet. The most common actions you can take are described in the "Actions in Combat" section later in this chapter. Many class features and other abilities provide additional options for your action.

The "Movement and Position" section later in this chapter gives the rules for your move.

You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to

do on your turn, consider taking the Dodge or Ready action, as described in "Actions in Combat."

COMBAT: STEP BY STEP

- 1) **Determine surprise.** The GM determines whether anyone involved in the combat encounter is surprised.
- 2) **Establish positions.** The GM decides where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location.
- 3) **Roll initiative.** Everyone involved in the combat encounter rolls initiative, determining the turn order.
- 4) **Take turns.** Each participant in the battle takes a turn in initiative order.
- 5) **Begin the next round.** When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

BONUS ACTIONS

Various class features, Jutsu, and other abilities let you take an additional action on your turn called a bonus action. The Flurry of Blows feature, for example, allows a Taijutsu Specialist to take a bonus action. You can take a bonus action only when a special ability, Jutsu, or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take. You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

OTHER ACTIVITIES ON YOUR TURN

Your turn can include a variety of flourishes that require neither your action nor your move.

You can communicate however you are able, through brief utterances and gestures, as you take your turn. You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack. If you want to interact with a second object, you need to use your action. Some modified items and other special objects always require an action to use, as stated in their descriptions.

The GM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the GM could reasonably expect you to use an action to open a stuck door or turn a crank to lower the drawbridge.

INTERACTING WITH OBJECTS AROUND YOU

Here are a few examples of the sorts of things you can do in tandem with your movement and action:

- Draw or stow a weapon
- Open or close a door
- Withdraw a Chakra Pill from your pack
- Pick up a dropped weapon
- Take an item from a table

- Remove a ring from your finger
- Stuff some food into your mouth
- Plant a banner in the ground
- Fish a few Ryo from your wallet
- Drink all the liquid in a glass
- Throw a lever or a switch
- Pull a glow stick from a leg Pouch.
- Take a book from a shelf you can reach
- Extinguish a small flame
- Don a mask
- Pull the hood of your cloak up and over your head
- Put your ear to a door
- Kick a small stone
- Turn a key in a lock
- Tap the floor with a 10-foot pole
- Hand an item to another character

REACTIONS

Certain special abilities, Jutsu's, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The opportunity attack, described later in this chapter, is the most common type of reaction.

When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction.

MOVEMENT AND POSITION

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand.

On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here.

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However, you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

The "Special Types of Movement" section in Chapter 7 gives the particulars for jumping, climbing, and swimming.

BREAKING UP YOUR MOVE

You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, take your action, and then move 20 feet.

MOVING BETWEEN ATTACKS

If you take an action that includes more than one attack, you can break up your movement even further by moving between those attacks. For example, a Scout-Nin who can make two attacks with the Extra Attack feature and who has a speed of 25 feet could move 10 feet, make an attack, move 15 feet, and then attack again.

USING DIFFERENT SPEEDS

If you have more than one speed, such as your walking speed and a flying speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther

you can move. If the result is 0 or less, you can't use the new speed during the current move.

For example, if you have a flying speed of 30 and a walking speed of 60 because you cast the **Chakra Movement Technique** on yourself, you could walk 20 feet, then fly 10 feet, and then land to walk 30 feet more.

DIFFICULT TERRAIN

Combat rarely takes place in bare rooms or on featureless plains. Boulder-strewn caverns, briar-choked forests, treacherous staircases—the setting of a typical fight contains difficult terrain.

Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain.

Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain. The space of another creature, whether hostile or not, also counts as difficult terrain.

BEING PRONE

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone, a condition described in the Conditions chapter.

You can drop prone without using any of your speed. Standing up takes more effort; doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0.

To move while prone, you must crawl or use Justus that teleport. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

MOVING AROUND OTHER CREATURES

You can move through a non-hostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. Remember that another creature's space is difficult terrain for you.

Whether a creature is a friend or an enemy, you can't willingly end your move in its space.

If you leave a hostile creature's reach during your move, you provoke an opportunity attack, as explained later in the chapter.

FLYING MOVEMENT

Flying creatures enjoy many benefits of mobility, but they must also deal with the danger of falling. If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover.

CREATURE SIZE

Each creature takes up a different amount of space. The Size Categories table shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories.

SIZE CATEGORIES

Size	Space
Tiny	5 by 5 ft.
Small	5 by 5 ft.
Medium	5 by 5 ft.
Large	10 by 10 ft.
Huge	15 by 15 ft.

SPACE

A creature's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5 feet wide, for example, but it does control a space that wide. If a Medium Hyūga stands in a 5-foot-wide doorway, other creatures can't get through unless the Hyūga lets them. A creature's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of creatures that can surround another creature in combat. Assuming Medium combatants, eight creatures can fit in a 5-foot radius around another one. Because larger creatures take up more space, fewer of them can surround a creature. If five Large creatures crowd around a Medium or smaller one, there's little room for anyone else. In contrast, as many as twenty Medium creatures can surround a Gargantuan one.

If a square costs extra movement, as a square of difficult terrain does, you must have enough movement left to pay for entering it. For example, you must have at least 2 squares of movement left to enter a square of difficult terrain.

SQUEEZING INTO A SMALLER SPACE

A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a Large creature can squeeze through a passage that's only 5 feet wide. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it's in the smaller space.

PLAYING ON A GRID

If you play out a combat using a square grid and miniatures or other tokens, follow these rules: (If you use a grid often, consider writing your speed in squares on your character sheet.)

Squares. Each square on the grid represents 5 feet.

Speed. Rather than moving foot by foot, move square by square on the grid. This means you use your speed in 5-foot segments. This is particularly easy if you translate your speed into squares by dividing the speed by 5. For example, a speed of 30 feet translates into a speed of 6 squares.

Entering a Square. To enter a square, you must have at least 1 square of movement left, unless the square is diagonally adjacent to the square, you're in (discussed below).

Corners. Diagonal movement can't cross the corner of a wall, large tree, or other terrain feature that fills its space.

Ranges. To determine the range on a grid between two things—whether creatures or objects—start counting squares from a square adjacent to one of them and stop counting in the space of the other one. Count by the shortest route.

Diagonals. When measuring range or moving diagonally, the first diagonal square counts as 5 feet, but the second diagonal square counts as 10 feet. This pattern of 5 feet and then 10 feet continues whenever you're counting diagonally, even if you move horizontally or vertically between different bits of diagonal movement. For instance, a character might move one square diagonally (5 feet), then three squares straight (15 feet), and then another square diagonally (10 feet) for a total movement of 30 feet.

ACTIONS IN COMBAT

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise. Many creatures have action options of their own in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

ATTACK

The most common action to take in combat is the Attack action, whether you are swinging a Katana, firing a longbow, or brawling with your fists.

With this action, you make one melee or ranged attack. See the "Making an Attack" section for the rules that govern attacks.

Certain features, such as the Extra Attack feature of the Scout-Nin, allow you to make more than one attack with this action.

CAST A JUTSU

All Characters within this system have access to Ninjutsu, Taijutsu and Genjutsu Casting as well as many creatures have access to Jutsu and can use them to great effect in combat. Each Jutsu has a casting time, which specifies whether the caster must use an action, a reaction, minutes, or even hours to cast the Jutsu. Casting a Jutsu is, therefore, not necessarily an action. Most Jutsu do have a casting time of 1 action, so casting a Ninjutsu Taijutsu or Genjutsu often uses his or her action in combat to cast such a Jutsu. See chapter 9 for the rules on Ninjutsu, Taijutsu and Genjutsu casting

CLASHING JUTSU

While most jutsu will never collide with one another, there are some that will. When this collision happens a **Jutsu Clash** is initiated. (This is counted as a type of **Contest in Combat** as detailed later in this chapter) Jutsu with the Clash Keyword that are used in the same turn (Or Round depending on the Jutsu/Ability) initiates a clash. When a clash is initiated the opposing users of either ability or jutsu must make opposing Checks using certain skills depending on the ability/jutsu used.

Ninjutsu Clash: Intelligence (Ninshou) or Constitution (Chakra Control) Ability check (the user's choice) vs an opposing Intelligence (Ninshou) or Constitution (Chakra Control) ability check.

Taijutsu Clash: Strength or Dexterity (Martial Arts), Strength (Athletics), or Dexterity (Acrobatics) ability check vs an opposing: Strength or Dexterity (Martial Arts), Strength (Athletics), or Dexterity (Acrobatics) ability check.

Ninjutsu vs Taijutsu Clash: Follow the above rules for the triggering Jutsu.

The winner of the Jutsu Clash deals his or her normal Jutsu effect/damage while the losers jutsu immediately ends and suffers 1 Degree of exhaustion.

ELEMENTAL ADVANTAGE

When two different Ninjutsu of differing nature releases clash or interact, you would normally have to assume the results. With the Elemental Advantage rules, this will clear up questionable rulings when a creature uses an ability or Ninjutsu that has one of 5 Nature Release Keywords (*Earth, Wind, Fire, Water or Lightning* Release) against another ability or Ninjutsu that has a Superior or Inferior Nature Release against it.

Each of the 5 Nature Releases are Strong or weak to another with some being neutral to each other. When this interaction happens the user of the Superior element makes their attack roll or Clash check at advantage, while the user of the inferior element rolls normally.

The following is the circle of Elemental Superiority; ('>' means the nature release to the left of this symbol is superior to the nature release on the right of it.)

Fire > **Wind** > **Lightning** > **Earth** > **Water** > **Fire**

DASH

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you can move up to 30 feet this turn if you dash.

DISENGAGE

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated (as explained in Conditions) or if your speed drops to 0.

HELP

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

HIDE

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules in chapter 6 for hiding. If you succeed, you gain certain

benefits, as described in the "Unseen Attackers and Targets" section later in this chapter.

IMPROVISING AN ACTION

Your character can do things not covered by the actions in this chapter, such as breaking down doors, intimidating enemies, sensing weaknesses in defenses, or calling for a parley with a foe. The only limits to the actions you can attempt are your imagination and your character's ability scores. See the descriptions of the ability scores in chapter 6 for inspiration as you improvise.

When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

READY

Sometimes you want to get a jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn so that you can act later in the round using your reaction.

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include "If the soldier steps on the trapdoor, I'll pull the lever that opens it," and "If the enemy steps next to me, I move away."

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round.

When you ready a Jutsu, you cast it as normal but hold its chakra, which you release with your reaction when the trigger occurs. To be readied, a Jutsu must have a casting time of 1 action, and holding onto the Jutsu's effect requires concentration (explained in chapter 9). If your concentration is broken, the jutsu dissipates without taking effect.

SEARCH

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the GM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

USE AN OBJECT

You normally interact with an object while doing something else, such as when you draw a Longbow as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

MAKING AN ATTACK

Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a Jutsu, an attack has a simple structure.

- 1) **Choose a target.** Pick a target within your attack's range: a creature, an object, or a location.
- 2) **Determine modifiers.** The GM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, Justus, special abilities, and other effects can apply penalties or bonuses to your attack roll.
- 3) **Resolve the attack.** You make the attack roll. On a hit, you roll damage, unless the particular attack has

rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage. If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.

ATTACK ROLLS

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. The AC of a character is determined at character creation, whereas the AC of a creature is in its stat block.

MODIFIERS TO THE ROLL

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. When a creature makes an attack roll, it uses whatever modifier is provided in its stat block.

Ability Modifier. The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Weapons that have the finesse or thrown property break this rule. Some Jutsu's also require an attack roll. The ability modifier used for a Jutsu attack depends on the Jutsu casting ability of the caster, as explained in chapter 10.

Proficiency Bonus. You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency, as well as when you attack with a Jutsu.

ROLLING 1 OR 20

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss.

If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. In addition, the attack is a critical hit, as explained later in this chapter.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

UNSEEN ATTACKERS AND TARGETS

Combatants often try to escape their foes' notice by hiding, casting the camouflage Jutsu, or lurking in darkness. When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the GM typically just says that the attack missed, not whether you guessed the target's location correctly.

When a creature can't see you, you have advantage on attack rolls against it. If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

MELEE ATTACKS

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses either unarmed or handheld weapons such as an Axe, a Katana, or Tonfa's. A typical monster makes a melee attack when it strikes with its claws, horns,

teeth, tentacles, or other body part. A few Jutsu also involve making a melee attack.

Most creatures have a 5-foot reach and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted in their descriptions.

When you are unarmed, you can fight in melee by making an unarmed attack. You are proficient in your unarmed attacks and unless otherwise indicated, they do 1 + your Strength modifier bludgeoning damage. For the purpose of interacting with other features, feats, and jutsu, your unarmed attacks count as also being finesse.

OPPORTUNITY ATTACKS

In a fight, everyone is constantly watching for enemies to drop their guard. You can rarely move heedlessly past your foes without putting yourself in danger; doing so provokes an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack interrupts the provoking creature's movement, occurring right before the creature leaves your reach. A creature can only trigger an attack of opportunity from you once per movement.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

CONTESTS IN COMBAT

Battle often involves pitting your prowess against that of your foe. Such a challenge is represented by a contest. This section includes the most common contests that require an action in combat: grappling and shoving a creature. The GM can use these contests as models for improvising others.

GRAPPLING

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your grapple must be no more than one size larger than you, and it must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check, a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, you subject the target to the grappled condition (see conditions). The condition specifies the things that end it, and you can release the target whenever you like (no action required).

Escaping a Grapple. A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

Moving a Grappled Creature. When you move, you can drag or carry the grappled creature with you, but your speed is halved unless the creature is two or more sizes smaller than you.

SHOVING

Using the Attack action, you can make a special melee attack to shove a creature, either to knock it prone or push it away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your shove must be no more than one size larger than you, and it must be within your reach. You make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you either knock the target prone or push it 5 feet away from you.

RANGED ATTACKS

When you make a ranged attack, you fire an arrow or crossbow bolt, hurl a Kunai, or otherwise send projectiles to strike a foe at a distance. A creature might have a natural ranged weapon. Many Jutsu also involve making a ranged attack.

RANGE

You can make ranged attacks only against targets within a specified range. If a ranged attack, such as one made with a Jutsu, has a single range, you can't attack a target beyond this range. Some ranged attacks, such as those made with a ranged weapon, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

RANGED ATTACK IN CLOSE COMBAT

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, a Jutsu, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

TWO-WEAPON FIGHTING

When you take the Attack action and attack with a light weapon that you're holding in one hand (or a double weapon), you can use a bonus action to attack with a different light weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative. If a weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

COVER

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

A target with **half cover** has a **+2 bonus to AC and Dexterity saving throws**. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

A target with **three-quarters cover** has a **+5 bonus to AC and Dexterity saving throws**. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.

A target with **total cover** can't be targeted directly by an attack or a Jutsu, although some Jutsu can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

DAMAGE AND HEALING

Injury and the risk of death are constant companions of those who explore the worlds of D&D. The thrust of a Katana, a well-placed Shuriken, or a jolt of lightning from a Lightning affinity Jutsu all have the potential to damage, or even kill, the hardest of creatures.

HIT POINTS

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

A creature's current hit points (usually just called hp) can be any number from the creature's hit point maximum down to 0. This number changes as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's abilities until the creature drops to 0 hit points.

DAMAGE ROLLS

Each weapon, Jutsu, and harmful monster ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Modified weapons, special abilities, and other factors can grant a bonus to damage.

When attacking with a weapon, you add your ability modifier—the same modifier used for the attack roll—to the damage. A Jutsu tells you which dice to roll for damage and whether to add any modifiers.

If a Jutsu or other effect deals damage to more than one target at the same time, roll the damage once for all of them. For example, when a Ninjutsu Specialist casts Fireball Jutsu or a Nara casts a Black Spider Lily, the Jutsu's damage is rolled once for all creatures caught in the blast.

CRITICAL HITS

When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damage dice at once.

For example, if you score a critical hit with a Kunai, roll 2d4 for the damage, rather than 1d4, and then add your relevant ability modifier. If the Attack involves other damage dice, such as from the Hunter-Nin's Sneak Attack feature, you roll those dice twice as well.

DAMAGE TYPES

Different attacks, damaging Jutsu's, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types.

The damage types follow, with examples to help a GM assign a damage type to a new effect.

Acid. The corrosive spray of a black viper wolf's breath and the dissolving enzymes secreted by a black pudding deal acid damage.

Bludgeoning. Blunt force attacks—hammers, falling, constriction, and the like—deal bludgeoning damage.

Cold. The chill of a cold wave of water or chilling wave of Ice deals cold damage.

Earth. The damage made by Earth based attacks.

Fire. The concussive damage of an explosion or an open flame deal fire damage.

Force. Certain techniques that channel the pure energy of Chakra deal force damage.

Lightning. The electrifying energy of the force lightning or electroshock Jutsu's deals lightning damage.

Necrotic. Necrotic damage dealt by techniques that deals directly with one's life force.

Piercing. Puncturing and impaling attacks, including spears and monsters' bites, deal piercing damage.

Poison. Venomous stings and toxic liquids deal poison damage.

Psychic. The crippling agony caused by techniques that affect the mind, deals psychic damage.

Slashing. Swords, axes, and monsters' claws deal slashing damage.

Wind. Any sort of damage done by an attack that uses air or is made of air, such as a gust of wind or a raging tornado is treated as wind damage.

DAMAGE RESISTANCE AND VULNERABILITY

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage. If a creature or an object has resistance to a damage type, damage of that type is halved against it. If a creature or an object has resistance to a condition, they roll their saving throws at advantage. If a creature or an object has vulnerability to a damage type, damage of that type is doubled against it. If a creature or an object has vulnerability to a condition, they make their saving throw at disadvantage.

Resistance and then vulnerability are applied after all other modifiers to damage. For example, a creature has resistance to Wind damage and is hit by an attack that deals 25 Wind damage. The creature is also within an aura that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the creature takes 10 damage.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance. For example, if a creature has resistance to lightning damage as well as resistance to all Ninjutsu damage, the damage of Ninjutsu based lightning damage is reduced by half against the creature, not reduced by three-quarters.

HEALING

Unless it results in death, damage isn't permanent. Even death is reversible through certain Jutsu. Rest can restore a creature's hit points (as explained in chapter 7), and special methods such as a Healing Jutsu or a Blood Pill can remove damage in an instant.

When a creature receives healing of any kind, hit points regained are added to its current hit points. A creature's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost. For example, a Medical-Nin grants a Hunter-Nin 8 hit points of healing. If the Hunter-Nin has 14 current

hit points and has a hit point maximum of 20, the Hunter regains 6 hit points from the Medical-Nin, not 8.

A creature that has died can't regain hit points until a Jutsu such as Healing-Hands has restored it to life.

DROPPING TO 0 HIT POINTS

When you drop to 0 hit points, you either die outright or fall unconscious, as explained in the following sections.

DESCRIBING THE EFFECTS OF DAMAGE

Game Masters describe hit point loss in different ways. When your current hit point total is half or more of your hit point maximum, you typically show no signs of injury. When you drop below half your hit point maximum, you show signs of wear, such as cuts and bruises. An attack that reduces you to 0 hit points strikes you directly, leaving a bleeding injury or other trauma, or it simply knocks you unconscious.

INSTANT DEATH

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your half your point maximum.

For example, a Scout-Nin with a maximum of 12 hit points currently has 6 hit points. If she takes 12 damage from an attack, she is reduced to 0 hit points, but 6 damage remains. Because the remaining damage equals half her hit point maximum, the Scout-Nin dies.

FALLING UNCONSCIOUS

If damage reduces you to 0 hit points and fails to instantly kill you, you fall unconscious (see Conditions). This unconsciousness ends if you regain any hit points.

DEATH SAVING THROWS

Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate now, aided only by Jutsu and features that improve your chances of succeeding on a saving throw. Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

Rolling 1 or 20. When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

Damage at 0 Hit Points. If you take any damage while you have 0 hit points (for example, by catching fire because your limbs were all chopped off next to a pit of lava), you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

STABILIZING A CREATURE

The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by a failed death saving throw.

You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful DC 15 Wisdom (Medicine) check.

A stable creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must start making death saving throws again, if it takes any damage. A stable creature that isn't healed regains 1 hit point after 8 hours.

ADVERSARIES AND DEATH

Most GMs have a monster die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws.

Mighty villains and special nonplayer characters are common exceptions; the GM might have them fall unconscious and follow the same rules as player characters.

KNOCKING A CREATURE OUT

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee or Ranged weapon that deals Lightning or Bludgeoning damage, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

TEMPORARY HIT POINTS

Some Jutsu and special abilities confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points.

Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain new ones.

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you.

Unless a feature that grants you, temporary hit points has a duration, they last until they're depleted or you finish a long rest.

CONDITIONS

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a Jutsu, a class feature, a monster's attack, or other effects. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but most condition's effects don't get worse. A creature either has a condition or doesn't.

In rare conditions such as "Bleeding" or "Slowed" these conditions can get worse if applied multiple times detailed by the Condition gaining a number next to it (I.e., Bleeding 3 or Slowed 5). A select few of these conditions will persist outside of combat. The following definitions specify what happens to a creature while it is subjected to a condition.

BERSERK

- A berserk creature is driven mad with blind rage, most commonly due to the effects of a drug, a Genjutsu, or a creature associated with madness.
- A berserk creature must use its action each round to attack the creature nearest to it. If it can make extra attacks as part of the Attack action, it uses those extra attacks, moving to attack the next nearest creature after it fells its current target. If it has multiple possible targets, it attacks one at random.
- If a berserk creature can use its reaction and/or bonus action to deal damage directly to a creature, it must do so.
- When a non-hostile creature moves out of a berserk creature's reach, it provokes an opportunity attack.
- A berserk creature has disadvantage on Wisdom ability checks and saving throws.
- A berserk creature automatically fails Intelligence ability checks and saving throws.
- A berserk creature is immune to the charmed and Fear conditions.
- The condition ends if the berserk creature starts its turn with no creatures within 60 feet of it that it can see or hear.
- Creatures that are immune to the charmed condition are also immune to the berserk condition. A Jutsu which cures the charmed condition also cures this Condition.
- Creatures who are suffering from this condition cannot mold chakra.

BLEEDING

A bleeding creature has been dealt a serious wound that has opened a vein or artery. They are still conscious, but unless the wound is treated, they could die. Bleeding prevents resting.

- At the end of their turn, a bleeding creature takes 1d4 necrotic damage which cannot be reduced by any means.
- The creature may attempt to stop the bleeding by succeeding on a DC 15 medicine check.
- The Bleeding condition can grow in lethality, If the creature affected by the bleeding condition is affected by the Bleeding condition again, they gain another rank, increasing the necrotic damage by 1d4.

BLINDED

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- Dexterity Rolls made by the creature are made at disadvantage.
- A creature can willingly close their eyes for an extended period of time. Doing so imposes this Condition on them until the beginning of their next turn.

BURNED

- A Burned Creature or object takes 1d8 fire damage at the start of each of their turns for the duration of this condition or 1 minute has passed, whichever comes first.
- A Creature can spend an Action to make a DC 15 Dexterity (Survival) Check to put out the flames. On a successful check, the condition ends.
- Burned can be applied to a creature up to 3 times total. Each application increase the amount of fire damage by 1d8, up to a maximum of 3d8 at max ranks.
- A creature takes a -2 Penalty to Concentration Checks for each Rank of Burned they are currently affected by.
- Creatures that are immune to fire damage are immune to this condition.

CHARMED

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or effects.
- The charmer has advantage on any ability check to interact socially with the creature.
- A charmed creature cannot mold chakra.

CHILLED

- A Chilled Creature has its body overwhelmed by cold, taking 1d6 cold damage at the start of each of their turns for the duration of this condition or 1 minute has passed, whichever comes first.
- Chilled can be applied to a creature up to 5 times total. Each application increase the amount of cold damage by 1d6, up to a maximum of 5d6 at max ranks.
- Each application of Chilled Resets the duration a creature is affected by this condition.
- A creature takes a -1 Penalty to Dexterity Saving throws and Ability Checks for each Rank of Chilled they are currently affected by.
- A Creature Resistant to Cold Damage instead takes 1d4 cold damage and no further effects from this condition.
- A Creature Immune to Cold Damage Cannot be Chilled and therefor is immune to this condition.

CORRODED

A corroded creature has been coated in an extremely acidic substance that sticks to the creature. They are still conscious but the acid is slowly seeping deeper and deeper so long as it remains on the person. If left untreated, they could die. Corrosion prevents resting. A creature can make a Saving throw to end the condition as noted below, or submerge themselves fully into any body of water.

- A corroded creature gains a -1 to all Ability Checks and attack rolls.
- A Corroded creatures takes 1d4 Acid damage at the beginning of each of their turns.
- The Corroded condition can grow in lethality, if the creature affected by the corroded condition is affected by the corroded condition again, they gain another rank (Corroded 2), increases the penalty to all Ability Checks and attack rolls by -1, and Acid damage by 1d4.
- A creature can end the corroded condition by using their action making a DC 15 Dexterity or Constitution saving throw.

DAZED

- A Dazed creature is recovering from a powerful blow and cannot take as many actions as usual.
- A Dazed creature can only take a Move action or a Standard action.
- A Dazed creature cannot take a bonus action or benefit from a reaction.
- The Dazed Condition lasts until the End of the affected creature's next turn.

DEAFENED

- A deafened creature can't hear and automatically fails any ability check that requires hearing.
- A deafened creatures has a -10 Penalty to their Passive Perception.
- Creatures Currently Hidden from a Deafened creature do not need to reroll Dexterity (Stealth) Checks to maintain Stealth against them.
- Wisdom Rolls made by the creature are made at disadvantage.
- A creature can willingly cover their ears for an extended period of time. Doing so imposes this Condition on them until the beginning of their next turn.

ENVENOMED

- An envenomed character takes 1d6 poison damage at the beginning of each of its turns for the duration.
- Creatures that are immune to the poisoned condition or poison damage are immune to the envenomed condition.
- Envenomed can be applied to a creature a up to 5 times total. Each application increases the amount of poison damage by 1d6, up to a maximum of 5d6 at max ranks.
- Each application of Envenomed does not reset the time a creature is poisoned unless otherwise stated.
- Creatures that apply the poisoned condition can choose to apply the envenomed condition instead, however, the duration is halved (to a minimum of 1 round), if any.

EXHAUSTION

Some special abilities and environmental hazards, such as and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description. A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1. Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

EXHAUSTION LEVEL

Rank	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

FEAR

Some special abilities and jutsu can lead to a special condition called Fear sometimes called Frightened. Fear is measured in 5 levels (or ranks). An effect can give a creature one or more levels of fear as specified in the effect's description. All conditions listed only take effect while you can see the cause of your fear.

FEAR LEVEL

Rank	Effect
1	Disadvantage on ability checks
2	Disadvantage on Attack Rolls.
3	Loses the Ability to Maintain Concentration on Jutsu and effects.
4	Disadvantage on Strength, Dexterity, and Intelligence Saving throws
5	Stunned

GRAPPLED

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect.

INCAPACITATED

- An incapacitated creature can't take actions or reactions.

INVISIBLE

- An invisible creature is impossible to see without the aid of powers or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

PARALYZED

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

PETRIFIED

- A petrified creature is transformed, along with any object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

POISONED

- A poisoned creature has disadvantage on attack rolls and ability checks.
- A Poisoned Creature do not gain the benefits of a Short or Long Rest.

PRONE

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on melee attack rolls.
- The creature has disadvantage on ranged attack rolls against targets within 30 feet.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

RESTRAINED

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

SHOCKED

- A shocked creature's speed is reduced by half.
- A shocked creature takes an additional 1d6 Lightning damage when they would take Lightning Damage.
- A Shocked creature can't take bonus actions as their muscles seize up at inopportune moments.
- A shocked creature has a -1 Penalty to Strength Saving throws.
- Shocked can be applied to a creature up to 5 times total. Each application increase the Penalty by -1, up to a maximum of -5 at max ranks.
- A creature resistant or Immune to Lightning damage also has resistance or immunity to this condition.

SLOWED

- A slowed creature has its speed halved.
- Slowed creatures have their AC reduced by 2 while they are slowed, and have disadvantage on Dexterity saving throws.
- A Slowed Creature can be slowed even further with multiple applications of this condition. If a Slowed creature is affected by the Slowed Condition again, their AC is further reduced by 2, and their speed is reduced by half again. (Rounded to the nearest 5 feet, with a min of 5 Feet)
- Slowed creatures can't use reactions, and can only use an action or bonus action on their turn, not both. A slowed creature can also never make more than one attack per turn.

STUNNED

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

UNCONSCIOUS

- An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings
- The creature drops whatever it holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

WEAKENED

- A weakened creature deals only half damage with melee attacks, and has disadvantage on Strength and Dexterity checks and Saves.
- A weakened creature has a -2 Penalty to Strength and Constitution Ability checks and Saving throws
- A weakened creature's speed is reduced by 10 feet, to a minimum of half its base speed.

CHAPTER 9: JUTSU CASTING



agic exists in the worlds of Naruto in the form of Jutsu. This chapter provides the rules for casting these Jutsu. There are Three Types of Jutsu: Ninjutsu, Genjutsu, and Taijutsu. Jutsu follow the following rules here.

WHAT IS A JUTSU?

A Jutsu is a discrete or blatantly obvious effect, a shaping of chakra from one's body that creates a desired effect. In casting a Jutsu, a character carefully constructs the desired effect using their chakra, and then releases it, all in the span of a few seconds.

Jutsu can be versatile tools, powerful weapons, or protective wards. They can deal damage or heal it, impose or remove conditions (see Conditions), drain life energy away, and restore life to the dead.

A great number of Jutsu exist and over time many have been created and forgotten. An ancient Ninjutsu technique may exist in a long-lost Ninja Scroll.

JUTSU KNOWN

Before a Shinobi can use a Jutsu, he or she must have the Jutsu learned, or must have access to the Jutsu in an enhanced item. Once a Jutsu's learned, it is always prepared. The number of Jutsu a Ninja can have at any given time depends on the character's level and Ninja Class.

When you learn a Jutsu of E-Rank, S-Rank, or anywhere in between, you choose from the list of Jutsu provided in Chapters 10, 11, & 12. You can learn Jutsu from any level up to your Max Jutsu Known, including E-Rank Jutsu. The total number of Jutsu you learn in this way can't exceed your Jutsu Known for your class.

If a Jutsu is granted to you by a class feature, that Jutsu does not count against your Jutsu known and you can't voluntarily unlearn it but instead switch it with another Jutsu following the rules and conditions of the feature that granted you the extra jutsu. If you already know that Jutsu, you may learn an additional Jutsu that is available to you that still meets the features conditions.

Additionally, every time you learn a new Jutsu as a result of gaining a level, you can choose one or all of the Jutsu you know and replace it with other Jutsu of the same type (Ninjutsu, Genjutsu or Taijutsu, as long as that Jutsu's not of a higher level than your max jutsu rank.

CHAKRA POINTS

Regardless of how many Jutsu a ninja knows, he or she can cast only a limited number of Jutsu before resting. Manipulating your Chakra and channeling its energy into even a simple Jutsu is physically and mentally taxing, and higher-Ranked Jutsu are even more so. Thus, each class's description includes a table showing that classes Chakra Die (Similar to the Classes Hit die).

When a character casts a Jutsu he or she expends a number of points based on the chakra cost of the Jutsu to cast it. When Umara casts Substitution Technique, a D-Rank Jutsu she spends 5 of her 12 chakra points, leaving 7 remaining.

Finishing a long rest restores up to half of your maximum chakra points, while a full rest restores all of

your chakra points. (see chapter 7 for the rules on resting).

CASTING IN ARMOR

Because of the mental focus and precise gestures required for Hand Seal Weaving, you must be proficient with the armor you are wearing to cast a Jutsu with any Hand Seal component. You are otherwise too distracted and physically hampered by your armor for Jutsu casting.

CASTING A JUTSU

When a character casts any Jutsu, the same basic rules are followed, regardless of the character's class or the Jutsu's effects.

Each Jutsu's description in chapters 10, 11, and 12 begins with a block of information, including the Jutsu's name, Rank, Chakra Cost, prerequisites (if it has any), casting time, range, and duration. The rest of a Jutsu entry describes the Jutsu's effect.

CASTING A JUTSU AT A HIGHER RANK

When a shinobi casts a Jutsu, that jutsu is normally locked to whatever rank it is casted it. But in some special cases, some jutsu can be upcasted to higher ranks if you can both learn & cast jutsu of at least one rank higher than the jutsu's base rank. As a general rule of thumb, unless stated otherwise by a class or clan feature, or a feat you can upcast jutsu to the following ranks at the appropriate levels;

- C-Rank Starting at 5th Level
- B-Rank Starting at 9th level
- A-Rank Starting at 13th level
- S-Rank Starting at 17th level

CLASSIFICATION

All jutsu fall into one of 5 classifications. A Hijutsu, Ninjutsu, Genjutsu, Taijutsu or Bukijutsu. While Ninjutsu and Genjutsu are mutually exclusive. Bukijutsu is a subtype of Taijutsu. And Hijutsu can technically be any of the above.

HIJUTSU

A jutsu with the Hijutsu Classification usually indicates it's a Jutsu from a clan, and not something can be easily or normally learned by anyone outside of that clan.

NINJUTSU

A jutsu with the Ninjutsu Classification has the ability to affect the physical world in some way shape or form. Ninjutsu is a unique category of jutsu which forms the basis of the five nature releases (Earth, Wind, Fire, Water & lightning)

GENJUTSU

A jutsu with the Genjutsu Classification is one of illusions and affects the mind, and personal realities of those it would target. Genjutsu for the most part do not directly affect the physical world and instead affects one's perception of the physical world.

TAIJUTSU

A jutsu with the Taijutsu Classification is one of physical activity. Taijutsu is one where someone is using their body to complete a series of complicated movements.

BUKIJUTSU

A jutsu with the Bukijutsu Classification is one of tool manipulation. Bukijutsu utilizes physical tools such as swords, wires, kunai, shuriken etc. to complete a series of complicated movements. This is a subsection of Taijutsu since they both require the physical movements of the user.

RANK

Ranks describe the level of power a jutsu, item, or in some cases a shinobi is expected to have. There are effectively 6 ranks within the hierarchy of jutsu and shinobi. E, D, C, B, A & S-Rank.

E-RANK

E-Rank describes the lowest and least powerful, effective or even useful techniques, threats, or tools. E-Rank is the most widely known amongst the common population and is considered the most basic thing a shinobi could know.

D-RANK

D-Rank is preceded by E-rank and followed by C-rank. It is typically used when classifying techniques intended for ninja of the genin level. D-rank techniques are often one of the first techniques a ninja will learn after leaving the Academy.

There are also D-rank missions, the lowest classification a mission can receive. These missions are usually assigned to genin. Naruto Uzumaki describes D-rank missions as not being actual missions as they deal with tasks as simple as finding missing pets and weeding a garden.

C-RANK

C-Rank is preceded by D-rank and followed by B-rank. It is typically used when classifying techniques intended for ninja of the chunin level. C-rank techniques are often one of the first techniques a ninja will learn that require some amount of training.

There are also C-rank missions. These missions are usually assigned to chunin, or in some cases, genin. Assignments include bodyguard duty and hunting wild animals, all of which will likely pose some risk to the ninja.

B-RANK

B-Rank is preceded by C-rank and followed by A-rank. It is typically used when classifying techniques intended for ninja of the jōnin or chunin level. B-rank techniques are typically useful and can be learned relatively easily with enough time, such as the Multi-Shadow Clone Technique.

There are also B-rank missions. These missions are usually assigned to jōnin or chunin. Assignments can involve spying or assassinations, and ninja are expected to go up against enemy ninja during the course of the mission.

A-RANK

A-Rank is preceded by B-rank and followed by S-rank. It is typically used when classifying techniques intended for ninja of the Kage and jōnin levels. A-rank techniques are often very useful, but need extensive training before

they can be mastered. Some A-rank techniques also pose a risk to the user, resulting in their classification as kinjutsu (*Literally meaning: Forbidden Techniques*).

There are also A-rank missions. These missions relate to what is in a village or country's personal interests and are extremely difficult or dangerous to complete, usually assigned to jōnin.

S-RANK

S-Rank is preceded by A-rank. It is typically used when classifying techniques intended for highly experienced jōnin and Kage-level shinobi. S-rank techniques are almost always unique to a single user, and as such are trademark abilities of that user.

Missions can also be classified as S-rank, these are the highest paying and most dangerous type of mission a ninja can go on. These missions are exclusively assigned to highly skilled jōnin or large squads of ninjas

CASTING TIME

Most Jutsu require a single action to cast, but some Jutsu's require a bonus action, a reaction, or much more time to cast.

BONUS ACTION

A Jutsu cast with a bonus action is especially swift. You must use a bonus action on your turn to cast the Jutsu, provided that you haven't already taken a bonus action this turn.

FULL TURN ACTION

A Jutsu cast with a Full turn action is one that requires time and focus. You must use Your standard and bonus action on your turn to cast the Jutsu, provided that you haven't already taken a standard and/or bonus action this turn.

REACTION

Some Jutsu can be cast as reactions. These Jutsu take a fraction of a second to bring about and are cast in response to some event. If a Jutsu can be cast as a reaction, the Jutsu's description tells you exactly when you can do so.

LONGER CASTING TIMES

Certain Jutsu require more time to cast: minutes or even hours. When you cast a Jutsu with a casting time longer than a single action or reaction, you must spend your action each turn casting the jutsu, and you must maintain your concentration while you do so (see "Concentration" below). If your concentration is broken, the Jutsu fails, but you don't expend chakra points. If you want to try casting the jutsu again, you must start over.

RANGE

The target of a Jutsu must be within the Jutsu's range. For a Jutsu like Agonizing Thorn, the target is a creature. For a Jutsu like Earth Flow Spears, the target is the point in space where the Spikes rise from the ground.

Most Jutsu have ranges expressed in feet. Some Jutsu can target only a creature (including you) that you touch. Other Jutsu, such as the *Substitution Technique*, affect only you. These Jutsu have a range of self.

Jutsu that create cones or lines of effect that originate from you also have a range of self, indicating that the origin point of the power's effect must be you (see "Areas of Effect" later in this chapter).

Once a Jutsu is cast, its effects aren't limited by its range, unless the Jutsu's description says otherwise.

COMPONENTS

A Jutsu's components are physical requirements you must meet in order to cast it. Each jutsu's description indicates whether it requires handseals (HS), chakra molding (CM), chakra seals (CS), mobility (M), weapons (W) or Ninja Tools (NT) components. If you can't provide one or more of a jutsu's components, you are unable to cast the jutsu.

HAND SEALS (HS)

Hand signs that are made in an extremely specific order fast enough to be done in the span of a few seconds. If a Jutsu requires hand seals as a component, the caster must have free use of at least one hand to perform these gestures.

CHAKRA MOLDING (CM)

An advanced technique that requires the casters to mold and shape chakra into specific forms or shapes. If a jutsu requires chakra molding as a component, the caster must be able to mold chakra. Thus, a character who has their chakra network sealed, disrupted or are under mentally compromising conditions such as *Berserk* or *Charmed* can't cast a jutsu with a chakra molding component.

If you lose the ability to mold chakra while concentrating on a Jutsu that requires Chakra molding, you lose the ability to concentrate on such a jutsu, thus ending its effects immediately.

CHAKRA SEALS (CS)

Paper tags with a personal formula printed on it with ink and chakra to symbolize your personal design. These chakra seals are then infused with different chakra signatures to get the desired effect. If a jutsu requires a Chakra seal, the caster must have a free use of at least one hand to imprint the needed chakra signature onto it.

MOBILITY (M)

The ability to move one's entire body to perform an action. A jutsu that requires mobility as a component requires that the caster is able to move all parts of their body and must have a movement speed greater than 0. Conditions that would restrict movement removes the casters' ability to be mobile such as "*Restrained*" or "*Paralyzed*"

WEAPONS (W)

Weapons are tools of war and usually used for combat exclusively. Jutsu that requires a Weapon as a component will usually have the weapon needed as well (Ex. W (Katana)). If a jutsu requires multiple weapons they will be listed with the word "and" in-between them. If a jutsu requires a weapon from a list they will be separated by a comma. Melee weapons are not consumed when used. Thrown or Ranged weapons do consume ammunition unless otherwise stated.

There are times when a jutsu that requires a weapon will instead list a damage type common to weapons as the weapon needed. This means any weapon that deals that damage type can be used as a component for that jutsu.

NINJA TOOLS (NT)

Ninja tools are usually a series of particular items such as Scrolls, flowers, Tool Kits and a number of other items. Jutsu that requires a Ninja tool as component will usually have the tool needed as well. (Ex. NT (Medicine Kit)). If a jutsu requires multiple tools they will be listed with the word "and" in-between them. If a jutsu requires a ninja tool from a list they will be separated by a comma. These tools are always consumed by the use of the jutsu and are lost.

DURATION

A Jutsu's duration is the length of time the Jutsu persists. A duration can be expressed in rounds, minutes, hours, or even years. Some Jutsu specify that their effects last until the Jutsu is dispelled or destroyed.

INSTANTANEOUS

Many Jutsu are instantaneous. The Jutsu harms, heals, creates, or alters a creature or an object in a way that can't be dispelled, because its effect exists only for an instant.

CONCENTRATION

Some Jutsu require you to maintain concentration in order to keep their effect active. If you lose concentration, those Jutsu end. You can maintain up to two different Jutsu at once.

If a jutsu must be maintained with concentration, that fact appears in its Duration entry and the jutsu specifies how long you can concentrate on it. You can end concentration at any time (no action required).

Jutsu that are maintained cost half (Round down) of the chakra spend to cast the jutsu. The cost to maintain concentration must be paid at the beginning of each of your turns or the Jutsu ends immediately.

Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

- Casting a third Jutsu that requires concentration. You lose concentration on a jutsu if you cast a third jutsu that requires concentration. You can't concentrate on more than 2 jutsu at once.
- Whenever you take damage while you are concentrating on a jutsu, you must make a Constitution (Chakra control) ability check to maintain your concentration. The DC equals 15 or Half the damage you take + The number of Jutsu you are concentrating on. whichever number is higher. If you take damage from multiple sources during the same round, such as multiple motes of fire, you make a separate saving throw for each source of damage.
- Being incapacitated or killed. You lose concentration on a jutsu if you are incapacitated or if you die.

The GM might also decide that certain environmental phenomena, such as turbulence on a ship or train or rocky terrain while on a horse, require you to succeed on a DC 10 Constitution saving throw to maintain concentration on a jutsu.

Sometimes you would cast a Jutsu that requires Concentration while outside of direct combat or conflict on a mission or during a roleplay session. GM's are urged to not track a player's time while using the jutsu, instead only charging them for the initial cost of the jutsu for the duration. Concentration as a mechanic is designed to restrict extremely powerful Jutsu from remaining in play during combat by having a "tax" imposed for such a

powerful effect. When using jutsu outside of such situations, they instead create unique and powerful roleplay opportunities.

KEYWORDS

There is an additional section right before a jutsu's description labeled as keyword. Keywords are a handy way to search for certain jutsu that interact with each other, Class or Clan features or feats. While Keywords doesn't directly pertain to a jutsu's effects, they *can* affect who can and cannot pick up certain jutsu without completing some conditions.

- **Ninjutsu**-Jutsu with the Ninjutsu Keyword when cast use your Ninjutsu attack bonus or Save DC.
- **Genjutsu**-Jutsu with the Genjutsu Keyword when cast use your Genjutsu attack bonus or Save DC
- **Taijutsu**-Jutsu with the Taijutsu Keyword when cast use your Taijutsu attack bonus or Save DC
- **Bukijutsu**-Jutsu with the Bukijutsu keyword when cast also uses your Taijutsu attack bonus or save DC
- **Hijutsu**- Jutsu with the Hijutsu keyword are unique to Clans only. This keyword doesn't affect the casting requirements of a jutsu it is attached to.
- **Medical**-Jutsu with the Medical keyword are considered Medical Ninjutsu and you must have a feature or feat that allows you to add jutsu with this keyword to your jutsu list.
- **Earth Release**-Jutsu with the Earth Release keyword are considered earth release jutsu and you must have a feature or feat that allows you to add jutsu with this keyword to your jutsu list. (Such as the *Nature Release* feat)
- **Wind Release**- Jutsu with the Wind Release keyword are considered wind release jutsu and you must have a feature or feat that allows you to add jutsu with this keyword to your jutsu list. (Such as the *Nature Release* feat)
- **Fire Release**- Jutsu with the Fire Release keyword are considered Fire release jutsu and you must have a feature or feat that allows you to add jutsu with this keyword to your jutsu list. (Such as the *Nature Release* feat)
- **Water Release**- Jutsu with the Water Release keyword are considered water release jutsu and you must have a feature or feat that allows you to add jutsu with this keyword to your jutsu list. (Such as the *Nature Release* feat)
- **Lightning Release**- Jutsu with the Lightning Release keyword are considered lightning release jutsu and you must have a feature or feat that allows you to add jutsu with this keyword to your jutsu list. (Such as the *Nature Release* feat)
- **Fuinjutsu**- Jutsu with the Fuinjutsu keyword are considered summoning or Sealing jutsu. Jutsu that has the Fuinjutsu keyword usually requires Chakra seals to cast.
- **Sensory**-Jutsu with the Sensory keyword are jutsu designed to track and find other creatures through manipulation of chakra.
- **Visual**- Jutsu with the Visual Keyword, are genjutsu that tricks the targets visual perception. Creatures with True sight or Blindness are immune to jutsu with this keyword. Chakra sight provides advantage against Jutsu with this keyword.
- **Auditory**- Jutsu with the Auditory keyword, are genjutsu that tricks the targets personal perception of sound. Deafness provides immunity to jutsu with this keyword.

- **Inhaled**- Jutsu with the Inhaled keyword, are genjutsu that are triggered by inhaling a type of poison or drug. Immunity to poison provides immunity to jutsu with this keyword.
- **Tactile**- Jutsu with the Tactile keyword, are genjutsu that tricks the targets perception of touch (both pleasure and pain).
- **Clash**-Jutsu with the Clash keyword can initiate a Jutsu Clash. You can find more rules on Clashing until the Clashing jutsu section in Chapter 8: Combat.
- **Finisher**-Jutsu with the Finisher keyword are especially powerful techniques usually reserved for Taijutsu and Bukijutsu. Jutsu with the Finisher keyword can usually be used at the end of a string of other Jutsu that calls for a finisher in their jutsu description. Jutsu with the finisher keyword can be cast without being a part of a string of other taijutsu.

TARGETS

A typical jutsu requires you to pick one or more targets to be affected by the Jutsu's effect. A Jutsu's description tells you whether the Jutsu targets creatures, objects, or a point of origin for an area of effect (described below). Unless a jutsu has a perceptible effect, a creature might not know it was targeted by a jutsu at all. An effect like crackling lightning is obvious, but a more subtle effect, such as an attempt to read a creature's thoughts, typically goes unnoticed, unless a jutsu says otherwise.

A CLEAR PATH TO THE TARGET

To target something, you must have a clear path to it, so it can't be behind total cover.

If you place an area of effect at a point that you can't see and an obstruction, such as a wall, is between you and that point, the point of origin comes into being on the near side of that obstruction.

TARGETING YOURSELF

If a Jutsu targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specifically a creature other than you. If you are in the area of effect of a jutsu you cast, you can target yourself.

AREAS OF EFFECT

Jutsu's such as 10,000 Slicing Blades and Great Fireball cover an area, allowing them to affect multiple creatures at once.

A Jutsu's description specifies its area of effect, which typically has one of five different shapes: cone, cube, cylinder, line, or sphere. Every area of effect has a point of origin, a location from which the Jutsu effect erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a point in space, but some Jutsu have an area whose origin is a creature or an object.

A Jutsu's effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the Jutsu's area. To block one of these imaginary lines, an obstruction must provide total cover, as explained in chapter 8.

CONE

A cone extends in a direction you choose from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length. A cone's point of origin is not included in the cone area of effect, unless you decide otherwise.

CUBE

You select a cube's point of origin, which lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side. A cube's point of origin is not included in the cube's area of effect, unless you decide otherwise.

CYLINDER

A cylinder's point of origin is the center of a circle of a particular radius, as given in the power description. The circle must either be on the ground or at the height of the power effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The power's effect then shoots up from the base or down from the top, to a distance equal to the height of the cylinder. A cylinder's point of origin is included in the cylinder's area of effect.

LINE

A line extends from its point of origin in a straight path up to its length and covers an area defined by its width. A line's point of origin is not included in the line's area of effect, unless you decide otherwise.

SPHERE

You select a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point. A sphere's point of origin is included in the sphere's area of effect.

SAVING THROWS

Many powers specify that a target can make a saving throw to avoid some or all of a Jutsu's effects. The Jutsu specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist one of your jutsu equals 8 + your Ninjutsu, Genjutsu or Taijutsu modifier (The Type of Jutsu you use, is the modifier you use) + your proficiency bonus + any special modifiers.

ATTACK ROLLS

Some Jutsu require the ninja to make an attack roll to determine whether the jutsu effect hits the intended target. Your attack bonus with a Jutsu attack equals your Ninjutsu, Taijutsu or Genjutsu ability modifier (The Type of Jutsu you use, is the modifier you use) + your proficiency bonus. Most Jutsu that require attack rolls involve ranged attacks. Remember that you have disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and that isn't incapacitated (see chapter 8).

COMBINING EFFECTS

The effects of different jutsu add together while the durations of those jutsu overlap. The effects of the same jutsu cast multiple times don't stack, however. Instead, the most potent effect such as the highest bonus—from those castings applies while their durations overlap.

For example, if two allies cast Bravery on the same target, that character gains the Jutsu's benefit only once; he or she doesn't get to roll two bonus dice.

ELEMENTAL RELEASE

When searching through Ninjutsu, you will see different keywords such as Earth Release, Wind Release, Fire Release, etc. These indicate that in order to learn these jutsu you must have a matching nature release affinity. You can gain these affinities in one of three ways.

- **Clans:** Some clans provide early access to a nature release affinity such as the Uchiha clan and their **Passive Affinity**, which gives their Fire release affinity. Meaning they can add ninjutsu with the fire release keyword.
- **Classes:** Some classes provide opportunities to learn nature release affinities, such as the Ninjutsu specialist, Ninjutsu Focus subclasses. By selecting one at 2nd level, you gain the corresponding nature release affinity allowing you to learn jutsu with the same keyword.
- **Feats:** By taking the Nature Release Feat, when you are able, you select one of the five nature releases and gain its affinity, allowing you to learn jutsu with the same keyword.

JUTSU COST ORDER

Sometimes when combining a series of features, jutsu and abilities affects the total cost of the jutsu being cast and it can become a question of what order to apply said cost affecting features. To simplify the experience, you apply Cost altering features in the following order;

- 1) Base Jutsu cost
- 2) Jutsu Upcasting Cost (If any)
 - Jutsu Upcasting Cost Reduction (If any)
- 3) Additional Chakra Costs (If Any)
- 4) Chakra Cost Reductions (If any)

CHAPTER 10: NINJUTSU

NON-ELEMENTAL NINJUTSU

Non-Elemental Ninjutsu are ninjutsu that do not require Nature Release mastery or investment. These jutsu are more focused on versatility and chakra manipulation and control, such as increasing your movement speed by pooling chakra to the soles of your feet before taking off. Although a lot of these techniques are not as complicated as using a nature transformation, they are still extremely useful when on missions not requiring high level combat. There are Higher level Non-Elemental Jutsu such as Rasengan, the pinnacle chakra molding without elemental chakra. Non-Elemental Ninjutsu have no advantages or disadvantage against any other nature release.

E-Rank (o Level)	<i>Healing Elixir</i>	B-Rank	<i>Negative Emotion Sensing</i>
<i>Chakra Hands</i>	<i>Healing Hands</i>	<i>Banishing Seal</i>	<i>Regenerate</i>
<i>Chakra Movement</i>	<i>Lock Release</i>	<i>Body pathway Derangement</i>	<i>Reverse Seal Summoning</i>
<i>Chakra Pulse</i>	<i>Oppressive Aura</i>	<i>Death Ward</i>	<i>Seal of Discord</i>
<i>Chakra Blow</i>	<i>Sensing Technique</i>	<i>Displacement Sealing Trap</i>	<i>Tobirama's Sword</i>
<i>Enhanced Defense</i>	<i>Shadow Snake Bite</i>	<i>Fly</i>	S-Rank
<i>Enhanced Resistance</i>	<i>Substitution Technique</i>	<i>Gift of the Apex</i>	<i>Chakra Distortion Field</i>
<i>Enhanced Skill</i>	<i>Summoning Technique</i>	<i>Kagura's Mind Eye</i>	<i>Creation Rebirth: Strength of 1000</i>
<i>Escape Technique</i>	<i>Thunderous Screech</i>	<i>Life Transference</i>	<i>Demiplane</i>
<i>Firecracker Flash</i>	C-Rank	<i>Multi-Shadow Clone Technique</i>	<i>Flying Thunder God: Guiding Thunder</i>
<i>Invisibility Cloak</i>	<i>Acid Spray</i>	<i>Nondetection</i>	<i>Four Red Yang Formation</i>
<i>Light</i>	<i>Aid</i>	<i>Polymorph</i>	<i>Plane Shift</i>
<i>Mending</i>	<i>Beast Senses</i>	<i>Revival</i>	<i>Reality Break</i>
<i>String Light Formation</i>	<i>Chakra Needles</i>	<i>Strength of 100 Technique</i>	<i>Reaper Death Seal</i>
<i>Virtue</i>	<i>Chakra Transfer</i>	<i>Summoning: Rashomon</i>	
D-Rank	<i>Darkness</i>	<i>Thousand-Armed Murder Technique</i>	
<i>Alarming Technique</i>	<i>Living Weapon</i>	<i>Vitriolic Sphere</i>	
<i>Arms of Buddha Technique</i>	<i>Restorative</i>	<i>Warding Seal</i>	
<i>Body Camouflage</i>	<i>Needle Jizo</i>	A-Rank	
<i>Body Flicker</i>	<i>Poison Mist</i>	<i>Animate Objects</i>	
<i>Catapult Technique</i>	<i>Poison Weapons</i>	<i>Aura of power</i>	
<i>Chakra Leaping</i>	<i>Rasengan</i>	<i>Crown of Stars Technique</i>	
<i>Chakra Mark</i>	<i>Ray of Sickness</i>	<i>Flying Thunder God</i>	
<i>Chakra Skin</i>	<i>Shadow Clone Technique</i>	<i>Forcecage</i>	
<i>Detect Poison and Disease</i>	<i>Shadow Shuriken Technique</i>	<i>Healing Wave</i>	
<i>Enhanced Reactions</i>	<i>Shatter</i>	<i>Lion Mane Needle Hell</i>	
<i>Ensnaring Strike</i>	<i>Stinking Cloud</i>		
<i>Goodberry</i>	<i>Vampiric Touch</i>		

E-RANK:

CHAKRA HANDS

Classification: Ninjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: 30 feet

Duration: 1 minute

Components: CM

Cost: 1 Chakra

Keywords: Ninjutsu

Description: A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you dismiss the jutsu. You can use your action to control the hand.

You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate chakra items, or carry more than 10 pounds.

CHAKRA MOVEMENT

Classification: Ninjutsu

Rank: E-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Instant

Components: HS

Cost: 1 Chakra

Keywords: Ninjutsu

Description: You transfer chakra to the bottom of your feet, creating a strong repulsive force upon release of this jutsu, increasing your movement speed momentarily. Increase your movement speed by 10 until the end of your next turn.

At Higher Levels: This Jutsu's movement speed boost increases by 10ft at 5th level (20ft), 11th level (30ft), 17th level (40ft)

CHAKRA PULSE

Classification: Ninjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: 5 feet

Duration: Instant

Components: HS

Cost: 2 Chakra

Keywords: Ninjutsu

Description: You create a forceful pulse of chakra that erupts from your body. Each creature within 5 feet of you, other than you, must succeed a Dexterity saving throw or take 2d4 force damage.

At Higher Levels: This Jutsu's effectiveness increases by 2d4 at 5th level (4d4), 11th level (6d4), 17th level (8d4)

CHAKRA BLOW

Classification: Ninjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: 5 feet

Duration: 1 round

Components: HS, CM, W(any)

Cost: 2 Chakra

Keywords: Ninjutsu

Description: As part of the action used to cast this ninjutsu, you must make a melee attack with a weapon against one creature within the Jutsu's range, otherwise the jutsu fails.

On a hit, the target suffers the attacks normal effects and takes an additional 1d6 damage.

At Higher Ranks: This Jutsu's effectiveness increases by 1d6 at 5th level (2d6), 11th level (3d6), 17th level (4d6)

ENHANCED DEFENSE

Classification: Ninjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: Self

Duration: Instant

Components: HS

Cost: 2 Chakra

Keywords: Ninjutsu

Description: You focus chakra into the top layer of your skin, providing your resistance to Bludgeoning, Piercing, and slashing damage until the start of your next turn.

ENHANCED RESISTANCE

Classification: Ninjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: Self

Duration: Instant

Components: HS

Cost: 2 Chakra

Keywords: Ninjutsu

Description: You focus chakra throughout your body reinforcing it to attacks. You can roll an additional 1d4 and add the number rolled to one saving throw of your choice. You can roll the die, before or after making the saving throw. This jutsu lasts until the start of your next turn.

At Higher Levels: This Jutsu's body reinforcement increases as you increase in level. Roll an additional 1d4 at 5th Level (2d4), 11th level (3d4), 17th level (4d4)

ENHANCED SKILL

Classification: Ninjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, 1 Minute.

Components: HS

Cost: 2 Chakra

Keywords: Ninjutsu

Description: You focus chakra toward different parts of your body to enhance your ability to complete different tasks. Once, before the jutsu ends, you can roll 1d4 and add the number rolled to one ability check of your choice. You can roll the die before or after making the ability check. The Jutsu then ends.

At Higher Levels: This Jutsu's skill reinforcement increases as you increase in level. Roll an additional 1d4 at 5th Level (2d4), 11th level (3d4), 17th level (4d4)

ESCAPE TECHNIQUE

Classification: Ninjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: Self

Duration: Instant

Components: -

Cost: 2 Chakra

Keywords: Ninjutsu

Description: You use chakra to feel the knots of ropes chains, and other tools used to bind and restrain you. This helps you figure out the best course of escape while trapped. You can roll Sleight of Hand at advantage, when restrained, bound, or tied up in anyway.

FIRECRACKER FLASH

Classification: Ninjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: NT

Cost: 2 Chakra

Keywords: Ninjutsu, Bukijutsu

Description: You take a bundle of flash firecrackers, and use your chakra to light the wicks of each one before throwing them in an arc in front of you. Creatures standing in front of you in a 15-foot-wide space must succeed a Wisdom Save, giving you advantage on your next attack against them and disadvantage on their next attack on a failed save.

INVISIBILITY CLOAK

Classification: Ninjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: Self

Duration: Instant

Components: NT

Cost: 1 Chakra

Keywords: Ninjutsu

Description: You quickly pull a chameleon cloak over yourself while against a wall or other standing surface. You roll a stealth check when using this jutsu Blending into the scenery. You can roll an additional 1d6+1 and add the result to a single Stealth roll. You can roll the die before or after the results of the check is revealed. This jutsu lasts until you end it, or you take any other action. You must make additional stealth checks if you wish to maintain this jutsu on your following turn.

LIGHT

Classification: Ninjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: Touch

Duration: 1 Hour

Components: CM

Cost: 1 Chakra

Keywords: Ninjutsu

Description: You touch one object that is no larger than 10 feet in any dimension. Until the jutsu ends, the object sheds bright light in a 10-foot radius and dim light for an additional 10 feet, the light is a soft blue/ Completely covering the object with something opaque blocks the light. The jutsu ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature can must succeed on a Dexterity saving throw to avoid the jutsu.

MENDING

Classification: Ninjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: CM

Cost: 1 Chakra

Keywords: Ninjutsu

Description: This jutsu repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot, you mend it, leaving no trace of the former damage.

STRING LIGHT FORMATION

Classification: Ninjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 2 Chakra

Keywords: Ninjutsu, Fuinjutsu

Description: You use your chakra to create a sealing formation stretching from yourself to a target creature you can see within range, in a straight line. Target creatures must succeed a Strength saving throw, reducing both your movement speed and the targets to 0 on a failed save. This can be used along with others on a single target creature, when you do increase the Save DC by +1 for each additional user. At the end of the target creatures turn, they make another saving throw to end this effect.

VIRTUE

Classification: Ninjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: Touch

Duration: 1 Round

Components: HS, CM

Cost: 1 Chakra

Keywords: Ninjutsu, Medical

Description: You touch one willing creature, imbuing it with vitality. If the target has at least 1 hit point, it gains a number of temporary hit points equal to 1d4 + your ninjutsu ability modifier. The temporary hit points are lost when the start of the creatures next turn.

D-RANK:

ALARMING TECHNIQUE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet Cube

Duration: 8 Hours

Components: HS, CS

Cost: 5 Chakra

Keywords: Ninjutsu, Fuinjutsu

Description: You set a chakra seal that expands 30 feet across the ground or surface it is placed on and it releases a very faint and mostly undetectable aura of chakra in a 30-foot cube. Until the Jutsu ends, an alarm alerts you whenever a creature touches or enters the Seals area. When you set the seal, you can designate creatures that don't set off the alarm. You can also choose to make the alarm mental or audible.

ARMS OF BUDDHA

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Ninjutsu

Description: You focus your chakra throughout your body, culminating in a golden buddha forming around you and making multiple strikes with its 100 arms. Make a Melee Ninjutsu Attack, on a hit the target creature takes 4d6 bludgeoning damage.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d6.

BODY CAMOUFLAGE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 minute

Components: HS

Cost: 5 Chakra

Keywords: Ninjutsu

Description: You coat your body in chakra and begin to imitate the color and texture of the area around you blending in like a chameleon. For the duration, roll an additional 1d10 adding the result to your stealth checks.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and you can target one additional creature for each rank and they gain the benefits of this jutsu as well.

BODY FLICKER

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: 1 round

Components: HS, M

Cost: 4 Chakra

Keywords: Ninjutsu

Description: You gain a mastery of movement, allowing you to cover much greater distance in a shorter amount of time. Until the start of your next turn, Double your movement speed.

CATAPULT TECHNIQUE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 action

Range: 150 feet

Duration: Instant

Components: HS, CM

Cost: 4 Chakra

Keywords: Ninjutsu

Description: Choose one object weighing 1 to 5 points within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts a solid surface. If the object would strike a creature that creature must make a dexterity saving throw. On a failed save, the object strikes the target and stops moving. In either case, both the object and the creature or solid surface takes 3d8 bludgeoning damage.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the maximum weight of the objects that you can target with this jutsu increases by 5 pounds and the damage increases by 1d8.

CHAKRA LEAPING

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Bonus action

Range: Self

Duration: Instant

Components: HS, M

Cost: 3 Chakra

Keywords: Ninjutsu

Description: You focus chakra into your legs, increasing

your jumping strength astronomically. Until the end of this turn, Double your jumping height.

CHAKRA MARK

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 5 feet

Duration: 1 Minute

Components: HS, CS

Cost: 5 Chakra

Keywords: Ninjutsu, Fuinjutsu

Description: You create a chakra seal and attempt to place it on a creature you can see within range. Make a ninjutsu Attack. On a hit, target creature is marked for the duration. Marked creatures have disadvantage on Dexterity (stealth) checks to remain hidden from you. Add 1d8 to melee attacks made targeting a marked creature.

If you can teleport you can choose to teleport to a marked creature so long as they are within 1 mile of you. Once you teleport to a creature who is marked with this jutsu, the mark vanishes, ending this jutsu.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. At C-Rank This jutsu's Duration becomes 1 Hour. 8 Hours at B-Rank, 24 Hours at A-Rank, 1 Week at S-Rank.

CHAKRA SKIN

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self

Duration: 8 Hours

Components: HS, CM

Cost: 5 Chakra

Keywords: Ninjutsu

Description: This jutsu can only be used when you are not wearing Armor.

You coat yourself in a Protective aura of chakra, protecting you from damage. Your AC becomes 13 + Dexterity or Intelligence (Pick one) + Half of your proficiency Bonus (Rounded Down). This jutsu ends if you wear armor or dismiss the jutsu as a Bonus action.

DETECT POISON AND DISEASE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Touch

Duration: 10 minute

Components: HS, CM

Cost: 5 Chakra

Keywords: Ninjutsu, Medical

Description: For the duration, you can sense the presence and location of poisons, poisonous creatures and diseases within 30 feet of you. You also identify the kind of poison, poisonous creatures, or disease in each case. This jutsu can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

ENHANCED REACTIONS

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self

Duration: 8 Hours

Components: HS

Cost: 5 Chakra

Keywords: Ninjutsu

Description: You store chakra in pockets behind your eyes and joints in preparation to move with a burst of speed at any moment. The first time you would roll initiative for the duration, you may add 1d4+1 to your roll. This jutsu then ends.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the bonus to your Initiative by 1d4+1

ENSNARING STRIKE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, Up to 1 minute

Components: CM, M

Cost: 5 Chakra

Keywords: Ninjutsu, Medical

Description: The next time you hit a creature with a weapon attack before this jutsu ends, you inject chakra into your enemy's muscles attempting to restrict their movements. The target must succeed a Constitution saving throw or be restrained. A large or larger creature has advantage on the saving throw.

While restrained by this jutsu, the target takes 1d6 necrotic damage at the start of each of its turns. A creature restrained by this jutsu or one that can touch the creature can use its action to make a Strength (athletics) check against your Ninjutsu Save DC. On a success, the target is freed.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d6

GOODBERRY

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 action

Range: Touch

Duration: Instant

Components: HS, M

Cost: 5 Chakra

Keywords: Ninjutsu, Medical

Description: With fine chakra control, you can touch up to 5 fruits or nuts that are then infused with medical release chakra for the duration. A creature can use its action to eat any of the 5 affected food items. Eating a food infused with this jutsu restores 1 hit point and provides enough nourishment to sustain a creature for one day. A creature cannot benefit from this jutsu more than twice per long rest. The infused food loses its potency if they have not been consumed within 24 hours of casting this jutsu.

HEALING ELIXIR

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Touch

Duration: 1 Hour

Components: HS, CM, NT (Medical Kit)

Cost: 5 Chakra

Keywords: Ninjutsu, Medical

Description: You use your medical kit to assist in creating a healing elixir which is contained in a simple vial that appears in your hand. The elixir retains its potency for the duration or until its consumed. As an action, a creature can drink the elixir or administer it to another creature. The drinker regains 2d4+2 hit points.

HEALING HANDS

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Ninjutsu, Medical

Description: You cover your hands in chakra that glows with a warm green hue, reactivating a creature's cells reproductive process closing their wounds. A Creature you touch regains a number of hit points equal to 1d10 + Your ninjutsu ability modifier.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the healing by 1d10.

LOCK/RELEASE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Touch

Duration: Until dispelled

Components: HS, CS

Cost: 3 Chakra

Keywords: Ninjutsu, Fuinjutsu

Description: You place a chakra seal on a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration. You and creatures you designate when the jutsu is used can open the object normally. You can also set a password that when spoken within 5 feet of the object releases the jutsu for 1 minute. This jutsu also works inversely allowing you to attempt to lock pick using your chakra alone. Make a Chakra Control Check (CON) against the DC of the lock to see if you pick it. You can then afterwards lock it using this jutsu. Creatures attempting to open the object you have locked with this jutsu must succeed an Athletics check to force open the object against your ninjutsu save DC.

OPPRESSIVE AURA

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 10 feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 5 Chakra

Keywords: Ninjutsu

Description: You begin to exert chakra into an oppressive aura around yourself with enough intensity to be seen by the naked eye and even move loose materials such as dirt, leaves, and water droplets. Creatures who are within 10 feet of you upon activation of this jutsu must succeed a Constitution saving throw to not be pushed to their knees and become prone for the duration, becoming unable to stand while inside the aura. Creatures knocked prone by this jutsu makes a Constitution saving throw on their turn to end the effect. If you, or an affected creature moves outside of the aura, the jutsu's effect ends on them immediately. A creature affected by this jutsu, who ends or escapes its effects, cannot be affected again until the end of their next turn.

SENSING TECHNIQUE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, up to 10 minutes

Components: HS

Cost: 5 Chakra

Keywords: Ninjutsu, Sensory

Description: You create a field of chakra emanating from you up to 60 feet away. For the duration, you know if there's a creature within 60 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 60 feet of you that has been augmented or affected by Chakra. This jutsu can penetrate most barriers but it is blocked by 5 feet of any material. For the duration of this jutsu, creature in range cannot gain the benefit of being hidden, or obscured from you.

SHADOW SNAKE BITE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 15 Feet

Duration: Instant

Components: HS, CS

Cost: 4 Chakra

Keywords: Ninjutsu, Fuinjutsu

Description: You summon a snake under your command that is formed from chakra that originates from a location of your choice on your body that reaches out and attacks the target creature in range. Make a Ninjutsu attack. Target creature takes 2d8 Poison damage and must make a Strength saving throw on a Hit. On a failed strength save, the target creature is restrained by the snake. As an action on a restrained creature's turn, they can attempt another strength saving throw to end this condition on themselves.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the number of targets this jutsu affects by +1.

SUBSTITUTION TECHNIQUE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Reaction, which you take when you would take damage or make a Dexterity saving throw.

Range: Self

Duration: Instant

Components: HS, M

Cost: 5 Chakra

Keywords: Ninjutsu

Description: You are able to more quickly utilize the substitution technique allowing you a swifter escape with smaller margins for error. When Targeted for an attack you may Increase your AC by +5 until the start of your next turn. Attacks that target areas, and require you to make a Dexterity Saving throw, are made with a +2 to the Dexterity saving throw.

SUMMONING TECHNIQUE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: Full Turn Action

Range: 10 Feet

Duration: Instant

Components: HS, CS, CM

Cost: 5 Chakra (See Summoning Section for Jutsu breakdown)

Keywords: Ninjutsu, Fuinjutsu

Description: You have formed a Blood Contract with a Sage creature. Upon learning this Jutsu, select 1 Sage creature you wish to form a contract with from the summoning creature table at the end of the Ninjutsu Chapter. You must have encountered this breed of creature at least once in order to form a contract. This technique summons one of the creatures the user has a blood pact with. The chakra cost of the technique is equal to the summon level and rank of the summoned creature summoned. If a creature refuses or cannot be summoned, only the technique's base chakra cost is spent. (5 Chakra)

It appears where the user designates and can act as a Bonus Action on the user's turn, on the user's initiative order. If no commands are given to the creature, it performs the dodge action automatically until you order it to do something else. You can communicate with the creature and it will listen to you and only you in combat. You can direct it to perform the following actions: *Attack (Unarmed, Weapon, or Jutsu), Dodge, and Help*. The creature can perform a Standard Action and a Move Action. If the summoned creature has a reaction ability or jutsu, and the conditions for that reaction are met (if any) then they can perform that reaction without command from their summoner. The creature must remain within 120 feet of the user.

If the creature cannot speak, the user, and the user alone, may roll an Insight check (DC 15) to decipher what the creature is trying to say by its body language. The duration of the summoning is based directly on the summoned creature's Hit Points & Chakra Pool. When it runs out of Chakra or Hit points—it simply vanishes and cannot be summoned again for 8 hours.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, you summon a corresponding creature equal in level and rank to the Rank used upon activation.

THUNDEROUS SCREECH

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 20 Foot Cone

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Ninjutsu

Description: You create a focused high-pitched screech that affects creatures in the direct path of the sound waves. Creatures in the target area must succeed a Constitution saving throw, becoming deafened & dazed on a failed save until the end of their next turn. and no additional effects on a successful one.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the range by an additional 10ft.

C-RANK:

ACID SPRAY

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 30 Feet Line

Duration: Instant

Components: HS, NT

Cost: 6 Chakra

Keywords: Ninjutsu, Medical

Description: You take a vial of poison ingesting and using your fine control of chakra, blend it with your

stomach acid that you spray out like a jet in a straight line. Creatures in range must make a Dexterity saving throw taking 6d4 Acid Damage on a failed save and they take another 2d4 Acid damage at the start of their next turn. On a success the target takes half as much damage on the initial attack and no additional damage.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the initial and delayed damage by 1d4.

AID

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: 8 Hours

Components: HS, CM, CS

Cost: 8 Chakra

Keywords: Ninjutsu, Fuinjutsu, Medical

Description: You imbue a chakra seal with medical release chakra before placing it on up to three creatures within range. Each targets hit point maximum and current hit points increase by 10 for the duration.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and a targets hit point increase by an additional 5.

BEAST SENSES

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: HS, CM, CS

Cost: 6 Chakra

Keywords: Ninjutsu, Fuinjutsu, Sensory

Description: You touch a willing beast. for the duration of the jutsu, you can use your action to temporarily gain the special senses or sensory features of the beast you touch for up to 1 hour. After which this jutsu ends.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the length of time you retain the special senses by 1 hour.

CHAKRA NEEDLES

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: HS, W

Cost: 6 Chakra

Keywords: Ninjutsu, Medical

Description: You create needles formed from your chakra and launch them at a creature you can see within range. Make a Ranged Ninjutsu check. Target creature takes 6d6 Piercing damage on a hit and must succeed a Constitution saving throw, Losing 10 movement speed until the end of their next turn on a failed save.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3, damage by 1d6 and reduce target movement by 5.

CHAKRA TRANSFER

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: CM

Cost: X Chakra

Keywords: Ninjutsu, Medical

Description: You place your hand on a creature and share your chakra with them, transferring it to them. Transfer up to 6 Chakra to a willing creature when you do, you lose that chakra and they gain the same amount of chakra. If the creature is affected by a Genjutsu, they gain advantage on their next saving throw. You cannot transfer temporary chakra.

DARKNESS

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 60 feet

Duration: Concentration, Up to 10 minutes.

Components: HS, CM, CS

Cost: 9 Chakra

Keywords: Ninjutsu, Fuinjutsu

Description: You imbue your chakra seal with chakra that it uses to conjure a field of chakra-based darkness. You throw your seal at a point you choose within range. The chakra-based darkness spreads from the seal, to fill a 15-foot radius sphere for the duration. The darkness spreads around corners. A creature with Darkvision can't see through this darkness, and light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from it and moves with it. If any of this jutsu's area overlaps with an area of light created by a jutsu of B-Rank or higher this darkness is dispelled.

LIVING WEAPON

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 bonus action

Range: Touch (60 feet)

Duration: Concentration, Up to 1 Minute

Components: CM

Cost: 8 Chakra

Keywords: Ninjutsu, Fuinjutsu

Description: You touch a weapon and imbue it with your chakra and it begins to float within range and does so for the duration or until you dismiss this jutsu.

When you cast this jutsu you can move the weapon 30 feet and make a melee ninjutsu attack against a creature within 5 feet of the weapon. On a hit, the target takes the 2d8 + your ninjutsu ability modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d8.

RESTORATIVE

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: HS, CM

Cost: 8 Chakra

Keywords: Ninjutsu, Medical

Description: Your hands glow with a warm blue hue as you touch a willing creature filtering out impurities and fixing debilitating conditions, they are suffering from with precise chakra control. Creatures suffering from Berserk, Bleeding, Blinded, Burned, Chilled, Dazed, Deafened, Paralyzed, Poisoned, Stunned, Shocked, or Weakened conditions from the use of a jutsu of equal rank or lower, are healed of one of those conditions.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3. The number of conditions imposed by a jutsu of lower rank, that are removed increases by +1.

NEEDLE JIZO

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Reaction

Range: Self

Duration: Concentration, Up to 1 minute.

Components: HS, CM

Cost: 9 Chakra

Keywords: Ninjutsu

Description: You activate the roots of your hair causing your hair to grow at a heightened rate, while you control it to wrap around your body and harden with spiked, needle like hair protruding from it. While inside your hardened hair reduce your movement speed to 0. You gain +3 AC until you end this jutsu. Creatures who make a melee attack against you take 3d8 Piercing damage.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3. Increase the AC Bonus by +1 and damage by 1d8

POISON MIST TECHNIQUE

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 60 Feet (30 Foot Cloud)

Duration: 1 minute

Components: HS, NT

Cost: 9 Chakra

Keywords: Ninjutsu, Medical

Description: You ingest a vial of poison, and exhale it as a thick cloud of purple smoke that obscures vision up to 60 feet away that expands into a 15-foot radius sphere that spreads around corners. It lasts for the Duration. When a creature enters the area for the first time on a turn or starts its turn there, the creature must make a Constitution saving throw taking 3d10 poison damage and gaining the poisoned condition on a failed save and half as much on a successful one. Creatures are affected even if they hold their breath and don't need to breathe.

POISON WEAPON TECHNIQUE

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Touch

Duration: Concentration, Up to 1 Minute

Components: HS, CM, W

Cost: 7 Chakra

Keywords: Ninjutsu, Medical

Description: You touch a weapon, coating it in a vile black and green glowing poison and enhancing its potency. A creature struck by this weapon takes an additional 2d4 Poison damage and must succeed a Constitution save or gain the poisoned condition.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d4.

RASENGAN

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Touch

Duration: Concentration up to 1 Minute

Components: CM

Cost: 8 Chakra

Keywords: Ninjutsu, Clash

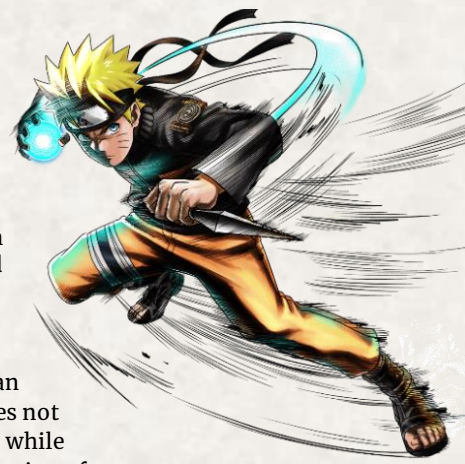
Description: As a standard action you collect chakra into your hand generating a Powerful sphere of spiraling chakra to strike an

enemy with. This jutsu does not cost any additional chakra while

concentrating. At the beginning of your next turn, you can use your action to make a Melee Ninjutsu Attack on a target creature within range. On a Hit, the target creature takes 5d8 Force Damage and must make a Strength Saving throw, on a failure they are knocked back 30ft and gain the Dazed Condition, this jutsu then ends. If a creature knocked back by this jutsu collides with a solid object, their movement is stopped and they take damage as if they had fallen a distance equal to how far they had moved.

At Higher Ranks: If this Jutsu is upcasted to at least B-Rank you immediately perform the Melee Ninjutsu attack instead of waiting till your next turn. For each rank above C-Rank, increase the cost by 3 and you may change both the Nature Release Keyword & damage type of this jutsu to any Nature Release that you currently know while also increasing the damage done by 3d8 and the knock back by 10ft. You gain the following benefits depending on the Nature Release you change the Rasengan to:

- **Earth:** Target Creature, must also make a Constitution saving throw, losing the ability to Mold Chakra for 1d6 Rounds, and Weakened until the end of their next turn.
- **Wind:** The Rasengan gains a Range of 60 Feet, and you can make a Ranged Ninjutsu attack at a creature within range. On a Hit, the target creature takes the damage, and the Rasengan expands. All Creatures, except the original target, in a 15-foot radius sphere centered on the original target of this jutsu must succeed a Dexterity saving throw, taking the damage of this jutsu as well.
- **Fire:** Target creature, and all creatures in a 30-foot cone behind the target creature must also make a Constitution saving throw, gaining two ranks of the burned condition. Creatures suffering the burned condition from this jutsu instead rolls a d10 instead of d8.
- **Water:** Target creature, makes their Strength Saving throw at Disadvantage. On a Failed save, target creature is instead knocked back 60ft. Taking double falling damage if they hit a solid surface like a tree, wall, or floor.
- **Lightning:** Target creature must make a Constitution saving throw, being Shocked for 1d4 rounds and Slowed until the end of their next turn on a failed saved.



RAY OF SICKNESS

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 action

Range: 60 feet

Duration: Instant

Components: HS, CM

Cost: 9 Chakra

Keywords: Ninjutsu, Medical

Description: You collect medical release chakra into your hands and fire a ray of sickening greenish energy from them that lash out towards a creature within range.

Make a ranged ninjutsu attack against a target within range, on a hit the target takes 3d8 poison damage and must make a constitution saving throw. On a failed save it is also poisoned until the end of your next turn.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d8.

SHADOW CLONE TECHNIQUE

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 Minute

Components: HS, CM

Cost: 6 Chakra

Keywords: Ninjutsu, Fuinjutsu

Description: An Advanced Version of the 'Clone Genjutsu' that creates a solid clone out of thin air using only chakra. Clones made using this way are not capable of individual thought, instead sharing a mental bond between the clones and users. This bond is one way and the clones cannot send orders, thoughts or images to the users until they die in which case all information the clone has is transferred to the user. The clones follow the user's orders to the letter. A Shadow Clone otherwise is effectively its own person and if caught by a Genjutsu, only they are affected and not the user or other clones. If a Creature fails a save from a jutsu used by a clone, and that clone is destroyed or unsummoned, that Jutsu's effect also ends on the creature.

The user of this jutsu can create up to 4 clones at once Costing 6 Chakra per clone. Clones summoned this way cannot have their Cost per clone reduced by more than half (3). Clones act as part of your turn as a bonus action. You can command all of your clones to perform up to 1 Action and 1 Move action. Clones do not have bonus actions instead using their Action. Clones act at once and all attempt to perform the same command given. If commanded to perform the help action, they can only help the summoner. Clones do not have Reactions. Each clone has the same basic equipment (excluding consumables such as pills) as you and is summoned in any empty space that can hold within 30 feet. Clones also cannot use clan or class Features.

All Clones have 1 Hit Point and 6 Temporary Chakra points. Clones have an AC equal to your Ninjutsu Save DC. Clones can use all jutsu that you have (except Jutsu with "Clone" in its name & Jutsu with the Fuinjutsu or Combination keyword) expending their own chakra. Damaging jutsu casted by a Clone deals half damage. Their Saving throws and skills that the user is proficient in are all equal to half the user's Ninjutsu Attack Bonus. Jutsu and attacks a clone uses are equal to half the users attack bonus for the attack used. Jutsu that requires a saving throw uses the following Save DC: 8 + The Clones appropriate attack bonus.

SHADOW SHURIKEN TECHNIQUE

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Bonus Action

Range: Self (60 Foot line)

Duration: Instant

Components: HS, CM, W (Thrown Property)

Cost: 8 Chakra

Keywords: Ninjutsu, Bukijutsu, Fuinjutsu

Description: As a part of activating this jutsu you must have used your action to make a Ranged Weapon attack using a weapon with the thrown property.

After throwing a weapon with the Thrown Quality, you multiply it Five-fold creating multiple copies of the thrown weapon while in transit. All creatures in a 5-foot wide, 60-foot-long line, must succeed a Dexterity saving throw vs your Ninjutsu or Taijutsu Save DC (Whichever is higher) taking 5dX + your Dexterity modifier, where X equals the original Damage die of the thrown weapon (d4, d6, d8, d10, d12). (You must roll your ammunition die for the weapon stack used)

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the amount of damage by 2dX.

SHATTER

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: HS, CM

Cost: 8 Chakra

Keywords: Ninjutsu

Description: You place your hands on a solid surface within range before your hand vibrates and releases a massive surge of chakra. Each creature excluding you, in a 15-foot radius sphere centered on the point your touching must succeed a constitution saving throw, taking 4d6 force damage on a failed save and being knocked back 15 feet on a failed save and half as much on a successful one. A creature made of inorganic material such as stone, crystal or metal has disadvantage on the saving throw and takes double damage.

A non-chakra enhanced item that isn't being worn or carried also takes the damage if it's in the jutsu's area.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d6.

STINKING CLOUD

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 90 feet

Duration: 1 minute

Components: HS, CM, W

Cost: 8 Chakra

Keywords: Ninjutsu, Medical

Description: You create a 10-foot radius sphere of yellow nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration. Each creature that is completely within the cloud at the start of its turn must make a constitution saving throw against poison. On a failed save the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

VAMPIRIC TOUCH

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Touch

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 8 Chakra

Keywords: Ninjutsu, Medical

Description: Your hands glow with a sickening shadowing aura of chakra. Make a melee ninjutsu attack against a creature within your reach. On a hit, the target takes 4d10 necrotic damage and you regain hit points equal to half the amount of necrotic damage dealt. Until the jutsu ends, you can make the attack again on each of your turns as an action.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d10.

B-RANK:

BANISHING SEAL

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 60 feet

Duration: Concentration, up to 1 minute

Components: HS, CM, CS

Cost: 14 Chakra

Keywords: Ninjutsu, Fuinjutsu

Description: You create a sealing talisman or sealing scroll and impart your chakra seal onto it and throw it towards a creature you can see within range and it stops before touching them and opens a portal that attempts to send the creature to a pocket dimension. The target must succeed a Charisma saving throw or be banished to this pocket dimension for the duration.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and you can target one additional creature.

BODY PATHWAY DERANGEMENT

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Touch

Duration: Up to 1 minute

Components: HS, CM, M

Cost: 12 Chakra

Keywords: Ninjutsu, Medical

Description: You coat your fingertips in chakra and attempt to strike an opponent at the nape of their neck sending a surge of chakra through their central nervous system mixing up signals from their brain to the rest of their bodies. Make a Melee Ninjutsu Attack. On a hit, the target creature must make a Constitution saving throw.

On a failed save, the target creature's speed is halved, it takes a -2 Penalty to AC, automatically fails Dexterity saving throws and cannot use reactions. On its turn, it can either use an action or bonus action, not both. Regardless of the creature's abilities or jutsu descriptions, it can't make more than one attack during its turn. If the creature wants to use an action to make an ability save to end this effect, they must instead roll an Intelligence save

DEATH WARD

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 action

Range: Touch

Duration: Until it triggers.

Components: HS, CM, CS

Cost: 14 Chakra

Keywords: Ninjutsu, Medical, Fuinjutsu

Description: You draw your chakra seal onto a talesman or scroll and place it onto a creature granting it a measure of protection from death. The first time the target would drop to 0 hit points as a result of taking damage, the target instead stops to 1 hit point, and the jutsu ends. If the jutsu is still in effect when the target is subjected to an effect that would kill it instantly without dealing damage (Except Exhaustion), that effect is instead negated against the target, and the jutsu ends.

DISPLACEMENT SEALING TRAP

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Minute

Range: 10 feet

Duration: Instant

Components: HS, CS

Cost: 14 Chakra

Keywords: Ninjutsu, Fuinjutsu

Description: You draw a circle up to a 10-foot diameter circle on the ground inscribed with shinobi sigils that link your location to another location of which you've been too or know its exact coordinates. Only you or a trigger you set can trigger this sealing circle. Once activated All creatures in the circle are immediately teleported to the exact location within 10 feet of its exact coordinates.

FLY

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Touch

Duration: Concentration, up to 10 minutes

Components: HS, CM

Cost: 12 Chakra

Keywords: Ninjutsu

Description: You touch a willing creature. The target gains a flying speed of 30 feet for the duration. When the jutsu ends, the target falls if it is still aloft, unless it can stop the fall.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and target one additional creature

GIFT OF THE APEX

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 minute

Components: HS, CM

Cost: 14 Chakra

Keywords: Ninjutsu

Description: You begin to gain qualities of a single bestial creature. Granting you chakra projections that enhance your physical traits. Select one of the following beasts to gain traits from.

Bears Endurance: You gain a +4 Bonus to your Constitution ability score and advantage on constitution saving throws. Hit points gained by this temporary

increase are not temporary hit points and they go away when your constitution returns to normal.

Bull's Strength: You gain a +4 Bonus to your Strength ability score and advantage on Strength saving throws. You grow horns made of chakra. As an action you can attempt to gore an enemy. Make a melee attack against a creature within 5 feet of you dealing 2d12 piercing damage, causing them to bleed and knocking them prone.

Cat's Grace: You gain a +4 Bonus to your Dexterity ability score and advantage on Dexterity saving throws. You grow cat like claws and can make melee attacks using Dexterity instead of strength for attack and damage rolls. You gain a natural weapon claw attack that deals 2d8 slashing damage. You can make two attacks using this natural weapon.

Eagle's Splendor: You gain a +4 Bonus to your Wisdom ability score and advantage on Wisdom saving throws. Double the range of all ranged attacks.

Fox's Cunning: You gain a +4 Bonus to your intelligence ability score and advantage on intelligence saving throws. You can concentrate on up to 3 Jutsu at once and gain advantage on concentration checks.

KAGURA'S MIND EYE

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 1 mile

Duration: 1 minute

Components: HS, CM

Cost: 14 Chakra

Keywords: Ninjutsu, Sensory

Description: You force open your minds 3rd Eye greatly increasing your perceptive abilities almost 10-fold. You can now see chakra up to 1 mile away, and identify creatures based on their chakra patterns if you have seen or experienced them before. You can even sense fluctuations in a person's chakra when they lie or are performing jutsu. You gain Advantage on Insight checks to see if a creature is lying. You also gain Advantage on Perception to track someone using just their chakra alone. For the duration of this jutsu, creature in range cannot gain the benefit of being hidden, or obscured from you.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and then multiply the range by 10.

LIFE TRANSFERENCE

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: HS, CM

Cost: 12 Chakra

Keywords: Ninjutsu, Medical

Description: You sacrifice some of your health to mend other creatures' injuries. You take 4d8 necrotic damage which can't be reduced in any way, and one creature you can reach regains a number of hit points equal to twice the necrotic damage you take.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the necrotic damage you take by 2d8.

MULTI-SHADOW CLONE TECHNIQUE

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 Minute

Components: HS, CM

Cost: 8 Chakra

Keywords: Ninjutsu, Fuinjutsu

Description: An even more advanced Version of the 'Shadow clone technique' that creates a solid clone out of thin air using only chakra. This bond is still one way and the clones cannot send orders, thoughts or images to the users until they die in which case all information the clone has is transferred to the user. The clones follow the user's orders to the letter.

The user of this jutsu can create up to 10 Clones at once Costing 8 Chakra per clone. Clones you summon cannot have their cost reduced below half (4) Clone's act as part of your turn as a Bonus action to command. All of your clones perform up to 1 Action and 1 Move action. Clones do not have bonus actions instead using their Standard Action. Clones act at once and all attempt to perform the same command give. If commanded to perform the help action, they can only help the summoner. Clones do not have Reactions. Each clone has the same basic equipment as you and is summoned in any empty space that can hold it up to 30 feet away. They cannot use chakra Seals. Clones also cannot use clan or class Features.

For every 2 Clones you summon increase your AC by +1 for the duration as you and your clones are constantly moving between one another when you act.

All Clones have 1 Hit Point and 8 Temporary Chakra. Clones have an AC equal to your Ninjutsu Save DC. Clones can use all jutsu that you have (except Jutsu with "Clone" in its name & Fuinjutsu & Jutsu with the Combination keyword) expending their own chakra. Damaging jutsu casted by a Clone deals half damage. Their Saving throws & skills that the user is proficient in, attack bonuses and Save DC's are all equal to the user's appropriate Attack Bonuses, saving throws, and Save DC.

NONDETECTION

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Touch

Duration: Concentration, up to 8 hours.

Components: CM

Cost: 14 Chakra

Keywords: Ninjutsu, Sensory

Description: For the duration, you hide your chakra which lowers your presence and hides you from Jutsu with the Sensory Keyword. The target can be a willing creature or a place or an object no larger than 10 feet in any dimension. The target can't be sensed or seen by jutsu with the sensory keyword of B-Rank or lower. The target also cannot have its chakra seen by anything short of Truesight.

POLYMORPH

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

Components: HS, CM, CS

Cost: 12 Chakra

Keywords: Ninjutsu, Fuinjutsu

Description: This jutsu transforms you or another willing creature into a new form. The transformation lasts for the duration, or until the creature drops to 0 hit points, chakra points or dies. The new form can be any beast whose level is equal to or less than yours. The targets statistics, excluding mental ability scores are replaced by the statistics of the chosen beast.

They assume the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce your normal forms hit points to 0, you aren't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast jutsu, or take any other action that requires hands or speech. Your gear melds into the new form. You can't activate, use wield or otherwise benefit from your equipment for the duration.

REVIVAL

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: HS, CM

Cost: 14 Chakra

Keywords: Ninjutsu, Medical

Description: You send a surge of healing chakra through a creature that has been dead for no more than 1 minute that didn't die of old age, isn't undead, and not missing its head. You make a Ninshou Ability Check vs DC (15 + 1 for every round the target has been dead.) The target returns to life with 1 Hit Point. Missing body parts are not returned. Internal organs are healed and regenerated. This jutsu neutralizes any poisons, cures all normal diseases affecting the creature when it dies. This jutsu does not neutralize any special poisons or seals or curses and the like. This jutsu also does not remove ranks of exhaustion a creature has accumulated prior to death; If such effects aren't removed prior to casting this jutsu, they continue to affect the creature after they have been revived.

STRENGTH OF 100

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Concentration, Up to 1 Minute

Components: CM

Cost: 14 Chakra

Keywords: Ninjutsu, Medical

Description: You use finely controlled chakra across your body, granting you strength of over 100 people. Your strength becomes 20 for the Duration. Your jump height and distance are doubled. You gain Advantage on Strength & Constitution Ability, Ability checks, and saves.

When you make an unarmed attack, you deal 3d10 Bludgeoning damage. After you end this jutsu, you suffer the consequences of pushing your body to its limit. Your movement speed is halved, you gain disadvantage on Strength & Constitution Checks. These lasts until you take a short rest.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the damage by 1d10.

SUMMONING: RASHOMON

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Reaction

Range: 30 Feet

Duration: Up to 1 Minute

Components: HS, CS, M

Cost: 12 Chakra

Keywords: Ninjutsu, Fuinjutsu

Description: You bite your finger drawing blood before using it as a catalyst to summon Rashomon, a 60 feet tall, 30 Feet wide, and 5 feet thick gate made of iron, brick, chakra and other materials. This wall is erected standing straight upward. If you are in an area that cannot fit Rashomon, this jutsu will fail. Rashomon has an AC equal to your Ninjutsu save DC, and 50 Hit points and is resistant to all damage. Rashomon will remain summoned until the jutsu ends or its Hit points are reduced to 0. When Rashomon's Hit points are reduced to 0, he cannot be summoned for 1 week, while he reforms himself. The design of Rashomon is up to the user as well as the color and imagery on the wall itself.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3. Increase the AC by +1 and the Hit points by 15.

THOUSAND-ARMED MURDER

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Touch

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 12 Chakra

Keywords: Ninjutsu

Description: An Advanced version of the "Arms of Buddha" Ninjutsu. This advanced version keeps the Golden Buddha materialized out of golden chakra. This Buddha stands behind its user with a calm and peaceful face, however whenever the user gets angry or intends to attack, the spirit turns red and grows fangs and its appearance becomes akin to a demon and attacks its users' enemies with its 1000 hands or Protects its user when attacked.

As an Action make a melee ninjutsu attack against a creature you can see who is no more than 10 feet away. On a hit, the target creature takes 10d6 Force Damage.

Also, as a Reaction, when you are hit by a Ninjutsu, Taijutsu, unarmed or weapon attack. Roll 2d10 + Ninjutsu ability modifier, Subtracting the results from the damage you would normally take.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3. Increase the Damage by 1d6 and the reaction roll by 1d10

VITRIOLIC SPHERE

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 150 feet

Duration: Instant

Components: HS, CM

Cost: 11 Chakra

Keywords: Ninjutsu, Medical

Description: You point at a place within range, and conjure a glowing 1-foot ball of bubbling acid that streaks to the chosen location and explodes in a 15-foot radius sphere. Each creature in that area must make a Dexterity saving throw taking 10d4 Acid damage and 5d4 Acid damage at the end of its next turn. On a successful

save, a creature takes half the initial damage and no damage at the end of its next turn.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the initial damage by 2d4.

WARDING SEAL

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: HS, CM, CS

Cost: 14 Chakra

Keywords: Ninjutsu, Fuinjutsu

Description: When you cast this jutsu, you inscribe a harmful seal either on a surface (such as a section of floor, a wall, or a table) or within an object that can be closed to conceal the seal (such as a book, a scroll, or a treasure chest). If you choose a surface, the seal can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this jutsu, the seal is broken and this jutsu ends without being triggered.

The seal is nearly invisible, requiring an Intelligence (Investigation) or Intelligence (Ninshou) check against your ninjutsu save DC to find it.

You decide what triggers the seal when you cast the jutsu. For seals inscribed on a surface, the most typical triggers include touching or stepping on the seal, removing another object covering it, approaching within a certain distance of it, or manipulating the object that holds it.

You can further refine the trigger so the jutsu is activated only under certain circumstances or according to a creature's physical characteristics (such as height or weight). You can also specify creatures that don't trigger the seal, such as those who say a certain password.

When you inscribe the seal, you can store a Ninjutsu or Genjutsu of B-Rank or lower in the seal by casting it as part of creating the seal. The jutsu must target a single creature or an area. The jutsu being stored has no immediate effect when cast in this way. When the seal is triggered, the stored jutsu is cast. If the jutsu has a target, it targets the creature that triggered the seal. If the jutsu affects an area, the area is centered on that creature. If the jutsu summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the jutsu requires concentration, it lasts until the end of its full duration.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the rank of a Sealed Jutsu by 1. (B>A>S)

A-RANK:

ANIMATE OBJECTS

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 minutes

Components: HS, CM

Cost: 19 Chakra

Keywords: Ninjutsu

Description: Objects come to life at your command. Choose up to ten objects within range that are not being worn or carried. Medium targets count as two objects,

Large targets count as four objects, Huge targets count as eight objects. You can't animate any object larger than Huge. Each target animates and becomes a creature under your control until the jutsu ends or until reduced to 0 hit points.

As a bonus action, you can mentally command any creature you made with this jutsu if the creature is within 500 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

ANIMATED OBJECT STATISTICS

Size	HP	AC	Attack	Ability Scores
Tiny	20	18	+8 to hit, 1d4+4	Str:4, Dex:18
Small	25	16	+6 to hit, 1d8+2	Str:6, Dex:14
Medium	40	13	+5 to hit, 2d6+1	Str:10, Dex:12
Large	50	10	+6 to hit, 2d10+2	Str:14, Dex:10

An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determine by its size. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if the objects lack legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack with an attack bonus and bludgeoning damage determine by its size. The DM might rule that a specific object inflicts slashing or piercing damage based on its form.

AURA OF POWER

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 20 Chakra

Keywords: Ninjutsu

Description: Intense chakra lashes out from you and coalesces in a soft radiance of blue light in a 30-foot radius around you. Creatures of your choice in the radius when you cast this jutsu shed a dim light in a 5-foot radius and have advantage on all saving throws, and other creatures have disadvantage on attack rolls against them until the jutsu ends. In addition, when a creature hits an affected creature with a melee attack, the chakra flashes with an extreme pressure. The attacker must succeed on a constitution saving throw or be incapacitated until the end of their next turn.

CROWN OF STARS

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 10 minutes

Components: HS, CM

Cost: 19 Chakra

Keywords: Ninjutsu

Description: You Create 8 Globes of light, that split into groups of 4 as they circle your wrists or ankles. You can use a bonus action to send one of the globes streaking toward one creature or object within 60 Feet of you. When you do, make a ranged Ninjutsu attack. On a hit the target takes 3d12 Force Damage. Whether you hit or miss you spend one globe and it vanishes after use. The Jutsu ends early if you expend the last globe or fall unconscious. If you have 4 or more globes, they shed a bright light in a 30-foot radius and dim light for an additional 30 feet. If you have less than 4, the remaining globes shed dim light in a 30-foot radius.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and the number of motes created increases by 2.

FLYING THUNDER GOD

Classification: Ninjutsu

Rank: A-Rank

Casting Time: Special

Range: 1 mile

Duration: Special

Components: HS, CM, CS, NT, W

Cost: Special

Keywords: Ninjutsu, Fuinjutsu

Description: Using a Chakra Seal you are able to imprint a personally made seal upon any weapon, surface, or object. This process takes 1 hour. Marking objects, surfaces or weapons this way costs 20 chakra. Spending this chakra allows you to mark as many objects, weapons, or surfaces within 30 feet of you.

Additionally, as an action, you may make a ninjutsu attack. On a hit, target creature is marked. Attempting to mark creatures in this way costs 5 chakra regardless if you hit or miss.

You can have up to 10 markings active at once. If you make a 11th mark then one of the previous seals vanish.

You are able to spend 5 chakra and reducing your maximum movement by half until the end of your turn, to teleport yourself and up to one creature within 5 feet of you, up to 1 mile from your current position towards either a Chakra seal made by this jutsu or the *Chakra Mark* ninjutsu, appearing within 5 feet of your selected seal in a space that can hold you. If you end your movement using this jutsu within 5 feet of a hostile creature, you have advantage on the next attack roll made against the creature until the end of your next turn.

A seal created by this jutsu can only be teleported to up to 5 times before the seal is eroded from chakra overload forcing you to redo the sealing process. Others who have this jutsu, with whom you share this jutsu's network with, can use your seal to teleport to other marked locations that you made that bear your seal so long as they know the location of the target seal's destination.

At Higher Ranks: When you would upcast this jutsu, Beginning at S-Rank; You are able to mark a single object, surface, or a weapon within 5 feet as a bonus action at the cost of 10 chakra. You also multiply your

teleportation distance by 10 by increasing the cost to teleport by 10

FORCECAGE

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 100 feet

Duration: 1 hour

Components: HS, CM, CS

Cost: 19 Chakra

Keywords: Ninjutsu, Fuinjutsu

Description: You impart a scroll with your chakra seal, which conjures an immobile, glowing blue, cube shaped prison composed of chakra, springs into existence around an area you choose within range. The prison can be a cage or a solid box as you choose.

A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2-inch apart. A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any jutsu cast into or out of the area.

When you can the jutsu, any creature that is completely inside the cages area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area.

A creature inside the cage can't leave it by non-teleportation means. If the creature tries to use teleportation to leave the cage, it must first make an Intelligence saving throw, on a success the creature can use that jutsu to exit the cage. On a failure the creature can't exit the cage and wastes the use of the jutsu or effect.

HEALING WAVE

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 30 Feet radius sphere

Duration: Instant

Components: HS, CM

Cost: 19 Chakra

Keywords: Ninjutsu, Medical

Description: You clasp your hands releasing a shockwave of healing energy in a 30-foot radius sphere centering on you. You heal up to 8 creatures a total of 80 hit points between them while also gaining advantage on Constitution saving throws and soothing all physical and mental pain. Until the end of your next turn, creatures healed by this jutsu gain resistance to all damage.

LION MANE: NEEDLE HELL

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Reaction, which you take when you are targeted for an attack, or Jutsu.

Range: Self

Duration: 1 Round

Components: HS, CM

Cost: 15 Chakra

Keywords: Ninjutsu

Description: An advanced version of the "Needle Jizo" Ninjutsu. You create a much thicker and much denser shield of hair that covers your entire body that also shoots your hair like needles outwards in a 360* area around you with enough force to tear boulders apart. You gain +5 AC for the duration of this jutsu and all creatures in a 15 Foot-radius sphere centered on you, must make a

Dexterity saving throw, taking 8d8 Piercing damage on a failed save, or half as much on a successful one.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3, the AC bonus by +1 and the damage by 1d8

NEGATIVE EMOTION SENSING

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 1 Mile

Duration: Concentration, up to 1 hour.

Components: HS, CM

Cost: 16 Chakra

Keywords: Ninjutsu, Sensory, Medical

Description: This is a perfected sensory ninjutsu based on the principles from "Kagura's Mind Eye". This jutsu digs further instead targeting a creature's emotions to track and keep notice of them from up to 1 mile away. You are able to immediately tell the emotional state or intentions of a creature within range. A Creature who attempts to hide these emotions must make a Deception check against your Ninjutsu Save DC. You can sense discomfort, enjoyment, anger, and even killing intent.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and multiply the range by 10.

REGENERATE

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Touch

Duration: 1 hour

Components: HS, CM

Cost: 18 Chakra

Keywords: Ninjutsu, Medical

Description: You touch a creature and stimulate its natural healing ability. The target regains 4d8+15 hit points. For the duration of the jutsu, the target regains 1 hit point at the start of each of its turns (10 hit points per minute).

The targets severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, the jutsu instantly causes the limb to knit to the stump.

REVERSE SEAL SUMMONING

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Self

Duration: Instant

Components: HS, CM, CS

Cost: 20 Chakra

Keywords: Ninjutsu, Fuinjutsu

Description: You mark up to 6 willing Creatures with a chakra seal, marking them with your personal seal formation. With this seal, you can, as a bonus action, teleport creatures marked with your seal to you from up to 1 mile away. You may also inversely teleport to them, as a bonus action, from up to 300 Feet away, occupying a space within 5 feet of them that can hold you. Creatures marked can resist being summoned causing this jutsu to fail, if they resist you do not spend chakra.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and multiply the range by 10.

SEAL OF DISCORD

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Touch

Duration: Until dispelled or triggered.

Components: HS, CM, CS

Cost: 20 Chakra

Keywords: Ninjutsu, Fuinjutsu

Description: When you cast this jutsu, you inscribe a harmful seal either on a surface (such as a section of floor, a wall, or a table) or within an object that can be closed to conceal the seal (such as a book, a scroll, or a treasure chest). If you choose a surface, the seal can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this jutsu, the seal is broken and this jutsu ends without being triggered.

The seal is nearly invisible, requiring an Intelligence (Investigation) or Intelligence (Ninshou) check against your ninjutsu save DC to find it. You decide what triggers the seal when you cast the jutsu. For seals inscribed on a surface, the most typical triggers include touching or stepping on the seal, removing another object covering it, approaching within a certain distance of it, or manipulating the object that holds it.

You can further refine the trigger so the jutsu is activated only under certain circumstances or according to a creature's physical characteristics (such as height or weight). You can also specify creatures that don't trigger the seal, such as those who say a certain password. When you inscribe the seal, choose one of the options below for its effect. Once triggered, the seal glows, filling a 30-foot radius sphere with dim light for 10 minutes, after which time the jutsu ends. Each creature in the sphere when the seal activates is targeted by its effect, as is a creature that enters the sphere for the first time or ends its turn there.

Death. Each creature must make a constitution saving throw, taking 10d10 necrotic damage on a failed save, or half as much on a successful one.

Hopelessness. Each target must make a charisma saving throw. On a failed save, the target is overwhelmed with despair for 1 minute. During this time, it can't attack or target any creature with harmful abilities, jutsu or other chakra weapons.

Pain. Each target must make a Constitution saving throw and becomes incapacitated with excruciating pain for 1 minute on a failed save.

Stunning. Each target must make a Wisdom saving throw and becomes stunned for 1 minute on a failed save.

TOBIRAMA'S SWORD

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 60 feet

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 17 Chakra

Keywords: Ninjutsu, Fuinjutsu

Description: You conjure a sword-shaped place of special distortion that hovers within range. It lasts for the duration.

When the sword appears, you make a melee ninjutsu attack against a target of your choice within 5 feet of the sword. On a hit, the target takes 5d10 + Ninjutsu Modifier force damage. Until the jutsu ends, you can use a bonus action on each of your turns to move the sword up to 20

feet to a spot you can see and repeat this attack against the same target or a different one.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and the amount of attacks the sword can make by 1 per round.

S-RANK:

CHAKRA DISTORTION FIELD

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: Self (10 foot-Radius sphere)

Duration: Concentration, Up to 1 Minute

Components: HS, CM

Cost: 30 Chakra

Keywords: Ninjutsu

Description: A 10-foot radius invisible sphere of chakra distortion. This area is divorced from chakra that makes up the world. Within the sphere, Ninjutsu or Genjutsu can't be cast, and chakra items become mundane. Until the jutsu ends, the sphere moves with you, centered on you.

Jutsu and other chakra-based effects except those creature by an S-Ranked Artifact or Sage are suppressed in the sphere and can't protrude into it. Chakra spent to cast a suppressed jutsu is lost. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

Targeted Effects. Jutsu and other chakra effects such as Flame bolt or Doubled Pain, that target a creature or an object in the sphere have no effect on that target.

Areas of Chakra. The area of another jutsu or chakra effect such as Fireball, can't extend into the sphere. If the sphere overlaps an area of chakra, the part of the area that is covered by the sphere is suppressed. For example, the winds created by Wall of wind are suppressed within the sphere, creating a gap in the wall if the overlap is large enough.

Jutsu. Any active jutsu or other chakra effect on a creature or an object in the sphere is suppressed while the creature or object is in it.

Chakra items. The properties and abilities of chakra items are suppressed in the sphere. For example, a +1 Katana in the sphere functions as a non-chakra enhanced katana. A Chakra weapons properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If a chakra weapon or piece of chakra enhanced ammunition fully leaves the sphere.

CREATION REBIRTH: STRENGTH OF 1000

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 Minute

Components: HS, CM

Cost: 30 Chakra

Keywords: Ninjutsu, Medical

Description: As a prerequisite for learning this jutsu you must know the "Strength of 100 Technique" Jutsu. You have mastered the "Strength of 100 Technique" perfecting the chakra control needed and finding the most efficient way to enhance your physical strength by over 1000 times. For the duration, your strength score Double. Your jump distance is multiplied by 4, your movement speed is tripled, you gain advantage on Constitution, Strength and Dexterity saving throws, and you

regenerate hit points equal to 2d12+ your constitution modifier at the start of each of your turns.

When you make an unarmed attack, you deal an additional 3d10 Bludgeoning damage. When this jutsu ends or you deactivate this jutsu, your body experiences a massive shock. You gain 5 ranks of exhaustion which cannot be removed or healed by any means. You must complete at least 4 weeks of Recouperation during Downtime to remove them.

DEMIPLANE

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 action

Range: 30 feet

Duration: 1 hour

Components: HS, CM, CS

Cost: 35 Chakra

Keywords: Ninjutsu, Fuinjutsu

Description: When you cast this jutsu, you inscribe a transportation seal either on a surface (such as a section of floor, a wall, or a table) or within an object that can be closed to conceal the seal (such as a book, a scroll, or a treasure chest). If you choose a surface, the seal can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this jutsu, the seal is broken and this jutsu ends without being triggered.

The seal glows as a shadowy door forms on a flat solid surface that is attached to the surface the seal is placed on. The door is large enough to allow medium creatures to pass through unhindered. When opened, the door leads to a Demiplane that appears to be an empty room 30 feet in each dimension, made of wood or stone. When the jutsu ends, the door disappears, and any creature or objects inside the Demiplane remain trapped there, as the door also disappears from the other side.

Each time you cast this jutsu, you can create a new Demiplane, or have the shadowy door connect to a Demiplane you created with a previous casting of this jutsu. Additionally, if you know the nature and contents of a Demiplane created by a casting of this jutsu by another creature, you can have the shadowy door connect to its Demiplane instead.

FLYING THUNDER GOD: GUIDING THUNDER

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Reaction to another creature's Move, Attack, or Cast a Jutsu Action

Range: 30 Feet

Duration: Instant

Components: HS, CM, CS

Cost: 22 Chakra

Keywords: Ninjutsu, Fuinjutsu

Description: You bend space and time by making a sealing formation in midair up to 30 feet away from you in a space you can see that you decide. Creatures, objects or Jutsu that cross through this space are immediately teleported to a location that you have previously marked with any Chakra Seal within 10 miles. This destroys the Chakra Seal after activation.

FOUR YANG FORMATION

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: Up to 60 Feet

Duration: Concentration

Components: HS, CM, CS, 3 Other Four Yang

Formation Users

Cost: 30 Chakra

Keywords: Ninjutsu, Fuinjutsu

Description: You and 3 other users of this jutsu take position in 4 points, surrounding the area you wish to seal. You each take position in 4 different points no more than 60 feet away from one another and each spend your turn activating this jutsu. When all 4 are complete you bend time and space sealing away the enclosed space in a pocket dimension composed of null space. Creatures trapped in this pocket dimension, are unable to escape unless they perform the same jutsu, or can teleport using the “Flying Thunder God: Guiding Thunder”, “Displacement Sealing Trap”, “Flying Thunder God”, or “Four Yang Formation” Ninjutsu.

PLANE SHIFT

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 action

Range: Touch

Duration: Instant

Components: HS, CM, CS

Cost: 24 Chakra

Keywords: Ninjutsu, Fuinjutsu

Description: You and up to eight willing creatures who are touching each other are transported to a different location that you’ve placed a Chakra seal prior. This location can be on the standard plane of existence, or in a pocket dimension that has not collapsed.

REALITY BREAK

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 24 Chakra

Keywords: Ninjutsu, Fuinjutsu

Description: You shatter the barriers between dimensions thrusting a creature into turmoil and madness. The target must succeed a Constitution saving throw or it can’t take reactions until the jutsu ends. The target must also roll a d10 at the start of each of its turns; the number rolled determines what happens to the target as shown on the Reality break table. If used while inside of a pocket dimension created by another jutsu, that dimension collapses on itself being destroyed and never being able to be reached ever again.

REALITY BREAK EFFECTS

D10	Effects
1-2	Collapsing World. The target takes 12d8 force damage, and is stunned until the end of the turn. If the target was in a pocket dimension, they return to the standard plane of existence.
3-5	Rendering Rift. The target must make a Dexterity saving throw, taking 8d12 force damage on a failed save, or half as much damage on a successful save.
6-8	Wormhole. The target is teleported, along with everything it wearing and carrying, up to 100 miles away to an unoccupied space in a random direction. The target also takes 12d10 force damage and is prone.
9-10	Chill of the Dark Void. The target takes 12d10 Necrotic Damage and is blinded permanently. This can be removed with a Restorative of A-Rank or Higher.

REAPER DEATH SEAL

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: 5 feet

Duration: Instant

Components: HS, CM

Cost: 30 Chakra

Keywords: Ninjutsu, Fuinjutsu

Description: You summon the reaper of souls. Along with casting this jutsu you target a restrained creature within range. The reaper of death reaches through you, using your soul as a glove reaching into the grabbed creature and pulls their souls out immediately killing them. The user of this jutsu also dies after the jutsu has concluded both of their souls being sealed into the belly of the reaper of souls.

EARTH RELEASE

Earth Release is one of the basic elemental nature transformation techniques and allows the user to manipulate the surrounding earth for offensive and defensive purposes or create it; be it dirt, mud, or rock.

Earth Release techniques have the ability to change the strength and composition of the earth from being as hard as metal to as soft as clay as well as manipulating their density, making them heavier or lighter. This includes allowing the user to travel through ground and rock in various ways which can be essential for both transportation and for setting up attacks or creating defenses or for offence. Indeed, this makes earth techniques one of the most versatile of the elemental techniques. Pre-existing earth is not necessary though, for the user can create it with their own chakra.

Earth Release is naturally strong against Water Release and weak against Lightning Release

Prerequisite: You must have the Earth Release Affinity to learn jutsu with the Earth Release Keyword.

D-Rank

Agonizing Thorn

Bedrock Coffin

Bedrock Skin

Earth Flow River

Earth Spine Grudge

Earthen Entanglement

Earthen Grasp

Earthen Tremor

Geolocation

Headhunter Technique

Mole Movement

Mud Wave

Rising Rock Technique

Rock Shuriken

Stone Fist

C-Rank

Earth Clone

Earth Dragon Bullet

Earth Flow Spears

Moving Earth Core

Mud Wolf Trap

Rending Drill Fang

Rock Tank

Sand Armor

Sand Coffin Binding

Sandstorm

Terrashield

Turning Palm

B-Rank

Antlion Collapse

Bottomless Swamp

Earth Prison Dome

Earth-Style Wall

Iron Skinned Spear

Mausoleum Dumpling

Sandwich Technique

Stone Bamboo Shoot

A-Rank

Added Weight

Gravity Break

Ironstone Hardening

Stone Dragon

Stone Forest

Stone Needle

S-Rank

Diamond Bone Hardening

Meteor Fall

Particle Assimilation Cube

Particle Assimilation Cylinder

D-RANK:

EARTH RELEASE: AGONIZING THORN

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Instant

Components: HS, CM

Cost: 4 Chakra

Keywords: Ninjutsu, Earth Release

Description: You generate Shards of earth and hurl them at a creature or object within range. Make a Ranged Ninjutsu Attack against the target. On a hit, the target takes 4d6 Piercing Damage.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d6

EARTH RELEASE: BEDROCK COFFIN

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Concentration, up to 1 minute.

Components: HS, CM

Cost: 5 Chakra

Keywords: Ninjutsu, Earth Release

Description: You manipulate and mold the earth under your enemies to encase them in a coffin of stone. Target creature makes a Dexterity saving throw. On a failed save, they are Captured inside the Coffin and are treated as restrained. On a success they dodge out of the way of the coffins collapsing form. On each of their turns thereafter, they can make a Strength saving throw to force their way out. If a creature attempts to attack the coffin. The coffin has an AC of 10 and 10 Hit Points.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the hit points of the coffin by 10.

EARTH RELEASE: BEDROCK SKIN

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Reaction to being hit with an attack.

Range: Self

Duration: Instant

Components: HS, CM

Cost: 4 Chakra

Keywords: Earth Release, Ninjutsu,

Description: The Jutsu hardens the skin in response to taking any form of Damage. Reduce the triggering damage types damage by 5 (Except Psychic or Lightning damage) until the start of your next turn.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage reduction by 3.

EARTH RELEASE: EARTH FLOW RIVER

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet (15 Foot line)

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Earth Release, Ninjutsu

Description: You select a starting point and transform the surface of the ground into a mud river that sweeps creatures off of their feet and carries them downstream

about 15 feet away. Creatures in the path of the slide must make a Dexterity saving throw. On a failure creature are swept up by the flow of mud and dragged to the end of the stream and left prone.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the range by 5ft

EARTH RELEASE: EARTH SPINE GRUDGE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self (10 feet)

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 4 Chakra

Keywords: Ninjutsu, Earth Release

Description: You generate Shards of earth and levitate them around yourself, creating a field of stone debris to protect you. For the duration of this jutsu, ranged attacks are made as disadvantage as you are heavily obscured with the floating earth around you.

EARTH RELEASE: EARTHEN ENTANGLEMENT

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Concentration, up to 1 minute.

Components: HS, CM

Cost: 5 Chakra

Keywords: Ninjutsu, Earth Release

Description: Hooking and grasping arches of stone sprout from the ground in a 20-foot square starting from a point within range. For the duration, these earthen arches turn the ground into difficult terrain. A creature in the area when you cast the ninjutsu must succeed on a Strength saving throw or be restrained by the criss crossing stone arches until the jutsu ends. A creature restrained by the earth can use its action to make a Strength check against your Ninjutsu save DC. On a success, it frees itself.

EARTH RELEASE: EARTHEN GRASP

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 5 Chakra

Keywords: Earth Release, Ninjutsu

Description: You select a 5-foot-square unoccupied space on the ground that you can see within range. A medium sized hand mad from earth, soil and dust rises there and reaches for one creature you can see within 5 feet of it. The target must make a Strength saving throw. On a failed save, the target takes 2d6 earth damage and is restrained for the Jutsu's duration.

As an action, you can cause the hand to crush the restrained target, who must make a Strength saving throw. It takes 2d6 earth damage on a failed save, or half as much damage on a successful one.

To break out the restrained target can make a strength check against your Ninjutsu save DC. On a success, the target escapes and is no longer restrained by the hand.

As an action, you can cause the hand to reach for a different creature or to move to a different unoccupied

space within range. The hand releases a restrained target if you do either.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d6.

EARTH RELEASE: EARTHEN TREMOR

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self (10-foot Radius sphere)

Duration: Instant

Components: HS, CM

Cost: 4 Chakra

Keywords: Earth Release, Ninjutsu

Description: You cause a tremor in the ground in a 10-foot radius. Earth creature other than you in that area must make a Dexterity saving throw. On a failed save, a creature takes 1d8 earth damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until it is cleared.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 2d8.

EARTH RELEASE: GEOLOCATION

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1-Action

Range: Self

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 4 Chakra

Keywords: Earth Release, Ninjutsu

Description: You extend your chakra throughout the earth around you extending up to 30 feet from you. For the duration you gain tremor sense. Creatures who move on the same surface that you are standing on are perceived by you with your tremor sense.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the length of time this jutsu can last to 10 minutes at C-Rank, 1 Hour at B-Rank, and 24-Hours at A-Rank.

EARTH RELEASE: HEADHUNTER TECHNIQUE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1-Action

Range: Touch

Duration: Instant

Components: HS, CM

Cost: 3 Chakra

Keywords: Earth Release, Ninjutsu

Description: While burrowing under a target, you can attempt to drag them under leaving them submerged in the earth with only their head being exposed. Target creature makes a Dexterity saving throw to avoid being snatched in and restrained. If you are hidden from the target and they are unaware of your presence they make their save at disadvantage. Creatures who are restrained by this jutsu can make a strength saving throw as an action on their turn to end the effect of this jutsu.

EARTH RELEASE: MOLE MOVEMENT

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1Action

Range: Self

Duration: Concentration, up to 1 minute.

Components: HS, CM

Cost: 4 Chakra

Keywords: Earth Release, Ninjutsu

Description: You begin to sink into the ground after converting the earth under your feet into a soft sand like substance. You gain a burrow speed of 30 feet. You can burrow through earth and sand alike. If you run out of chakra while underground you emerge directly up from where you are. You leave a single tunnel large enough for one person to fit through at a time. You have knowledge of how many people are on the surface directly above you in a 10-foot cube centering on you.

EARTH RELEASE: MUD WAVE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 feet

Duration: Instant

Components: HS, CM

Cost: 4 Chakra

Keywords: Earth Release, Ninjutsu

Description: You churn the earth in front of you and blast it forward in a 30-foot line, that's 5 feet wide.

Creatures in the line must make a Dexterity saving throw taking 3d6 earth damage and being knocked prone on a failed save, and half as much damage and not additional effect on a successful save.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by 1d6.

EARTH RELEASE: RISING ROCK TECHNIQUE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1-Action

Range: 30 feet

Duration: Instant

Components: HS, CM

Cost: 4 Chakra

Keywords: Earth Release, Ninjutsu, Clash

Description: You tear 2 Large chunks of stones from the ground using the strength of your chakra alone, and hurl them at a single target. Make a Ranged ninjutsu attack against the target dealing 1d12 Earth and 1d12 Bludgeoning damage on a hit.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d12 for each type.

EARTH RELEASE: ROCK SHURIKEN

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1-Action

Range: Self

Duration: 1 Hour

Components: HS, CM

Cost: 3 Chakra

Keywords: Earth Release, Ninjutsu

Description: You mold and shape small stones into the shape of ninja shuriken. These can be used as a replacement for normal shuriken and do not require actual shuriken to use. You create 3 Rock Shuriken. When thrown, they use your Ranged Attack Bonus (Dexterity Modifier + Proficiency) when determining the to hit bonus. They deal 1d6 + Ninjutsu Modifier Slashing Damage on a hit.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and create 2 more rock shuriken.

EARTH RELEASE: STONE FIST

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 minute

Components: HS, CM

Cost: 4 Chakra

Keywords: Earth Release, Ninjutsu, Clash

Description: You encase a single arm in rock, enabling yourself to deal powerful hardened punches against opponents, while also protecting yourself from direct contact. When you score a successful hit with an unarmed attack for the duration of this jutsu, you deal your Unarmed Damage +2d6. With this Jutsu active you cannot use your encased hand to perform handsigns and when you strike a creature it does not count as direct contact with them.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by 1d6.

C-RANK:

EARTH RELEASE: EARTH CLONE

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Concentration, up to 10 minutes

Components: HS, CM

Cost: 8 Chakra

Keywords: Earth Release, Ninjutsu

Description: A modified version of the *Shadow Clone Technique* that allows the user to create a powerful construct from soil, rock and sand in their own image. The clone weights 6 times as much as the user, and cannot swim (or drown). You can only create a single clone that is incapable of sentient thought, but can be mentally commanded as a bonus action, to complete a task by the user so long as they are standing on the same surface within 120 feet of one another. If the clone and user are ever outside of this range the clone melts away back into the materials that made it.

The Earth clone has an AC equal to your Ninjutsu Save DC, 15 hit points, it does not have chakra of its own. It has Immunity to Genjutsu, Psychic & Poison damage, Resistance to Bludgeoning, Earth & Cold Damage but Vulnerability to lightning damage. If your Earth Clone must make a saving throw it uses your Ninjutsu ability modifier plus half of your proficiency regardless of the type of saving throw made.

Your clone has a replica of any weapons you have on you at the time of creation that is also made from the same materials that constitute it's made from. When the clone makes an Attack using this weapon or an unarmed attack it deals 1d8 earth damage regardless of the attack used. It can make up to 2 attacks using its action. It does not get a Bonus action or a reaction. You can cast ninjutsu, that you know (except Jutsu with "Clone" in its name & Fuinjutsu & Jutsu with the Combination keyword) with the *Earth Release* keyword through your earth clone as if the clone is casting it itself. The Clone cannot use any Clan or Class Features, it also cannot use any Feats you may have.

Creatures who have chakra sight can immediately tell the clone is made of earth and can distinguish the clone from the original. You cannot control any other type of clone when using this jutsu. (Including *Shadow Clones*)

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the clones Hit points by 5.

EARTH RELEASE: EARTH DRAGON BULLET

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Instant

Components: HS, CM

Cost: 7 Chakra

Keywords: Earth Release, Ninjutsu, Clash

Description: You spit up a puddle of mud from your stomach after molding chakra. You then manipulate the mud, forming it into a Dragon head that then opens its mouth and firing compressed balls of mud that are meant to cause concussive damage on impact. Make a Ranged Ninjutsu attack. On a hit the target takes 8d4 Bludgeoning Damage.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and damage by 2d4.

EARTH RELEASE: EARTH FLOW SPEARS

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 60 ft (10 Foot cube)

Duration: Instant

Components: HS, CM

Cost: 9 Chakra

Keywords: Earth Release, Ninjutsu

Description: Choose a point you can see on the ground within range. A Fountain of spiked earth molded from the ground erupts in a 10-foot cube. Each creature in that area must make a Dexterity saving throw. A creature takes 3d12 Piercing damage on a failed save, or half as much damage on a successful one.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d12.

EARTH RELEASE: MOVING EARTH CORE

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: HS, CM

Cost: 7 Chakra

Keywords: Earth Release, Ninjutsu

Description: You are able to manipulate the ground under you by either raising it or lowering it no more than 10 feet, allowing you to reach much higher locations above you or by revealing buried locations under you.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the distance you can adjust the ground by 5 feet.

EARTH RELEASE: MUD WOLF TRAP

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 10 Minutes

Range: 1 Mile

Duration: 1 Minute

Components: HS, CM, CS

Cost: 9 Chakra

Keywords: Earth Release, Ninjutsu, Fuinjutsu

Description: You focus on creating a large seal in the space of a 15-foot cube. By focusing your chakra, you set

a trigger of another creature entering the space of the seal. Upon a creature triggering the seal, 4 Wolves made of mud you used to cover the seal that act in a predetermined manner. The seal remains in effect until you deactivate it or you move more than 1 mile away. The Wolves have the following stats and act in a predetermined manner set by you.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3. Summon 1 additional Wolf.

MUD WOLF

Medium Construct, unaligned

Armor Class 11+ your ninjutsu ability modifier

Hit Points 20 (5d4+5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities Acid, Poison, Psychic, Bludgeoning, Slashing, Piercing and Slashing from non-Chakra enhanced weapons.

Condition Immunities Charmed, Exhaustion, frightened, paralyzed, petrified, poisoned

Senses Darkvision 60 ft., passive Perception 10

Immutable Form: *The Mud Wolf is immune to any Jutsu or effect that would alter its form.*

Elemental Weapons: The Mud Wolves weapon attacks are chakra enhanced

ATTACKS

Bite. *Natural weapon Attack: (Your ninjutsu Modifier) to hit, Reach 5ft., one target. Hit: 1d4+1, piercing damage.*

Grab. If target creature is hit by your bite attack, they must succeed a Strength save vs the users Ninjutsu Save DC. On a failed save they are knocked prone.

EARTH RELEASE: RENDING DRILL FANG

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: HS, CM, M

Cost: 8 Chakra

Keywords: Earth Release, Ninjutsu, Clash

Description: You cover your forearm with a spinning drill made of stone. You make a Melee Ninjutsu attack. On a Hit target creature takes 3d6 Piercing damage and 3d6 Earth Damage.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d6 of each damage type.

EARTH RELEASE: ROCK TANK

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 30 feet

Duration: Instant

Components: HS, CM

Cost: 8 Chakra

Keywords: Earth Release, Ninjutsu, Clash

Description: A modified version of the Akimichi clan's Human boulder technique. The user covers itself with earth, soil or sand and molds it into a rolling sphere that is then launched at a target creature in range crushing them beneath the weight of the mass of earth. Make a Melee Ninjutsu attack on a creature you can see within range propelling yourself towards the target creature. On a hit target creature takes 5d8 Earth damage and makes the target makes a Strength saving throw being knocked prone on a failed save.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d8.

EARTH RELEASE: SAND ARMOR

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 hour.

Components: HS, CM

Cost: 8 Chakra

Keywords: Earth Release, Ninjutsu

Description: An extremely protective and dense layer of sand surrounds you and takes on the same texture and color of your clothes, skin and item blending in with your clothing perfectly. For the duration of this jutsu you gain 25 Temporary hit points and resistance to Piercing, Slashing & Bludgeoning Damage as the sand protects you from physical damage. This armor cannot protect you from Psychic, Necrotic or Lightning Damage.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the Temporary Hit points by 10.

EARTH RELEASE: SAND COFFIN BINDING

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 15 feet

Duration: concentration, up to 1 minute

Components: HS, CM

Cost: 9 Chakra

Keywords: Earth Release, Ninjutsu

Description: You call forth a collection of sand, dust and pebbles to surround and capture a creature you can see within range in order to crush it.

The target creature must succeed a Dexterity saving throw. On a failure, target creature is paralyzed and held 5 feet off the ground hovering in the air by this jutsu. They are surrounded by a mass of sand, dust and pebbles. Damage done to them from sources other than this jutsu are reduced by half. If a creature succeeds the Dexterity saving throw of this jutsu by 2 or less, then only one of their limbs are captured rendering them grappled.

As an action, on a following turn after capturing a creature in this jutsu, the user may compress a captured creature crushing them dealing 5d12 earth damage. If a creature only has a single limb captured, they instead only take 5d8 earth damage.

At the end of a captured creatures turns they makes a Strength (Athletics) check vs your save dc to escape. A creature who only has a Limb captured may make the check at advantage.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d12 and 1d8 respectively

EARTH RELEASE: SANDSTORM

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self (30 feet)

Duration: Instant

Components: HS, CM

Cost: 7 Chakra

Keywords: Earth Release, Ninjutsu

Description: You conjure a powerful localized spiraling vortex of earth, dust and sand. This localized storm is 10 feet wide and 15 feet tall. You can send it in a straight line in any direction 30 feet out from you. Creatures in the path of this storm must succeed a Dexterity saving throw taking 4d6 earth damage and being swept up in the storm and falling prone where the storm ends its path. Creatures that are within 5 feet of the storm's path must succeed a Strength saving throw being thrown back 10 feet.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d6.

EARTH RELEASE: TERRASHIELD

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Reaction, which you take when you are targeted by an attack

Range: Self

Duration: 1 Round

Components: HS, CM

Cost: 8 Chakra

Keywords: Earth Release, Ninjutsu

Description: You slam your open palm onto the ground creating a 7ft tall, 5ft Wide and 1 ft thick stone wall directly in front of you granting you total cover. This Wall takes any damage you would normally take from directly in front of you wherever the wall was erected. This stone wall has 4d12 Hit points, resistant to bludgeoning, piercing, slashing and Cold damage, but is vulnerable to Lightning damage, if the damage you would receive exceeds the wall's hit points, you take the remaining damage as normal as the wall is destroyed. The Wall counts as a structure otherwise. It does not dissolve or vanish instead remaining until destroyed.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the hit points of the wall by 1d12

EARTH RELEASE: TURNING PALM

Classification: Ninjutsu

Rank: C-Rank

Casting Time: Bonus action

Range: 15 Foot radius sphere

Duration: Instant

Components: HS, CM

Cost: 9 Chakra

Keywords: Earth Release, Ninjutsu

Description: You place your palm onto any surface of earth and cause the earth to splinter, break, and shift. The surface you placed your hand on is now considered difficult terrain and cannot be fixed unless this same ninjutsu is used on the affected space to reverse the effect. If The surface of earth you are targeting is less than 10 feet thick, when the ground is shifted it may collapse into the open space, causing all standing on it to fall with it.

B-RANK:

EARTH RELEASE: ANTLION COLLAPSE

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 60 feet (30 Foot radius Sphere)

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 12 Chakra

Keywords: Earth Release, Ninjutsu

Description: You select a space you can see within range and cause the ground to collapse in and start to swirl sucking everything in a 30 ft sphere towards the center to be crushed. Creatures caught in the radius must make a Dexterity saving throw. A creature takes 3d8 Bludgeoning Damage and 3d8 Earth Damage on a failed save and half on a successful save. While inside the radius of the jutsu the area is counted as difficult terrain.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and damage by 1d10 of each damage type.

EARTH RELEASE: BOTTOMLESS SWAMP

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 120 Feet, (60 Foot Cube)

Duration: Concentration, up to 10 minutes

Components: HS, CM

Cost: 13 Chakra

Keywords: Earth Release, Ninjutsu

Description: You select a space that you can see within the given range that you can see. Starting from that space a Massive swamp-like mud pool forms outwards, fills a 60 ft Cube with your selected space in the center. This mud pool counts as difficult terrain, and cannot be traversed using Water walking techniques. Creatures caught in the radius or who enters the radius, must make a Strength save against your Ninjutsu save DC to avoid being sucked into the bottomless swamp. A creature that fails 3 times in a row is sucked to the bottom of the Swamp with no breathable air. Each consecutive failure imposes additional penalties and effects on the target creature(s).

On the first failure, a creature's movement is reduced to 0 as their feet have been sucked below the surface leaving their knees and above exposed. Creatures who have their movement speed reduced to 0 by this jutsu, automatically fail dexterity saves. On a second Failed save half of the creature's body is submerged and is considered Restrained. On a third failed save, the creature is dragged below the surface and must hold their breath or otherwise begin suffocating. On a success you remove one of the failure conditions in the reverse order you received them.

EARTH RELEASE: EARTH PRISON DOME

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 10 Feet (10 Foot radius sphere)

Duration: Concentration, up to 1 minute

Components: HS, CM, CS

Cost: 14 Chakra

Keywords: Ninjutsu, Earth Release, Fuinjutsu

Description: You create a dome of earth around a target or targets in a 20-foot sphere in front of you. Creatures in the targeted radius can make a Dexterity save. On a success, they can move half of their movement. On a

failure, they do not get a chance to move. Creatures captured inside the dome begin to have their chakra drain at the beginning of each of their turns losing 2d6 Chakra and it transferring to the user of this jutsu. The Dome has a 12 AC and has 8d10 Hit Points. Damage done to the Dome is healed 6d8 Hit points at the start of each of your turns. The Dome is Vulnerable to lightning Damage. If the dome is damaged by a Ninjutsu with the Lightning Release Keyword, it does not regenerate hit points at the start of your next turn.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the initial hit points by 1d10

EARTH RELEASE: EARTH-STYLE WALL

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 30 feet

Duration: 10 Minutes

Components: HS, CM

Cost: 11 Chakra

Keywords: Earth Release, Ninjutsu

Description: You convert chakra into earth and spit it from your mouth, or use earth that's already present to quickly generate a large wall. The wall is 1 Foot Thick, 30 Feet Long and 25 Feet High and if the wall is generated within a creature's space, the creature is pushed to either side of the wall (Your choice). The wall can have any designs or shape you decide. The Walls AC is equal to your Ninjutsu Save DC and has 8d12 (52) Hit Points. This wall is vulnerable to Lightning Damage.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the hit points of the wall by 1d12

EARTH RELEASE: IRON SKINNED SPEAR

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: Instant

Components: HS, CM

Cost: 14 Chakra

Keywords: Earth Release, Ninjutsu, Clash

Description: You focus Earth Release chakra throughout one of your arms until one of your arms or legs darken into a dark brown hue and gains the texture of solid stone which you then use to strike at a creature with enough force to tear through almost anything. Make a Melee Ninjutsu attack on a creature dealing 10d6 Earth damage on a hit and making target creature make a Constitution saving throw. On a failure target creature's skin begins to harden at the point of impact as their body begins to slowly petrify. Target creature must succeed a Constitution saving throw at the beginning of each of their turns. When the creature fails three times their body fully hardens as they become petrified turning fully into stone. If the target creature makes 3 saves the reject the earth chakra from their body ending the effects of this jutsu. If this jutsu is used on them within 24 hours again, they can make all saving throws at advantage vs this jutsu.

EARTH RELEASE: MAUSOLEUM DUMPLING

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 60 Feet (15 Foot Cube)

Duration: Instant

Components: HS, CM, M

Cost: 11 Chakra

Keywords: Earth Release, Ninjutsu

Description: Using Chakra to enhance your physical strength and to lighten the earth around you, you are able to lift a massive volume of earth, large enough to cast a great shadow over multiple adversaries. You throw the Large chunk of stone at a space you can see within 60 Feet. The chunk of stone then regains its weight falling at greater velocity and creating a greater impact. Creatures in the 15-foot cube that the stone chunk falls in must make a dexterity saving throw, taking 4d10 Bludgeoning damage on a failure, and half as much on a success.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and damage by 2d10

EARTH RELEASE: SANDWICH TECHNIQUE

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 90 feet

Duration: Instant

Components: HS, CM

Cost: 11 Chakra

Keywords: Earth Release, Ninjutsu

Description: You conjure two massive constructs of earth of your design and description that is large in size on either side of a single creature you can see in range and collapse them onto one another with the creature between them. Target creature and all creatures within 5 feet of the target creature, must succeed a Strength saving throw being crushed and taking 12d4 earth damage on a failed save or half as much on a successful one.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the damage by 2d4.

EARTH RELEASE: STONE BAMBOO SHOOT

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 60 feet

Duration: Instant

Components: HS, CM

Cost: 14 Chakra

Keywords: Ninjutsu, Earth Release

Description: You conjure 4 reinforced spears of earth that all converge on a single creature you can see within range from 4 different points surround the target creature. Make a Ninjutsu Attack on the target creature dealing 6d10 Earth damage as they attempt to skewer the target. A 20-foot radius cube centering on the target creature becomes difficult terrain.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the initial hit points by 1d10



A-RANK:

EARTH RELEASE: ADDED WEIGHT

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: Concentration, Up 1 minute.

Components: HS, CM

Cost: 19 Chakra

Keywords: Earth Release, Ninjutsu

Description: You use your chakra to temporarily manipulate the weight of something you touch. Objects and structures, you touch increase in weight drastically, increasing 10 times in total weight. Objects or structures that cannot handle the strain of their own weight shatter and break before their individual pieces return to their normal weight.

If used on a creature, make a Melee Ninjutsu attack on a creature. On a hit target creatures' weight is doubled. Creatures who cannot carry their own body weight fall prone to the ground paralyzed unable to move. As an action on each of an affected creatures turn, they can make a Strength saving throw to end this Jutsu's effect on them.

EARTH RELEASE: GRAVITY BREAK

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 100 Feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 20 Chakra

Keywords: Earth Release, Ninjutsu

Description: You focus a large amount of chakra into a 50 wide and 100-foot-high cylinder centered on a point within range. All creatures and objects that aren't somehow anchored to the ground in the area begin to fall upward and reach the top of the area when you cast this ninjutsu. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall. If a solid object (Such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration. At the end of the duration, affected objects and creatures fall back down.

EARTH RELEASE: IRONSTONE HARDENING

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 15 Chakra

Keywords: Earth Release, Ninjutsu

Description: You encase your body in stone armor as hard as iron. Doing this increases your durability and resistance to damage. You gain resistance to All incoming damage (Except Lightning and Psychic damage). Reduce all incoming damage done to you by 7 (Except Psychic and Lightning Damage), Increase your AC by 2, and Reduce your Movement speed by 10.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3. Increase the amount of damage you reduce by 2, your AC bonus by +1.

EARTH RELEASE: STONE DRAGON

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 20 Chakra

Keywords: Earth Release, Ninjutsu

Description: You conjure a giant Stone construct made of earth, dust, soil, and sand forming a Large Dragon that you can command as a bonus action. It rolls initiative as it has its own turns, using your Ninjutsu Ability Modifier as its Initiative.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3. Increase its HP by (22) 2d12+8, its AC by +2, and its speed by +10.

ELEMENTAL EARTH DRAGON

Large Construct, unaligned

Armor Class 15+ Your Ninjutsu Ability Modifier

Hit Points 150 (10d12 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	26 (+8)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities Acid, Poison, Psychic, Bludgeoning,

Piercing and Slashing from non-Chakra enhanced weapons.

Condition Immunities Charmed, Exhaustion, frightened, paralyzed, petrified, poisoned.

Senses Darkvision 60 ft., passive Perception 10

Immutable Form. The Earth Dragon is immune to any Jutsu or effect that would alter its form.

Elemental Weapons. The Dragons attacks are chakra enhanced.

ATTACKS

Multiattack. The Earth Dragon can attack 3 times with its Bite.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one creature. *Hit:* 4d8 + 5 Earth damage.

Dust Breath (Recharge 7-8): The dragon exhales Dust in a 30-foot cone. Each creature in that cone must make a Dexterity saving throw vs your Ninjutsu save DC, taking 10d10 Earth damage on a failed save, or half as much damage on a successful one

EARTH RELEASE: STONE FOREST

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Self (30 Foot radius Sphere)

Duration: Instant

Components: HS, CM

Cost: 19 Chakra

Keywords: Earth Release, Ninjutsu

Description: You focus a large amount of chakra into the palms of your hands and place them on the ground. You create a field of spiked earth in a 30-foot radius sphere centered on you. Creatures caught in range must make a Dexterity saving throw, taking 4d8 Piercing and 4d8 Earth Damage on a failed save, and half on a successful

one. The area that was affected by the jutsu is now plagued by massive Stone spikes that reach as high as 10 feet and criss cross into a forest of spikes making it difficult terrain to traverse. Creatures inside the affected area roll at disadvantage when making a perception check.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and the damage by 1d8 of each damage type.

EARTH RELEASE: STONE NEEDLE

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 90 Feet

Duration: Instant

Components: HS, CM

Cost: 18 Chakra

Keywords: Earth Release, Ninjutsu

Description: You focus a large amount of chakra into a single thin but incredibly fast spear of earth that's 90 feet long and 5 feet wide. Creatures in the 90-foot line must succeed a Dexterity saving throw taking 9d10 earth damage.



S-RANK:

EARTH RELEASE: DIAMOND BONE HARDENING

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 Hour

Components: HS, CM

Cost: 30 Chakra

Keywords: Earth Release, Ninjutsu

Description: You use your mastery over chakra and Earth release to transform your bones into material simulating diamonds in toughness and weight, while also gaining some control over how they move and the speed at which they regenerate. For the duration, you regenerate 5 hit points at the beginning of each of your turns, your unarmed attacks deal an additional 2d8 bludgeoning damage and you increase your AC by +2.

EARTH RELEASE: METEOR FALL

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: 1 Mile

Duration: Instant

Components: HS, CM

Cost: 30 Chakra

Keywords: Earth Release, Ninjutsu, Fuinjutsu

Description: Upon completion you select 4 different points you can see within range. Each creature in a 20-foot radius sphere centered on the point you select must make a Dexterity saving throw against your Ninjutsu Save DC. Massive Chunks of stone earth and mud comes raining upon the selected areas. A creature takes 10d6 Bludgeoning & 10d6 Earth Damage on a failed save, or half as much damage on a successful one. A Creature in the area of more than one Damage radius can affect no more than twice.

EARTH RELEASE: PARTICLE ASSIMILATION CUBE

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: HS, CM

Cost: 25 Chakra

Keywords: Earth Release, Ninjutsu

Description: You form a cube 5 Feet in diameter by using chakra to generate molecule sized earth particles. The Cube glows white. You can throw the cube up to 30 feet or attempt to hit someone with it. Anyone hit by the cube will begin to be deconstructed on a molecular level. Make a Melee or ranged Ninjutsu attack. On a hit a creature takes 12d12 Force Damage. If a creature is reduced to less than 1/2 of their hit points, the user decides on which appendage the target creature lost. (Arm or Leg). If a creature is reduced to 0 hit points, they are turned to dust and are immediately killed.

EARTH RELEASE: PARTIAL ASSIMILATION CYLINDER

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: Self (25 feet)

Duration: Instant

Components: HS, CM

Cost: 25 Chakra

Keywords: Earth Release, Ninjutsu

Description: You form a cylinder 10 Feet in diameter and 25 feet long by using chakra to generate molecule sized earth particles. Anyone in the cylinder will begin to be deconstructed on a molecular level. Creatures in its path must succeed a Dexterity saving throw. On a failure a creature takes 14d10 Force Damage. If a creature is reduced to less than 1/2 of their hit points. The user decides on which appendage the target creature lost. (Arm or Leg). If a creature is reduced to 0 hit points, they are turned to dust and are immediately killed.

WIND RELEASE

Wind Release is the rarest of the five nature transformations, but those who can use it are able to cut through anything. Some shinobi use it by channeling wind chakra into weapons, making the blades far sharper and giving them greater reach. Wind Release can also be exhaled from the user's mouth, such as to blow away everything in the area, or generated with the user's hands, allowing precision strikes. Although Wind Release has naturally good range and power, it can be further enhanced by compressing it or layering different wind streams together. Wind Release can easily launch particles into the air, whether to create dust clouds that conceal the user's movements or sand storms that perforate targets.

Wind Release is naturally strong against Lightning Release and weak against Fire Release

Prerequisite: You must have the Wind Release Affinity to learn jutsu with the Wind Release Keyword.

D-Rank

Air Bullet

Air Current Dance

Blurring Wind

Buffeting Airwaves

Counter breeze

Dust wind

Feather Fall

Gale Palm

Passing Typhoon

Peacock Whirlwind

Second Wind

Slicing Airwaves

Supporting Gale

Violent Whirlwind

Zephyr Strike

C-Rank

1000 Blades of the wind

Bursting Compressed Air

Gale Fist

Great Breakthrough

Pressure Shockwave

Rotating Ferocious Wind

Sickle Weasel

Tearing Gale Palm

Vacuum Shield

Wall of Wind

Whirlwind Movement

Wind Friction Shatter

B-Rank

10,000 Slicing Blades

Backlash

Divine Mountain Wind

Great Sickle Weasel

Multilayer Gale

Vacuum Blade

Vacuum Great Sphere

Wind Cutter

A-Rank

Cast Net

Drilling Bullet Wind

Neverending Breath

Neverending Fall

Vacuum Serial Waves

Vacuum Wall

S-Rank

1-Million Blade Collision

Backlashwave

Fanned Wind

Tornado

D-RANK:

WIND RELEASE: AIR BULLET

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60-feet

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Wind Release, Ninjutsu

Description: You create a small sphere of compressed air in the palm of your hand before launching it at a target creature that you can see within range. You fire two bullets of air. You can direct the bullets at the same target or different ones. Make a Ranged Ninjutsu Attack, Dealing 1d10 Wind damage.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the number of attacks by +1



WIND RELEASE: AIR CURRENT DANCE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: Bonus Action

Range: Self (10 Foot radius Sphere)

Duration: 1 Minute

Components: HS, CM

Cost: 3 Chakra

Keywords: Wind Release, Ninjutsu

Description: You whip air currents around your hands and generate a dust cloud cloaking yourself and anyone in the radius of this jutsu in a thick cloud of dust and debris. All creatures are treated as if they have total cover while inside the cloud. Creatures other than you have disadvantage on wisdom ability checks to see through the cloud. While inside the cloud your vision is treated as if you are in dim light.

WIND RELEASE: BLURRING WIND

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Reaction, which you take when you are targeted for an attack.

Range: Self

Duration: 1 Round

Components: HS, CM

Cost: 4 Chakra

Keywords: Wind Release, Ninjutsu

Description: Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

WIND RELEASE: BUFFETING AIRWAVES

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 15 Feet

Duration: Instant

Components: HS, CM

Cost: 4 Chakra

Keywords: Wind Release, Ninjutsu

Description: You create currents of extremely strong and compressed beams of air strong enough to Crack stone and divert waterfalls. Make a ranged ninjutsu attack. On a hit creature take 4d4 Wind Damage and must make a Strength save, being knocked prone on a failed save and resisting being pushed back on a successful one.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, the damage by 2d4

WIND RELEASE: COUNTER BREEZE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: Reaction, which you take when you would take damage from a Ninjutsu or Taijutsu.

Range: Self

Duration: 1 Round

Components: HS, CM, M

Cost: 5 Chakra

Keywords: Wind Release, Ninjutsu, Clash

Description: You create a condensed bubble of super dense air around you in an attempt to deflect incoming attacks. Roll 3d10. The result of the roll is the amount of damage your air Bubble can prevent before it bursts. This lasts until the beginning of your next turn. Lightning Damage deals half as much damage to your air bubble and Fire Damage deals twice as much damage to your air bubble.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and roll an additional 1d10.

WIND RELEASE: DUST WIND

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 15-foot Cone

Duration: Instant

Components: HS, CM

Cost: 3 Chakra

Keywords: Wind Release, Ninjutsu

Description: You generate a strong wind from your lungs

with a single breath. When you exhale you kick up a cloud of dust, dirt, and other loose debris in the target radius. Creatures who are in the affected range must make a Wisdom Save, Creatures are considered blind until the end of their respective turns on a failed save. On a successful save no further effects are applied.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the size of the cone by 5ft

WIND RELEASE: FEATHER FALL

Classification: Ninjutsu

Rank: D-Rank

Casting Time: Reaction, which you take when you begin falling.

Range: Self

Duration: 1 Minute

Components: HS, CM

Cost: 4 Chakra

Keywords: Wind Release, Ninjutsu

Description: You create a single high-pressure stream of air from either your hands or feet slowing your descent while falling by 60 feet per round until the jutsu ends. If you land before the ninjutsu ends, you take no falling damage and land on your feet and the jutsu ends.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and select 1 additional target for this Jutsu's benefits.

WIND RELEASE: GALE PALM

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 5 feet

Duration: Instant

Components: HS, CM, M

Cost: 4 Chakra

Keywords: Wind Release, Ninjutsu, Clash

Description: You clasp your hands together coating your open palms in a powerful gale. You make a Melee ninjutsu attack on a target creature or object. On a hit creature take 3d6 Wind Damage and make a strength saving throw to resist being knocked back 10 feet. On a successful strength save they suffer no additional effects.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d6

WIND RELEASE: PASSING TYPHOON

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 15-foot radius sphere

Duration: Concentration, Up to 1 Minute

Components: HS, CM

Cost: 4 Chakra

Keywords: Wind Release, Ninjutsu

Description: You create a powerful current of extremely strong winds within 30-foot centering on you. This field of strong winds follow you as well. For the duration it deafens you and other creatures in its area, it extinguishes unprotected flames in its area that are torch sized or smaller. The area becomes difficult terrain to creatures other than you. Attack rolls of ranged weapons attacks have disadvantage if they pass in or out of the wind. It clears out vapors, gases and fogs that can be dispersed by strong winds.

WIND RELEASE: PEACOCK WHIRLWIND

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30-foot

Duration: Instant

Components: HS, CM

Cost: 4 Chakra

Keywords: Wind Release, Ninjutsu

Description: You generate a strong wind from swiping one of your limbs. A gust of wind is generated in a 30-foot line 5 feet wide in a straight line originating from you. Creatures in the line must succeed a Strength saving throw, taking 2d6 wind damage and is knocked prone on a failed save, and only half damage and no further effects on a successful save.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d6.

WIND RELEASE: SECOND WIND

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Wind Release, Ninjutsu

Description: You breathe in deeply filling your lungs and blood with chakra filtered oxygen accelerating its blood flow and slightly rejuvenating you. You recover 1d10+ Your Ninjutsu ability modifier hit points.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and roll an additional 1d10.

WIND RELEASE: SLICING AIRWAVES

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Instant

Components: HS, CM, M

Cost: 4 Chakra

Keywords: Wind Release, Ninjutsu, Clash

Description: You create a powerful current of extremely strong and thin currents of wind. You swipe your hand towards your target. Make a Ranged Ninjutsu attack, creatures take 3d8 wind damage on a hit.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by 1d8.

WIND RELEASE: SUPPORTING GALE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Reaction to making a Strength, Dexterity or Constitution Check or saving throw

Range: Self

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Wind Release, Ninjutsu

Description: You throw your hands forward creating a compressed blast of air assisting you in a variety of physical tasks, from escaping, fending off an attack, or dispersing a hazardous gas. As a reaction, when you are forced to make a Strength, Dexterity, or Constitution

saving throw or ability check against a Ninjutsu or Taijutsu, you roll at advantage.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and you may select one additional creature to benefit from this jutsu.

WIND RELEASE: VIOLENT WHIRLWIND

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Foot Cone

Duration: Instant

Components: HS, CM

Cost: 4 Chakra

Keywords: Wind Release, Ninjutsu

Description: You exhale a powerful stream of wind from your mouth. Creatures caught in the target area must make a Strength Saving throw. Creatures take 2d8 Wind Damage and are pushed back 20 Feet on a failed save. On a successful save they take half damage but are not pushed back at all.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. Increase the damage by 1d8.

WIND RELEASE: ZEPHYR STRIKE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: 1 minute

Components: CM

Cost: 4 Chakra

Keywords: Wind Release, Ninjutsu

Description: You move like the wind. Once after you cast this jutsu, you can give yourself advantage on one attack roll on your turn. That attack deals an extra 2d8 wind damage on a hit. On a successful hit after dealing damage with this jutsu, this jutsu ends at the end of your turn. Whether you hit or miss, your movement speed increases by 30 feet and your movement doesn't provoke opportunity attacks until the end of that turn.



C-RANK:

WIND RELEASE: 1,000 BLADES OF THE WIND

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 20 Foot Cone

Duration: Instant

Components: HS, CM

Cost: 7 Chakra

Keywords: Wind Release, Ninjutsu, Clash

Description: You create a spiraling sphere of wind chakra with a collection of cutting blades within it. Creatures in range must succeed a Strength Saving throw being pulled towards you 10 feet and taking 2d6 Slashing damage and 2d6 Wind Damage. Creatures who fail to save and end their movement within 5 feet of you are caught in a violent explosion of the cutting wind, being knocked back 15 feet and taking an additional 2d6 Slashing Damage. Creatures who succeed take Half of the initial damage suffering no further effects.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the initial damage by 1d6 for each damage type.

WIND RELEASE: BURSTING COMPRESSED AIR

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 30-feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 9 Chakra

Keywords: Wind Release, Ninjutsu

Description: You conjure a spiraling vortex of wind chakra around a target creature's weapon. The target creature makes a Dexterity saving throw to avoid the collapse of the wind on top of their weapon arm. On a failed save they take 2d6 slashing damage as they are sliced for holding the weapon. If they continue to hold their weapon, they must make another save at the beginning of their next turn. On a successful save they take half damage.

After 3 failed saves the weapon they are holding can't take any more pressure or damage and shatters spreading weapon shrapnel around the creature holding the weapon. Creatures within 10 feet of the creature whose weapon shatters must succeed a Dexterity save taking 2d6 slashing damage.

WIND RELEASE: GALE FISTS

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Concentration, Up to 1 minute

Components: HS, CM, M

Cost: 6 Chakra

Keywords: Wind Release, Ninjutsu, Clash

Description: You coat your hands and feet in a layer of highly compressed but highly reactive wind release chakra. For the duration of this jutsu, you may use Intelligence in place of Strength for unarmed attack rolls, and unarmed damage is counted as Wind for the duration and deal 1d8 + Intelligence Modifier wind damage in place of your unarmed damage.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d8.

WIND RELEASE: GREAT BREAKTHROUGH

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self (60 Foot Line)

Duration: Instant

Components: HS, CM

Cost: 9 Chakra

Keywords: Wind Release, Ninjutsu, Clash

Description: You create a swirling vortex of air in front of you. You compress the air until the pressure explodes forward like a cannon in a straight line with the force to even uproot trees. Creatures in a 5-foot wide, 60-foot line must succeed a Strength saving throw. Creatures take 4d10 Wind damage and are thrown backwards 30 feet away on a failed save. On a success they take half damage and keep their footing.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase damage by 1d10 and knock back distance by 10ft

WIND RELEASE: PRESSURE SHOCKWAVE

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self (15-foot radius sphere)

Duration: Instant

Components: HS, CM

Cost: 8 Chakra

Keywords: Wind Release, Ninjutsu, Clash

Description: You create a tornado like mass that is compressed until it has a high density before being released. Creatures in range must succeed a Dexterity saving throw or be pulled 15 feet towards you taking 5d6 slashing damage. This jutsu picks up and amplifies fire, and Ninjutsu with the Fire Release Keyword. If another creature casts a Ninjutsu with the Fire Release Keyword or a fire the size of a bonfire is in the radius the flames are picked up and amplified canceling out the fires triggering fires effect if it was C-Rank or lower. The damage of this jutsu becomes fire and increases by 2d6. You are unaffected by that damage. If the Fire Release Jutsu was B-Rank or Higher this jutsu then initiates a clash.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d6.

WIND RELEASE: ROTATING FEROCIOUS WIND

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Reaction, which you take when you cast another Ninjutsu with the *Wind Release* keyword.

Range: 30 Feet

Duration: Instant

Components: HS, CM, M

Cost: 8 Chakra

Keywords: Wind Release, Ninjutsu

Description: You reinforce your Ninjutsu with additional buffeting gales of wind. Ninjutsu you cast with the *Wind Release* keyword prior to triggering this Ninjutsu adds your Ninjutsu Ability modifier to your attack and damage rolls or a bonus +3 to your Saving throw DC.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage and save DC by +1

WIND RELEASE: SICKLE WEASEL

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Reaction to being hit with a melee attack

Range: 90-feet

Duration: Instant

Components: HS, CM

Cost: 8 Chakra

Keywords: Wind Release, Ninjutsu

Description: When you are hit by a melee attack you are able to collapse the circling wind around you and the triggering creature causing the wind to collide with the hostile creature creating an extremely shard blade of wind. As a Reaction to being hit, make a Ninjutsu attack, dealing 5d8 Slashing damage on a hit.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the initial damage by 1d8.

WIND RELEASE: TEARING GALE PALM

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Instant

Components: HS, CM, M

Cost: 8 Chakra

Keywords: Wind Release, Ninjutsu, Clash

Description: You construct a large claw of your design made of semi-solid compressed wind chakra. You can attack with it targeting a single creature up to 30 feet away. Make a Ranged Ninjutsu Attack. Target Creature takes 3d12 Slashing damage on a hit.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d12.

WIND RELEASE: VACUUM SHIELD

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Reaction which you take when you would take damage.

Range: Self (10-foot radius sphere)

Duration: Instant

Components: HS, CM

Cost: 9 Chakra

Keywords: Wind Release, Ninjutsu, Clash

Description: You create a swirling vortex of air in front of you. You compress the air until the pressure implodes on itself creating a shockwave blocking attacks and reducing the lethality of attacks in your immediate area. All allied creatures in this jutsu's radius gain 5d8+4 Temporary Hit points from the oscillating flow of wind until the start of their next turn.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and temporary hit points by 5.

WIND RELEASE: WALL OF WIND

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 120 feet

Duration: Concentration, 1 minute

Components: HS, CM

Cost: 9 Chakra

Keywords: Wind Release, Ninjutsu

Description: A wall of strong wind rises from the ground at a point you choose within range. You make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 Slashing damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. Large objects such as boulders and similar objects and attacks can penetrate it. Creatures in gaseous form can't pass through it. Fire ignites the Wall of wind leaving it as a massive wall of fire. If this happens the caster of Wall of wind loses all control of it and counts as the jutsu ending.

WIND RELEASE: WHIRLWIND MOVEMENT

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Bonus Action

Range: 60 Feet

Duration: Instant

Components: HS, CM, M

Cost: 6 Chakra

Keywords: Wind Release, Ninjutsu

Description: You generate a massive amount of wind chakra around your feet. You move so fast you virtually teleport to one space within 60 feet. This does not provoke an attack of opportunity.

WIND RELEASE: WIND FRICTION SHATTER

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Bonus action

Range: Self

Duration: Concentration, 1 minute

Components: HS, CM, M

Cost: 8 Chakra

Keywords: Wind Release, Ninjutsu

Description: You coat your body in a layer of spinning air. The air removes most friction from your body allowing you to move at breathtaking speeds, with little resistance. Your movement speed is doubled, you have advantage on Dexterity saving throws, your AC is increased by 1 and you get an additional action per turn. This action can be used for either one additional Weapon Attack, Dash, Disengage, Hide, or use an object action.

B-RANK:

WIND RELEASE: 10,000 SLICING BLADES

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 30 Feet radius Sphere

Duration: Concentration, 1 Minute

Components: HS, CM

Cost: 14 Chakra

Keywords: Wind Release, Ninjutsu

Description: You create a dome of spinning wind, 60 feet in diameter centering on you. The wind spins, whips and blows at 120 mph generating an innumerable number of blades made of wind chakra that flies freely throughout your dome. Anything not weighted down, is picked up and blown around the dome and repeatedly sliced and torn apart. Creatures caught in this dome of wind must make a Dexterity saving throw. Creatures take 3d10 Slashing damage and 3d10 Wind damage on a failed Dexterity save, or half as much on a successful one. Creatures also have to make a Strength saving throw. On a failed strength saving throw, creatures are picked up by the strong winds and thrown 20ft in a random direction and knocked prone. The area within the dome is counted as difficult terrain, even for flying creatures.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d10 of each damage type.

WIND RELEASE: BACKLASH

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Reaction, when you would suffer the effects of or take damage from a Ninjutsu

Range: Self

Duration: Instant

Components: HS, CM

Cost: 14 Chakra

Keywords: Wind Release, Ninjutsu

Description: You create a vortex that spins counterclockwise just before an attack hits you. Make a Ninjutsu Ability Check against the Rank DC of the triggering jutsu. The Rank DC equals 15 + the Jutsu's Rank (D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5). If you roll Higher, the triggering jutsu's effect is nullified and the caster of the jutsu takes the damage and effects of their own Jutsu. On a failure, you take the damage as they break through your jutsu.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and you gain a +2 Bonus to your Ninjutsu Ability Check.

WIND RELEASE: DIVINE MOUNTAIN WIND

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: HS, CM

Cost: 13 Chakra

Keywords: Wind Release, Ninjutsu

Description: You create a vortex where you can control the strength for the wind. Make a Ninjutsu attack targeting a creature you can see within range. On a hit target creature takes 14d4 wind damage as it slams into them with enough force to upheave the ground upon impact. If there are any sources of fire in the line of fire

between you and your target this jutsu ignites into a stream of fire. Increase the damage by 3d4 fire damage.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and increase the damage by 3d4.

WIND RELEASE: GREAT SICKLE WEASEL

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 45 Feet

Duration: 1 Action

Components: HS, CM

Cost: 14 Chakra

Keywords: Wind Release, Ninjutsu

Description: A blast of slicing wind erupts from your hands. Each creature in a 45-foot line that's 15 feet wide must make a Dexterity saving throw. A creature takes 4d6 wind and 4d6 slashing damage as they are unable to avoid being caught in the shockwave of slicing and concussive wind. Creatures must also make a Strength saving throw to resist being thrown back 25 feet and falling prone. This jutsu also deals twice as much damage to objects and structure.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d6 of each damage type.

WIND RELEASE: MULTILAYERED GALE

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 minute.

Components: HS, CM, M

Cost: 12 Chakra

Keywords: Wind Release, Ninjutsu

Description: You wave your hands back and forth creating layers of wind that stack on top of one another creating a barrier of wind. Your Wall of wind is extremely dense not allowing most things to pass through it. When you create your barrier of wind it has 35 Hit points. It occupies your space with you and protects you in all direction, Ranged Weapon Attacks targeting you are made at disadvantage. At the start of each of your turns as a Standard action you can enhance this barrier regenerating 2d6 of the barriers hit points. This Barrier has a vulnerability to Fire damage, and resistance to Lightning damage.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the initial hit points of the barrier by 5.

WIND RELEASE: VACUUM BLADE

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 minute.

Components: HS, CM, M

Cost: 12 Chakra

Keywords: Wind Release, Ninjutsu

Description: You exhale wind infused chakra onto a weapon to increase its sharpness, range and lethality. This can even be used on your own hand to create a lethal sword extending from your fist. When placed on any held weapon or your own hands, that weapon's damage type becomes slashing and it now deals 2d12 Slashing damage. When placed on Thrown weapons, that

weapon's damage type also becomes slashing and it now deals 2d10 slashing damage. You can place this jutsu on a group of 10 thrown weapons at a time. The Weapons range is also increased, held weapons range is increased by 10ft. Thrown weapons now affect all adjacent spaces around its target within 5 feet on a successful hit.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the damage by 2d12 or 2d10 respectively.

WIND RELEASE: VACUUM GREAT SPHERE

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 90 Feet (15-foot radius Sphere)

Duration: Concentration, 1 minute

Components: HS, CM

Cost: 13 Chakra

Keywords: Wind Release, Ninjutsu

Description: You generate 3 large Spheres of wind chakra. Choose 3 spots in range. You send the large wind spheres to these areas and they expand outwards with the point you've chosen at the center, 30 feet in diameter. Creatures caught in these spheres or who enter them, movement speed is reduced to 0 and they cannot breathe while inside the sphere as the pressure prevents them from inhaling successfully.

Creatures caught in the radius of any sphere can make a strength saving throw or continue to have their movement speed reduced to 0. On a successful save, they regain half of their movement speed. They also have to make a Constitution save. On a failure, they begin to suffocate and gain 2 ranks of exhaustion. On a success, they recover 1 rank of exhaustion caused by this jutsu, if any. Upon escaping or ending this jutsu's effect on them, they recover from all ranks of exhaustion this jutsu imposed on them.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and select one additional space this jutsu affects.

WIND RELEASE: WIND CUTTER

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: HS, CM

Cost: 14 Chakra

Keywords: Wind Release, Ninjutsu

Description: You create 1 Super sharp blade of wind and launch it at a target creature in range. Make a ranged ninjutsu attack. On a hit the target creature takes 5d12 Slicing damage.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d12.

A-RANK:

WIND RELEASE: CAST NET

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 60 Feet Cone

Duration: 1 Action

Components: HS, CM

Cost: 19 Chakra

Keywords: Wind Release, Ninjutsu

Description: A blast of slicing wind erupts from you as you swing your hand. Each creature in a 60-foot cone must make a Dexterity saving throw. A creature takes 9d8 wind damage as they are unable to avoid being caught in the net of slicing wind. Creatures must also make a Strength saving throw to resist being throwback to the end of the cone and falling prone. Creatures who fall prone must also succeed a Constitution saving throw being Dazed until the end of their next turn.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d8 of each damage type.

WIND RELEASE: DRILLING WIND BULLET

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 120 feet

Duration: Instant

Components: HS, CM

Cost: 18 Chakra

Keywords: Wind Release, Ninjutsu, Clash

Description: You inhale a single breath, and using chakra while exhaling creating a spinning drill made of wind that tears through everything in its path. Make a Ninjutsu attack against up to 3 targets in range as you blast forth multiple rending bullets of wind. On a hit, target creature takes 8d12 wind damage and are knocked back 25 feet.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d12.

WIND RELEASE: NEVERENDING BREATH

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Minute

Range: Self

Duration: 10 Hours

Components: HS, CM

Cost: 15 Chakra

Keywords: Wind Release, Ninjutsu

Description: You inhale a single breath, and using chakra you are able to reinvigorate that single collection of air as if it were a new breath. You no longer need to breathe for up to 10 hours. You cannot be suffocated or drowned.

WIND RELEASE: NEVER ENDING FALL

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, 1 Minute

Components: HS, CM, M

Cost: 19 Chakra

Keywords: Wind Release, Ninjutsu

Description: You create a vacuum of air under yourself with the ability to ascend, descend and move in any direction at your own discretion. You gain a fly speed of 60 feet. If you use your action to Dash, you instead move 180 feet in the round.

WIND RELEASE: VACUUM SERIAL WAVES

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: HS, CM

Cost: 18 Chakra

Keywords: Wind Release, Ninjutsu

Description: You take a deep breath and exhale several super intense blades of wind at different angles but at a single target. Make a Ranged Ninjutsu Attack on up to two targets. On a hit, the creature take 8d6 Slashing Damage and 8d6 Wind Damage.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d6 for each damage type.

WIND RELEASE: VACUUM WALL

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 Round

Components: HS, CM, M

Cost: 19 Chakra

Keywords: Wind Release, Ninjutsu

Description: You create a vacuum of air around yourself that nullifies almost all attacks that would strike you. Until the beginning of your next turn. All Ninjutsu, Taijutsu, Melee and Ranged weapon attacks must roll 1d20 when they declare an attack. On a roll of 8 or greater, the attack is diverted or knocked away by the extremely dense wind.

S-RANK:

WIND RELEASE: 1 MILLION BLADE COLLISION

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Instant

Components: HS, CM

Cost: 30 Chakra

Keywords: Wind Release, Ninjutsu, Clash

Description: You focus a massive amount of wind chakra into a sphere above the target in range and bring it down crashing into the target as a single blade. The target must make a Dexterity saving throw, creatures take 15d12 wind damage or Half as much on a Successful save.

WIND RELEASE: BACKLASH WAVE

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Reaction, which you take when you see a Ninjutsu being cast.

Range: 90 Feet

Duration: Instant

Components: HS, CM

Cost: 28 Chakra

Keywords: Wind Release, Ninjutsu

Description: You see an attack as it comes towards you and you create an impenetrable forcefield of wind that's designed to throw everything back. Make a Ninjutsu Attack against an opponent's ninjutsu save DC. If you roll Higher, the opponent takes the damage of their own attack plus an additional 12d10 Wind damage. On a failure, the jutsu is diverted and immediately ends.

WIND RELEASE: FANNED WIND

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: 100 Foot Cone

Duration: 1 Action

Components: HS, CM

Cost: 30 Chakra

Keywords: Wind Release, Ninjutsu

Description: A torrent of concussive wind erupts from your hands that explodes forward devastating everything in a 100-foot cone in front of you. This jutsu blows everything not tied down away and even upheaves trees and smaller structures and buildings. Creatures in its path must succeed a Strength saving throw being thrown back 120 feet on a failed save. If the creature hits a structure their movement ends and they take triple the falling damage as if they fell the same distance they traveled.

WIND RELEASE: TORNADO

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: 90 Foot Cylinder

Duration: Concentration, up to 1 minute

Components: HS, CM, CS

Cost: 30 Chakra

Keywords: Wind Release, Ninjutsu, Fuinjutsu

Description: You create a spiraling cylinder of wind centered on yourself that has a 90 Foot radius and is 120 Feet High. This cylinder becomes difficult terrain for the duration, even for flying creatures. Unattended objects in this cylinder that are large or smaller are pulled upwards and spins around the center at 200 Mph. A creature that starts its turn in the cylinder must succeed on a strength save or be pulled upwards towards the center and be restrained while in motion. All objects and creatures inside the cylinder take 8d10 Wind Damage at the start of each of your turns. Creatures can make a strength save on each of its turns as an action to not be restrained on its turn.



FIRE RELEASE

Fire Release is the most common of the five nature transformations in the leaf village and land of fire, but those who can use it are able to knead chakra and set fire to anything. Fire Release is almost always used offensively and has very few defensive applications. Some shinobi use it to damage massive areas and harm large groups of foes. Fire Release is commonly exhaled from the user's mouth. Although Fire Release has naturally amazing power, it suffers from high chakra cost and is difficult to control flames after use.

Fire Release is naturally strong against Wind Release and weak against Water Release

Prerequisite: You must have the Fire Release Affinity to learn jutsu with the Fire Release Keyword.

D-Rank

Absorb Heat

Ash Cloud

Blazing Hands

Crimson Spider

Demon Lantern

Erupting Flame

Fire Ball

Flame Bolt

Flame Coat

Flame Strike

Flame Whip

Fox Fire

Hellfire Rejection

Phoenix Fire

Scorching Ray

C-Rank

Blazing Ash Pile

Burning Gaze

Dragon Flame Bombs

Explosive Clone

Fire Dragon Bullet

Flame Armor

Flaming Seals

Flaming Trap

Great Fireball

Heated Body

Heated Sight

Heavenly Prison

B-Rank

Controlled Burst Movement

Fire Wall

Great Fire Cage

Great Flame Bomb

Heated Sun

Heavenly Flame

Investiture of Flame

Sunbeam

A-Rank

Delayed Fire Missile

Fire Devastation

Fire Storm

Great Fire Absorption

Ignition

Sunburst

S-Rank

Fiery Body

Heat Snap

Incinerating Dragon Fire

Inferno Rain

D-RANK:

FIRE RELEASE: ABSORB HEAT

Classification: Ninjutsu

Rank: D-Rank

Casting Time: Reaction, which you take when you would take damage.

Range: Self

Duration: Instant

Components: HS, CM

Cost: 4 Chakra

Keywords: Fire Release, Ninjutsu

Description: You generate a vacuum of chakra absorbing the heat from the surrounding area and create a thin layer of fire chakra to protect yourself. You gain resistance to the triggering attack until the start of your next turn. Cold damage ignores this resistance.

FIRE RELEASE: ASH CLOUD

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet (30 Foot Cloud)

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Fire Release, Ninjutsu

Description: You inhale and knead fire chakra in your lungs to create a cloud of ash. You exhale the ash into a target area within range that you can see. The Cloud of ash remains until blown away or dissipates which can take up to 10 minutes. Creatures inside the target area have disadvantage on attacks while inside the cloud. Creatures making ranged attacks inside the cloud also have disadvantage.

FIRE RELEASE: BLAZING HANDS

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 action

Range: self (15-foot cone)

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Fire Release, Ninjutsu

Description: You hold your hands out and fire a sheet of flame from your hands. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 4d4 fire damage on a failed save, or half as much damage on a successful one. This fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d4.

FIRE RELEASE: CRIMSON SPIDER

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Concentration, Up to 1 minute.

Components: HS, CM

Cost: 5 Chakra

Keywords: Fire Release, Ninjutsu

Description: You spew out fire that surrounds a creature you can see within range. The fire then collects into a space within 30-feet of the target creature forming a medium sized Flame Spider. This Flame Spider can be commanded as a bonus action on your turn.

FLAME SPIDER

Medium Construct, unaligned

Armor Class 10 + Your Ninjutsu Ability Modifier

Hit Points 26 (4d10 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities Acid, Fire, Psychic, Bludgeoning, Slashing

Condition Immunities Charmed, Exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 10

Damage Vulnerability. The Flaming spider takes double damage from cold damage.

Elemental Body. The Flame Spiders weapon attacks are chakra enhanced.

ATTACKS

Multiattack. The Flame Spider can attack 2 times with its Bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature.

Hit: 1d8 + 3 Fire damage.

Flame Web (Recharge 9-10): *Ranged Weapon Attack:* +6 to hit, reach 30/60 ft., one creature. The target is covered in solidified flaming webs and is restrained by them taking 2d6 fire damage. As an action the restrained target can make a DC 13 Strength check, bursting from the webbing on a success. The webbing can also be attacked and destroyed (AC 10, Hp: 5; Vulnerability to cold damage.)

FIRE RELEASE: DEMONS LANTERN

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self (5-Foot radius)

Duration: Concentration, Up to 1 minute.

Components: HS, CM

Cost: 3 Chakra

Keywords: Fire Release, Ninjutsu

Description: You conjure multiple flames of chakra to surround you. These flames transform into faces of demons of your description. You shed bright light for 20 feet and dim light for another 10 feet. As a reaction, when a creature moves within 5 feet of you, you can force the target to make a Dexterity saving throw as these Demon lanterns attempt to strike the target. On a failed save, the target is set on fire and gains the Burned Condition.'

FIRE RELEASE: ERUPTING FLAME

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: HS, CM

Cost: 3 Chakra

Keywords: Fire Release, Ninjutsu

Description: You Focus chakra into the target area and create a hot spot directly under a target creature you can see in range. The target must succeed on a Dexterity

saving throw or take 2d8 Fire Damage. The target gains no benefits from cover against this jutsu.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d8.

FIRE RELEASE: FIREBALL

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60 Feet (15 Foot radius Sphere)

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Fire Release, Ninjutsu, Clash

Description: You breathe a stream of fire onto the target area which then expands into a ball of fire burning all in its range. Target creatures in range must succeed on a Dexterity saving throw or take 3d6 Fire Damage, or half damage on a failed save. Flammable objects caught in the radius ignites if it isn't being held or carried.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d6, and the radius by 5ft.

FIRE RELEASE: FLAME BOLT

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: HS, CM

Cost: 4 Chakra

Keywords: Fire Release, Ninjutsu

Description: You breathe a bolt of flame at a creature or object within range. Make a ranged ninjutsu attack against the target. On a hit, the target takes 2d10 fire damage. A flammable object hit by this jutsu ignites if it isn't being worn or carried.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d10.

FIRE RELEASE: FLAME COAT

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Bonus action

Range: Self

Duration: Concentration, up to 1 Hour

Components: HS, CM

Cost: 5 Chakra

Keywords: Fire Release, Ninjutsu

Description: You engulf your weapon in fire chakra, coating it in a flame that enhances the lethality of the weapon. If you let go of the weapon or it is taken from you, the fire disperses and this jutsu ends but you can engulf another weapon again as a bonus action. When you make an attack with the inflamed weapon, on a hit, the target takes an additional 1d6 Fire damage. The fire sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d6

FIRE RELEASE: FLAME STRIKE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60 feet

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Fire Release, Ninjutsu

Description: A vertical column of flame erupts upwards from the ground towards the sky in a location you specify. Each creature in a 10-foot radius, 20-foot-high cylinder centered on a point within range must make a Dexterity saving throw a creature takes 2d8 fire damage on a failed save, or half as much damage on a successful one.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d8

FIRE RELEASE: FLAME WHIP

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: self (20-feet)

Duration: Instant

Components: HS, CM

Cost: 4 chakra

Keywords: Fire Release, Ninjutsu

Description: You conjure a flaming whip to strike at a creature you can see up to 20-feet away from you. Make a melee ninjutsu attack, dealing 2d8 fire damage. The target must succeed a Dexterity saving throw, being pulled 10 feet towards you. If a creature who failed the saving throw ends their movement within 5 feet of you, they fall prone and gain the burning condition.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d8.



FIRE RELEASE: FOX FIRE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 hour

Components: HS, CM

Cost: 3 chakra

Keywords: Fire Release, Ninjutsu

Description: A Flickering flame appears in your hand. The flame remains there for the duration and harms neither you or your equipment. The flame sheds bright light in a 20-foot radius and dim light for an additional 10 feet. The jutsu ends if you dismiss it. You can also attack with the flame, although doing so will end the jutsu. Make a Ranged Ninjutsu attack on a creature you can see within 30 feet of you. On a hit, the target takes 1d10 Fire damage and gains the burned condition.

FIRE RELEASE: HELLFIRE REJECTION

Classification: Ninjutsu

Rank: D-Rank

Casting Time: Reaction

Range: 15 Feet

Duration: Instant

Components: HS, CM

Cost: 4 Chakra

Keywords: Fire Release, Ninjutsu

Description: When you are hit by a creature that you can see, you release a brilliant burst of fire chakra in a 15 Foot sphere around you. Creatures caught in the radius must make a Dexterity saving throw, taking 2d10 Fire Damage on a failed save, or half as much on a successful one.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d10.

FIRE RELEASE: PHOENIX FIRE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: HS, CM

Cost: 3 Chakra

Keywords: Fire Release, Ninjutsu

Description: You spit forth 3 motes of fire at a creature within range. Make 3 ranged ninjutsu attacks against a target you can see within range. On a hit, the target takes 1d8 Fire damage.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the amount of attacks by +1.

FIRE RELEASE: SCORCHING RAY

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 feet

Duration: Instant

Components: HS, CM

Cost: 4 Chakra

Keywords: Fire Release, Ninjutsu

Description: You create 8 rays of fire and hurl them at targets within range. You can hurl up to two at a single target, otherwise you can target up to 8 targets. Make a ranged ninjutsu attack for each ray. On a hit the target takes 1d4 fire damage. Target creatures must make a

Constitution saving throw, gaining the burned condition on a failed save.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and you create one additional ray.

C-RANK:

FIRE RELEASE: BLAZING ASH PILE

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 60 Feet, (30-foot Cloud)

Duration: 1 minute

Components: HS, CM

Cost: 7 Chakra

Keywords: Fire Release, Ninjutsu

Description: You blow a super-heated cloud of ash at a target area you can see within range; the cloud fills a 30 Foot radius in a cloud shape. Creatures inside the cloud are treated as if they are in total darkness. At any point in time within 1 Minute, as a Bonus action, you can ignite the cloud of ash and all creatures inside the cloud would need to make a Dexterity saving throw, taking 3d10 Fire Damage on a failed save and half as much on a successful one.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d10.

FIRE RELEASE: BURNING GAZE

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 8 Chakra

Keywords: Fire Release, Ninjutsu

Description: You direct your gaze at a target object or creature within range. Your eyes begin to glow a violent bright red and the target erupts into flames for the duration. A target object begins to burn as flames engulf it. A creature targeted by this jutsu must succeed a Dexterity saving throw gaining the burning condition that cannot be extinguished for the duration of this jutsu.

FIRE RELEASE: DRAGON FLAME BOMBS

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Instant

Components: HS, CM

Cost: 9 Chakra

Keywords: Fire Release, Ninjutsu, Clash

Description: You knead chakra in your stomach and superheat it until you exhale it from your gut at terrifying speeds, leading to you being unable to truly control its path. You fire a Stream of superheated fire in a straight line directly in front of you. Creatures in its path must make a Dexterity saving throw, taking 4d10 Fire damage on a failed save or half as much on a success. Objects within 5 feet of the stream of fire ignite if they are not being worn or held. The stream leaves behind a line of fire from you to the end of the 120-foot path. The fire remains for 1 minute.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d10.

FIRE RELEASE: EXPLOSIVE CLONE

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 9 Chakra

Keywords: Fire Release, Ninjutsu

Description: You conjure a clone comprised of fire made to look exactly like you. This clone, while solid is not as agile or fast due to being made of a less solid source of matter. This clone occupies a space within 30 feet of you when summoned. This clone cannot take the attack action or cast jutsu. This Clone has 1 hit point and an AC of 10. When this clone takes damage or you dismiss it ending the jutsu it explodes violently. All creatures within 15 feet of the clone when it explodes must succeed a Dexterity saving throw, taking 5d6 fire damage, and being thrown back 10 feet. On a successful save they only take half damage.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d6.

FIRE RELEASE: FIRE DRAGON BULLET

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: HS, CM

Cost: 7 Chakra

Keywords: Fire Release, Ninjutsu, Clash

Description: You spit forth 5 globes of fire at a creature within range. Make a ranged ninjutsu attack against the target. On a hit, the target takes 5d6 Fire damage.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase the damage by 2d6.

FIRE RELEASE: FLAME ARMOR

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 9 Chakra

Keywords: Fire Release, Ninjutsu

Description: You create a layer of superheated chakra over your skin. Seemingly setting yourself on fire in any pattern you decide. You gain a +2 to your AC and melee attacks that strike you also deal 4d6 Fire damage to the attacker.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase the damage by 2d6.

FIRE RELEASE: FLAMING SEALS

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Touch

Duration: 1 Hour

Components: HS, CM, CS

Cost: 9 Chakra

Keywords: Fire Release, Ninjutsu, Fuinjutsu

Description: This jutsu places a flaming seal on a willing creature you touch and creates a chakra connection between you and the target until the jutsu ends.

When the target is within 60 feet of you, it gains a +2 bonus to AC and saving throws. It has Immunity to fire damage and you always know what conditions are affecting the creature. Also, each time it takes damage from a melee attack, the attacker takes 3 fire damage.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase the AC and saving throw bonus by +1.

FIRE RELEASE: FLAMING TRAP

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 hour

Range: Touch

Duration: Until Dispelled or triggered

Components: HS, CM, CS

Cost: 8 Chakra

Keywords: Fire Release, Ninjutsu, Fuinjutsu

Description: When you cast this jutsu, you inscribe a chakra seal that harms other creatures, either upon a surface (Such as a table, or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the chakra seal.

If you choose a surface, the glyph can cover an area of the surface no larger than 10-feet in diameter. If you choose an object, that object must remain in place, if the object is moved more than 10-feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The chakra seal is nearly invisible and requires a successful Intelligence (Investigation or Ninjutsu) check against your spell save DC to be found.

You decide what triggers the chakra seal when you cast the jutsu. For seals inscribed on a surface, the most typical triggers include touching or standing on the seal, removing another object covering the seal, approaching within a certain distance of the seal, or manipulating the object on which the seal is inscribed. For chakra seals inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the seal. Once a chakra seal is triggered, it explodes in a 15-foot radius sphere, destroying the surface it is inscribed on, Creatures in radius must succeed a Dexterity saving throw taking 10d6 fire damage on a failed save, or half as much on a successful one. Afterwards the jutsu ends.

FIRE RELEASE: GREAT FIREBALL

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 90 Feet (25-foot radius Sphere)

Duration: Instant

Components: HS, CM

Cost: 8 Chakra

Keywords: Fire Release, Ninjutsu, Clash

Description: You breathe a stream of fire onto the target area which then expands into a massive ball of fire, incinerating everything in its range. The target(s) must succeed on a Dexterity saving throw or take 3d12 Fire Damage or half as much on a failed save. Flammable objects caught in the radius ignites if it isn't being worn or carried.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d12 and radius by 5ft.

FIRE RELEASE: HEATED BODY

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 hour

Components: HS, CM

Cost: 6 Chakra

Keywords: Fire Release, Ninjutsu

Description: You breathe a single deep breath, using your Fire Release chakra to increase the temperature of your body as you begin to radiate heat. For the duration you gain immunity to cold environmental conditions, and creatures who are within 10 feet of you gain advantage on Wisdom (Survival) ability checks in cold environmental conditions.

Ice and rain begin to evaporate as it come in contact with you creating heated steam.

FIRE RELEASE: HEATED SIGHT

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: 1 minute

Components: HS, CM

Cost: 6 Chakra

Keywords: Fire Release, Ninjutsu

Description: You enhance your vision to be able to see heat itself like a snake with infrared. Creatures and objects who produce any level of heat are outlined in varying colors of your own description with brighter meaning they are warmer and dimmer meaning they are cooler in heat.

FIRE RELEASE: HEAVENLY PRISON

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Touch

Duration: Concentration, up to 10 minutes

Components: HS, CM, CS

Cost: 8 Chakra

Keywords: Fire Release, Ninjutsu, Fuinjutsu

Description: You take a chakra seal and imprint your chakra onto it making a melee Ninjutsu Attack against a creature; on a hit the target creature is branded with a Fire Release chakra seal. While branded with this seal, creatures cannot mold chakra. If a creature uses a Ninjutsu, Taijutsu or Genjutsu, that requires Chakra Molding, they must succeed a Constitution saving throw taking 4d8 Fire damage on a failure, and half on a success as the brand burns them, restricting chakra flow. Creatures can make a Ninshou Ability Check as an action vs your Ninjutsu save DC to break the seal ending this jutsu.

B-RANK:

FIRE RELEASE: CONTROLLED BURST MOVEMENT

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, up to 1 minute

Components: HS, CM, M

Cost: 10 Chakra

Keywords: Fire Release, Ninjutsu

Description: You create hyper pressurized embers of fire on the soles of your feet or the palm of your hands. For the duration double your speed, also when you take a move action select a space within your move speed, you can instantly teleport to that location with extreme speed. Your movement does not provoke attacks of opportunity while active.

FIRE RELEASE: FIRE WALL

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Concentration, up to 1 minute.

Components: HS, CM

Cost: 14 Chakra

Keywords: Fire Release, Ninjutsu, Clash

Description: You create a standing wall of fire, 1 foot thick, up to 60 Feet long, and 20 feet tall. When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save.

One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

FIRE RELEASE: GREAT FIRE CAGE

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Full Turn.

Range: 120 Feet (30ft Cube)

Duration: Concentration, up to 1 minute

Components: HS, CM, CS

Cost: 14 Chakra

Keywords: Fire Release, Ninjutsu, Fuinjutsu, Clash

Description: You spend your entire turn focusing and weaving hand seals to achieve a state of absolute focus. When the Jutsu is cast, you do not need to maintain the jutsu by spending chakra, instead using the Chakra seal the jutsu lasts for 1 minute or until you dispel the jutsu. You create a massive Cage of fire capturing all inside the radius of the jutsu. Creatures attempting to leave the area must make a Dexterity, Constitution and Strength saving throw. On a Dexterity save failure, target creatures take 4d10 Fire Damage. On a Constitution save failure, the target creature gains 2 ranks of exhaustion. On a Strength save failure, the target creature is blown back 30 feet. Target creature must succeed on at least 2 of the 3 saves in order to escape, failing more than 1 pushes them back towards the inside of the cage.

FIRE RELEASE: GREAT FLAME BOMB

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Instant

Components: HS, CM

Cost: 13 Chakra

Keywords: Fire Release, Ninjutsu, Clash

Description: You knead chakra in your stomach and superheat it until you exhale it from your gut at insane speeds and force. Creatures within 5 feet of you must make a strength saving throw being thrown back 10 feet on a failed save. You fire a Stream of blue hot fire in a straight line directly in front of you causing objects and the environment within 5 feet of you to be set on fire. Creatures in the path of your stream of fire must make a Dexterity saving throw, taking 8d6 Fire damage on a failed save or half as much on a success. Objects within 10 feet of the stream of fire ignite if they are not being worn or held. The stream leaves behind a line of blue fire from you to the end of the 120-foot path. The fire remains for 1 minute and will spread until put out.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and increase the damage by 2d6.

FIRE RELEASE: HEATED SUN

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Minute

Range: 120 Feet, 25 Foot radius Sphere

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 14 Chakra

Keywords: Fire Release, Ninjutsu

Description: You create a globe of white-hot fire up to 100 feet in the air above a spot you select within range that you can see. Creatures within 15 feet of the Globe must make a Constitution saving throw, gaining the burned condition on a failed save. Flammable objects ignite, and metal begins to get hot to the touch causing those wearing or holding metal within range to take 8d4 Fire damage at the beginning of each turn they are in contact with it.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and increase damage by 2d4.

FIRE RELEASE: HEAVENLY FLAME

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: HS, CM, M

Cost: 12 Chakra

Keywords: Fire Release, Ninjutsu

Description: You compress all of your Fire Release chakra onto the surface of your skin and release it when you hit a creature with an unarmed attack creating a targeted explosion of white-hot flame. As a part of the action to cast this ninjutsu, make a melee ninjutsu attack, against one creature within the Jutsu's range, otherwise the jutsu fails. On a hit, the target takes 4d12 fire damage as the fire erupts on contact. The target creature must succeed a Constitution saving throw, gaining the burning condition on a failed save. The target must also succeed a Dexterity saving throw, being knocked back and falling prone on a failed save.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d12.

FIRE RELEASE: INVESTITURE OF FLAME

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Concentration, up to 10 minutes.

Components: HS, CM

Cost: 14 Chakra

Keywords: Fire Release, Ninjutsu, Clash

Description: Flame's race across your body, shedding bright light in a 30-foot radius and dim light for an additional 30 feet for the Jutsu's duration. The flames don't harm you or any allied creature. Until the jutsu ends, you gain the following benefits:

- You are immune to fire damage.
- Any hostile creature that moves within 5 feet of you for the first time on a turn, or ends its turn there, takes 1d10 fire damage.

You can use your action to create a line of fire, 15 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d8 fire damage and gains the burning condition on a failed save, or half as much damage on a successful one.

FIRE RELEASE: SUNBEAM

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 action

Range: Self (60-foot line)

Duration: Concentration, up to 1 minute

Components: HS, CM, CS

Cost: 14 Chakra

Keywords: Fire Release, Ninjutsu, Fuinjutsu

Description: You create a beam of brilliant white-hot light that flashes forth from you in a 5-foot-wide, 60-foot line. Each creature in the line must make a constitution saving throw. On a failed save, a creature takes 6d8 fire damage and is blinded until your next turn. On a successful save it takes half as much damage and isn't blinded by this jutsu. You can create a new beam of light as your action on any turn until this jutsu ends. For the duration, you shine bright light in a 30-foot radius and dim light for an additional 30 feet. This light is equivalent to sunlight.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d8.

A-RANK:

FIRE RELEASE: DELAYED FIRE MISSILE

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 90 feet

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 19 Chakra

Keywords: Fire Release, Ninjutsu

Description: A beam of yellow light flashes from your hands, then condenses to linger in your hand as a glowing bead for the duration. When this jutsu ends, either because your concentration is broken or because you decide to end it, the bead blossoms with a low roar into an explosion of flame that spreads around corners. Each creature in a 20-foot radius sphere centered on that point must make a Dexterity saving throw. A

creature takes fire damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one.

The jutsu base damage is 12d6. If at the end of your turn, the bead has not yet detonated, the damage increases by 4d6.

As an action, you can make a Ranged Ninjutsu attack throwing the bead at a creature or object causing it to detonate on a hit. On a miss the target creature gets advantage on its dexterity saving throw.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and increase the base damage by 2d6, and damage increase per turn by 2d6

FIRE RELEASE: FIRE DEVASTATION

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 120 Feet (45 Foot radius Sphere)

Duration: Instant

Components: HS, CM

Cost: 19 Chakra

Keywords: Fire Release, Ninjutsu

Description: You breathe a stream of fire onto the target area which then expands into a Massive ball of fire, incinerating everything in its radius. Target creatures in range must make a Dexterity saving throw, taking 10d8 Fire Damage and gaining the burned condition on a failed save or half damage on a successful one.

Flammable objects and creatures caught in the radius are turned to ash if reduced to 0 Hit points. The affected area remains on fire at the conclusion of the jutsu.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and increase the damage by 2d8.

FIRE RELEASE: FIRE STORM

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Instant

Components: HS, CM

Cost: 20 Chakra

Keywords: Fire Release, Ninjutsu

Description: A storm made up of sheets of roaring flame appears in a location you choose within range. The area of the storm consists of up to ten, 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw. It takes 7d10 fire damage on a failed save or half as much on a successful one. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

FIRE RELEASE: GREAT FIRE ABSORPTION

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Instant

Components: HS, CM

Cost: 20 Chakra

Keywords: Fire Release, Ninjutsu

Description: You create a vacuum of chakra, absorbing lingering fire from the surrounding area collecting it towards yourself converting it into chakra and using this

new chakra to heal wounds. Lingering fire or objects on fire are all extinguished and it is absorbed into you. You heal 5 Hit points for every source of fire that is absorbed this way. Fire cannot be generated or maintained in the radius of this jutsu until the beginning of your next turn.

FIRE RELEASE: IGNITION

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: HS, CM

Cost: 18 Chakra

Keywords: Fire Release, Ninjutsu

Description: You expel your chakra into a 60-foot radius centering from you. All flammable objects, cloth, metals or otherwise things that can heat up or be set to blaze, is ignited instantly. Metal glows red hot, clothing is caught in a flash flame, and flammable objects are burning. Creatures must make a Dexterity saving throw or be caught holding on wearing these objects or clothing taking 2d6 Fire damage for each type of object held, worn or otherwise on their person when the fire starts on a failed save and half as much on a successful one.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and increase the damage by 2d6.

FIRE RELEASE: SUNBURST

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 150 Feet

Duration: Instant

Components: HS, CM

Cost: 19 Chakra

Keywords: Fire Release, Ninjutsu

Description: Brilliant sunlight flashes in a 60-foot radius centered on spot you can see within range. Each creature in that light must make a constitution saving throw, taking 12d6 fire damage and is blinded for 1 minute on a failed save. On a successful save, it takes half as much damage and isn't blinded by this jutsu.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and increase the damage by 2d6.

S-RANK:

FIRE RELEASE: FIERY BODY

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 25 Chakra

Keywords: Fire Release, Ninjutsu

Description: You temporarily transform your body into living flame. You and your equipment are immune to fire damage. When you would take damage for fire or suffer an effect cause by fire, you instead regain hit points equal to half the amount of damage it would normally deal. You gain immunity to blindness, deafness, poison, slashing, piercing or bludgeoning damage. You gain vulnerability to cold damage from Water or *Water Release* Jutsu. Your unarmed melee attacks deal 4d8 fire damage.

Your body burns so brightly that creatures within 120 feet of you who do not avert their gaze or close their eyes gain the blinded condition until the end of their turn.

Jutsu you cast that have the *Fire Release* Keyword have their save DC's increase by +2. If you enter water, you are surrounded by a 5-foot radius of steam and bubbles that grant you partial concealment but you also take 2d6 cold damage each round you remain in the water.

FIRE RELEASE: HEAT SNAP

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: HS, CM

Cost: 35 Chakra

Keywords: Fire Release, Ninjutsu

Description: You snap your fingers igniting the air surrounding a creature, instantly incinerating them. If the creature you chose to target with this jutsu has 100 hit points or fewer, it dies, burning to dust. Otherwise, they must succeed a Dexterity saving throw, taking 8d8 + 30 fire damage, or half as much on a successful one.

FIRE RELEASE: INCINERATING DRAGON FIRE

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: 90 Foot Cone

Duration: Instant

Components: HS, CM

Cost: 25 Chakra

Keywords: Fire Release, Ninjutsu

Description: You inhale engorging your chest, exhaling a white-hot flame, turning most everything in your path to ash. You exhale a white-hot blaze of flame in a 90-foot cone in front of you. Creatures in this cone must make a Dexterity saving throw, taking 30d4 Fire damage on a failed save and half as much on a successful one.

FIRE RELEASE: INFERNO RAIN

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: 1 Mile

Duration: Instant

Components: HS, CM

Cost: 30 Chakra

Keywords: Fire Release, Ninjutsu, Fuinjutsu

Description: Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 20-foot-radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 25d6 fire damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected a maximum of twice.



WATER RELEASE

Water Release jutsu are most easily performed using existing water sources, such as lakes or rivers. Users can also create water within their bodies with chakra, which they expel from their mouths, though this is generally regarded as a testament of skill.

Water Release is typically used offensively, doing battering damage because of the sheer volume of water or slicing damage because of the water's high pressure. Water Release can be used to trap targets, such as imprisoning them with dense water or ensnaring them with sticky water. Water is a common option, with users surrounding themselves with water to be protected from harm. Alternatively, users can hide themselves from opponents with thick mist to obscure vision or water droplets to render the user invisible.

Water Release is naturally strong against Fire Release and weak against Earth Release.

Prerequisite: You must have the Water Release Affinity to learn jutsu with the Water Release Keyword.

D-Rank

Healing Waters

Hidden Mist

Sensing Water Sphere

Starch Syrup Gun

Viscous Water Mass

Water Blending

Water Formation: Puddle

Water Palm Blade

Water Pillar Thrust

Water Putrification/Purification

Water Shield

Water Shuriken

Water Whip

Wild Bubble Wave

Wild Water Wave

C-Rank

Drowning Bubble

Hiding in Mist

Medical Jellyfish

Medical Scorpion

Water Clone

Wall of Water

Water Breathing

Water Bullet

Water Cutting sword

Water Formation: Pond

Water Prison

Water Trumpet

B-Rank

Bloody Mist Absorption

Explosive Colliding Shockwave

LIQUIFICATION

Maelstrom

Shark Bomb

Tsunami Bow

Water Fang

Water Needles of Death

A-Rank

Acid Permeation

Falling Rain Needles

Rain Tiger at Will

Water Dragon

Water Formation Wall

Water Severing Wave

S-Rank

Giant Vortex Tsunami

Giant Water Prison Dance

Grudge Rain

Water Heavens Convergence

D-RANK:

WATER RELEASE: HEALING WATERS

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Water Release, Medical, Ninjutsu

Description: You collect a mass of water and impart chakra into it and begin to heal a creature you can touch with it. This dissolves the water from being used in the healed creatures healing process. Roll 2d8, healing the target creature by the total. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the healing by 1d8.

WATER RELEASE: HIDDEN MIST

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self (30 Foot radius sphere)

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 5 Chakra

Keywords: Water Release, Ninjutsu

Description: You conjure a cloud of water particles condensing into a large cloud of mist. Creatures inside this cloud of mist cannot see more than 5 feet away from them, gaining disadvantage on Wisdom (Perception) and Attacks made while inside the cloud of mist that rely on sight. Creatures outside the mist also have disadvantage when attacking other creatures who are inside the mist. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2.

WATER RELEASE: SENSING WATER SPHERE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Minute

Range: 5 Feet

Duration: Concentration, Up to 1 Day

Components: HS, CM

Cost: 4 Chakra

Keywords: Water Release, Ninjutsu

Description: You collect a mass of water into a sphere from the surrounding area 5 feet in diameter. For the duration of this jutsu you can see movement and activity in a 250-foot radius centering on the sphere. This requires the creature who is moving, to disrupt some source of water (Puddles, bodies of water or rain). This movement or activity creates bubbles inside the sphere relative to the direction of the movement compared to the location of the sphere. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2.

WATER RELEASE: STARCH SYRUP GUN

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60-feet

Duration: Instant

Components: HS, CM

Cost: 4Chakra

Keywords: Water Release, Ninjutsu

Description: You knead chakra with your spit creating a viscous substance similar to syrup. You spit it out at a creature slowing them down from the viscous and sticky nature of the liquid. Make a range ninjutsu attack against a creature you can see within range. On a hit target creature gains the *Slowed* condition until the end of their next turn. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2.



WATER RELEASE: VISCOUS WATER MASS

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Bonus Action

Range: 30 feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 4 Chakra

Keywords: Water Release, Ninjutsu, Clash

Description: You extract water from an area near a creature you can see within range creating a medium sized shield of water to protect them. The target increases their AC by +2. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the AC bonus by +1.

WATER RELEASE: WATER BLENDING

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Touch

Duration: 1 hour

Components: HS, CM

Cost: 5 Chakra

Keywords: Water Release, Ninjutsu

Description: A creature you touch becomes invisible until the jutsu ends, water bends the light around the target hiding their presence. Anything the target is wearing or carrying is invisible as long as it is on the target person. The jutsu ends for a target that attacks or casts a jutsu.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and you can target one additional creature.

WATER RELEASE: WATER FORMATION: PUDDLE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Bonus Action

Range: Touch

Duration: Instant

Components: HS, CM

Cost: 3 Chakra

Keywords: Water Release, Ninjutsu

Description: You generate a Large Puddle of water from your stomach and expel it onto the ground in front of you. This puddle holds no more than 10 gallons of water. You can use this puddle as a source of drinking water, lay a trap, or use it as a source for more complex Water Ninjutsu. You may use the water this Jutsu Produces as a Source of Water for no more than 2 water release ninjutsu of C-Rank or Lower.

WATER RELEASE: WATER PALM BLADE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: Instant

Components: HS, CM

Cost: 4 Chakra

Keywords: Water Release, Ninjutsu

Description: You generate two blades of chakra enhanced water over your hands. As part of the action used to cast this jutsu, you must make 2 melee ninjutsu attacks against creatures within the jutsu's range, otherwise the jutsu fails.

On a hit, the target takes 2d6 cold damage. If you hit a creature with either attack, the creature becomes sheathed in vibrating water until the start of your next turn. If the target moves before then (Willingly or unwillingly), it immediately takes another 2d6 cold damage for each attack that hit them and the jutsu ends. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d6.

WATER RELEASE: WATER PILLAR THRUST

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Water Release, Ninjutsu

Description: You create a surge of water that erupts upwards from under a creature that you can see within range. This jutsu ignores cover. The target must succeed a Dexterity saving throw taking 3d8 cold damage and being knocked prone on a failed save and half as much

on a successful save and they do not fall prone. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d8.

WATER RELEASE: WATER PURIFICATION/PUTRIFICATION

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: HS, CM

Cost: 3 Chakra

Keywords: Water Release, Ninjutsu

Description: You manipulate and mold chakra to reverberate through a source of fluid, be it mud, poisoned waters, or anything in between. Fluid up to 10 gallons that has your chakra moving through it becomes purified and turns into pure drinking water, free of all impurities. Or it becomes putrid and undrinkable your choice. If a Fluid is manmade, or special in any way, make a Ninshou Ability Check against the DM's set difficulty to see if you can purify/Putrefy it or not.

WATER RELEASE: WATER SHIELD

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Reaction, which you take when you are targeted by a Ranged attack or Jutsu.

Range: Self

Duration: Instant

Components: HS, CM

Cost: 4 Chakra

Keywords: Water Release, Ninjutsu, Clash

Description: You create a floating wall of spiraling water, capable of pushing back creatures and blocking attacks. Increase your AC by +5 against Ranged Attacks, and you gain 10 Temporary Hit points Until the beginning of your next turn. If you have a sufficient water source nearby, reduce the chakra cost of this jutsu by 2.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the AC bonus by +1 and the Temporary hit points by 5.

WATER RELEASE: WATER SHURIKEN

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: HS, CM

Cost: 3 Chakra

Keywords: Water Release, Ninjutsu

Description: You generate multiple shuriken made of water. Make a Ranged Ninjutsu attack against a creature you can see within range, dealing 2d4 Slashing Damage and 2d4 cold damage.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d4 for each damage type.

WATER RELEASE: WATER WHIP

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 15 Feet

Duration: Instant

Components: HS, CM

Cost: 4 Chakra

Keywords: Water Release, Ninjutsu

Description: You create a long whip of water by molding your chakra through it. Make a Melee Ninjutsu Attack on a target creature in range, dealing 2d6 Bludgeoning damage and pull the creature 5 feet Closer. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d6 and the distance you pull the target creature 5ft.

WATER RELEASE: WILD BUBBLE WAVE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 15 Foot Cone

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Water Release, Ninjutsu

Description: You create a viscous mass of bubbles and spray it out in a cone 15 feet in front of you creating a slippery ground. Each Creature standing in the area of the jutsu, must make a Dexterity saving throw, falling prone on a failed save. A Creature that enters or ends its turn on a space in the target area must also make a Dexterity saving throw or fall prone. This mass of bubbles remains for 1 minute, or until washed away.

WATER RELEASE: WILD WATER WAVE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Instant

Components: HS, CM

Cost: 4 Chakra

Keywords: Water Release, Ninjutsu, Clash

Description: You generate a strong current of water and expel it like a jet. Make a ranged ninjutsu attack. On a hit target creature takes 2d6 cold damage and is pushed back 10 feet. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d6 and the knock back distance by 5ft.

C-RANK:

WATER RELEASE: DROWNING BUBBLE

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 45 Feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 8 Chakra

Keywords: Water Release, Ninjutsu

Description: You conjure a bubble filled with water and send it towards a creature's head to enclose it within the bubble removing their ability to breathe unless they can breathe within water. A target creature you can see within range must succeed a Dexterity saving throw or have their head captured inside the bubble on a failed save. On a success they avoid the bubble ending the jutsu.

On a failed save the creature begins to suffocate. While suffocating this way, its speed is halves and it can survive for a number of rounds equal to its constitution modifier (minimum of 1 round). At the start of its first turn after these rounds, it drops to 0 hit points and is dying, the jutsu then ends. During this time the creature cannot speak. As an action on each of the creatures turn, they can make a constitution saving throw to escape the bubble ending this jutsu. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2.

WATER RELEASE: HIDING IN MIST

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 6 Chakra

Keywords: Water Release, Ninjutsu

Description: You begin to turn your body into a collection of water vapor similar in consistency to mist along with everything your wearing and carrying for the duration. This jutsu ends if you drop to 0 hit points or chakra.

While in this form, the targets only movement method is a flying speed of 20 feet. The target can enter and occupy the space of another creature. The target has Resistance to non-Chakra damage, and it has advantage on Strength, Dexterity, and Constitution Saving Throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air, even when stunned or otherwise Incapacitated. When rolling stealth to be seen as a common cloud of gas, mist or fog, you may roll at advantage.

While in this form of mist, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. You cannot attack or Cast jutsu while in this form.

WATER RELEASE: MEDICAL JELLYFISH

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Touch

Duration: 1 Minute

Components: HS, CM

Cost: 9 Chakra

Keywords: Water Release, Ninjutsu, Medical

Description: You Conjure water into the shape of a jellyfish and attach it to a creature you touch. For the duration, the jellyfish will continuously inject chakra into whomever it is attached to body to heal them when they take damage. At the beginning of their turn, they recover 4 hit points.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase the healing by +1

WATER RELEASE: MEDICAL SCORPION

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Touch

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 8 Chakra

Keywords: Water Release, Ninjutsu, Medical

Description: You collect surrounding water to create insect like claws on each of your hands extending your range of attack with the same principles as chakra scalpel. For the duration of this jutsu, you can use your action to make two melee ninjutsu attacks using these water claws. You can target a creature up to 10 feet away. On a hit, the target takes 2d6 cold damage.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d6.

WATER RELEASE: WATER CLONE

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Concentration, Up to 10 minutes

Components: HS, CM

Cost: 8 Chakra

Keywords: Water Release, Ninjutsu

Description: You conjure a clone made of water similar to the *Shadow clone technique* but with far less inherent danger to a space it can occupy within 5 feet of you. This clone is made of water, and weights half as much as the caster. You can create up to two clones, each costing 8 chakra to conjure. You can command the clone as a bonus action. The clone can only take a Standard and Move action.

The clones have 5 hit points and no chakra, an AC equal to your Ninjutsu save DC, can cast a maximum of 2 Ninjutsu of C-Rank or lower (except Jutsu with "Clone" in its name, Fuinjutsu or Jutsu with the Combination keyword) with the *Water Release* keyword that you know, before this jutsu ends. These clones can only concentrate on a single jutsu and only for a number of rounds equal to your Ninjutsu ability modifier. These clones cannot use any Clan or Class features or Feats that you have. This clone can move across water without chakra but cannot move vertically along any surface. It does not benefit from any bonuses to its attacks or AC grants by other sources (Such as jutsu that increases either of them.).

When this clone makes a Ninjutsu or Melee attack, the clone uses your Ninjutsu attack bonus for both attacks. If the clone forces a target to make a saving throw, the DC for these jutsu is equal to your ninjutsu save DC. If it uses a melee attack, regardless of the weapon the clone uses, it deals 1d8 cold damage.

WATER RELEASE: WALL OF WATER

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 8 Chakra

Keywords: Water Release, Ninjutsu, Clash

Description: You conjure up a wall of water on the ground at a point you can see within range. You can

make the wall up to 30 feet long, 10 feet high, and 1 foot thick. The wall deforms and becomes a mass of water when the Jutsu ends. The wall's space is difficult terrain if creatures attempt to pass through it. Any ranged weapon attack that enters the wall's space has disadvantage on the attack roll, and if an effect that deals fire damage attempts to pass through the wall, its ranged damage is Reduced by half. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2.



WATER RELEASE: WATER BREATHING

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 hour

Components: HS, CM

Cost: 6 Chakra

Keywords: Water Release, Ninjutsu

Description: You filter Water as it enters your lungs, being able to breathe as if you were a fish. You can breathe in water as if you were breathing air.

WATER RELEASE: WATER BULLET

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: HS, CM

Cost: 7 Chakra

Keywords: Water Release, Ninjutsu, Clash

Description: You knead chakra in your stomach and expel it in a large quantity of water towards a target creature. Make a Ninjutsu Attack, on a hit target creature takes 4d6 cold damage, and is pushed back 25 feet.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 2d6 and push back by 5ft.

WATER RELEASE: WATER CUTTING SWORD

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Concentration, Up to 10 Minutes

Components: HS, CM

Cost: 8 Chakra

Keywords: Water Release, Ninjutsu, Clash

Description: You Conjure water into the shape of a Sword like construct in your free hand. You do not spend chakra to maintain concentration on this jutsu. The blade is 5 feet long, the handle is 1 foot, the design of the blade can be whatever you decide. If you let go of the blade it disperses into water again. You can use your action to make a Melee Ninjutsu attack with the Water Sword. On a hit, the target takes $4d8 + \text{Ninjutsu Ability Modifier}$ cold damage. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase the damage by $1d8$.

WATER RELEASE: WATER FORMATION: POND

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 10 Feet

Duration: Instant

Components: HS, CM

Cost: 6 Chakra

Keywords: Water Release, Ninjutsu

Description: You generate a Large Puddle of water from your stomach and expel it onto the ground in front of you. This puddle holds no more than 100 gallons of water. You can use this puddle as a source of drinking water, lay a trap, or use it as a source for more complex Water Ninjutsu. You may use the water this Jutsu Produces as a Source of Water for no more than 5 water release ninjutsu of B-Rank or Lower.

WATER RELEASE: WATER PRISON

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Touch

Duration: Concentration, 1 Minute

Components: HS, CM

Cost: 7 Chakra

Keywords: Water Release, Ninjutsu,

Description: You create a dense spiraling bubble of water around a creature, capturing them inside and restraining movement and preventing them from performing Jutsu. Target creature makes a Dexterity saving throw, being restrained and captured in a fetal position on a failed save. The user must maintain contact with the sphere holding the captive inside. Losing contact causes the jutsu to end immediately. Creatures captured inside the Sphere cannot make Hand Seals and find it difficult to breathe. At the end of each of their turns, they make a Strength saving throw at Disadvantage, on a success they force their way out with brute force. The bubble containing a creature cannot move or be relocated. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2.

WATER RELEASE: WATER TRUMPET

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Instant

Components: HS, CM

Cost: 9 Chakra

Keywords: Water Release, Ninjutsu, Clash

Description: You cup your hands and create a highly pressurized stream of water, capable of piercing through steel and the ground itself. Make a Ranged Ninjutsu Attack, dealing $2d10$ Piercing and $2d10$ cold damage.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase the damage by $1d10$ for each damage type.

B-RANK:

WATER RELEASE: BLOODY MIST ABSORPTION

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self (90-Foot cube)

Duration: Concentration, Up to 10 Minutes

Components: HS, CM

Cost: 14 Chakra

Keywords: Water Release, Ninjutsu

Description: An advanced variation of the *Hidden Mist Technique*. This variation requires the user to draw blood from themselves cutting their palm, reducing their current Hit points by 5. You release a crimson red mist that fills a 90-foot-cube centered on you. All creatures inside this mist are heavily obscured and cannot clearly see anything more than 5 feet away from them. You know the location of all creatures inside this red mist and all creatures except for you suffer the following effects.

- Creatures who start their turns inside the red mist, who have less than their max hit points lose 4 chakra.
- Creatures who take Necrotic, Slashing, or Piercing damage take twice as much damage as normal.
- Creatures cannot regain Hit points while inside the red mist

WATER RELEASE: EXPLOSIVE COLLIDING SHOCKWAVE

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 60 Feet radius Sphere

Duration: Instant

Components: HS, CM

Cost: 14 Chakra

Keywords: Water Release, Ninjutsu

Description: You expel a small ocean's worth of Water directly into your space covering a 120-radius centering on you. You stand on top of the water you are expelling, while Creatures who are within 60 feet of you must make a Strength saving throw to resist being swept away. On a failure, they take $6d6$ cold damage and are pushed 30 feet away while under the surface of the small ocean you've created. On a success, they remain floating above the surface, suffer no damage, but are still pushed away 15 feet from their current position. The water conjured by this jutsu maintains a depth of 120 Feet. This water can be used as a source of water and can be drowned in,

used as fresh drinking water, and used as a supply of water for up to 15 Water Release Jutsu of A-Rank or Lower.

WATER RELEASE: LIQUIFICATION

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 13 chakra

Keywords: Water Release, Ninjutsu

Description: You turn yourself into a mixture of water and oil, liquifying entirely turning into a sentient pool of fluid that you can control. For the duration of this jutsu you can transform any part of your body into this liquid mixture, allowing you to fit through and crack large enough for water to fit through, you gain immunity to Slashing, Piercing, and bludgeoning damage. You gain vulnerability to Ninjutsu with the *Lightning Release* Keyword.

As a Reaction to being hit with an attack, you can liquify gaining resistance to the triggering attack

As a Bonus action, you can focus more of your liquid form into your muscles increasing your strength. Until the beginning of your next turn, your Strength becomes 18.

WATER RELEASE: MAELSTROM

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Concentration, up to 1 minute.

Components: HS, CM

Cost: 12 chakra

Keywords: Water Release, Ninjutsu

Description: A Mass of 10-Foot-Deep Water is expelled from you or begins to swirl from a preexisting source of water, centered on a point you can see within range, begins to swirl in a 30 Foot radius. Until the Jutsu Ends, that area is difficult terrain, and any creature that starts its turn there must succeed on a strength saving throw or take 5d8 cold damage, and be pulled 10 feet towards the center.

WATER RELEASE: SHARK BOMB

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Bonus action

Range: 120 Feet

Duration: Concentration, Up to 1 minute.

Components: HS, CM

Cost: 12 Chakra

Keywords: Water Release, Ninjutsu

Description: This jutsu cannot be used without a source of water nearby deep enough to fit a medium sized creature. As a bonus action on your turn, you create a Shark construct made of solidified water. The Shark has an AC equal to your Ninjutsu Save DC and has 30 (10d6) Hit Points and has a swim speed of 40. You control this Shark and can direct it do any of the following actions:

Attack: As an Action or bonus action on your turn, the shark attempts to bite into a creature currently submerged, standing near, or standing on top of the body of water it currently inhabits. Make a Melee Ninjutsu Attack, on a Hit, the target creature takes 4d8 Cold damage + 4d8 Piercing Damage. On a successful hit,

the target creature must succeed a Strength saving throw being grappled by the shark on a failed save. The shark can only grapple one creature at a time.

Impede: As a reaction action on your turn, the shark can attempt to impose disadvantage on a target creature by swiftly attacking and getting in the way of their next attack.

Explode: As a standard action on your turn, the shark can explode creating a powerful shockwave of water in a 15-foot cube. Creatures in the radius must succeed a Dexterity saving throw, taking 6d10 cold damage on a failed save or half as much on a successful one.

WATER RELEASE: TSUNAMI BOW

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 action

Range: Self

Duration: Concentration, Up to 10 minutes.

Components: HS, CM

Cost: 14 Chakra

Keywords: Water Release, Ninjutsu

Description: You create a bow like construct of water that conjures ammunition from its own watery form for the duration. As an Action you can make 2 ranged ninjutsu attacks with the Tsunami bow dealing 3d12 cold damage on a hit. A target hit by this must succeed a constitution saving throw being slowed until the end of their next turn, being rapidly chilled by the exploding arrow. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2. The tsunami bow is not a real bow or weapon and cannot fulfill the component requirements of any Jutsu with a W (Weapon) Component.

If you drop the tsunami bow it dissipates at the end of the turn. Thereafter, while the jutsu persists, you can use a bonus action to cause the bow to reappear in your hand.

WATER RELEASE: WATER FANG

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Instant

Components: HS, SM

Cost: 11 Chakra

Keywords: Water Release, Ninjutsu

Description: You create two spiraling drills of water around a target creature you can see within range. Target creature must make a Dexterity saving throw, taking 4d12 Cold damage and being knocked prone. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d12.

WATER RELEASE: WATER NEEDLES OF DEATH

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Reaction, being targeted with a melee attack.

Range: Touch.

Duration: Instant

Components: HS, CM

Cost: 13 Chakra

Keywords: Water Release, Ninjutsu

Description: When a creature makes a Melee attack against you stomp the ground collecting a mass of water droplets from the ground and sharpening them into needles. The triggering creature must succeed a Dexterity saving throw, taking 4d10 Piercing damage and 4d10 Cold damage and reducing their movement speed by 15 on a failed save and taking half as much damage on a successful one. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d10 for each damage type.



A-RANK:

WATER RELEASE: ACID PERMEATION

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Self (15-foot-Radius)

Duration: Concentration, Up to 10 minutes

Components: HS, CM

Cost: 20 Chakra

Keywords: Water Release, Ninjutsu

Description: You collect water from the air, plants, and all sources that contain it as they form bubbles surrounding you in a 15-foot radius with you in the center.

When you cast this jutsu, you designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the

creature enters the area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw as the bubbles explodes like mines spreading freezing acid over the creature. On a failed save, the creature takes 8d8 Acid damage.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d8.

WATER RELEASE: FALLING RAIN NEEDLES

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 120 feet (90-foot cube)

Duration: Instant

Components: HS, CM

Cost: 19 Chakra

Keywords: Water Release, Ninjutsu

Description: You collect all water within 120 feet of you as it collects into the air creating storm clouds that can fill a 90-foot cube, centered on a point you can see within 120 feet of you. This jutsu fails, if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud.)

When you cast the ninjutsu, choose a point you can see within range, a hail of sharpened water droplets pellets an area pulverizing everything within 5 feet of the select area. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 5d6 cold damage and 5d6 piercing damage on a failed save, or half as much on a successful one. On each of your turns until the jutsu ends, you can use your action to call down rain needles in this way again, targeting the same or a different point.

If you are outdoors in stormy conditions when you cast this ninjutsu, the jutsu gives you control over the existing storm instead of creating a new one. Under such conditions the jutsu's damage increases by 1d6 for each damage type and the cost to maintain this jutsu is reduced by 2.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d6 for each damage type.

WATER RELEASE: RAIN TIGER AT WILL

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Hour

Range: 10 Miles

Duration: 24 Hours

Components: HS, CM

Cost: 20 Chakra

Keywords: Water Release, Ninjutsu

Description: You create rain clouds centered on a point of your choice that you can see 100 feet in the air that spreads outwards covering a radius up to 10 miles in size. The clouds begin to pour down a heavy rain constantly. Each rain drop is connected to the caster's senses informing them of any and all creatures, movements, activities and actions that the raindrops come into contact with. This rain is almost entirely seen as natural otherwise. A creature with chakra sight can see the chakra in each water drop.

While the caster will be aware of events and actions within the rain, this does not inform them of the exact location within the radius of this jutsu's effect range.

WATER RELEASE: WATER DRAGON

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: HS, CM

Cost: 20 Chakra

Keywords: Water Release, Ninjutsu, Clash

Description: You expel a massive quantity of water or pull from a nearby source, conjuring a large Dragon of your description from water. The Dragon attempts to ram its target. Make a Ranged ninjutsu attack, on a hit target creature takes 7d6 bludgeoning damage and 7d6 cold damage. The target creature must make a Constitution saving throw, being stunned and knocked prone on a failed save. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d6 for each damage type.

WATER RELEASE: WATER FORMATION WALL

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Reaction, to being targeted by an attack.

Range: 5 Foot radius Sphere

Duration: Instant

Components: HS, CM

Cost: 18 Chakra

Keywords: Water Release, Ninjutsu, Clash

Description: When you are targeted by an attack, you expel a massive amount of water that you circle around you like a spinning top. The Circling water has 20d6 Hit points until the beginning of your next turn. Attacks that target you stop 5 feet away from you. Creatures who are within 5 feet of you are also protected by your Water Formation Wall. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2.

WATER RELEASE: WATER SEVERING WAVE

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 100ft cone

Duration: Instant

Components: HS, CM

Cost: 19 Chakra

Keywords: Water Release, Ninjutsu

Description: You cup your hands against your mouth releasing a torrent of highly pressurized water and using your chakra like a nozzle. You sweep your head from side to side targeting a cone area up to 100 feet in distance. Creatures caught in the radius of this jutsu must make a Dexterity saving throw, taking 4d10 cold damage and 4d10 Slashing damage on a failed save. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d10 for each damage type.

S-RANK:

WATER RELEASE: GIANT VORTEX TSUNAMI

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Instant

Components: HS, CM

Cost: 25 Chakra

Keywords: Water Release, Ninjutsu

Description: You Collect water from up to 100 feet away from all sources of moisture even down to other creatures' sweat. You collect it into a Massive 20 Feet tall 15 Feet wide Vortex. You fire this highly destructive cyclone of water collecting, upheaving, and blowing everything in its path away up to 120 feet in a straight line. Creatures caught in the range of the jutsu, must succeed a Strength saving throw to resist being picked up by the cyclone and a Dexterity saving throw taking 10d10 cold damage on a Failed Dexterity saving throw and being knocked dragged by the vortex to the end of its path, landing prone and stunned on a failed Strength saving throw.

WATER RELEASE: GIANT WATER PRISON DANCE

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: 60 Foot radius Sphere

Duration: Concentration, Up to 10 minutes

Components: HS, CM

Cost: 30 Chakra

Keywords: Water Release, Ninjutsu

Description: You knead enough water in your stomach and release enough to fill a Small ocean. You then control the water creating a massive ball of Water centered around you that extends up to a 60 radius. All Creatures in the radius are picked up by the wave of water and pulled into the water sphere. All Creatures inside the Water Sphere must make a Strength saving throw, being captured inside the sphere and unable to escape, on a failed save. When captured this way, the captured creature is considered to be underwater while inside the Water prison. When the User of this Jutsu moves, the water sphere moves with him. Creatures who succeed their strength save, can escape the Water prison if they can make it to the edge of the water sphere.

WATER RELEASE: GRUDGE RAIN

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: Self (250 Foot Radius)

Duration: Concentration, Up to 1 hour

Components: HS, CM

Cost: 30 Chakra

Keywords: Water Release, Ninjutsu

Description: You create rain clouds centered on a point of your choice that you can see 100 feet in the air that spreads outwards covering a radius up to 10 miles in size. The clouds begin to pour down a heavy rain. For the duration, up to 5 creatures of your choice are not affected by this jutsu. All others who use ninjutsu or genjutsu within the radius increase their chakra cost by double.

WATER RELEASE: WATER HEAVENS CONVERGENCE

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: 60 Foot radius Sphere

Duration: Concentration, Up to 10 minutes

Components: HS, CM

Cost: 22 Chakra

Keywords: Water Release, Ninjutsu

Description: You begin to feel the presence of all free-flowing water particles within 120 feet of you. For the duration you can control all water as if it was an extension of your body.

All Ninjutsu that has the **Water** Release keyword of A-Rank or lower, has their cost reduced by half.

You gain additional actions you can use on your turn.

Water Drill. As an action on your turn, you can make a ranged ninjutsu attack against a creature you can see within range dealing 10d12 cold damage as water surround and collapses over them.

Water Armor. As a reaction to being hit with an attack you coat your body in a thick layer of solidified water to lessen the impact. You gain 25 temporary hit points until the beginning of your next turn.

Watery Chains. As an action on your turn, you can have the surrounding water form chains as they attempt to capture a creature within range. The target must succeed a Dexterity saving throw being restrained and incapacitated on a failed save. On their turns they can make a Strength saving throw to end this effect on them.



LIGHTNING RELEASE

Lightning Release jutsu are the most complicated of the 5 nature transformations to produce. Users must vibrate their chakra to create sparks and eventually jolts of lightning, guiding and controlling it with chakra. Users of Lightning Release, usually cannot create lightning inside their bodies instead opting to create it on the surface of their skin and focus it into points or use their own lightning to guide natural lightning produced in thunder clouds, though this is very difficult and is generally regarded as a testament of true skill is completed. Lightning Release is typically used offensively, doing piercing damage when applied to a weapon, or doing massive electrical damage when hitting a creature. Lightning Release can be used to trap targets, such as ensnaring them with static electricity numbing their body and preventing them from moving. Defensively, Lightning is an uncommon option, with users surrounding themselves with Lightning to be protected from harm, although this is very difficult as lightning generally cannot be made uniform, but it is a testament to the users Nature Change skill.

Lightning Release is naturally strong against Earth Release and weak against Wind Release.

Prerequisite: You must have the Lightning Release Affinity to learn jutsu with the Lightning Release Keyword.

D-Rank

Banquet of Lightning

Charged Impulse

Enhanced Ability

Guiding Bolt

Lightning Knuckle

Lightning Repel

Lightning Speed

Lightning Ball

Lightning Reflexes

Shattering Bolt

Shock Whip

Static Sense

Thors Mark

Thunder Tempest

Thunderbolt

C-Rank

Absorb Lightning

Chidori

Lightning Current

Lightning Fang

Lightning Flash

Lightning King's Mantle

Lightning Step

Overdrive

Spider Web

Static Falcon

Static Weapon

Surge

B-Rank

Banquet of Thunder

Beast Lightning

Chained Lightning

False Darkness

Lightning Bind

Lightning Spear

Strike Armor

Thunderstorm

A-Rank

Bang

Lightning Clone

Lightning Dragon

Lightning Rat

Lightning Shield

Powerful Bullet Breath

S-Rank

Great Snake Lightning

Kirin

Lightning Chakra Mode

Thunderclap Arrow

D-RANK:

LIGHTNING RELEASE: BANQUET OF LIGHTNING

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: HS, CM

Cost: 4 Chakra

Keywords: Lightning Release, Ninjutsu

Description: You Place your palm on the ground and conduct a jolt of lightning that runs through it towards a target creature in range. This Jutsu Ignores Line of sight and can go around corners. Target creature must make a Constitution save, taking 3d6 Lightning Damage and being Dazed until the end of its next turn on a failed save and only half damage on a successful one.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d6.

LIGHTNING RELEASE: CHARGED IMPULSE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Touch

Duration: Up to 8 Hours

Components: HS, CM

Cost: 4 Chakra

Keywords: Lightning Release, Ninjutsu

Description: You touch a willing creature. For the duration, the target can add 1d8 to the first initiative roll it makes for the duration. For the next minute after rolling initiative the target can, as a bonus action on each of its turns take the dash action, this jutsu then ends.

LIGHTNING RELEASE: ENHANCED ABILITY

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Touch

Duration: Concentration, up to 1 hour

Components: HS, CM, M

Cost: 5 Chakra

Keywords: Lightning Release, Ninjutsu

Description: You touch a willing creature and bestow upon it a vast increase in one of its physical abilities. Choose one of the following effects; the target gains the effect until the jutsu ends.

Agility. The target has advantage on Dexterity checks and saving throws. It also doesn't take damage from falling 20 feet or less if it's not incapacitated.

Endurance. The target has advantage on Constitution Checks and saving throws. It also gains 10 Temporary Hit points, which are lost when the jutsu ends.

Strength. The target has advantage on Strength checks and saving throws. It also increases damage done with attack rolls using its strength by +3

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and you can target one additional creature.

LIGHTNING RELEASE: GUIDING BOLT

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 90 Feet

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Lightning Release, Ninjutsu, Clash

Description: A flash of lightning erupts from your hands towards a creature of your choice within range. Make a ranged ninjutsu attack against the target. On a hit the target takes 3d8 lightning damage, and the next attack roll made against the target before the end of your next turn has advantage, thanks to the streak of electricity guiding the next attack to the target.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d8.

LIGHTNING RELEASE: LIGHTNING KNUCKLE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 5 feet

Duration: Instant

Components: HS, CM, M

Cost: 3 Chakra

Keywords: Lightning Release, Ninjutsu

Description: You cover your Fist in surging electricity. As part of this ninjutsu you make a melee ninjutsu attack against a creature within range, or this jutsu ends. On a hit, deal an additional 2d8 Lightning Damage in addition to your unarmed attack damage and it can't take reactions until the start of its next turn.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d8.

LIGHTNING RELEASE: LIGHTNING REPEL

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Reaction to being targeted by an attack or jutsu

Range: Self

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Lightning Release, Ninjutsu

Description: You create a magnetic force field around yourself misdirecting attacks away from you. Melee attacks gain disadvantage when targeting you until the start of your next turn.

LIGHTNING RELEASE: LIGHTNING SPEED

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Instant

Components: HS, CM

Cost: 4 Chakra

Keywords: Lightning Release, Ninjutsu

Description: You coat your body in a film of lightning as you teleport up to your movement speed to an unoccupied space that you can see, appearing as a jolt of lightning when you end your movement.

LIGHTNING RELEASE: LIGHTNING BALL

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: HS, CM

Cost: 4 Chakra

Keywords: Lightning Release, Ninjutsu

Description: You generate multiple small floating globes of lightning chakra. You fire them all off as once rapidly at a singular target. Make a Ranged Ninjutsu attack. On a hit, the target creature takes 6d4 Lightning Damage.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 2d4.

LIGHTNING RELEASE: LIGHTNING REFLEX

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Reaction which you take when you are forced to make a Dexterity saving throw.

Range: Self

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Lightning Release, Ninjutsu

Description: Your body becomes charged with lightning release chakra enhancing your reflexes to great heights. When you make a Dexterity saving throw you may roll at Advantage.

LIGHTNING RELEASE: SHATTERING BOLT

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60 feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 5 Chakra

Keywords: Lightning Release, Ninjutsu

Description: A beam of crackling blue lightning lashes out towards a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged ninjutsu attack against that creature. On a hit, the target takes 2d12 Lightning damage, and on each of your turns for the duration, you can use your action to deal 2d12 lightning damage to the target automatically. The jutsu ends if you use your action to do anything else. The jutsu also ends if the target is ever outside of the jutsu's range or if it has total cover from you.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d12.

LIGHTNING RELEASE: SHOCK WHIP

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Instant

Components: HS, CM

Cost: 4 Chakra

Keywords: Lightning Release, Ninjutsu

Description: You create a whip of lightning, and lash it at a target creature in range. The target must succeed a Strength saving throw, taking 2d10 Lightning damage

and being pulled 10 feet on a failed save, or half damage on a successful save.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d10 and the range by 5ft.

LIGHTNING RELEASE: STATIC SENSE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 minute

Components: HS, CM

Cost: 4 Chakra

Keywords: Lightning Release, Ninjutsu

Description: You gain the ability to see Electrical signals occurring in creatures or objects up to 300 Feet away.

This penetrates up to 5-feet of nonmetal surfaces. You can tell when an object that works off of electricity, such as non-jutsu based communication systems, cameras, computers, and other technological devices are in active use, or are moving, and their general shape. You can tell when Creatures can generate electricity such as lightning release or as a natural phenomenon (eels, magnets, batteries etc.)

LIGHTNING RELEASE: THORS MARK

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Bonus Action

Range: 90 Feet

Duration: Concentration, up to 1 hour

Components: HS, CM

Cost: 4 Chakra

Keywords: Lightning Release, Ninjutsu

Description: You send a negatively charged spark of Lightning release chakra to attach itself to a target creature you can see within range marking it. Until the jutsu ends you deal an extra damage die to the target whenever you hit it with Ninjutsu with the Lightning Release Keyword. You also have advantage on Wisdom (Perception) or Wisdom (Survival) check you make to track or find the target.

If a creature marked with this jutsu reaches 0 hit points you may move the mark to another creature as a bonus action.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase time you can maintain your concentration on this jutsu by 1 hour.

LIGHTNING RELEASE: THUNDER TEMPEST

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 25 Foot Cone

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Lightning Release, Ninjutsu

Description: A wave of electrical force sweeps out from you. Each creature in a 25-foot cone originating from you must make a Constitution saving throw. On a Failed save a creature takes 4d4 Lightning Damage and are pushed back 10 feet. On a successful save, the creature takes half as much damage and isn't pushed.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 2d4 and knock back distance 5ft.

LIGHTNING RELEASE: THUNDERBOLT

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 15 Foot radius Sphere

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Lightning Release, Ninjutsu

Description: You generate 2 spheres of lightning on each hand, discharging them in a 30-foot sphere originating from you. All Creatures (Except you) in the target area must make a Dexterity saving throw, taking 2d10 Lightning Damage and being shocked until the end of their next turn on a failed save and half as much on a successful one.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d10.

C-RANK:

LIGHTNING RELEASE: ABSORB LIGHTNING

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Reaction to taking lightning damage.

Range: Self

Duration: Instant

Components: HS, CM

Cost: 6 Chakra

Keywords: Lightning Release, Ninjutsu

Description: You create a similar charge of Lightning release chakra inside of you, gaining Resistance to Lightning Damage until the beginning of your next turn. You gain a number of Temporary Chakra equal to Half the damage you take.

LIGHTNING RELEASE: CHIDORI

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 8 Chakra

Keywords: Lightning Release, Ninjutsu, Clash

Description: This powerful assassination technique focuses lightning Chakra into one of your hands, which will be unable to hold items while charged, but can still be used to make hand seals or half seals without danger. As an action on your next turn, you can make a Melee Ninjutsu Attack on a target creature within range. On a Hit, the target creature takes 5d10 Lightning Damage and this jutsu ends. This Jutsu has a critical threat range of 19-20.

At Higher Ranks: If this Jutsu is upcasted to at least B-Rank you immediately perform the Melee Ninjutsu attack instead of waiting till your next turn. For each rank above C-Rank, increase the cost by 3, increasing the damage done by 2d10 and Critical range by 1.

LIGHTNING RELEASE: LIGHTNING CURRENT

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self (30-foot Cube)

Duration: Instant

Components: HS, CM

Cost: 9 Chakra

Keywords: Lightning Release, Ninjutsu

Description: You slam your hand onto the ground and release lightning from your body that surges outwards up to 30 feet in all directions from you. Creatures in this radius who are not behind Total Cover must succeed a Constitution saving throw, taking 4d6 lightning damage and being shocked. On a successful save the creature only takes half damage. At the start of each of a creature shocked by this jutsu turn, they make another constitution saving throw to end the shocked condition from this jutsu.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d6.

LIGHTNING RELEASE: LIGHTNING FANG

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 100 Feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 9 Chakra

Keywords: Lightning Release, Ninjutsu

Description: You extend both of your hands into the air, releasing a mass of Lightning chakra into the sky creating thunder clouds. As a Standard action on your turn, you can select a space within range that you can see, Lightning Strikes the area. All creatures within 5 feet of the target space must succeed a Dexterity Saving throw taking 4d10 Lightning Damage on a failed save, or half as much on a successful one.

A creature can only be affected by one lightning strike at a time.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d10 or select one additional target space.

LIGHTNING RELEASE: LIGHTNING FLASH

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self

Duration: Instant

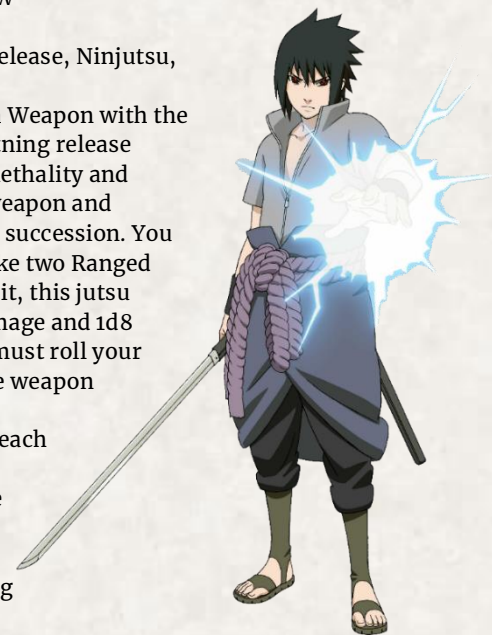
Components: HS, CM, W

Cost: 8 Chakra

Keywords: Lightning Release, Ninjutsu, Bukijutsu

Description: You Coat a Weapon with the Thrown Quality in lightning release chakra, increasing the lethality and piercing power of the weapon and throwing them in rapid succession. You throw two of them, Make two Ranged ninjutsu attacks. On a hit, this jutsu deals 1d8 lightning Damage and 1d8 Piercing Damage. You must roll your Ammunition Die for the weapon stack used.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d8 lightning damage.



LIGHTNING RELEASE: LIGHTNING KING'S MANTLE

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 8 Chakra

Keywords: Lightning Release, Ninjutsu

Description: You radiate a powerful aura of lightning energy in an aura with a 30-foot radius, enhancing the combat potential in friendly creatures. Until the Jutsu ends, the aura moves with you, centered on you. While in the aura, each non-hostile creature in the aura (including you) deals an extra 1d6 lightning damage when it hits with a weapon attack.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d6.

LIGHTNING RELEASE: LIGHTNING STEP

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 90 Feet

Duration: Instant

Components: HS, CM

Cost: 8 Chakra

Keywords: Lightning Release, Ninjutsu

Description: You teleport yourself to an unoccupied space you can see within range. Immediately after you disappear, a thunderous boom sounds, and each creature within 10 feet of the space you left and the space you appeared must make a constitution saving throw, taking 3d10 Lightning damage on a failed save, or half as much damage on a successful one. Thunder can be heard up to 300 feet away.

You can bring along object as long as their weight doesn't exceed what you can carry. You can also teleport one willing creature of your size or smaller who is carrying gear up to it carrying capacity. The creature must be within 5 feet of you when you cast this jutsu, and there must be an unoccupied space within 5-feet of your destination space for the creature to appear in; otherwise, the creature is left behind.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d10.

LIGHTNING RELEASE: OVERDRIVE

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 minute

Components: HS, CM

Cost: 9 Chakra

Keywords: Lightning Release, Ninjutsu

Description: You send lightning chakra through your central nervous system speeding up your body's response time and perceptive abilities. Increase your Movement speed by 20. Gain Advantage in Dexterity Saves and Ability checks. When rolling For Perception (WIS) you may add 1d4 to the total for the roll.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase movement speed by 10ft.

LIGHTNING RELEASE: SPIDER WEB

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 60 Feet, 30 Foot cube

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 9 Chakra

Keywords: Lightning Release, Ninjutsu

Description: You create a Web like pattern on the ground out of Lightning chakra expanding outwards up to 30 feet from a space of your choice within range. Creatures who step on the Web must succeed a Constitution saving throw, being stunned while in the radius on a failed save. Creatures attempting to Enter the Area must also make a Constitution saving throw or be stunned as well.

Creatures stunned by this jutsu makes a constitution saving throw at the beginning of each of their turns to end this effect.

LIGHTNING RELEASE: STATIC FALCON

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 120 Feet (15 Feet Cube)

Duration: Instant

Components: HS, CM

Cost: 7 Chakra

Keywords: Lightning Release, Ninjutsu

Description: You generate a mass of Lightning chakra and release it in the form of a bird that flies towards a target creature within range and explodes discharging the electricity in a 15-foot cube with a loud thunderous boom, that rings out from the explosions epicenter that can be heard up to 300 feet away. Creatures in the target area must succeed a Constitution save, taking 6d6 Lightning damage and being shocked on a failed save, and half as much on a successful one.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d6.

LIGHTNING RELEASE: STATIC WEAPON

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 7 Chakra

Keywords: Lightning Release, Ninjutsu

Description: A Weapon you touch becomes a chakra weapon enhanced with lightning release chakra. For the duration, the weapon has a +1 bonus to attack and damage rolls and deals an extra damage die in lightning damage when it hits.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and bonus to attack and damage rolls by +1

LIGHTNING RELEASE: SURGE

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 10 minutes

Components: HS, CM

Cost: 9 Chakra

Keywords: Lightning Release, Ninjutsu

Description: You focus on altering your Lightning Release chakra ever so slightly, giving it unique qualities and even changing its color (The color is your choice). For the duration, you do not spend chakra to maintain Chakra to maintain concentration of this jutsu. While this jutsu is active, reduce the cost of all Lightning Release Jutsu C-Rank or Lower by 2 (Minimum of 1). All Lightning Release Jutsu of C-Rank or Lower also gains the following effect: Target Creature must Succeed a Constitution saving throw, reducing their AC by 2 on a failed save, or reducing it by 1 on a Successful save. This AC reduction lasts for 1 minute or until you end concentration on this jutsu.

B-RANK:

LIGHTNING RELEASE: BANQUET OF THUNDER

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 60 feet

Duration: Instant

Components: HS, CM, CS

Cost: 12 Chakra

Keywords: Lightning Release, Ninjutsu, Fuinjutsu

Description: You discharge 3 jolts of lightning that tears through the ground shooting in a straight line 10 feet wide and 60 feet long. The ground the lightning travels through becomes difficult terrain. Creatures in the path of this lightning must succeed a Dexterity saving throw, taking 8d6 lightning damage and being shocked on a failed save or half as much on a successful one. They must also make a Constitution saving throw becoming stunned until the end of their next turn on a failed save. And finally, they must succeed a Wisdom saving throw being weakened. A creature weakened this way makes a wisdom saving throw at the end of each of their turns to end this condition.

LIGHTNING RELEASE: BEAST LIGHTNING

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Touch

Duration: Concentration, Up to 10 minutes

Components: HS, CM

Cost: 11 Chakra

Keywords: Lightning Release, Ninjutsu

Description: You focus your lightning chakra, forming it into the shape of a land animal of your choice such as a Bear, a Panther, or Wolf. The Beast of your creation can as a bonus action on your turn be directed around the battlefield and completely different tasks. Your Beast has 11 AC, 30 (5d12) Hit Points a movement speed of 35. The Beast can be commanded to take the following action:

Bite.: Melee Weapon Attack: +Ninjutsu attack bonus to hit, reach 5ft., one creature. Hit: 5d8 Lightning damage.

Kill Switch: When your beast reaches 0 hit Points it explodes shooting lightning in all directions. All Creatures within 10 Feet of it must succeed a Dexterity saving throw, taking 4d10 Lightning Damage and being shocked on a failed save and half as much and no additional effects on a successful one.

LIGHTNING RELEASE: CHAINED LIGHTNING

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 150 Feet

Duration: Instant

Components: HS, CM

Cost: 13 Chakra

Keywords: Lightning Release, Ninjutsu

Description: You create a bolt of lightning that arcs towards a target of your choice that you can see within range. Three bolts then leap from the target to as many as three other targets each of which must be within 30 feet of the first target. A target can be a creature or an object that be targeted by only one of the bolts.



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A target must make a Dexterity saving throw, taking 8d10 lightning damage on a failed save, or half as much on a successful one.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d10.

LIGHTNING RELEASE: FALSE DARKNESS

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 60-foot cone

Duration: Instant

Components: HS, CM

Cost: 14 Chakra

Keywords: Lightning Release, Ninjutsu

Description: You release a massive wave of lightning capable of disintegrating stone and creatures alike. Creatures in a 60-foot cone originating from you must succeed a Constitution saving throw taking 6d10 lightning damage and be paralyzed on a failed save, until the end of their next turn. On a successful save they take half damage and no additional effects.

After casting this jutsu you cannot cast jutsu until the end of your next turn.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d10.

LIGHTNING RELEASE: LIGHTNING BIND

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Minute

Range: 1 Mile

Duration: Concentration, Up to 1 Hour

Components: HS, CM, CS

Cost: 14 Chakra

Keywords: Lightning Release, Ninjutsu, Fuinjutsu

Description: You set up 3 Chakra seals within 15 feet of one another in a triangle formation and fill them with Lightning Release chakra. You decide on a triggering action such as a creature entering the triangle, saying a specific word, or even making a certain hand Seal and the 3 tags will create a 3-point barrier made of Lightning Release Chakra. Trapping whomever is in the barrier inside. The Barrier has 60 (10d12) Hit Points and a 13 AC. Creatures inside the Barrier cannot mold chakra and if a creature attempts to exit the interior of the barrier by force, they must make a DC 16 Constitution save, taking 5d8 Lightning Damage on a failed save or half as much on a successful one. Creatures interacting with the Outside of the barrier do not suffer adverse effects although they cannot pass through the barrier without attempting to break it.

LIGHTNING RELEASE: LIGHTNING SPEAR

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Instant

Components: HS, CM

Cost: 12 Chakra

Keywords: Lightning Release, Ninjutsu, Clash

Description: You create a concentrated globe of lightning around your hand, and point it in a direction of your choice. A beam of lightning shoots at blinding speeds in a straight-line piercing through everything in its path. Creatures up to 30 feet away, in a straight line

from you must succeed a Dexterity saving throw, taking 5d6 Piercing and 5d6 Lightning Damage on a failed save and half as much on a successful save.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d6 for each damage type.

LIGHTNING RELEASE: STRIKE ARMOR

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 14 Chakra

Keywords: Lightning Release, Ninjutsu

Description: You surround yourself, in dense lightning chakra in the form of armor. This Armor enhances your speed, and protects you from damage, while also enhancing your melee strikes. Increase your movement speed by 25 Feet. Increase your AC by 2. When you would make a Melee Attack, Add an additional 1d8 to the attack roll.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and increase the melee attack roll by 1d8 and AC bonus by +1.

LIGHTNING RELEASE: THUNDERSTORM

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 250 feet cloud

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 14 Chakra

Keywords: Lightning Release, Ninjutsu

Description: A Churning cloud of lightning forms centered on a point you can see and spreads out in a 250-foot cloud and Lightning begins to flash in the area. Creatures under this cloud must succeed a Dexterity saving throw at the end of each of its turns taking 8d6 Lightning Damage, on a failed save or half as much on a successful one. On a failed Dexterity save, they must then make a Constitution save becoming Stunned on a failed save or dazed on a successful one.

A-RANK:

LIGHTNING RELEASE: BANG

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Instant

Components: HS, CM

Cost: 20 Chakra

Keywords: Lightning Release, Ninjutsu, Clash

Description: You focus Lightning chakra into a super compressed point on the tip of your finger, pointing it at a creature you can see in range, and releasing it in a single swift motion. The lightning explodes leaving your finger with an audible explosive boom, that shatters glass and other fragile but rigid material in a 500 Foot Radius. Make a Ranged Ninjutsu attack. On a Hit, the target creature takes 24d4 Lightning Damage.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and increase the damage by 2d4.

LIGHTNING RELEASE: LIGHTNING CLONE

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: 1 Minute

Components: HS, CM

Cost: 16 Chakra

Keywords: Lightning Release, Ninjutsu, Clash

Description: A modified version of the *Shadow Clone Technique* that allows the user to create a shadow clone but constructed from solid lightning into your own image. The clone has no measurable weight, and cannot swim. If this clone submerges itself into water it disperses returning to its natural state of lightning and supercharges the body of water its dispersed in. You can only create up to 2 clones that is incapable of sentient thought. The clones can be mentally commanded to complete a task by the user, while within 120 feet of one another as a Bonus action. If the clone and user are ever outside of this range the clone explodes like a violent lightning fueled bomb.

The lightning clone has an AC equal to your Ninjutsu Save DC, 1 hit point, it does not have chakra of its own but can cast up to 2, B-Rank or lower Ninjutsu (except Jutsu with "Clone" in its name & Fuinjutsu & Jutsu with the Combination keyword) with the *lightning release* keyword that you know using your Ninjutsu attack bonus and Save DC calculations. It has Immunity to Genjutsu, Psychic & Poison damage, Resistance to Bludgeoning and earth damage but Vulnerability to wind damage. It has a movement speed equal to your movement speed. If your Lightning Clone must make a saving throw it uses your Ninjutsu ability modifier plus half of your proficiency regardless of the type of saving throw made. It does not get a Bonus action or a reaction. The clone cannot use any Clan or Class Features, it also cannot use any Feats you may have.

Creatures who have chakra sight can immediately tell the clone is made of lightning and can distinguish the clone from the original. You cannot control any other type of clone when using this jutsu. (Including *Shadow Clones*).

When this clones have 0 hit points, has used 2 ninjutsu with the lightning release keyword, or been dismissed as a bonus action, it surges for a brief moment before exploding. Creatures within 20 feet of the clone when it explodes must succeed a Constitution saving throw taking 10d6 lightning damage and being stunned on a failed save or half as much on a successful one.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and the number of clones you can summon by 1

LIGHTNING RELEASE: LIGHTNING DRAGON

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Instant

Components: HS, CM

Cost: 20 Chakra

Keywords: Lightning Release, Ninjutsu, Clash

Description: Your chakra twists and forms into a long dragon made of pure lightning, This dragon flies in a straight line of your choice. This creature occupies a space 10 feet wide and extends up to 120 feet. Creatures in the path of this dragon must succeed a Dexterity saving throw, taking 8d10 lightning Damage and being

shocked on a Failed Save and half as much on a failed save. They must also make a Constitution Saving throw, becoming blind and deaf on a failed save.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and increase the damage by 2d10.

LIGHTNING RELEASE: LIGHTNING RAT

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Instant

Components: HS, CM

Cost: 18 Chakra

Keywords: Lightning Release, Ninjutsu, Clash

Description: Your chakra twists and forms into countless globes of lightning that hover just in front of you before you send them flying at a creature you can see in range and harm the surrounding creatures around that creature. Make a ranged ninjutsu attack dealing 11d8 lightning damage. All creatures in a 120-foot line between you and the target creature must succeed a Dexterity saving throw taking 13d6 lightning damage on a failed save and half as much on a success.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and increase the targeted damage by 1d8.

LIGHTNING RELEASE: LIGHTNING SHIELD

Classification: Ninjutsu

Rank: A-Rank

Casting Time: Reaction, to being hit with an attack or Jutsu.

Range: Self

Duration: Instant

Components: HS, CM

Cost: 17 Chakra

Keywords: Lightning Release, Ninjutsu, Clash

Description: A powerful barrier of Lightning forms and protects you. Until the start of your next turn, you have a +10 AC, and you gain immunity to Lightning & Earth damage. This bonus to AC does not count against Ninjutsu with the Wind Release Keyword.

LIGHTNING RELEASE: POWERFUL BULLET BREATH

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Self (60-foot line)

Duration: Instant

Components: HS, CM

Cost: 20 Chakra

Keywords: Lightning Release, Ninjutsu, Clash

Description: You exhale a storm of lightning from your mouth as easily as breathing. This storm covers a massive range and touches everything in a 60-foot line, starting from you. This line of lightning is 60 feet long, and 25 feet wide. Creatures who cross this path must succeed a Dexterity saving throw taking 8d12 lightning damage, being paralyzed, knocked prone, blinded, and deafened. And only half as much damage on a successful save.

S-RANK:

LIGHTNING RELEASE: GREAT SNAKE LIGHTNING

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Instant

Components: HS, CM

Cost: 23 Chakra

Keywords: Lightning Release, Ninjutsu, Clash

Description: You collect lightning into two massive spheres covering each hand before compressing them into globes the size of golf balls. You then perform a chakra molding shape using the balls of lightning, turning them into two snakes of your description that coil around one another as they fly towards a target of your choice that you can see within range. Make a ranged ninjutsu attack, dealing 10d12 lightning damage. On a hit, the Lightning then explodes outwards in a 30-foot sphere centering on the target creature. All other creatures within 30 feet of the target must succeed a constitution saving throw, being stunned until the end of your next turn.

LIGHTNING RELEASE: KIRIN

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Full Turn Action

Range: 300 Feet

Duration: Instant

Components: HS, CM, Thunder Clouds

Cost: 30 Chakra

Keywords: Lightning Release, Ninjutsu

Description: This jutsu requires an active thunderstorm to activate and for you and your target to be under the thunderstorm's clouds.

You create an opposite magnetic pull from the thunder cloud calling upon all of the lightning that the cloud has built up onto a single space you can see within range. This attack affects an area in the shape of a cylinder 20 Feet wide, and up to 300 feet in the sky. Creatures in the range of the lightning Bolt must make a Dexterity saving throw, taking 14d10 Lightning Damage on a failed Save and half as much on a successful one. Creatures who fail their dexterity save are immediately stunned for 1d4 turns afterwards.

LIGHTNING RELEASE: LIGHTNING CHAKRA MODE

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 Minute

Components: HS, CM

Cost: 35 Chakra

Keywords: Lightning Release, Ninjutsu

Description: You coat your body in a perfectly balanced layer of lightning release chakra, enhancing your damage resistance, your movement speed, and your overall striking power. Increase your AC by +5, Triple your movement speed, and Melee weapon attacks instead deal your weapons damage + 4d10 Lightning Damage on a hit.

LIGHTNING RELEASE: THUNDERCLAP ARROW

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: 150 feet

Duration: Instant

Components: HS, CM

Cost: 28 Chakra

Keywords: Lightning Release, Ninjutsu, Clash

Description: You conjure a mass of lightning into the shape of an arrow, that you launch into the air before commanding it to crash into the ground. Choose a point within range for the arrow to land that creates a vertical explosion into the shape of a cylinder 60 feet wide and 100 feet high. All creatures in the range of this cylinder must succeed a Dexterity saving throw taking 12d8 lightning damage. Creatures must also succeed a Constitution saving throw being shocked on a failed save. This jutsu ignores resistance to lightning damage.



SUMMONING JUTSU

Summoning is a tool that the lucky few who have been able to form a blood pact can do, using special techniques to whisk creatures of their chosen blood pact into battle to aid them. Summoned creatures can only be called upon using the D-Rank *Summoning Technique* Ninjutsu. When selecting this jutsu, players/characters should select one of the above Creature types that they have encountered or formed a blood contract with as described in the *Summoning Technique's* description.

SIGNING A BLOOD PACT

The first step to being a summoner is finding a tribe's blood pact contract and signing it in blood. Such a contract is an elaborate scroll with the names of all current and past summoners that have signed it with that particular tribe. A contract is usually signed between the summoner and a tribe, but summons or tribes often align themselves with a summoner's organization, usually wearing some identifying mark of the organization they are allied to (such as a clan symbol or forehead protector). Tribes often do this to avoid conflict within their own ranks.

FINDING A CONTRACT

A contract can be found in one of three ways: A C-Rank summoned creature can summon a copy of the contract, a new contract is created, or the original contract is found within the world (usually under heavy guard or in ancient, forgotten places full of danger).

TRIBES AND LOYALTIES

When two summonses of the same type are summoned on opposing sides of the battlefield, they will often either refuse to fight, or only fight when summoned, harboring no hostility towards one another afterward. This largely depends on the summon types involved, or even the individual creatures summoned. Summons without free will cannot disobey the summoner, and will fight even if they don't want to. Not all tribes are aware of each other, even within their own type, but it is not at all uncommon for there to be different kinds of relations between each other (such as rivalries, alliances or even outright hostilities).

DETERMINE RANK, LEVEL AND COST

When you prepare to summon a creature, choose the Rank and Level you wish to summon. Note that you cannot summon a creature that has a Higher Rank than you can cast normally.

RANK

A summoned creature's Rank indicates its status among its peers and its relative power. To summon a creature of a specific Rank you must be able to cast jutsu of an equal rank according to your class levels. Summons of C-Rank and higher are capable of speech, and can summon their tribe's blood pact contract as a full-round action, or dismiss it as a free action. Some tribes may differ (e.g., Insectoids never have speech). Summons of B-Rank and below cannot disobey the summoner's orders, though they cannot be forced to summon their tribe's contract.

D-Rank (Soldiers): Soldiers are the grunts, summoned for simple tasks like providing a distraction, aiding in combat or supporting their summoner in different tasks; these summons usually do not have the ability to cast jutsu instead opting to using their races natural talents

but to an accelerated degree. They cannot disobey the summoner's commands.

C-Rank (Protector): Similar to Soldiers, but they are more efficient at what they do. These summons usually can cast jutsu of their own as a Standard action and are far more competent. These are the creatures that most summoners grow alongside and bond with the most. They must obey the summoner's commands.

B-Rank (Guardian): Strong and usually larger than the previous ranks. These summoned creatures occasionally have special weapons, tools, attacks or abilities they can use that are unique to their creature race. They must obey the summoner.

A-Rank (Noble): These require great skill and much Chakra to summon, but they are powerful and dignified combatants. They have free will, but are very partial to following the summoner's orders. These creatures are usually regarded as the strongest within any given tribe due to their size, experience or raw power.

S-Rank (Champion): The greatest among their tribe's brethren, these summonses are of varying size but always substantial strength. They are extremely difficult and costly to summon, and are less likely to follow a summoner's orders if they do not make sense or are not aligning with their own ideas. These creatures are able to cast jutsu just as well as or better than most human shinobi or equal strength in some situations. They also hold the key to attaining their tribe's version of Sage mode.

If you are not in good standing with the summons tribe, a Champion may ask for compensation. Compensation usually comes in the form of a mission of atonement. These missions usually encompass the Ranks of A or S-Rank missions in terms of difficulty or complexity and usually require some form of confrontation with a rival tribe to some degree. A tribute need not always be paid immediately upon summoning, as the summon usually agrees to have payment delivered at a later time. Generally speaking, if you do not pay the tribute after the task is performed, the tribe may refuse to be summoned until payment is fulfilled.

LEVEL

In addition to Rank, summons have a Level determined by their Rank.

- D-Rank: Level 4
- C-Rank: Level 8
- B-Rank: Level 12
- A-Rank: Level 16
- S-Rank: Level 20

COST

A summoned creatures Chakra cost is based on its Rank.

- D-Rank: 5 Chakra
- C-Rank: 10 Chakra
- B-Rank: 15 Chakra
- A-Rank: 20 Chakra
- S-Rank: 30 Chakra

STATISTICS AND ADVANCEMENT

To determine the statistics of a summon, you look up the description of the summon type and fill up an empty stat block (see further below) as follows:

- Determine its level.** This is determined by the Rank you cast the Summoning Technique at. All summons levels are predetermined by, the rank the jutsu was cast at. (*D-Rank: Level 4, C-Rank: Level 8, B-Rank: Level 12, A-Rank: Level 16, S-Rank: Level 20*)
- Determine its size.** This is determined by two very specific factors. The Rank of the Creature, and its size Limits. Each summoned creature has a size limit based on its rank which will be listed under the creatures section of this chapter.
- Determine its Ability Scores.** This is determined by the tribe of the creature you summon. Each Tribe has a Standard Ability Score Line up which all of their tribe adhere to. As either the creatures Rank improves, or you summon higher ranked creatures, the variety in their Ability Scores begin to become ever present.
- Determine its movement types & speeds.** This is determined by the creatures Tribe (species) and the rank of the creature.
- Determine its Save DC's.** Each tribe has 2 Ability scores they subscribe to allowing some variety in how their skills are distributed.
- Determine its AC.** $10 + \text{Half your Prof Bonus} + \text{Half the Creatures Level}$.
- Determine its HD and CD.** All Summoned Creatures have a predetermined Hit and Chakra die. When calculating its hit points or chakra points you treat it as if each level of the creature grants it an additional hit or chakra die.
You then either, take the average of the collection of die, or roll, recording the result. You then add the result of their Constitution Modifier multiplied by their level.
- Apply all bonuses and penalties from features, abilities, tribe modifiers and ability scores where applicable.

Size Damage Die: The applicable bonuses are listed in the table below.

SIZE MODIFIERS

Size	Natural/Weapon Damage Die
Tiny	1d4
Small	1d6
Medium	1d8
Large	1d10
Huge	2d6
Gargantuan	2d8

BUILDING A STAT BLOCK

To use a summon, must use a stat block. A stat block is a creature entry (like those for monsters) listing all of its relevant statistics. When you look at a summons description and table and combine it with the way you use summons, you can build a complete stat block.

Doing so looks like the one presented (where an x is a value to be filled in) All Creatures of a given type generally have the same statistics with the DM creating unique variants of said creature.

SUMMONED CREATURES NAME

Creature Level:

Beast, Neutral, Proficiency + x

Armor Class $10 + \text{Half your Prof Bonus} + \text{Half the Creatures Level}$.

Hit Points X

Chakra Points X

Speed X

STR	DEX	CON	INT	WIS	CHA
10(+0)	10(+0)	10(+0)	10(+0)	10(+0)	10(+0)

Saving Throws enter here

Skills enter here

Damage Resistances enter here

Damage Immunities enter here

Senses

Attack Bonus: (Offensive Ability Score + Your proficiency Bonus)

Save DC: $8 + \text{Half your Proficiency} + \text{Half Creature Level}$

SUMMONED CREATURES FEATS/ABILITIES

Features.

ATTACKS/JUTSU

Attack. This is where you will put the creatures attack options.

DM NOTE

There is no need to require your players to make a new Stat block each time they summon a creature of the same rank. Majority of the time, they are summoning the same creature. Doing so slows the pace of the game otherwise. Please work with your Players to figure a list of predetermined Summoned creatures they may summon before the game to keep the pace of the game smooth.

SUMMON DURATION

A summons Chakra Point total is calculated like that of a player character, and decreases by 1 every 1 hour while it is summoned. Summons cannot have their Chakra restored or increased by any means while summoned, and once a summoned creature's Chakra Pool reaches 0, it is immediately unsummoned to their home plane where they recover their Hit and chakra points over the course of 8 hours. If a Summon is summoned before a full 8 hours passes, they roll up to half their Chakra Dice to recover chakra. A summon with free will, or one who is ordered to, can unsummon itself as a full-round action.

DEATH AND INJURY

When a summon is reduced below 0 hit points, it is defeated and returns to its original plane of existence. Summoned creatures will rest and recover naturally while in their home plane, and when summoned again will be summoned with their current HP and CP, meaning summoning one too quickly after it was defeated will summon it in an injured state.

When a unique summon drops below 0 hp it starts dying (as normal characters do), but has a chance each round to return to its home plane, where it automatically stabilizes and starts recovering naturally. (Roll 1d20, on a roll of 19-20 they unsummon themselves) If a summon would die (reduced to at least -10 hit points or below or fails 3 death saving throws) they cannot be summoned again, and most likely the structure of the tribe changes. If a summon does not return to its home plane, it dies and can never be summoned again. Its body does not return to its home plane. If the summoner is slain, a summoned creature without free will continues to follow the summoner's last given order.

SUMMONED CREATURES DESCRIPTIONS

Summon Type: The type or race of the Summoned creatures.

Creature Rank: The Rank of the summoned Creature.

Creature Level: The level of the summoned creature in accordance to its Rank.

Hit Dice: The summoned Creatures hit dice.

Chakra Dice: The summoned creatures chakra dice.

Armor Class: The summoned creatures Armor Class

Saving Throws: The summoned creatures Save proficiencies.

Creature Skills/Senses: The summoned creatures' proficient skills and special senses.

Summon Features: The summoned creatures special features if any.

Natural/Weapons: The summoned creatures' natural weapons or unique weapons.

Special Jutsu/Abilities: The summoned creatures known list of Jutsu or special abilities unique to their creature type. All Creatures

Summon Jutsu Specialty: Summoned Creatures will all have access to a select variety of Jutsu. These summons can add jutsu that fit each tribes specialty to their known jutsu lists. **This does not include Hijutsu.**



BEAR

Powerful and proud, bears are feared and charge into battle head first. They accept only those with courage in their hearts, and make loyal, dependable allies.

Summon Type: *Carnivoran*

Hit Dice: d12

Chakra Dice: d6

Saving Throws: Strength, Constitution

Creature Skills: Athletics, Perception, Survival

Creature Senses: Darkvision (60ft), Keen Smell

(Advantage on Perception Checks requiring Smell.)

Natural/Weapons

Claws. (Melee Weapon Attack: Reach 5ft., one target. Str + Prof to hit, +Str Slashing damage.)

Bite. (Melee Weapon Attack: Reach 5ft., one target. Str + Prof to hit, +Str Piercing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Half Creature Level.

All Jutsu Attack bonus: Constitution Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

You may select 1 feature at each applicable rank. Higher Ranked Summons select 1 feature from each previous rank.

D-Rank: Select 1.

- **Kuma Grapple:** When you score an attack with your Bite, you immediately attempt to grab the target.
- **Kuma Assault:** Attacks made with your Claws cannot be made at disadvantage while within 30 feet of your summoner.

C-Rank: Select 1.

- **Multiattack:** You can make up to two attacks using your Bite. Bite attacks add your Dexterity to Damage rolls once per turn.
- **Multiattack:** You can make up to two attacks using your Claws. Claw attacks add your Constitution to Damage rolls once per turn.

B-Rank: Select 1.

- **Kuma Toughness:** Gain Advantage on Strength & Constitution Saving throws.
- **Kuma Agility:** Gain Proficiency on Dexterity Saving throws

S-Rank: Select 1.

- **Kuma Savagery:** All Weapon Attacks ignore Resistances.
- **Kuma Focus:** Bear Jutsu cost reduced by an amount equal to its rank (*D-Rank: -1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5*)

BEAR JUTSU SPECIALTY

Bears are only able to Cast Jutsu with the Earth Release Keyword, Taijutsu that require an attack roll, and Bukijutsu with a Melee Slashing Weapon Component.



BEAR

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu	Speed
D-Rank	4 th	M	16	10	14	8	12	8	2 D-Rank	30ft
C-Rank	8 th	M-L	+6 Ability Score Increases up to 20.						2 D-Rank, 2 C-Rank	30ft
B-Rank	12 th	M-L	+6 Ability Score Increases up to 20.						2 C-Rank (or Lower), 2 B-Rank	40ft
A-Rank	16 th	M-H	+6 Ability Score Increases up to 22.						3 B-Rank (or Lower), 1 A-Rank.	40ft
S-Rank	20 th	M-G	+6 Ability Score Increases up to 24.						3 A-Rank (or Lower), 1 S-Rank.	50ft

BOAR

Boars are oafish, but extremely dedicated to their task at hand. Boars serve those who have ample focus and determination to reach a goal or serve an ideal.

Summon Type: Carnivoran

Hit Dice: d10

Chakra Dice: d8

Saving Throws: Constitution, Charisma

Creature Skills: Athletics, Intimidation, Perception

Senses: Darkvision(60ft), Keen Smell (Advantage on Perception Checks requiring Smell.)

Natural/Weapons:

Tusk. (Melee Weapon Attack: Reach 5ft., one target. Str + Prof to hit, +Str Piercing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Half Creature Level

All Jutsu Attack bonus: Cha Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

You may select 1 feature at each applicable rank. Higher Ranked Summons select 1 feature from each previous rank.

D-Rank: Select 1.

- **Inoshishi Trample:** If you move at least 20 feet straight toward a target and then hits with a Tusk attack on the same turn, the creature must succeed a Strength saving throw or be knocked prone.
- **Inoshishi Gore:** If you didn't move last round, your next Tusk attack is made at advantage and scores a critical on a roll of 19~20.

C-Rank: Select 1.

- **Multiattack:** You can make up to two attacks using your Tusk.
- **Angry Casting:** When casting a Jutsu, you deal additional damage equal to half your Level.

A-Rank: Select 1.

- **Relentless (Recharges after a short or long rest):** If you hit with two tusk attacks in the same turn, you can disengage as a part of the same action gaining an additional 30 feet of movement and an additional action that can be used to attack with a Tusk attack.
- **Tireless (Recharges after a short or long rest):** If you hit with a jutsu you cast that requires an attack roll, you may immediately cast the same jutsu again, for half the cost, dealing half the damage on a successful hit.

S-Rank: Select 1.

- **Unstoppable:** Your movement speed can never be reduced and you ignore difficult terrain.
- **Unreasonable:** When your hit points are below 50%, reduce your AC by -5 and increase your Attack and damage rolls by an equal amount.

BOAR JUTSU SPECIALTY

Boars are only able to Cast Jutsu with the Earth Release Keyword, Fire Release Keywords, and Bukijutsu with a Melee Piercing Weapon Component.



BOAR

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu	Speed	
D-Rank	4 th	M	16	8	14	8	10	12	2 D-Rank	30ft	
C-Rank	8 th	M-L	+6 Ability Score Increases up to 20.						2 D-Rank, 2 C-Rank		30ft
B-Rank	12 th	M-L	+6 Ability Score Increases up to 20.						2 C-Rank (or Lower), 2 B-Rank		40ft
A-Rank	16 th	M-H	+6 Ability Score Increases up to 22.						3 B-Rank (or Lower), 1 A-Rank.		40ft
S-Rank	20 th	M-G	+6 Ability Score Increases up to 24.						3 A-Rank (or Lower), 1 S-Rank.		50ft

DOG/WOLF

Dogs and wolves are loyal animals. They are kind and protective of their friends and family. Dogs serve those who treat them with kindness and respect. Wolves serve powerful and unnerving leaders.

Summon Type: *Carnivoran*

Hit Dice: d8

Chakra Dice: d10

Saving Throws: Dexterity, Intelligence

Creature Skills: Athletics, Perception, Insight

Creature Senses: Darkvision (30ft), Keen Smell (Advantage on Perception Checks requiring Smell.), Keen Hearing (Advantage on Perception Checks requiring Hearing.)

Natural/Weapons:

Bite. (Melee Weapon Attack: Reach 5ft., one target. Str or Dex (Pick one) + Prof to hit, +Str Piercing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Half Creature Level

All Jutsu Attack bonus: Wisdom + Your Proficiency Bonus.

SPECIAL FEATURES:

You may select 1 feature at each applicable rank. Higher Ranked Summons select 1 feature from each previous rank.

D-Rank: Select 1.

- **Howl:** When you make a bite attack, you may instead howl granting an ally of your choice with 1d6 bonus to their next Attack, Skill, or Ability Check. This bonus increases to 1d8 at 8th level, 1d10 at 12th level, and 1d12 at 20th level.
- **Growl:** When you make a bite attack, you may instead growl. All hostile creatures within 30 feet of you must succeed a Wisdom Saving throw gaining 1 rank 10f Fear for the next minute.

C-Rank: Select 1.

- **Pack Tactics:** You have advantage on attack rolls against a creature If at least one of your allies are within 5 feet of the creature and the ally isn't incapacitated.
- **Pack Assault:** You reroll 1's and 2's when you deal damage with a melee attack if at least one of your allies are within 5 feet of the creature and the ally isn't incapacitated.

B-Rank: Select 1.

- **Multiattack:** You can make up to two attacks using your Bite.
- **Concentrated Effort:** When casting a jutsu that targets a creature, while an ally is within 5 feet of them, you cannot roll at disadvantage by any means.

S-Rank: Select 1.

- **Pack Master:** Allies have advantage on attack rolls against a creature if you are within at least 5 feet of the creature and you are not incapacitated.
- **Right Hand:** While within 5 feet of an allied creature, you and that creature gain a +5 bonus to saving throws. This bonus only applies to Saving throws each creature isn't proficient in.

DOG/WOLF JUTSU SPECIALTY

Dogs/Wolves are only able to Cast Ninjutsu without a Nature Release, Fuinjutsu, or Medical Keywords, Taijutsu that requires a melee attack roll, and Bukijutsu with Piercing Weapon Components.



DOG/WOLF

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu	Speed	
D-Rank	4 th	S	14	14	13	9	12	9	2 D-Rank	30ft	
C-Rank	8 th	S-M	+6 Ability Score Increases up to 20.					2 D-Rank, 2 C-Rank			45ft
B-Rank	12 th	S-L	+6 Ability Score Increases up to 20.					2 C-Rank (or Lower), 2 B-Rank			50ft
A-Rank	16 th	S-H	+6 Ability Score Increases up to 22.					3 B-Rank (or Lower), 1 A-Rank.			60ft
S-Rank	20 th	S-G	+6 Ability Score Increases up to 24.					3 A-Rank (or Lower), 1 S-Rank.			75ft

HARE/ RABBIT

Typically used for their speed and agility, Hares make for excellent messengers and couriers, though their combat prowess may leave something to be desired.

Summon Type: *Rodents*

Hit Dice: d6

Chakra Dice: d12

Defensive Ability Score: Dexterity

Saving Throws: Dexterity, Intelligence

Creature Skills: Acrobatics, Perception, Stealth,

Creature Senses: Keen Smell (Advantage on Perception Checks requiring Smell.), Keen hearing (Advantage on Perception Checks requiring hearing.)

Natural/Weapons:

Kicks. (Melee Weapon Attack: Reach 10ft., one target. Dex + Prof to hit, +Dex bludgeoning damage.)

Claws. (Melee Weapon Attack: Reach 5ft., one target. Dex + Prof to hit +Dex slashing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Half Creature Level

All Jutsu Attack bonus: Intelligence Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

You may select 1 feature at each applicable rank. Higher Ranked Summons select 1 feature from each previous rank.

D-Rank: Select 1.

- **Jumper:** You can leap up to your movement speed, high into the air. Attacking another creature using your kicks after falling 20 or more feet deals additional damage, equal to 1 damage die for every 20 feet fallen.
- **Blitz:** If you have 20ft more movement speed than the target of your claw attack, you gain a +1 bonus to attack and damage rolls. You gain an additional +1 bonus to attack and damage rolls for every additional 10 feet of movement speed you have beyond that, up to a maximum of +5.

C-Rank: Select 1.

- **Multiattack (Kick):** You can make up to two attacks using your Kick Weapons.
- **Multiattack (Claw):** You can make up to two attacks using your Claw Weapons.

A-Rank: Select 1.

- **Multiattack (2, Kick):** You can make up to two attacks using your Kick. If you already have *Multiattack (Kick)* you instead can make three.
- **Multiattack (2, Claw):** You can make up to two attacks using your Claw. If you already have *Multiattack (Claw)* you instead can make three.

S-Rank: Select 1.

- **Skyfall:** The first Kick Attack made after leaping more than 30ft into the air is made at advantage.
- **Burst Blitz:** The first Claw Attack made after moving 80 or more feet scores a critical hit on an 18~20.

HARE/RABBIT JUTSU SPECIALTY

Hare/Rabbit are only able to Cast Ninjutsu with the Wind Release Keyword, Ninjutsu with the Fuinjutsu Keyword and Any Genjutsu with the Visual Keyword.



HARE/ RABBIT

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu	Speed
D-Rank	4 th	T	6	16	12	12	12	11	2 D-Rank	40ft
C-Rank	8 th	T-S	+6 Ability Score Increases up to 20.					2 D-Rank, 2 C-Rank		40ft
B-Rank	12 th	T-M	+6 Ability Score Increases up to 20.					2 C-Rank (or Lower), 2 B-Rank		60ft
A-Rank	16 th	T-L	+6 Ability Score Increases up to 22.					3 B-Rank (or Lower), 1 A-Rank.		60ft
S-Rank	20 th	T-H	+6 Ability Score Increases up to 24.					3 A-Rank (or Lower), 1 S-Rank.		80ft

HAWK/ PREDATOR BIRDS

Hawks are powerful predators, relying on their keen eyesight, speed and agility to hunt their foes. Hawks serve those who try to protect their close friends and family, as well as those that follow its way of hunting.

Summon Type: Avian

Hit Dice: d6

Chakra Dice: d12

Saving Throws: Dexterity, Intelligence

Creature Skills: Acrobatics, Insight, Perception

Creature Senses: Darkvision (90ft), Keen Sight (Advantage on Perception Checks requiring Sight.)

Natural/Weapons:

Talons. (Melee Weapon Attack: Reach 5ft., one target. Dex + Prof to hit, +Dex Piercing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Half Creature Level

All Jutsu Attack bonus: Wisdom Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

You may select 1 feature at each applicable rank. Higher Ranked Summons select 1 feature from each previous rank.

D-Rank: Select 1.

- **Harass:** When you hit a creature with a Talon attack, they reduce their next attack roll by 1d4.
- **Guide:** When you would make a talon attack, you may instead guide an allies attack to success. Select one allied creature, the next attack roll they make, has in increased Critical Threat range of +1.

C-Rank: Select 1.

- **Multiattack (Talon):** You can make up to two attacks using your Talons.
- **Wing Beat:** As an Action you can kick up Dust. Select a space you can see within 30 feet of you that is on the ground. You kick up a dust cloud filling a 25-foot cube centering on the selected space. This dust cloud heavily obscures the vision of all creatures within it except you. Creatures outside of the dust cloud cannot see within it. The dust cloud disperses at the end of your next turn.

B-Rank: Select 1.

- **Multiattack (2):** You can make up to three attacks using your Talons. If you already have **Multiattack (Talon)** you instead can make three.
- **Kill Dive:** When you make a melee attack after moving your full movement speed in a straight line, if you score a critical Hit, you deal maximum damage.

S-Rank: Select 1.

- **Predator:** When you attack, target or affect a creature, who has not acted yet, is surprised, or who cannot see you they have disadvantage on Strength and Dexterity saving throws against you.
- **Wind Span:** When an allied creature within 15 feet of you would be affected or targeted by a hostile creatures attack or jutsu, you may as a reaction, spread your wings protecting them. Regardless of the effect or jutsu cast, the new target is you and you are the only creature that makes a saving throw if required.

HAWK/PREDATOR BIRDS JUTSU SPECIALTY

Hawk/Predator Birds are only able to Cast Ninjutsu with the Wind Release Keyword, Ninjutsu with the Sensory Keyword and Any Taijutsu that requires a saving throw.



HAWK/PREDATOR BIRDS

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu	Speed
D-Rank	4 th	S	5	14	12	11	16	10	2 D-Rank	30ft Fly
C-Rank	8 th	S-M	+6 Ability Score Increases up to 20.						2 D-Rank, 2 C-Rank	40ft Fly
B-Rank	12 th	S-L	+6 Ability Score Increases up to 20.						2 C-Rank (or Lower), 2 B-Rank	60ft Fly
A-Rank	16 th	S-H	+6 Ability Score Increases up to 22.						3 B-Rank (or Lower), 1 A-Rank.	60ft Fly
S-Rank	20 th	S-G	+6 Ability Score Increases up to 24.						3 A-Rank (or Lower), 1 S-Rank.	90ft Fly

INSECT SWARM

These insects are mindless soldiers, following orders without question regardless of personal safety, but only if the summoner has earned such loyalty. They serve anyone with a commanding presence.

Summon Type: *Insectoid*

Hit Dice: d6

Chakra Dice: d12

Saving Throws: Constitution, Intelligence

Creature Skills: Acrobatics, Stealth, Perception

Creature Senses: Blindsight (15ft)

Natural/Weapons:

Stingers. (Melee Weapon Attack: Reach 5ft., one target.
Dex + Prof to hit, +Dex Piercing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Half Creature Level

All Jutsu Attack bonus: Constitution Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

You may select 1 feature at each applicable rank. Higher Ranked Summons select 1 feature from each previous rank.

D-Rank: Select 1.

- **Swarm:** You have advantage on Grapple checks against any target equal to your size or smaller.
- **Untouchable.** You can occupy any space a creature is currently occupying and attacks rolls against you are always at disadvantage.

C-Rank: Select 1.

- **Poison Stingers:** When the Swarm stinger attack deals damage, the target makes a Constitution save gaining the poison condition on a failed save.
- **Parasitic:** When the Swarm deals damage with a jutsu it casts, it regains hit points equal to the damage dealt.

A-Rank: Select 1.

- **Multiattack (Stingers):** You can make up to two attacks using your Stingers.
- **Feast:** When the Swarm deals damage with its Stingers, it regains Chakra points equal to the damage dealt.

S-Rank: Select 1.

- **Multiattack (2):** You can make up to two attacks using your Stingers. If you already have **Multiattack (Stingers)** you instead can make three.
- **The Plague Swarm:** The Swarm has immunity from attacks or jutsu that target it.

INSECT SWARM JUTSU SPECIALTY

Insect Swarms are only able to Cast Ninjutsu that deal Poison Damage, Inflicts the Poisoned Condition, and Ninjutsu with the Sensory Keyword.



INSECT SWARM

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu	Speed	
D-Rank	4 th	S	5	16	16	11	12	5	2 D-Rank	30ft Fly	
C-Rank	8 th	S-M	+6 Ability Score Increases up to 20.							2 D-Rank, 2 C-Rank	40ft Fly
B-Rank	12 th	S-L	+6 Ability Score Increases up to 20.							2 C-Rank (or Lower), 2 B-Rank	60ft Fly
A-Rank	16 th	S-H	+6 Ability Score Increases up to 22.							3 B-Rank (or Lower), 1 A-Rank.	60ft Fly
S-Rank	20 th	S-G	+6 Ability Score Increases up to 24.							3 A-Rank (or Lower), 1 S-Rank.	90ft Fly

LIZARD

Lizards are patient and capable warriors. They can be bipeds or quadrupeds, and are suited to a number of different tasks. They are often seen as lesser cousins of dragons, a comparison they heavily dislike. Lizards love to win, and will only serve those who do not look down upon the weak.

Summon Type: *Dragon*

Hit Dice: d8

Chakra Dice: d10

Saving Throws: Strength, Constitution

Creature Skills: Athletics, Acrobatics, Stealth

Creature Senses: Tremor sense (30ft), Keen Smell (Advantage on Perception Checks requiring smell.)

Natural/Weapons

Tail. (Melee Weapon Attack: Reach 5ft., one target. Str + Prof to hit, +Str Piercing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Half Creature Level

All Jutsu Attack bonus: Wisdom Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

You may select 1 feature at each applicable rank. Higher Ranked Summons select 1 feature from each previous rank.

D-Rank: Select 1.

- **Simple Weapon Prof:** You have proficiency with all Melee Simple weapons and when summoned you have any single Simple Melee weapon on your person. This weapon follows your Size Damage die rules for damage rolls, but can use Strength or Dexterity if the weapon has the finesse property.
- **Pay Me:** Your summoner can spend 5 chakra, when they do, the next weapon or Tail attack you make deals maximum damage.

C-Rank: Select 1.

- **Multiattack:** You can make up to two attacks using your Tail or Melee Weapons.
- **Vile:** You are immune to Poison and Acid Damage.

B-Rank: Select 1.

- **Martial Weapon Prof** You have proficiency with all Melee Martial weapons and when summoned you have any single Martial Melee weapon on your person. This weapon follows your Size Damage die rules, but can use Strength or Dexterity if the weapon has the finesse property.
- **Overtime:** When you have 50% or less hit points, you are immune to critical hits.

S-Rank: Select 1.

- **Multiattack (2):** You can make up to two attacks using your Tail or Melee Weapons. If you already have **Multiattack**, you instead can make three.
- **I Never Lose:** When you would fall to 0 Hit points, your summoner can instead spend 50 chakra, when they do, you gain half of your Maximum Hit points back immediately.

LIZARD JUTSU SPECIALTY

Lizards are only able to Cast Ninjutsu that deal Poison Damage, Inflicts the Poisoned Condition, and Bukijutsu that doesn't have a target of self.



LIZARD

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu	Speed	
D-Rank	4 th	S	14	12	12	9	14	10	2 D-Rank	30ft	
C-Rank	8 th	S-M	+6 Ability Score Increases up to 20.					2 D-Rank, 2 C-Rank			40ft
B-Rank	12 th	S-L	+6 Ability Score Increases up to 20.					2 C-Rank (or Lower), 2 B-Rank			50ft
A-Rank	16 th	S-H	+6 Ability Score Increases up to 22.					3 B-Rank (or Lower), 1 A-Rank.			60ft
S-Rank	20 th	S-G	+6 Ability Score Increases up to 24.					3 A-Rank (or Lower), 1 S-Rank.			60ft

MONKEY/ PRIMATE

Playful, intelligent and shy, monkeys can use almost any weapon or tool a human could, and are extremely dangerous when angered. Monkeys only serve those with creative minds that like to have fun

Summon Type: *Primate*

Hit Dice: d10

Chakra Dice: d8

Saving Throws: Strength, Dexterity

Creature Skills: Athletics, Acrobatics, Perception

Creature Senses: -

Natural/Weapons:

Claws. (Melee Weapon Attack: Reach 5ft., one target. Str + Prof to hit, +Str Slashing damage.)

Weapon. (Melee Weapon Attack: X)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Half Creature Level

All Jutsu Attack bonus: Strength or Dexterity Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

You may select 1 feature at each applicable rank. Higher Ranked Summons select 1 feature from each previous rank.

D-Rank:

- **All Weapon Prof.:** You have proficiency with All Melee weapons and when summoned you have any one Melee weapon on your person.

C-Rank: Select 1.

- **Transform:** You transform into the weapon that you or your summoner is currently carrying for your summoner to use. They have proficiency with your transformed state. Add +2 to their AC, Weapon & Taijutsu Attack and Damage rolls, that use your transformed state.
- **Tag-Team:** When you score a hit with a melee attack, your summoner can spend their reaction to take the attack action, or cast a taijutsu targeting the same creature.

B-Rank: Select 1.

- **Multiattack:** You can make up to two attacks using your Claws or Weapon.
- **Combination Force:** When your summoner scores a hit with a melee attack, you can spend your reaction to take the attack action or cast a jutsu targeting the same creature.

S-Rank: Select 1.

- **Perfect Transform:** You transform into any Melee weapon for your summoner to use. They have proficiency with your transformed state. They gain a +2 Bonus to their AC, Weapon, and Taijutsu attack and damage rolls. If you already have *Transform*, then you instead gain a +5 Bonus to attack and damage rolls.
- **Back and forth:** When you or your summoner scores a hit with a melee attack, while within 5 feet of the same creature, the attacking creature may spend their bonus action. If you spend your bonus action, your summoner can attack on your turn with either the Attack Action or Casting a Taijutsu targeting the same Creature. If your summoner spend their bonus action, you can attack on their turn with either the Attack Action or Casting a Taijutsu targeting the same creature.

MONKEY/PRIMATE JUTSU SPECIALTY

Monkey/Primates are only able to Cast jutsu with the Taijutsu Keyword.



MONKEY/PRIMATE

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu	Speed	
D-Rank	4 th	M	14	14	12	12	10	9	2 D-Rank	30ft	
C-Rank	8 th	M	+6 Ability Score Increases up to 20.							2 D-Rank, 2 C-Rank	40ft
B-Rank	12 th	M-L	+6 Ability Score Increases up to 20.							2 C-Rank (or Lower), 2 B-Rank	40ft
A-Rank	16 th	M-L	+6 Ability Score Increases up to 22.							3 B-Rank (or Lower), 1 A-Rank.	50ft
S-Rank	20 th	M-H	+6 Ability Score Increases up to 24.							3 A-Rank (or Lower), 1 S-Rank.	50ft

Ox/RAM

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

Summon Type: Carnivoran

Hit Dice: d12

Chakra Dice: d6

Saving Throws: Strength, Constitution

Creature Skills: Athletics, Survival, Intimidation

Creature Senses: Darkvision (30ft)

Natural/Weapons:

Horns. (Melee Weapon Attack: Reach 5ft., one target. Str + Prof to hit, +Str piercing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8+ Half Your Prof + Half Creature Level

All Jutsu Attack bonus: Strength Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

You may select 1 feature at each applicable rank. Higher Ranked Summons select 1 feature from each previous rank.

D-Rank: Select 1.

- **Trample:** If you moved more 20ft or more before you make a Horn attack. On a hit, target creature makes a Strength saving throw, being knocked prone on a failed save.
- **Sure Footed:** You have Advantage on Strength and Dexterity Saving throws.

C-Rank: Select 1.

- **Gore:** If you moved 30ft or more before you make a horn attack. On a hit, target creature makes a Constitution saving throw being impaled taking 6d6 piercing damage on a failed save.
- **Ram:** If you moved 30ft or more before you make a horn attack, on a hit, target creature makes a Strength saving throw being Dazed for the next minute on a failed save.

B-Rank: Select 1.

- **Multiattack:** You can make up to two attacks using your Natural Weapons.
- **Slam:** As an action, you slam your hooves into the ground. All creatures of your choice within 60 feet of you must succeed a Dexterity saving throw taking 6d6 bludgeoning damage and being knocked prone on a failed save or half as much on a successful save. All ground within 60 feet of you at the time of using this feature becomes difficult terrain. You cannot use this feature again until the end of your next turn.

S-Rank: Select 1.

- **Stampede:** As an action by moving 45ft you can move through creatures of equal size or smaller spaces pushing them to the side. Creatures who's space you pass through must make a Dexterity saving throw, being knocked prone and taking 10d6 bludgeoning damage on a failed save.
- **Tireless Fortitude:** When you are forced to make a Strength or Constitution saving throw you can choose to instead succeed. When you do, you suffer no further effects. You can only do this twice per long rest.

Ox/RAM JUTSU SPECIALTY

Ox/Ram are only able to Cast jutsu with the Earth Release Keyword, Taijutsu that forces a Saving throw, or Bukijutsu with a Melee Piercing Component.



Ox/RAM

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu	Speed
D-Rank	4 th	L	16	10	14	12	8	8	2 D-Rank	40ft
C-Rank	8 th	L	+6 Ability Score Increases up to 20.						2 D-Rank, 2 C-Rank	50ft
B-Rank	12 th	L-H	+6 Ability Score Increases up to 20.						2 C-Rank (or Lower), 2 B-Rank	50ft
A-Rank	16 th	L-H	+6 Ability Score Increases up to 22.						3 B-Rank (or Lower), 1 A-Rank.	60ft
S-Rank	20 th	L-G	+6 Ability Score Increases up to 24.						3 A-Rank (or Lower), 1 S-Rank.	70ft

RAT

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

Summon Type: *Rodent*

Hit Dice: d6

Chakra Dice: d12

Saving Throws: Dexterity, Intelligence

Creature Skills: Acrobatics, Stealth, Sleight of Hand

Creature Senses: Darkvision (30ft), Keen Smell

(Advantage on Perception Checks requiring smell.)

Natural/Weapons:

Bite. (Melee Weapon Attack: Reach 5ft., one target. Dex + Prof to hit, +Dex piercing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Half Creature Level

All Jutsu Attack bonus: Intelligence Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

You may select 1 feature at each applicable rank. Higher Ranked Summons select 1 feature from each previous rank.

D-Rank: Select 1.

- **Multiattack:** You can make up to two attacks using your bite.
- **Stealthy Escape:** You can as a bonus action take the Disengage and Hide actions at the same time so long as you are at least lightly obscured.

C-Rank: Select 1.

- **Poisonous:** If you hit a creature with your Bite, target creature must make a Constitution saving throw vs your Save DC, becoming poisoned on a failed save.
- **Venomous:** If you hit a creature with your bite, you deal an additional 1d6 poison damage.

A-Rank: Select 1.

- **Extreme Poison:** Poison damage from you ignores resistance. When dealing poison damage, assume 2 damage dice are their highest possible roll. Roll all other dice as normal.
- **Surprisingly Lethal:** When you attack from being hidden, and score a hit you treat the hit as if you scored a critical hit. Once used, you cannot use this feature again until the end of your next turn.

S-Rank: Select 1.

- **Plague Spreader:** Creatures poisoned by you generate a 5ft poisonous aura. Other creatures that begin their turn in this aura must make a Constitution save becoming poisoned as if you poisoned them.
- **Venomous (2):** If you hit a creature with your bite, you deal an additional 1d6 poison damage. If you already have **Venomous** you instead deal 3d6 poison damage.

RAT JUTSU SPECIALTY

Rats are only able to Cast Ninjutsu that deal Poison Damage, Inflicts the Poisoned Condition, and any jutsu that grants bonuses to Stealth or Invisibility.



RAT

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu	Speed
D-Rank	4 th	S	5	16	12	14	11	10	2 D-Rank	45ft
C-Rank	8 th	S-M	+6 Ability Score Increases up to 20.						2 D-Rank, 2 C-Rank	45ft
B-Rank	12 th	S-M	+6 Ability Score Increases up to 20.						2 C-Rank (or Lower), 2 B-Rank	60ft
A-Rank	16 th	S-L	+6 Ability Score Increases up to 22.						3 B-Rank (or Lower), 1 A-Rank.	60ft
S-Rank	20 th	S-H	+6 Ability Score Increases up to 24.						3 A-Rank (or Lower), 1 S-Rank.	75ft

SHARK/PREDATOR FISH

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

Summon Type: *Amphibian*

Hit Dice: d12

Chakra Dice: d6

Saving Throws: Constitution, Charisma

Creature Skills: Athletics, Stealth, Perception

Creature Senses: Blindsight (30ft), Keen Smell, Water Breathing (The shark Can only breathe in water.)

Natural/Weapons:

Bite. (Melee Weapon Attack: Reach 5ft., one target. Str + Prof to hit, +Str piercing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Half Creature Level

All Jutsu Attack bonus: Charisma Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

You may select 1 feature at each applicable rank. Higher Ranked Summons select 1 feature from each previous rank.

D-Rank: Select 1.

- **Charge:** As a standard action the shark can dash at two times its movement speed.
- **Bloodletting:** When a creature submerged in the same body of water as the shark, is bleeding, the shark gains 120 feet of truesight against that creature

C-Rank: Select 1.

- **Multiattack:** You can make up to two attacks using your Bite.
- **I Bite:** When you score a hit using your bite attack against a creature. They gain 1 rank of Bleeding.

B-Rank: Select 1.

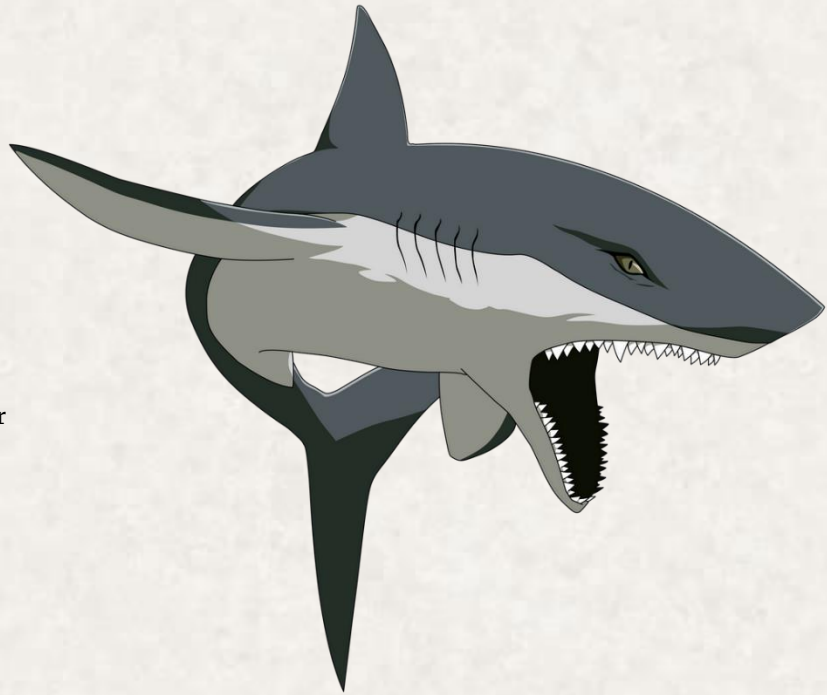
- **Blood Frenzy:** The Shark has advantage on melee attack rolls against any creature that doesn't have all its hit points, that it attacks while swimming.
- **Multiattack (2):** You can make up to two attacks using your Bite. If you already have **Multiattack**, you instead can make three.

S-Rank: Select 1.

- **Apex:** The Shark scores a critical strike on its Bite attack on a roll of 17, 18, 19, or 20.
- **Predator:** The Shark scores a critical strike with its jutsu on a roll of 18, 19, or 20.

SHARK JUTSU SPECIALTY

Sharks are only able to Cast Ninjutsu with the Water Release Keyword, Ninjutsu with the Sensory Keyword, and Genjutsu with the Tactile Keyword.



SHARK

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu	Speed	
D-Rank	4 th	M	15	9	12	8	12	14	2 D-Rank	40ft Swim	
C-Rank	8 th	M	+6 Ability Score Increases up to 20.							2 D-Rank, 2 C-Rank	50ft Swim
B-Rank	12 th	M-L	+6 Ability Score Increases up to 20.							2 C-Rank (or Lower), 2 B-Rank	60ft Swim
A-Rank	16 th	M-H	+6 Ability Score Increases up to 22.							3 B-Rank (or Lower), 1 A-Rank.	70ft Swim
S-Rank	20 th	M-G	+6 Ability Score Increases up to 24.							3 A-Rank (or Lower), 1 S-Rank.	80ft Swim

SLUG

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

Summon Type: *Amphibian*

Hit Dice: d8

Chakra Dice: d10

Saving Throws: Wisdom, Intelligence

Creature Skills: Stealth, Medicine, History

Creature Senses: Tremor Sense (20ft), Amphibious

Natural/Weapons:

Acid Spray. (Ranged Weapon Attack: Reach 5ft., one target. Dex + Prof to hit, +Dexterity Acid damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Half Creature Level

All Jutsu Attack bonus: Constitution Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

You may select 1 feature at each applicable rank. Higher Ranked Summons select 1 feature from each previous rank.

D-Rank: Select 1.

- **Slimy Body:** Slugs are immune to the grappled or restrained condition.
- **Impeccable Memory:** Slugs have minds like vaults, never forgetting what they see or hear. When a creature that the you can see, casts a Jutsu. Make a Intelligence (History) Check vs the Jutsu's Save DC. On a success, you know the jutsu being used and all of its effects and can relay it back to your summoner.

C-Rank: Select 1.

- **Resistance:** Slugs are resistant to Slashing and Piercing damage.
- **Invertebrate:** You had Advantage on Dexterity Saving throws.

A-Rank: Select 1.

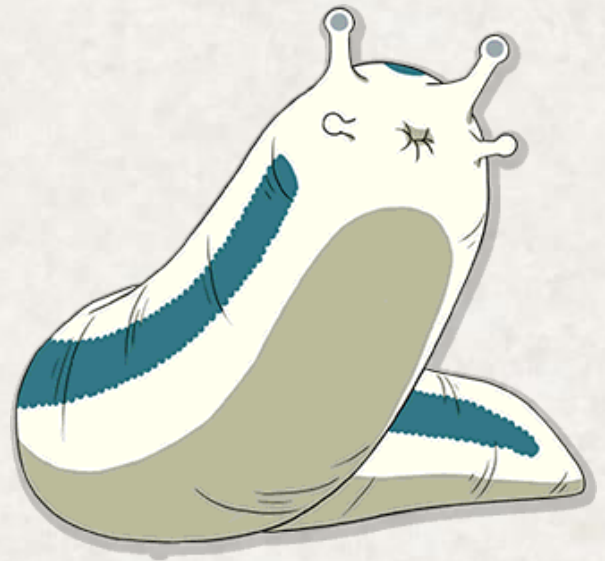
- **Immune:** Slugs are Immune to Cold and Poison Damage
- **Quick Hibernation:** Slugs can regain a number of chakra points equal to their summoners Level when they take a short rest. They can regain chakra points this way twice per long rest.

S-Rank:

- **Hard to Kill:** Slugs that have their hit points reduced to 0, explode into 8 C-Rank Slugs. These C-Rank Slugs are all actually pieces of the original Slug. Each of these C-Rank Slugs carry 1/8thh (Rounded Down) of the original Slugs Maximum Hit points. These Slugs can communicate telepathically across 100 miles, and can remain separated until the slug is unsummoned.

SLUGS JUTSU SPECIALTY

Slugs are only able to Cast Ninjutsu with the Medical Keyword, Ninjutsu with the Sensory Keyword, and Ninjutsu with the Water Release Keyword.



SLUG

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu	Speed
D-Rank	4 th	S	8	12	14	14	11	12	2 D-Rank	40ft
C-Rank	8 th	S-M	+6 Ability Score Increases up to 20.						2 D-Rank, 2 C-Rank	40ft
B-Rank	12 th	S-L	+6 Ability Score Increases up to 20.						2 C-Rank (or Lower), 2 B-Rank	50ft
A-Rank	16 th	S-H	+6 Ability Score Increases up to 22.						3 B-Rank (or Lower), 1 A-Rank.	50ft
S-Rank	20 th	S-G	+6 Ability Score Increases up to 24.						3 A-Rank (or Lower), 1 S-Rank.	60ft

SNAKE

There are few land creatures more dangerous, cunning, and powerful than a snake. The snake is a beast which has ties and stories that date back to before time was tracked. The snake's greatest weapon is its cunning and powerful body with its sharp fangs to pierce the flesh of its enemies.

Summon Type: *Dragon*

Hit Dice: d10

Chakra Dice: d8

Saving Throws: Dexterity, Charisma

Creature Skills: Athletics, Stealth, Perception

Creature Senses: Darkvision (60ft), Keen Smell

Natural/Weapons:

Bite. (Melee Weapon Attack: Reach 5ft., one target. Dex + Prof to hit, +Dex piercing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Half Creature Level

All Jutsu Attack bonus: Charisma Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

You may select 1 feature at each applicable rank. Higher Ranked Summons select 1 feature from each previous rank.

D-Rank: Select 1.

- **Constrict:** If you score a successful hit with your **Bite** attack, target creature makes a strength saving throw being restrained as you grab them on a failed save. As an Action, you can constrict a restrained target dealing 5d6 Bludgeoning damage.
- **Devils Glare:** When you would make a bite attack, you may instead glare at a creature that you can see within 60 feet of you. That creature makes a Charisma saving throw. On a failed save they are Paralyzed until the end of their next turn. A creature Paralyzed this way becomes immune to this feature for 24 hours.

C-Rank: Select 1.

- **Venom Sacks:** Scoring a hit with your bite attack, target creature makes a Constitution saving throw, gaining 3 ranks of Envenomed for the next minute on a failed save.
- **Poison Sacks:** Your Bite attacks deal an additional 3d6 poison damage on a hit.

B-Rank: Select 1.

- **Predator:** When you attack a creature, who has not acted yet, is surprised, or who cannot see you they have disadvantage on Strength and Dexterity saving throws against you.

- **Hunter:** When you attack a creature, who has not acted yet, is surprised, or who cannot see you, you deal additional damage equal to $Xd4$, where X is equal to your Proficiency bonus.

S-Rank: Select 1.

- **Apex:** The Snake scores a critical strike on its Bite attack on a roll of 17, 18, 19, or 20.
- **Fang:** When the snake reduces a creatures hit points to 0 as a result of a bite attack swallows them whole, fully consuming them. A swallowed creature fully digests after 24 hours being unable to be revived.

SNAKE JUTSU SPECIALTY

Snakes are only able to Cast Ninjutsu with the Fire Release Keyword, Ninjutsu with the Wind Release Keyword, and Bukijutsu with a melee piercing component.



SNAKE

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu	Speed
D-Rank	4 th	S	8	12	14	14	11	12	2 D-Rank	40ft
C-Rank	8 th	S-M	+6 Ability Score Increases up to 20.					2 D-Rank, 2 C-Rank		50ft
B-Rank	12 th	S-L	+6 Ability Score Increases up to 20.					2 C-Rank (or Lower), 2 B-Rank		60ft
A-Rank	16 th	S-H	+6 Ability Score Increases up to 22.					3 B-Rank (or Lower), 1 A-Rank.		70ft
S-Rank	20 th	S-G	+6 Ability Score Increases up to 24.					3 A-Rank (or Lower), 1 S-Rank.		80ft

SPIDER

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

Summon Type: *Insectoid*

Hit Dice: d8

Chakra Dice: d10

Saving Throws: Dexterity, Charisma

Creature Skills: Acrobatics, Stealth, Intimidation

Creature Senses: Darkvision (60ft), Keen Sight

Natural/Weapons:

Bite. (Melee Weapon Attack: Reach 5ft., one target. Str + Prof to hit, +Str Piercing damage.)

Webbing. (Ranged Weapon Attack: Reach 30ft., one target. Target is restrained by webbing. As an action, the restrained creature can make a Strength check vs your Jutsu Save DC, freeing themselves on a success. The webbing can also be attack and Destroyed. (AC 10, 5 HP, Vulnerability to fire damage; Immune to Bludgeoning, poison, and psychic damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Half Creature Level

All Jutsu Attack bonus: Intelligence Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

You may select 1 feature at each applicable rank. Higher Ranked Summons select 1 feature from each previous rank.

D-Rank: Select 1.

- **Spider Climb:** Spiders can climb on any Surface and are immune to difficult terrain.
- **Poison Stingers:** When you score a hit on a creature with your Bite attack, you deal additional poison damage equal to 1d6. This damage increases to 2d6 at C-Rank, 3d6 at B-Rank, 4d6 at A-Rank and 5d6 at S-Rank. If the creature is also Restrained by webbing, they instead take the maximum possible damage.

C-Rank: Select 1.

- **Venomous:** Scoring a hit with your bite attack, target creature makes a Constitution saving throw, gaining 4 ranks of envenomed for the next minute on a failed save. The creature makes a save at the end of each of their turns to end the envenomed condition.
- **Iron Silk:** Your Webbing's AC becomes equal to your Jutsu Save DC and Its Hit Points become equal to twice your level.

B-Rank: Select 1.

- **Weaver:** When you Score a hit with your webbing attack, the target is paralyzed instead of restrained. They still make their saves at the end of their turn instead of as an Action.
- **Extreme Toxicity:** When you would deal Poison damage, reroll 1's and 2's.

S-Rank: Select 1.

- **Extreme Poison:** The Spiders Poison damage is tripled. If a creature fails a Constitution saving throw, you deal double poison damage.
- **Web Cocoon:** Creature restrained or Paralyzed by your webbing do not make any ability checks or saving throws to escape. They are treated as Stunned and Paralyzed until freed.

SPIDER JUTSU SPECIALTY

Spiders are only able to Cast Ninjutsu with the Earth Release Keyword, Ninjutsu that deals poison damage or inflicts the poisoned condition, and Ninjutsu with the Fuinjutsu Keyword.



SPIDER

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu	Speed
D-Rank	4 th	S	14	11	12	14	10	10	2 D-Rank	30ft
C-Rank	8 th	S-M	+6 Ability Score Increases up to 20.						2 D-Rank, 2 C-Rank	40ft
B-Rank	12 th	S-L	+6 Ability Score Increases up to 20.						2 C-Rank (or Lower), 2 B-Rank	40ft
A-Rank	16 th	S-L	+6 Ability Score Increases up to 22.						3 B-Rank (or Lower), 1 A-Rank.	50ft
S-Rank	20 th	S-H	+6 Ability Score Increases up to 24.						3 A-Rank (or Lower), 1 S-Rank.	60ft

TIGER/LION

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

Summon Type: *Carnivoran*

Hit Dice: d10

Chakra Dice: d8

Saving Throws: Strength, Wisdom

Creature Skills: Athletics, Stealth, Perception

Creature Senses: Darkvision (30ft), Keen Smell, Keen Sight

Natural/Weapons:

Bite. (Melee Weapon Attack: Reach 5ft., one target. Str + Prof to hit, +Str piercing damage.)

Claw. (Melee Weapon Attack: Reach 5ft., one target. Str + Prof to hit, +Str Slashing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Half Creature Level

All Jutsu Attack bonus: Wisdom Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

You may select 1 feature at each applicable rank. Higher Ranked Summons select 1 feature from each previous rank.

D-Rank: Select 1

- **Pack Tactic:** Tigers/Lions get advantage on attack rolls when their summoner is adjacent to their target.
- **Powerful Beast:** Tigers/Lions gain proficiency in Constitution saving throws.

C-Rank: Select 1

- **Multiattack (Bite):** You can make up to two attacks using your Bite Weapons.
- **Multiattack (Claw):** You can make up to two attacks using your Bite Weapons.

A-Rank: Select 1

- **Jaws of Pain:** When you score an attack with a Bite attack, as a part of the same action, you may attempt to grapple them.
- **Claws of Wrath:** When you score an attack with a Claw attack, as a part of the same action, you may attempt to trip them.

S-Rank: Select 1

- **Apex:** The Tiger/Lion scores a critical strike on its Bite attack on a roll of 17, 18, 19, or 20.
- **King's Authority:** Creatures who fail a saving throw against a jutsu cast by a Tiger/Lion take double damage.

TIGER/LION JUTSU SPECIALTY

Tiger/Lions are only able to Cast Ninjutsu with the Fire Release Keyword, Ninjutsu with the Lightning Release Keywords, and Ninjutsu without any additional Keywords.



TIGER/LION

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu	Speed
D-Rank	4 th	M	14	10	12	10	14	10	2 D-Rank	30ft
C-Rank	8 th	M-L	+6 Ability Score Increases up to 20.						2 D-Rank, 2 C-Rank	40ft
B-Rank	12 th	M-L	+6 Ability Score Increases up to 20.						2 C-Rank (or Lower), 2 B-Rank	40ft
A-Rank	16 th	M-H	+6 Ability Score Increases up to 22.						3 B-Rank (or Lower), 1 A-Rank.	50ft
S-Rank	20 th	M-G	+6 Ability Score Increases up to 24.						3 A-Rank (or Lower), 1 S-Rank.	60ft

TOAD

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

Summon Type: *Amphibian*

Hit Dice: d8

Chakra Dice: d10

Saving Throws: Constitution, Intelligence

Creature Skills: Athletics, Acrobatics, History

Creature Senses: Amphibian (This creature can breathe both water and air), Keen Sight

Natural/Weapons:

Tongue. (Melee Weapon Attack: Reach 15ft., one target.

Target creature must make a Strength saving throw being grappled and restrained on a failed save.)

Weapon. (Melee Weapon Attack: Reach 5ft., one target.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Half Creature Level

All Jutsu Attack bonus: Intelligence Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

You may select 1 feature at each applicable rank. Higher Ranked Summons select 1 feature from each previous rank.

D-Rank:

- **Simple Weapon Prof:** You have proficiency with Simple weapons and when summoned you have any single Simple Melee weapon on your person.

C-Rank: Select 1.

- **Multiattack:** You can make up to two attacks using your Melee Weapons.
- **Toad Oil:** When you would make a weapon attack you may instead make a ranged weapon attack, with the following statistics; Range Weapon Attack: Reach 60ft., one target. On a hit, the creature is doused in toad oil. While doused in this oil if they would take Fire or Lightning damage, the oil would ignite with extreme volatility. Increase the damage die by 1 step (D4>D6>D8>D10>D12).

B-Rank: Select 1.

- **Swallow:** The toad can swallow any creature currently grappled by its Tongue attack. A Swallowed target is no longer grappled, but instead blinded and restrained. It has total cover against other attacks outside the toad and takes 5d8 Acid damage at the start of each of the toads turns.
- **Multiattack (2):** You can make up to Two attacks using your Melee Weapons. If you already have **Multiattack** you instead make three.

S-Rank: Select 1.

- **Ultimate Combination:** Toads who participate in Combination Jutsu, reduces their cost of the Combination jutsu by Half.
- **Amphibious Boss:** When a toad would be apart of a Clash check of any type, they make their Check at advantage.

TOADS JUTSU SPECIALTY

Toads are only able to Cast Ninjutsu with the Water Release Keyword, Genjutsu with the Auditory & Fuinjutsu Keywords, and Bukijutsu with a melee weapon component that requires an attack roll.



TOAD

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu	Speed
D-Rank	4 th	T	12	12	12	14	12	10	2 D-Rank	30ft
C-Rank	8 th	T-M	+6 Ability Score Increases up to 20.			2 D-Rank, 2 C-Rank				40ft
B-Rank	12 th	T-L	+6 Ability Score Increases up to 20.			2 C-Rank (or Lower), 2 B-Rank				50ft
A-Rank	16 th	T-H	+6 Ability Score Increases up to 22.			3 B-Rank (or Lower), 1 A-Rank.				50ft
S-Rank	20 th	T-G	+6 Ability Score Increases up to 24.			3 A-Rank (or Lower), 1 S-Rank.				60ft

TURTLE

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

Summon Type: *Dragon*

Hit Dice: d10

Chakra Dice: d8

Saving Throws: Constitution, Strength

Creature Skills: Athletics, Survival, Perception

Creature Senses: Amphibious, Keen Sight

Natural/Weapons:

Bite. (Melee Weapon Attack: Reach 5ft., one target. Str + Prof to hit, +Str piercing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Half Creature Level

All Jutsu Attack bonus: Intelligence Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

You may select 1 feature at each applicable rank. Higher Ranked Summons select 1 feature from each previous rank.

D-Rank:

- **Shell:** Turtles can as a reaction enter their shells gaining +5 to their AC until the beginning of their next turn. For the duration they are blind and their movement speed is reduced to 0.

C-Rank: Pick 1.

- **Tough:** When you make a strength or constitution saving throw, you make it at advantage.
- **Slow and Steady:** When you would make a Dexterity or Intelligence saving throw, you make it advantage.

A-Rank: Pick 1.

- **Impregnable:** The Turtles gain resistance to bludgeoning, slashing and piercing damage.
- **Reliable:** The turtles grant allied creatures within 5 feet of it advantage on Strength, Dexterity, and Constitution saving throws if they are not proficient in the save.

S-Rank: Pick 1.

- **Long Standing Focus:** When you would cast a jutsu, you may withhold the jutsu's casting until the beginning of your next turn. When you do, you reduce the cost of the jutsu by half and can reroll 1's, 2's, 3's, and 4's of both attack and damage rolls, taking the higher rolls.

- **Timeless Patience:** When you are concentration on a jutsu, you cannot lose concentration as a result of failing a concentration check.

TURTLE JUTSU SPECIALTY


Turtle are only able to Cast Ninjutsu with the Water Release Keyword, Ninjutsu with the Fuinjutsu Keywords, and taijutsu that requires an attack roll.



TURTLE

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu	Speed
D-Rank	4 th	T	12	8	14	14	13	10	2 D-Rank	30ft
C-Rank	8 th	T-M	+6 Ability Score Increases up to 20.						2 D-Rank, 2 C-Rank	30ft
B-Rank	12 th	T-L	+6 Ability Score Increases up to 20.						2 C-Rank (or Lower), 2 B-Rank	40ft
A-Rank	16 th	T-H	+6 Ability Score Increases up to 22.						3 B-Rank (or Lower), 1 A-Rank.	40ft
S-Rank	20 th	T-G	+6 Ability Score Increases up to 24.						3 A-Rank (or Lower), 1 S-Rank.	50ft

CHAPTER 11: GENJUTSU

ne of the main jutsu categories which uses chakra. Unlike ninjutsu, the effects of Genjutsu are not real, being only sensory illusions experienced by those who fall victim to it. Genjutsu falls under the broad category of Yin Release. A Genjutsu is created when a ninja controls the chakra flow of a target's cerebral nervous system, thereby affecting their five senses; this is frequently used to create false images and/or trick the body into believing it has experienced physical pain.

E-Rank (o Level)	<i>Confidence</i>	<i>Mind Spike</i>	<i>Unrelenting Pain</i>
<i>Affection</i>	<i>Detect Evil</i>	<i>Mind Thrust</i>	A-Rank
<i>Clone</i>	<i>Detect Intention</i>	<i>Mind-Body recovery</i>	<i>Bringer of Darkness</i>
<i>Distant Echo</i>	<i>Distort Value</i>	<i>Powerful Calm</i>	<i>Die</i>
<i>Doubt</i>	<i>Doubled Pain</i>	<i>Ringing Bell Distortion</i>	<i>Mental Clone</i>
<i>Feather Burst</i>	<i>Heroism</i>	<i>Suggestion</i>	<i>Mind Break</i>
<i>Flash</i>	<i>Imperfect Silence</i>	<i>Thought Shield</i>	<i>Mirage</i>
<i>Pain</i>	<i>Ineptitude</i>	<i>Zone of Truth</i>	<i>Poison Forest Genjutsu</i>
<i>Release</i>	<i>Insinuation</i>	B-Rank	<i>Dance Macabre</i>
<i>Transform</i>	<i>Lost Lies</i>	<i>Compulsion</i>	<i>Dominate Man</i>
<i>Voice Change</i>	<i>Soundless, Blinding Echo</i>	<i>Confusion</i>	<i>Geas</i>
<i>Encode Thoughts</i>	<i>Unbound laughter</i>	<i>Effortless Stun</i>	<i>Glibness</i>
<i>Message</i>	<i>Weapons of Darkness</i>	<i>Enemies Abound</i>	<i>Psychic Crush</i>
<i>Mind Sliver</i>	C-Rank	<i>Eyes of Truth</i>	<i>Seeming</i>
<i>Minor Illusion</i>	<i>Blur</i>	<i>Fear</i>	S-Rank
<i>True Strike</i>	<i>Cajolery of Glamour</i>	<i>Invisibility</i>	<i>Antipathy/Sympathy</i>
D-Rank	<i>Catnap</i>	<i>Major Image</i>	<i>Feeblemind</i>
<i>Animal Companion</i>	<i>Chakra Shatter</i>	<i>Memory Domination</i>	<i>Mental Prison</i>
<i>Bane</i>	<i>Enthrall</i>	<i>Misleading Duplicate</i>	<i>Neverending Dream</i>
<i>Bless</i>	<i>Flower Petal Escape</i>	<i>Phantasmal Killer</i>	<i>Slug Dance</i>
<i>Bravery</i>	<i>Genjutsu Break</i>	<i>Programmed Illusions</i>	<i>Snake Play</i>
<i>Cause Fear</i>	<i>Hallucinatory Terrain</i>	<i>Psionic Blast</i>	<i>Toad Song</i>
<i>Charming Dissonance</i>	<i>Haze Clone</i>	<i>Slow</i>	<i>Worst Fear</i>
<i>Compelled Duel</i>	<i>Hypnotic Patterns</i>	<i>Tree Binding Death</i>	
<i>Comprehend Languages</i>	<i>Mental Barrier</i>	<i>Unmistakable Fear</i>	

E-RANK:

AFFECTION

Classification: Genjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: Touch

Duration: Concentration, up to 1 Minute

Components: CM

Cost: 2 Chakra

Keywords: Genjutsu, Auditory, Unaware

Description: For the duration, you have advantage on all Persuasion checks directed at one creature you touch that isn't hostile towards you. When the jutsu ends the creature may realize that you used a jutsu to influence its mood if it doesn't fit your previous relationship. A creature prone to violence might attack you if they realize this. Another creature may seek retribution in other ways (At the DM's discretion), depending on the nature of your interactions.

CLONE TECHNIQUE

Classification: Genjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, up to 1 minute

Components: HS

Cost: 2 Chakra

Keywords: Genjutsu, Visual

Description: The most basic clone technique that is taught in most academies across the ninja world. By using this technique, the user creates 2 duplicates of themselves. The clones stay near you and disappear when attacked. The clones appear by the user's side and cannot stray more than 5 feet away from the original. The duplicates look like the user and are perfect duplicates, but they cannot speak or perform any action that requires having a body, like lifting an object or attacking a creature. Once touched by another creature or object or violently shaken, it disappears in a puff of smoke.

After Activation, as a reaction you make a creature attacking you roll an additional 1d6, subtracting the result from their total attack roll. Doing this causes one of your clones to be struck regardless of the attack missing or hitting you. After the duration or both of your clones have been struck, this jutsu immediately ends. Any creature using a Jutsu with the Sensory Keyword or that can see through Genjutsu are not affected by this jutsu.

At Higher Levels: This Jutsu's proficiency increases as you increase in level. When you reach 5th level create 3 duplicates, 11th level (4 duplicates), 17th level (5 duplicates).

DISTANT ECHO

Classification: Genjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Up to 1 minute

Components: HS, CM

Cost: 1 Chakra

Keywords: Genjutsu, Auditory, Unaware

Description: You create a sound within range that lasts for the duration. The sound also ends if you dismiss it as an action or use this jutsu again. The sound you create

can be any volume, ranging from a whisper to a scream. It can be your voice or another sound you have heard before such as another person's voice, a lion's roar or a shattering vase. The sound continues unabated throughout the duration or you can make discrete sounds at different times before the jutsu ends.

At Higher Ranks: This Jutsu's proficiency increases as you increase in level. At 5th level select 1 additional location for the sound to originate. 11th level, 2 additional locations, 17th level, 3 additional locations.

DOUBT

Classification: Genjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: Touch

Duration: 1 Minute

Components: CS

Cost: 2 Chakra

Keywords: Genjutsu, Auditory, Unaware

Description: For the duration, you have advantage on all Intimidation checks directed at one creature you touch that you are interacting with. When the jutsu ends the creature may realize that you used a jutsu to influence its mood if it doesn't fit your previous relationship. A creature prone to violence might attack you if they realize this. Another creature may seek retribution in other ways (At the DM's discretion), depending on the nature of your interactions.

ENCODE THOUGHTS

Classification: Genjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: Self

Duration: 8 Hours

Components: HS, CM

Cost: 2 Chakra

Keywords: Genjutsu, Visual

Description: You draw out a memory, an idea, or a message from your mind, and seal it into a tangible string of glowing seals called a thought strand, which persists for the duration or until you cast the jutsu again. The thought strand appears in an unoccupied space on a surface of your choice, such as a wall, blank scroll, book, or skin in the form of text or images of your memories design.

If you cast this Genjutsu while concentrating on a Genjutsu or ability that allows you to manipulate the thoughts of others (such as Memory Domination), you can transform the thought or memories you read, rather than your own into a thought strand.

FEATHER BURST

Classification: Genjutsu

Rank: E-Rank

Casting Time: 1 Reaction, which you take when you would take damage.

Range: Self

Duration: Instant

Components: HS, CM

Cost: 2 Chakra

Keywords: Genjutsu, Visual

Description: A simple illusion of sight. When hit by an attack, the opponent sees you burst into black raven feathers reforming at your current location. When hit by an attack, roll 1d4 reducing damage taken by the result.

At Higher Levels: This Jutsu's proficiency increases as you increase in level rolling 1d8 when you reach 5th level (2d4), 11th level (3d4), 17th level (4d4)

FLASH

Classification: Genjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Instant

Components: HS, NT (Firecrackers)

Cost: 2 Chakra

Keywords: Genjutsu, Visual

Description: A mix of firecrackers and Chakra to make the flash they produce 10 times more intense. Select a Space up to 30 feet away. Creatures within 5 feet of the space you select must succeed a Wisdom save. On a failed save, the next attack targeting them has advantage.

MESSAGE

Classification: Genjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: 1 round

Components: HS

Cost: 2 Chakra

Keywords: Genjutsu, Auditory

Description: You point your finger towards a creature within range that you can see and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this genjutsu through solid objects if you are familiar with the target and know it is beyond the barrier. This jutsu doesn't have to follow a straight line and can travel freely around corners or through openings.

MIND SLIVER

Classification: Genjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: 1 Round.

Components: HS, CM

Cost: 1 Chakra

Keywords: Genjutsu, Visual, Tactile

Description: You inject a disorienting spike of chakra into the mind of one creature you can see within range. Make a Ranged Genjutsu attack, dealing 1d6 psychic damage. The target must also succeed an Intelligence saving throw. On a failed save, until the end of its next turn, it must roll a d4 and subtract the number from the first saving throw they make for the duration.

At Higher Levels: This Jutsu's proficiency increases as you increase in level rolling an additional 1d6 when you reach 5th level (2d6), 11th level (3d6), 17th level (4d6)

MINOR ILLUSION

Classification: Genjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: 1 Minute

Components: HS

Cost: 2 Chakra

Keywords: Genjutsu, Visual, Auditory, Unaware

Description: You create a sound or an image of an object within range that lasts for the duration. The illusion also

ends if you dismiss it as an action or cast this genjutsu again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation), or Wisdom (Illusion) check against your genjutsu save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

PAIN

Classification: Genjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: HS

Cost: 2 Chakra

Keywords: Genjutsu, Tactile

Description: You point at a creature within range and the sound of a dolorous bell fills the air around it for the moment. The target must succeed on a Wisdom saving throw or take 1d8 Psychic damage. If the target is missing any of its hit points, it instead takes 1d12 psychic damage.

At Higher Levels: This Jutsu's effectiveness increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), 17th level (4d8 or 4d12)

RELEASE

Classification: Genjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: HS, CM

Cost: 2 Chakra

Keywords: Genjutsu

Description: This technique allows the user to isolate and forcefully remove the effect of a single Genjutsu effect, so long as it can be dispelled. You must first be aware that you or your target is under the effect of a Genjutsu. As part of the activation of this jutsu, make a Chakra Control Check at advantage against the Save DC of the Genjutsu you are affected by. On a success you free yourself or your target from the Genjutsu.

TRANSFORM

Classification: Genjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: Self

Duration: 10 Minutes

Components: HS

Cost: 1 Chakra

Keywords: Genjutsu, Visual

Description: This technique is taught to every student of the academy. Using this technique, the user assumes the

form of a creature of the same size category as they are or smaller. They may freely designate the specifics of their new form (such as height, weight, hair texture and color, skin tone, etc.). You do not lose any of your personal abilities, features, or jutsu as this transformation is purely cosmetic and an illusion. When you make a Charisma (performance) or Charisma (Deception) check while in this form, you add an additional 1d10 to the check.

At Higher Levels: This Jutsu's skill reinforcement increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), 17th level (4d10)

TRUE STRIKE

Classification: Genjutsu

Rank: E-Rank

Casting Time: 1 action

Range: 30 Feet

Duration: 1 Round.

Components: HS, CM

Cost: 2 Chakra

Keywords: Genjutsu, Visual

Description: You focus your genjutsu towards a single creature in range. Your genjutsu grants you a brief insight into one target's defenses. You gain advantage on your next attack roll against the target before the end of your next turn. You can gain the benefit of this jutsu once per round.

At Higher Levels: This Jutsu's duration increases by 1 round when you reach 5th level (2 rounds), 11th level (3 rounds), 17th level (4 rounds)

VOICE CHANGE

Classification: Genjutsu

Rank: E-Rank

Casting Time: 1 Bonus action

Range: Self

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 1 Chakra

Keywords: Genjutsu, Auditory

Description: You coat your tongue in chakra, manipulating the vibrations it provides while speaking. You imitate the voice of any creature you've heard before with amazing accuracy. When making a Deception or Performance check while using this jutsu, roll an additional 2d6 adding the results to the roll.

At Higher Levels: This Jutsu's skill reinforcement increases by 1d6 when you reach 5th level (3d6), 11th level (4d6), 17th level (5d6)

D-RANK:

ANIMAL COMPANION

Classification: Genjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Concentration, up to 10 Minute

Components: HS, CM

Cost: 3 Chakra

Keywords: Genjutsu, Auditory

Description: You select an animal you can see within range and alter its disposition towards you. This animal will see you as a member of its pack, its child, its parent, or its Master (your choice). The animal will be able to understand your commands and will act on them for the duration. The target creature must make a Charisma save, becoming charmed by you for the duration. The

animal can fight on your behalf, once the creature reaches half health this jutsu ends. They may then stay and fight to survive or run based on the type of animal they are. (DM's description)

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and select one additional animal you can see.

BANE

Classification: Genjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self (30-Feet)

Duration: Concentration, up to 1 Minute

Components: HS, CM

Cost: 5 Chakra

Keywords: Genjutsu, Tactile

Description: You release a pulse of chakra targeting all hostile creatures within 30 feet of you causing them feel deep seeded regret or dread. All Hostile creature of your choice within 30 feet of you must succeed a Charisma saving throw. On a failed save whenever a target makes an attack roll, saving throw or ability check before this jutsu ends, must roll an additional 1d4+1 and subtract the number rolled from the attack roll, saving throw, or ability check.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, the radius by 10-feet and the die rolled increases by one step. (D4>D6>D8>D10>D12)

BLESS

Classification: Genjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self (30-Feet)

Duration: 1-Round

Components: HS, CM

Cost: 5 Chakra

Keywords: Genjutsu, Auditory

Description: You release a pulse of chakra targeting all allied creatures within 30 feet of you causing them feel deep seeded Pride or ambition. Whenever an allied creature makes an attack roll, saving throw, or ability check before the end of your next turn, the target can roll an additional 1d4+1 and add the number rolled to their Attack, Saving throw, or ability check.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. The die rolled increases by one step. (D4>D6>D8>D10>D12) and the bonus increase by +1.

BRAVERY

Classification: Genjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 5 Chakra

Keywords: Genjutsu, Auditory

Description: You select a creature of your choice within range reinforcing their bravery to new levels and instilling a level of arrogance that enhances their drive to complete whatever task they are facing or resisting. Whenever the target makes an attack roll or a saving throw before this jutsu ends, the target can roll 1d4 + Your genjutsu ability modifier and add the result to the attack roll or saving throw.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the bonus by 1d4.

CAUSE FEAR

Classification: Genjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 4 Chakra

Keywords: Genjutsu, Inhale

Description: You awaken a sense of mortality in one creature you can see within range after releasing some potent aromas from incents you spread and use as the catalyst for your genjutsu. A construct or undead is immune to this effect. The target must succeed a Wisdom saving throw at the beginning of each of its turns for the duration or gain 1 rank of fear against you until the jutsu ends. The frightened target can repeat the saving throw at the end of each of its turns, reducing the rank of fear by 1 on a success.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and select 1 additional creature who must all be within 30 feet of each other when you target them.

CHARMING DISSONANCE

Classification: Genjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 4 Chakra

Keywords: Genjutsu, Auditory

Description: You attempt to suppress strong emotions in up to 3 creatures who can see and hear you within range. You speak with a reverberating confidence that quells their fears, anger, and confusion. Up to 3 creatures you choose must make a charisma saving throw; A creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following effects.

You can suppress any effect causing a target to be charmed or frightened. When this jutsu ends, any suppressed effect resumes, provided that its duration has not expired in the meantime. Alternatively, you can make a target indifferent about creatures of your choice that it is hostile towards. This indifference ends if the target or its allies are attacked. When this jutsu ends, the creature becomes hostile again.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and select 2 additional creatures.

COMPELLED DUEL

Classification: Genjutsu

Rank: D-Rank

Casting Time: 1 Bonus Action

Range: 30 Feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 5 Chakra

Keywords: Genjutsu, Auditory, Visual

Description: You attempt to compel a creature into a duel. They see you as the only worthy foe in the area and will do everything they can to fight you and only you,

while becoming indifferent towards other combatants. One creature that you can see must make a wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your Genjutsu, and only wants to combat you. For the duration, it has disadvantage on attack rolls against creatures other than you, and must make a wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from you; if it succeeds on a saving throw, this jutsu doesn't restrict the targets movement for that turn. This jutsu ends if you attack any other creature or if a creature friendly to you heals you.

COMPREHEND LANGUAGES

Classification: Genjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 Hour

Components: HS, CM

Cost: 3 Chakra

Keywords: Genjutsu, Auditory, Unaware

Description: For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching a creature who can already understand the language.

This jutsu doesn't decode secret messages or unique formulas in a text or scroll, such as a chakra seal, or a cipher that isn't part of a written language.

CONFIDENCE

Classification: Genjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Up to 1 Minute

Components: HS, CM

Cost: 4 Chakra

Keywords: Genjutsu, Auditory

Description: You select up to 3 willing creatures in range, that you can see, reinforcing their confidence in themselves, allowing them to act with little to no hesitation. For the duration, whenever a target creature makes a Strength, Dexterity or Charisma Ability check, they roll an additional 1d8 adding the result to their total ability check.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the bonus by 1d8.

DETECT EVIL

Classification: Genjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: 10 minutes

Components: HS, CM

Cost: 4 Chakra

Keywords: Genjutsu, Visual, Sensory

Description: For the duration, you know if there is someone within 60 feet of you with a hostile intention. You do not know their direct location only that they are within the range of this genjutsu.

DETECT INTENTION

Classification: Genjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 3 Chakra

Keywords: Genjutsu, Visual

Description: Select a creature you can see within range. If the target is not aware of your presence roll your Illusion Skill vs their passive Deception. On a success you know what the creatures most immediate intention is. This does not explain why they are trying to do whatever it is they are trying to do just what it is they want to do. If the target is aware of your presence, they make a Wisdom saving throw. On a failure you gain the same information as you would if they weren't aware of your presence. On a success they can hide their intention instead hiding it behind another set of intentions.

DISTORT VALUE

Classification: Genjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Touch

Duration: 10 Minutes

Components: HS, CM

Cost: 5 Chakra

Keywords: Genjutsu, Visual, Unaware

Description: When you cast this Genjutsu target an object no more than 1 foot on a side, doubling the objects perceived value by adding an illusionary flourish or reducing its perceived value by half with the help of illusionary dents or scratches. Anyone examining the object must roll an investigation or Genjutsu check against your genjutsu save DC.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the size of the object by 5.

DOUBLED PAIN

Classification: Genjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 5 Chakra

Keywords: Genjutsu, Tactile

Description: You target a creature and amplify their nervous system, enhancing all instances of pain to a massive degree. Select a target creature you can see within range. For the duration, whenever you deal damage of any kind to the target, you roll an additional 1d8 dealing the result as Psychic damage.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and select one additional creature to be affected.

HEROISM

Classification: Genjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Touch

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 5 Chakra

Keywords: Genjutsu, Auditory

Description: A willing creature you touch is imbued with heroic bravery. Until the genjutsu ends, the creature is immune to the fear condition and gains temporary hit points equal to your Genjutsu ability modifier at the start of each of its turns. When the Genjutsu ends, the target loses any remaining temporary hit points.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the number of creatures affected by this jutsu by 1.

IMPERFECT SILENCE

Classification: Genjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60 feet (15 Foot radius Sphere)

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 4 Chakra

Keywords: Genjutsu, Auditory, Unaware

Description: Select a space you can see in a 60-foot radius. All creatures in and attempting to enter a 30-foot sphere centering on your selected space must succeed an Intelligence Saving throw, becoming deafened and unable to hear other creatures who are also inside the radius of your chosen space for the duration of a failed save. Creatures who leave the area lose the Deafened condition.

INEPTITUDE

Classification: Genjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 5 Chakra

Keywords: Genjutsu, Auditory, Tactile

Description: You bend the minds of a target creature making them less capable than they once were. Select one creature that you can see within range. The target must succeed a Charisma saving throw. On a failed save, whenever the target makes an attack or ability check they also roll 1d6, subtracting the result from their total.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the roll by 1d6.

INSINUATION

Classification: Genjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60 feet

Duration: 1 Round

Components: HS, CM

Cost: 5 Chakra

Keywords: Genjutsu, Auditory, Tactile

Description: You unleash a torrent of conflicting desires into the mind of one creature you can see within range, impairing its ability to make decisions. The target must succeed an Intelligence saving throw or take 1d8 psychic damage and become incapacitated until the end of their next turn.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d8.

LOST LIES

Classification: Genjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 15 Foot Cube

Duration: 10 Minutes

Components: HS, CM, CS

Cost: 5 Chakra

Keywords: Genjutsu, Fuinjutsu, Auditory, Unaware

Description: You bind your chakra to a Chakra seal and mark an area. Your chakra radiates in a 15-foot cube centering on the chakra seal you placed. For the duration of this jutsu, creatures that start their turn, or enter the Chakra seals area for the first time must succeed a Charisma saving throw. On a failed save, the creature cannot speak a deliberate lie while in the radius, instead being unable to speak at all when they attempt to do so.

SOUNDLESS, BLINDING ECHO

Classification: Genjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: self (30 Foot Cone)

Duration: Instant

Components: HS, CM

Cost: 4 Chakra

Keywords: Genjutsu, Auditory, Visual, Unaware

Description: You scream in a silent misleading roar, you then cup your hands around your mouth while screaming. All creatures in a 30-foot cone in front of you, must succeed a Wisdom save becoming blind on a failed save. At the end of each of its turns the target can make another saving throw to end this effect.

UNBOUND LAUGHTER

Classification: Genjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: 1 minute

Components: HS, CM, NT (Poison Kit)

Cost: 4 Chakra

Keywords: Genjutsu, Auditory, Inhale

Description: A creature of your choice that you can see within range, perceives everything as extremely funny and falls into a fit of laughter if this jutsu affects it. The target must make a Constitution save. On a failed save, they fall prone from laughing for the duration. A creature with an intelligence of 4 or less is unaffected. At the end of each of its turns the target can make another Wisdom saving throw. If the creature is damaged the jutsu ends immediately.

WEAPONS OF DARKNESS

Classification: Genjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 5 Chakra

Keywords: Genjutsu, Visual, Tactile

Description: You conjure daggers made of darkness and fear, that instill creatures they hit with a terrible sense of dread. The blade is similar in size and shape to a Kunai, and it lasts for the duration. These daggers are simply illusions, but feel extremely real if they strike a creature. As an action, you can make a melee genjutsu attack, or a ranged genjutsu attack with the range of a kunai. On a

hit, the target creature takes 5d4 psychic damage. If you throw the illusionary dagger, it dissolves and reforms in your hand after colliding with a creature or surface.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d4.

C-RANK:

BLUR

Classification: Genjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, up to 1 minutes

Components: HS, CM

Cost: 9 Chakra

Keywords: Genjutsu, Visual

Description: Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blind sight, or can see through illusions, as with true sight.

CAJOLERY OF GLAMOUR

Classification: Genjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: 1 Minute

Components: HS, CM

Cost: 8 Chakra

Keywords: Genjutsu, Auditory, Visual

Description: A powerful Genjutsu, that puts a creature under an illusion only using words and speech. While in the Genjutsu, the target can be easily swayed by their will and self-assurance. Select a target creature you can see within range; the target must succeed a Charisma saving throw. On a failed save, they have Disadvantage on Insight ability checks. They are also more inclined to believe the worst-case scenario and are more willing to go against their better judgement and their own goals.

CATNAP

Classification: Genjutsu

Rank: C-Rank

Casting Time: 1 action

Range: 30 Feet

Duration: 10 Minutes

Components: HS, CM

Cost: 7 Chakra

Keywords: Genjutsu, Auditory, Visual

Description: You make a calming gesture, and up to three willing creatures of your choice that you can see within range fall unconscious for the genjutsu's duration. The genjutsu ends on a target early if it takes damage or someone uses an action to shake or slap it awake. If a target remains unconscious for the full duration, that target gains the benefit of a short rest, and it can't be affected by this genjutsu again until it finishes a long rest.

CHAKRA SHATTER

Classification: Genjutsu

Rank: C-Rank

Casting Time: 1 Reaction, when you see a creature using Handsigns.

Range: 60 feet

Duration: Instant

Components: HS, CM

Cost: 9 Chakra

Keywords: Genjutsu, Tactile

Description: You attempt to interrupt a creature in the process of casting a Ninjutsu or Genjutsu that you can see weaving handseals by creating a surge of imbalanced chakra flow. If the creature is in the process of casting a Ninjutsu or Genjutsu of C-Rank or lower, it's jutsu fails and has no effect. If it is casting a jutsu of B-Rank or higher, make an ability check, using your Genjutsu ability modifier. The DC equals 15 + the Jutsu's Rank (B-3, A-4, S-5). On a success, the creature's jutsu fails and has no effect.

ENTHRALL

Classification: Genjutsu

Rank: C-Rank

Casting Time: 1 action

Range: 60 feet

Duration: 1 minute

Components: HS, CM

Cost: 9 Chakra

Keywords: Genjutsu, Auditory, Unaware

Description: You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the genjutsu ends or until the target can no longer hear you. The genjutsu ends if you are incapacitated or can no longer speak.

FLOWER PETAL ESCAPE

Classification: Genjutsu

Rank: C-Rank

Casting Time: 1 Reaction, to being damaged.

Range: Self

Duration: Instant

Components: HS, CM

Cost: 9 Chakra

Keywords: Genjutsu, Visual

Description: An advanced version of the "Feather Burst" Genjutsu. When you are hit your body breaks into a swarm of flower petals of your own description, while you regroup yourself from a stealthy position. When you are struck by an attack you may roll 2d8, reducing the damage received by the result. As part of the activation of the jutsu, make a stealth check immediately moving up to your movement speed away.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and reduce damage further by 1d8.



GENJUTSU BREAK

Classification: Genjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: HS, CM, CS

Cost: 8 Chakra

Keywords: Genjutsu, Fuinjutsu

Description: Choose one creature, object, or Genjutsu effect within range. Any Genjutsu of C-Rank or lower the Genjutsu is transferred into the Chakra seal ending the effect on the affected creature(s), or object(s). For each Genjutsu of B-Rank or higher on the target, make an ability check using your Genjutsu ability. The DC equals 15 + The Jutsu's Rank. Rank (B-3, A-4, S-5). On a successful check, the Genjutsu is transferred to the Chakra seal.

HALLUCINATORY TERRAIN

Classification: Genjutsu

Rank: C-Rank

Casting Time: 10 Minutes

Range: 300 Feet

Duration: 24 Hours

Components: HS, CM, CS

Cost: 9 Chakra

Keywords: Genjutsu, Visual, Unaware

Description: You make natural terrain in a 150-foot cube in range look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Creatures within the area aren't changed in appearance. The tactile characteristics of the terrain are unchanged. Creatures entering the area are likely to see through the Illusion. If the difference isn't obvious by touch, a creature examining the Illusion can attempt a Wisdom (Illusion) check against your Genjutsu save DC to disbelieve it.

HAZE CLONE

Classification: Genjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self (45 feet radius sphere)

Duration: Concentration, Up to 10 minutes

Components: HS, CM

Cost: 8 Chakra

Keywords: Genjutsu, Visual

Description: This technique creates a thin haze centered on the user that spans a 90-foot sphere. Creatures inside the radius see duplicates formed from the haze. The duplicates do not move or make a sound, instead they burst into more haze when touched. While inside the haze, the user has a +10 to their stealth checks, gain the benefits of concealment, and can take the hide action without fully obscuring themselves due to the number of duplicates there are. Creatures outside the radius of this jutsu, do not see any haze or any duplication. Creatures who enter the radius do begin to see the duplicates of the user.

HYPNOTIC PATTERNS

Classification: Genjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 9 Chakra

Keywords: Genjutsu, Visual, Unaware

Description: You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes Charmed for the Duration. While Charmed by this Genjutsu, the creature is Incapacitated and has a speed of 0. The Jutsu ends for an affected creature if it takes any damage.

MENTAL BARRIER

Classification: Genjutsu

Rank: C-Rank

Casting Time: 1 reaction, which you take when you are forced to make an Intelligence, Wisdom or Charisma saving throw

Range: Self

Duration: 1 round

Components: HS, CM

Cost: 8 Chakra

Keywords: Genjutsu, Fuinjutsu

Description: You protect your mind with a wall of looping, repetitive thought. Until the start of your next turn, you have advantage on Intelligence, Wisdom, and Charisma saving throws to resist Genjutsu. You also gain resistance to Psychic damage for the duration.

MIND SPIKE

Classification: Genjutsu

Rank: C-Rank

Casting Time: 1 action

Range: 60 Feet

Duration: 10 minutes

Components: HS, CM

Cost: 9 Chakra

Keywords: Genjutsu, Visual, Tactile

Description: You reach into the mind of one creature you can see within range. Make a ranged Genjutsu Attack as

you launch a psychic lance into the mind of the target. On a hit, the target takes 5d8 psychic damage and must make a Wisdom saving throw.

On a failed save you know the targets location for the duration. While you have this knowledge, the target can't become hidden from you and if its invisible it gains no benefit from that condition against you.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d8.

MIND THRUST

Classification: Genjutsu

Rank: C-Rank

Casting Time: 1 bonus action

Range: 90 feet

Duration: 1 round

Components: HS, CM

Cost: 7 Chakra

Keywords: Genjutsu, Visual, Tactile

Description: You thrust a lance formed through your genjutsu into the mind of one creature you can see within range. The target must succeed an Intelligence saving throw. On a failed save, the target takes 4d6 psychic damage, and it can't take a reaction until the end of its next turn, and half damage on a successful save. The target must also make a Wisdom saving throw. On a failed save, the target must choose on its next turn whether it gets a move, an action, or a bonus action; it only gets one of the three, suffering no additional effects on a successful save.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d6.

MIND-BODY RECOVERY

Classification: Genjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: 10 minutes

Components: HS, CM

Cost: 8 Chakra

Keywords: Genjutsu, Medical, Tactile

Description: You soothe a target's suffering and pain by making their mind unaware of it while also raising their tolerance for pain. Select up to 3 Creatures within range. Target creatures gain 2d6+3 Temporary Hit points for the duration. When this jutsu ends they lose any remaining temporary Hit points from this jutsu.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the temporary hit points by 5.

POWERFUL CALM

Classification: Genjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 30 Foot radius Sphere

Duration: Instant

Components: HS, CM

Cost: 9 Chakra

Keywords: Genjutsu, Auditory, Unaware

Description: You release a Genjutsu aura originating from you completely suppressing creatures in a 60-foot sphere centering on you, aggressive feelings for 4d8 Minutes. If the target is attacked, damaged or the end of the rolled time passes, creatures return to being hostile to whomever they were hostile to before with

compressed and compounded rage. Creatures in the target area must succeed a Charisma saving throw, losing all will to fight for the rolled duration on a failed save. On a success, creatures remain aggressive and cannot be affected by this Genjutsu again for 24 hours.

RINGING BELL DISTORTION

Classification: Genjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Concentration, Up to 1 Minute

Components: HS, CM, NT(Bells), W (Thrown weapon)

Cost: 7 Chakra

Keywords: Genjutsu, Auditory

Description: You attach a bell to a thrown weapon and select up to 3 spaces within range to throw them. The bells ring out diluting the sense of all creatures who can hear them in a 20-foot radius from each of the selected locations, causing them to see hallucinations of your design such as seeing multiple mirages of you, or seeing their own allies in your place. All creatures in the target radiuses must succeed an Intelligence Saving throw, gaining disadvantage on all attacks and providing advantage to all creatures targeting it for an attack for the duration.

SUGGESTION

Classification: Genjutsu

Rank: C-Rank

Casting Time: 1Action

Range: 30 Feet

Duration: Concentration, up to 8 hours

Components: HS, CM

Cost: 9 Chakra

Keywords: Genjutsu, Auditory, Unaware

Description: You suggest a course of activity (limited to a sentence or two) and use genjutsu to influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the jutsu. The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a shinobi give her horse to the first beggar she meets. If the condition isn't met before the jutsu expires, the activity isn't preformed. If you or any of your companions damage the target, the genjutsu ends.

THOUGHT SHIELD

Classification: Genjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: 8 Hour

Components: HS, CM, CS

Cost: 8 Chakra

Keywords: Genjutsu, Fuinjutsu

Description: You weave a clouding veil over the mind of one creature you touch. For the duration, the target's

mind can't be read or detected, creatures can't telepathically communicate with the target unless the target allows it, and the target has advantage on saving throws against any effect that would determine whether it is telling the truth.

ZONE OF TRUTH

Classification: Genjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 15 Foot radius Sphere

Duration: Instant

Components: HS, CM, CS

Cost: 9 Chakra

Keywords: Genjutsu, Fuinjutsu, Auditory

Description: You create a chakra filled zone that guards against deception in a 30-foot sphere centered on a point of your choice within range. Until the genjutsu ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such creatures can be evasive in its answers as long as it remains within the boundaries of the truth.

B-RANK:

COMPULSION

Classification: Genjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 13 Chakra

Keywords: Genjutsu, Auditory, Unaware

Description: Creatures of your choice that you can see within range and that can hear you must make a Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, a target is affected by this genjutsu. Until the genjutsu ends, you can use a bonus action on each of your turns to designate a direction that is horizontal to you. Each affected target must use as much of its movement as possible to move in that direction on its next turn. It can take its action before it moves. After moving in this way, it can make another Wisdom saving throw to try to end the effect. A target isn't compelled to move into an obviously deadly hazard, such as a fire pit, but it will provoke opportunity attacks to move in the designated direction.

CONFUSION

Classification: Genjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 90 feet

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 12 Chakra

Keywords: Genjutsu, Auditory, Inhale, Visual

Description: This genjutsu assaults and twists creatures' minds, spawning delusions and provoking uncontrolled actions. Each creature in a 10-foot-radius sphere

centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this genjutsu or be affected by it. An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

CONFUSION EFFECTS

D10 Behavior

- | | |
|------|---|
| 1 | The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn. |
| 2-6 | The creature doesn't move or take actions this turn. |
| 7-8 | The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn. |
| 9-10 | The creature can act and move normally. |

EFFORTLESS STUN

Classification: Genjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 90 Feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 13 Chakra

Keywords: Genjutsu, Visual

Description: You create a visual image of your own description that grabs and restrains a creature you can see within range. The target must succeed a Wisdom Saving throw or be paralyzed for the duration. This jutsu has no effect on undead. At the end of each of its turns, or when the target takes damage of any kind, the target can make another wisdom saving throw. On a success, the jutsu ends on the target.

ENEMIES ABOUND

Classification: Genjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 13 Chakra

Keywords: Genjutsu, Visual

Description: You reach into the mind of one creature you can see and force it to make an Intelligence saving throw. A creature automatically succeeds if it is immune to the fear condition. On a failed save, the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies until the genjutsu ends. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success. Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, jutsu, or other ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to.

EYES OF TRUTH

Classification: Genjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Touch

Duration: 1 minute

Components: HS, CM, NT (Glass or translucent crystal)

Cost: 12 Chakra

Keywords: Genjutsu, Visual

Description: You coat your glass or crystal in chakra, creating a Genjutsu that recreates what friendly creatures in a 60-foot radius centering on you, can see.

FEAR

Classification: Genjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self (15-foot radius Sphere)

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 13 Chakra

Keywords: Genjutsu, Visual, Unaware

Description: You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot sphere centered on you must succeed on a Wisdom saving throw or drop whatever it is holding and become gaining 3 ranks of fear against you for the duration. While frightened by this genjutsu, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the genjutsu ends for that creature.

INVISIBILITY

Classification: Genjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 14 Chakra

Keywords: Genjutsu, Visual

Description: You or a creature you touch becomes invisible until the genjutsu ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

MAJOR IMAGE

Classification: Genjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Until Dispelled

Components: HS, CM, CS

Cost: 12 Chakra

Keywords: Genjutsu, Visual, Auditory, Tactile

Description: You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal damage or deafen a creature, or a smell that might sicken a creature.

As long as you are within range of the illusion, you can use your action to cause the image to move to any other

spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the image reveals it to be a genjutsu, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) or Wisdom (Illusion) check against your genjutsu save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

MEMORY DOMINATION

Classification: Genjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Touch

Duration: Until Restored

Components: HS, CM, CS

Cost: 14 Chakra

Keywords: Genjutsu, Fuinjutsu

Description: You attempt to reshape another creature's memories. One creature that you touch must make an Intelligence saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for 1 minute. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another jutsu, this jutsu ends, and none of the target's memories are modified. While this charm lasts, you can affect the target's memory of an event that it experienced within the last 12 Months and that lasted no more than 1 Day.

You can Temporarily overwrite all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event.

You must speak to the target to describe how its memories are affected and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the jutsu ends before you have finished describing the modified memories, the creature's memory isn't altered.

The modified memories take hold when the jutsu ends. A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, allegiance, or beliefs. An illogical modified memory is dismissed, perhaps as a bad dream. The DM might deem a modified memory too nonsensical to affect a creature in a significant manner.

A Genjutsu Break or Greater Restorative Jutsu cast on the target, specifically intended to restore the creature's true memory will restore the memory.

MISLEADING DUPLICATE

Classification: Genjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 14 Chakra

Keywords: Genjutsu, Visual

Description: You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or cast a Jutsu. You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose. You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings. You can move up to 120 Feet away from your duplicate.

PHANTASMAL KILLER

Classification: Genjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 14 Chakra

Keywords: Genjutsu, Visual, Tactile

Description: You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature.

The target must make a Wisdom saving throw. On a failed save, the target gains 4 ranks of fear for the duration. At the end of each of the target's turns before the genjutsu ends, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the genjutsu ends.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the damage by 1d10.

PROGRAMMED ILLUSIONS

Classification: Genjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 60 Foot radius Sphere

Duration: Until Dispelled

Components: HS, CM, CS

Cost: 14 Chakra

Keywords: Genjutsu, Auditory, Tactile, Visual

Description: After placing your specially made Genjutsu chakra seal onto a surface of your choice, the chakra seal creates an illusion of an object, creature, or some other visible phenomenon within range that activates when a specific condition occurs. This Genjutsu was imperceptible until then. It must be no larger than a 30-Foot cube, and you decide when you cast the Genjutsu how the illusion behaves and what sounds it makes. The scripted performance can last up to 5 minutes. But will repeat from the beginning.

When the condition you specify occurs, the illusion springs into existence and performs in the manner you described. Once the Illusion finishes performing, it repeats from the beginning continuing until the condition of the illusion being cast is no longer met.



Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the illusion can determine that it is an illusion with a successful Genjutsu (Wisdom) check against the Jutsu save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

PSYCHIC BLAST

Classification: Genjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self (30-foot cone)

Duration: Instant

Components: HS, CM

Cost: 13 Chakra

Keywords: Genjutsu, Tactile

Description: You unleash a destructive wave of mental power in a 30-foot cone. Each creature in the area must make a Wisdom saving throw. On a failed save, a target takes 5d10 psychic damage, is knocked prone and incapacitated until the end of their next turn. On a successful save, a target takes half as much damage and isn't knocked prone or incapacitated.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the damage by 1d10.

SLOW

Classification: Genjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Concentration, up to 1 minute.

Components: HS, CM

Cost: 14 Chakra

Keywords: Genjutsu, Visual, Auditory, Tactile

Description: You alter the perception of time for up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or become Slowed for the duration.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the number of targets by 2.

TREE BINDING DEATH

Classification: Genjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 90 Feet

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 12 Chakra

Keywords: Genjutsu, Inhale, Tactile, Visual

Description: You create the illusion of the target being completely bound by a growing tree as you vanish from sight. You will remain invisible to all the target creature's senses as it is affected by the Genjutsu. The illusion will remain until the target takes damage or resists the Genjutsu. Select up to 3 Target creatures you can see within range, each target must succeed a Wisdom save, becoming Incapacitated on a failed save. Affected Creatures are also Blind and Deafened to the user of this jutsu and other affected creatures. At the end of each of the targets' turns, they may make a Wisdom save to end the Jutsu's effect on them.

UNMISTAKABLE FEAR

Classification: Genjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 90 Foot Cube

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 14 Chakra

Keywords: Genjutsu, Visual, Tactile

Description: You project a phantasmal Genjutsu image of all creatures' worst fears in a target area. Each creature in a 90 Foot Cube Centering on you must succeed a Charisma saving throw or drop whatever it is holding and stop whatever it is doing and gains 3 ranks of fear for the duration. When feared by this Genjutsu, a creature hit by you takes an additional 5d4 Psychic damage.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the damage by 2d4.



UNRELENTING PAIN

Classification: Genjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: HS, CM

Cost: 14 Chakra

Keywords: Genjutsu, Visual, Tactile

Description: You target a single creature as you create an image of them being impaled repeatedly by multiple sharp objects slowly while they are unable to stop it. The target creature must make a Wisdom save, taking 10d6 Psychic damage on a failed save and being stunned until the end of their next turn on a failed save. On a successful save, the target takes half as much damage and suffers no additional effects.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the damage by 2d6.

A-RANK:

BRINGER OF DARKNESS

Classification: Genjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 30 Foot radius Sphere

Duration: Concentration, Up to 10 minutes

Components: HS, CM

Cost: 18 Chakra

Keywords: Genjutsu, Auditory, Tactile, Visual

Description: You release a surge of chakra from yourself attempting to remove the sight, Sound, and Tactile senses of all creatures in a 60 Foot Radius centering on you. Each creature within range must succeed a Wisdom saving throw, becoming Blind, Deafened and being unable to even feel when they are touching or being touched on a failed save. Creatures who attempt to enter the radius or end their turns in the radius of this jutsu must make the Wisdom save as well. Creatures who are affected by this jutsu are still affected even if they leave the radius of this jutsu until they succeed their Wisdom save. At the end of each of their turns, creatures may make a Wisdom save to resist the effects of this jutsu.

DANCE MACABRE

Classification: Genjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 60 feet

Duration: Concentration, Up to 10 minutes

Components: HS, CM

Cost: 18 Chakra

Keywords: Genjutsu, Tactile, Visual

Description: Threads of dark chakra leap from your fingers into the ground as 5 medium dark phantasms are conjured from the ground under your control. Each dark phantasm immediately stands up and takes a shape of your choice. Its attack and damage rolls are increased by your genjutsu ability modifier. You can use a bonus action to command the creature you make with this genjutsu, issuing the same command to all of them. You decide what action the creatures will take and where they will move during your turn. Once an order is given, the creatures continue to follow it until the task is complete. The creatures have the following statistics.

DARK PHANTASM

Medium Illusion Fiend, unaligned

Armor Class 10 + Your Genjutsu Ability Modifier

Hit Points 40 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	12 (+1)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities Acid, Bludgeoning, Slashing, Piercing and Slashing from non-Chakra enhanced weapons.

Condition Immunities Charmed, Exhaustion, frightened, paralyzed, petrified, poisoned

Senses Darkvision 60 ft., passive Perception 10

Incorporeal Movement. The phantasm can move through other creatures and objects as if they were difficult terrain. It takes 5 damage if it ends its turn inside an object.

Phantasmal Weapons. The Phantasm's weapon attacks are chakra enhanced.

ATTACKS

Claws. *Melee Weapon Attack:* +(Genjutsu Attack Bonus) to hit, reach 5 ft., one creature. Hit: 2d6 + 4 Psychic damage



DIE

Classification: Genjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Instant

Components: HS, CM

Cost: 20 Chakra

Keywords: Genjutsu, Auditory, Tactile

Description: You utter a word of absolute authority commanding a creature to attack itself with its most potent attack. Target creatures whom can see and hear you within range, must succeed a Charisma save, or on

its turn they must use an attack of your choice, targeting themselves. If you command them to perform an attack that they do not know or are able to perform, they perform the last offensive attack they used in combat, but on themselves. If they have not performed any offensive combat actions, they instead take 8d12 Psychic damage.

DOMINATE MAN

Classification: Genjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Concentration, up to 10 minutes

Components: HS, CM

Cost: 20 Chakra

Keywords: Genjutsu, Auditory

Description: You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it as long as the two of you are within 1 mile of each other. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature", "Run over there", or "Fetch that object". If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the genjutsu ends.

GEAS

Classification: Genjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: 30 Days

Components: HS, CM

Cost: 17 Chakra

Keywords: Genjutsu, Auditory, Tactile

Description: You place a genjutsu based command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it must succeed on a Wisdom saving throw or become charmed by you for the duration.

While the creature is charmed by you, it takes 9d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day. A creature that can't understand you is unaffected by the genjutsu. You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the genjutsu ends. You can end the spell early by using an action to dismiss it.

GLIBNESS

Classification: Genjutsu

Rank: A-Rank

Casting Time: 1 action

Range: Self

Duration: 1 hour

Components: HS, CM, CS

Cost: 20 Chakra

Keywords: Genjutsu, Fuinjutsu,

Description: Until the genjutsu ends, when you make a Charisma check while interacting with another creature, you can replace the number you roll with a 15. Additionally, no matter what you say, jutsu that would determine if you are telling the truth indicates that you are being truthful.

MENTAL CLONE

Classification: Genjutsu

Rank: A-Rank

Casting Time: 1 Year

Range: Touch

Duration: Instant

Components: HS, CM, CS (Over 100), Replacement Body

Cost: 20 Chakra a Week for 52 weeks consistently.

Keywords: Genjutsu, Fuinjutsu

Description: This jutsu requires a living replacement body void of consciousness and 100 Chakra seals systematically placed around the replacement body. This jutsu creates an inert duplicate of a living creature's consciousness with all of its current memories and experiences as a safeguard against death. This Mental Clone is cultured over the course of 1 year, as the user would offer a portion of its chakra weekly to grow the psyche of the clone.

You can choose to have the clone be a younger version of the subject. This culturing must be maintained consistently for at least a year. If the subject does not offer its chakra for more than 1 week, the culturing is prematurely stopped as the mental clone awakes with an insufficient amount of chakra as its own person and not linked to the original subject as intended.

If this jutsu is completed successfully, at any time after the clone matures, if the original creature dies, its consciousness is transferred to the clone provided the consciousness isn't damaged and is able to transfer. The clone only retains the mental stats (**Intelligence, Wisdom & Charisma**) of the original subject and all of its knowledge at the point of this Jutsu's original start.

MIND BREAK

Classification: Genjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Instant

Components: HS, CM

Cost: 19 Chakra

Keywords: Genjutsu, Visual, Auditory, Tactile

Description: You Target a creature and attempt to shatter their psyche by subjecting them to a yearlong mental torture session on them in the span of 6 seconds. Target creature must succeed an Intelligence save, taking 10d10 Psychic damage on a failed save or half as much on a successful one.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and the damage by 2d10.

MIRAGE

Classification: Genjutsu
Rank: A-Rank
Casting Time: 10 minutes
Range: 1 Mile
Duration: 10 Days
Components: HS, CM, CS
Cost: 19 Chakra

Keywords: Genjutsu, Auditory, Tactile, Inhale, Visual
Description: You make terrain in an area up to 1 square mile look, sound, smell and even feel like some other sort of terrain. The terrain's general shape remains the same, however, open fields or a road could be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. You can also alter the appearance of structures or add them where none are present.

This does not affect creatures in the area. Creatures with true sight can see through the illusion to the terrain's true form however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.

POISON FOREST

Classification: Genjutsu
Rank: A-Rank
Casting Time: 1 Action
Range: 60 Foot Cube
Duration: Concentration, up to 1 minute
Components: HS, CM, NT (Poison Dust)
Cost: 19 Chakra

Keywords: Genjutsu, Inhale, Visual, Tactile
Description: As part of the activation of this jutsu, you spread the poison dust you need for this jutsu in a 30 Foot Sphere in front of you. Creatures in the target area must succeed a Constitution saving throw, being under the effects of this Genjutsu on a failed save. Creatures affected by this Genjutsu are trapped inside a Forest of Poison trees unable to leave the 30ft sphere turning around and running away from the edges of the radius. For the duration, creatures who end their turn under this Genjutsu take 5d8 poison damage. At the end of each target's turn, they make a constitution save to end the Jutsu's effect on them.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and the damage by 2d8.

PSYCHIC CRUSH

Classification: Genjutsu
Rank: A-Rank
Casting Time: 1 action
Range: 60 feet
Duration: 1 minute
Components: HS, CM
Cost: 19 Chakra

Keywords: Genjutsu, Tactile
Description: You overload the mind of one creature you can see within range, filling its psyche with discordant emotions. The target must make an Intelligence saving throw. On a failed save, the target takes 12d6 psychic damage and is stunned for 1 minute. On a successful save, the target takes half as much damage and isn't stunned.

The stunned target can make an Intelligence saving throw at the end of each of its turns. On a successful save, the genjutsu ends on the target.

SEEMING

Classification: Genjutsu
Rank: A-Rank
Casting Time: 1 Action
Range: 30 Feet
Duration: 8 Hours
Components: HS, CM
Cost: 17 Chakra

Keywords: Genjutsu, Visual
Description: This genjutsu allows you to change the appearance of any number of creatures that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected by this genjutsu.

The genjutsu disguises physical appearances as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in-between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The genjutsu lasts for the duration, unless you use your action to dismiss it sooner. The changes wrought by this genjutsu fail to hold up to physical inspections. For example, if you use this genjutsu to add a hat to a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head and hair. If you use this genjutsu to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

A creature can use its action to inspect a target and make an Intelligence (Investigation) or Wisdom (Illusion) check against your genjutsu save DC. If it succeeds, it becomes aware that the target is disguised.

S-RANK:

ANTIPATHY/SYMPATHY

Classification: Genjutsu
Rank: S-Rank
Casting Time: 1 Hour
Range: 120 Feet
Duration: 10 Days
Components: HS, CM, CS
Cost: 28 Chakra

Keywords: Genjutsu, Visual
Description: This genjutsu attracts or repels creatures of your choice. You target something within range, either a Huge or smaller object or creature or an area that is no larger than a 200-foot cube. Then specify a kind of intelligent creature, such as Sage beasts, Demons, or even Humans. You inject the target with an aura that either attracts or repels the specified creatures for the duration. Choose antipathy or sympathy as the aura's effect.

Antipathy. The genjutsu causes creatures of the kind you designated to feel an intense urge to leave the area and avoid the target. When such a creature can see the target or comes within 120 feet of it, the creature must succeed on a Wisdom saving throw or gain 4 ranks of fear against the target. The creature remains frightened while it can see the target or is within 120 feet of it. While frightened by the target, the creature must use its movement to move to the nearest safe spot from which it can't see the target. If the creature moves more than 120 feet from the target and can't see it, the creature is no longer frightened, but the creature becomes frightened

again if it regains sight of the target or moves within 120 feet of it.

Sympathy. The enchantment causes the specified creatures to feel an intense urge to approach the target while within 120 feet of it or able to see it. When such a creature can see the target or comes within 120 feet of it, the creature must succeed on a Wisdom saving throw or use its movement on each of its turns to enter the area or move within reach of the target. When the creature has done so, it can't willingly move away from the target. If the target damages or otherwise harms an affected creature, the affected creature can make a Wisdom saving throw to end the effect, as described below.

Ending the Effect. If an affected creature ends its turn while not within 120 feet of the target or able to see it, the creature makes a Wisdom saving throw. On a successful save, the creature is no longer affected by the target and recognizes the feeling of repugnance or attraction as magical. In addition, a creature affected by the genjutsu is allowed another Wisdom saving throw every 24 hours while the genjutsu persists. A creature that successfully saves against this effect is immune to it for 1 minute, after which time it can be affected again.

FEEBLEMIND

Classification: Genjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: 150 Feet

Duration: Instant

Components: HS, CM

Cost: 25 Chakra

Keywords: Genjutsu, Tactile

Description: You blast the mind of a creature that you can see within range, attempting to shatter its intellect and personality. The target takes 8d6 psychic damage and must make an Intelligence saving throw. On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast jutsu, activate chakra items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. At the end of every 30 days, the creature can repeat its saving throw against this genjutsu. If it succeeds on its saving throw, the genjutsu ends. The spell can also be ended by an A-Rank Genjutsu break, Restorative, or Mind-Body Recovery.

MENTAL PRISON

Classification: Genjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Up to 1 minute

Components: HS, CM

Cost: 22 Chakra

Keywords: Genjutsu, Visual, Auditory, Tactile

Description: You attempt to bind a creature within an illusory cell that only it perceives. One creature you can see within range must make an Intelligence saving throw. The target succeeds automatically if it is immune to being charmed. On a successful save, the target takes 5d10 psychic damage, and the genjutsu ends. On a failed save, the target takes 5d10 psychic damage, and you make the area immediately around the target's space appear dangerous to it in some way. You might cause the target to perceive itself as being surrounded by fire, floating razors, or hideous maws filled with dripping teeth. Whatever form the illusion takes, the target can't

see or hear anything beyond it and is restrained for the genjutsu's duration. If the target is moved out of the illusion, makes a melee attack through it, or reaches any part of its body through it, the target takes 10d10 psychic damage, and the genjutsu ends.

NEVERENDING DREAM

Classification: Genjutsu

Rank: S-Rank

Casting Time: 1 Hour

Range: Touch

Duration: Until Dispelled

Components: HS, CM, CS

Cost: 28 Chakra

Keywords: Genjutsu, Fuinjutsu, Visual

Description: You create a looping Genjutsu of your description and seal it into your custom-made chakra seal. You have to make a Melee attack, on a creature in range. On a hit, the target creature must succeed a Wisdom save. On a failed save, they are placed into the Genjutsu loop that you created. Their body is rendered sleep for the duration. At the end of each day, the targeted creature makes a Wisdom save at disadvantage. On a successful save, the target creature becomes one step closer to waking up. The target creature needs to succeed 5 times in a row to successfully awake from this Genjutsu. While this Genjutsu is in use, it cannot be used on another creature unless they end the Genjutsu on another creature first.



SLUG DANCE

Classification: Genjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 Month

Components: HS, CM, CS

Cost: 25 Chakra

Keywords: Genjutsu, Fuinjutsu

Description: You place yourself under a powerful Genjutsu designed to snap you out of any other Genjutsu effect you may be under at any point of time by transferring the Genjutsu to a Chakra Seal you have prepared. When targeted by a Genjutsu you may make your saving throw rolling 3d20 and taking the better of the 3 dice. This works in addition to Advantage. (If you have Advantage, you instead roll 4 Dice.)

SNAKE PLAY

Classification: Genjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Up to 1 minute

Components: HS, CM

Cost: 22 Chakra

Keywords: Genjutsu, Visual

Description: You conjure snakes that appear under the target as more begin to appear, swarming the target and constricting them to the point of being unable to breathe. Select up to 7 Creatures in range. The target(s) must succeed a Wisdom saving throw, being paralyzed and suffering 1 rank of exhaustion as they hold their breath under the impression, they are unable to breathe. At the end of each of their turns they must make another wisdom save, suffering another rank of exhaustion on a failed save.

TOAD SONG

Classification: Genjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: 30 Feet radius Sphere

Duration: Permanent

Components: HS, CM, Toad Oil

Cost: 30 Chakra

Keywords: Genjutsu, Fuinjutsu, Auditory

Description: As part of the activation of this jutsu you coat your throat in toad oil, transforming some of it into that of a toad for the duration. You harmonize your vocal cords to sing a Powerful but calm melody. All Creatures in the radius who can hear you, immediately fall into a deep sleep, unable to stay awake until they are released

or killed. Roll 20d10 + Genjutsu Modifier + Proficiency modifier. The total is how many hit points of creatures this jutsu can affect. All creatures who have less Hit Points than the rolled result immediately fall asleep, unable to awake without the user releasing the effect of this jutsu, being released by another creature or Jutsu or being killed.

WORST FEAR

Classification: Genjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: 120 Feet

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 30 Chakra

Keywords: Genjutsu, Fuinjutsu, Tactile, Visual

Description: Drawing on the deepest fears of a group of creatures, you create illusory creatures in their minds, visible only to them. Each creature in a 30-foot-radius sphere centered on a point of your choice within range must make a Wisdom saving throw. On a failed save, a creature gains 5 ranks of fear for the duration. The illusion calls on the creature's deepest fears, manifesting its worst nightmares as a tangible threat. At the end of each of the frightened creature's turns, it must succeed on a Wisdom saving throw or take 8d10 psychic damage. On a successful save, the genjutsu ends for that creature.



CHAPTER 12: TAIJUTSU



basic form of techniques and refers to any techniques involving the martial arts or the optimization of natural human abilities. Taijutsu is executed by directly accessing the user's physical and mental energies, relying on the stamina and strength gained through training. It typically does not require chakra, though chakra may be used to enhance its techniques. Taijutsu generally require no hand seals to perform, occasionally making use of certain stances or poses, and are far quicker to use than ninjutsu or Genjutsu. Taijutsu is simply put: hand-to-hand combat

D-Rank

Avalanche Dance

Bestial Fury Kick

Bolting Blossom

Brace

Butterfly Kick

Clawing Swift Fang

Crane Wing Formation

Dynamic Entry

Exorcism

First Heavenly Breath: Inhale

Forceful Bull

Graceful Cat

High Monk

Iron Strike

Leaf Gale

Leaf Kick

Moonlight High

Neck Chop

Ostrich Whirlwind

Praying Strike

Rising Dragon

Rushing Lion

Second Heavenly Breath: Breathe

Snake Constricting Grip

Wild Dance

C-Rank

Adamantine Acala

Dragon Tail Foot

Early Sacrifice

Erupting Falling Stomp

Evening Heavenly Crush

Falcon Drop

Fierce Snake

Fist Slam

Flowing water Stance

Fourth Heavenly Breath: Wheeze

Grass Palm

Intersection Counter

Leaf Great Flash

Leaf Hurricane

Lions Barrage

Pressure Point Strike

Shadow Dancing Leaf

Silent Form

Third Heavenly Breath: Panting

Whirlwind Death Drop

B-Rank

After Image Technique

Cherry Blossom Impact

Fifth Heavenly Breath: Respire

Heavenly Foot of Pain

Incursion of Clarity

Leaf Gust

Leaf Hot Wind

Leaf Hurricane Bullet

Machine Gun Punch

Maximum Entry

One Man Front Lotus

Owl Drop

Piston Fist

Quaking Leg

Reverse Guard

A-Rank

Combo Extender

Crippling Strike

Final Lotus

Iron Guard

Magnum Knuckle

Six Heavenly Breath: Gasp

Supreme Violence

Tiger Lilly

Violent Strangling

World Breaker

S-Rank

Daytime Tiger (Hirudora)

Evening Elephant (Sekizo)

Leaf Dragon God

Red Lotus

Seventh Heavenly Breath: Exhale

D-RANK

AVALANCHE DANCE

Classification: Taijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: M

Cost: 4 Chakra

Keywords: Taijutsu

Description: You strike at your opponent's joints trying to make them crumble from the weight of their own body. Make a Taijutsu attack, dealing your unarmed damage + 1d4. The target must succeed a Constitution saving throw being incapacitated until the start of their next turn.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by 1d4.

BESTIAL FURY KICK

Classification: Taijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self (10-foot cone)

Duration: Instant

Components: M

Cost: 4 Chakra

Keywords: Taijutsu

Description: You perform a devastating round house kick with enough force to even effect creatures 10 feet away from you. Creatures in a 10-foot cone directly in front of you must succeed a Dexterity saving throw, taking your Unarmed damage + 2d8 and being knocked back 10 feet on a failed save. On a successful save, they only take half damage and are not knocked back.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by 1d8.

BOLTING BLOSSOM

Classification: Taijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: Instant

Components: M

Cost: 3 Chakra

Keywords: Taijutsu

Description: You attempt to deliver a series of straight jabs finished off with a single powerful upper cut. Make two taijutsu attacks, dealing your unarmed damage + 1d4. If you hit with both of these attacks, you then make one more taijutsu attack dealing 2d10 bludgeoning to the target.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and final damage by 1d10

BRACE

Classification: Taijutsu

Rank: D-Rank

Casting Time: 1 Reaction, which you take when you are forced to make a Constitution or Strength saving throw

Range: Self

Duration: 1 round

Components: M

Cost: 5 Chakra

Keywords: Taijutsu

Description: You brace for impact from an effect you know you can't avoid. When making a Constitution or Strength saving throw, roll an additional 1d6 and add the result to your saving throw.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the saving throw by an additional 1d6.

BUTTERFLY KICK

Classification: Taijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Instant

Components: M

Cost: 3 Chakra

Keywords: Taijutsu

Description: You a jump and perform a series of kicks that keep you suspended in the air while creating an image of a butterfly's wing flaps as you target creatures in a 10-foot cube within range with said kicks. Creatures in range must make a Dexterity saving throw taking your unarmed damage + 2d6 and being knocked prone on a failed save. On a successful save they take half damage and are not knocked prone.

After targets make their saving throws you can move up to half your movement speed ending it in an unoccupied space of your choice within that range.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by 1d6

CLAWING SWIFT FANG

Classification: Taijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 15 Feet

Duration: Instant

Components: M

Cost: 5 Chakra

Keywords: Taijutsu

Description: You a dash towards a creature within range and deliver a powerful sweeping attack. Make a melee taijutsu attack dealing your unarmed damage + 1d10. If you score a critical hit, immediately use this taijutsu again at no chakra cost, on the same creature or another creature within range. This can only trigger once.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by 1d10

CRANE WING FORMATION

Classification: Taijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 feet

Duration: Instant

Components: M

Cost: 5 Chakra

Keywords: Taijutsu

Description: You leap and perform an arm swinging attack that creates the visage of a Crane before attempting to contort around a target creature within range and forcing them to the ground with this advanced grapple.



Make a taijutsu attack against the target knocking them prone and grappling them on a hit. The target grappled with this taijutsu can use their action on their turn to make a Strength saving throw to escape the grapple.

DYNAMIC ENTRY

Classification: Taijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Instant

Components: M

Cost: 3 Chakra

Keywords: Taijutsu, Clash

Description: You perform a high jump kick that propels you towards a target creature you can see in range. Make a Taijutsu Attack. On a hit target creature takes 2d12 Bludgeoning damage.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by 1d12.



EXORCISM

Classification: Taijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: M

Cost: 5 Chakra

Keywords: Taijutsu

Description: You perform a 3-strike combination, where you first strike high with your elbow followed by extending your other arms palm striking your targets core, then finally performing a high-powered body blow with all of your strength and Body weight with a raised Knee. Make a Taijutsu attack 3 times, on each hit, deal your unarmed damage + 1d4 (This Jutsu cannot score a critical hit).

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage die by one step. (1d4>1d6>1d8>1d10>1d12)

FIRST HEAVENLY BREATH: INHALE

Classification: Taijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 10 Minutes

Components: CM

Cost: 5 Chakra

Keywords: Taijutsu

Description: You increase your lungs capacity twofold. Doing so increases your oxygen intake and your physical strength similarly. Increase your Strength ability score by +2 and Movement Speed by 10.

FORCEFUL BULL

Classification: Taijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, up to 1 minute

Components: CS, M

Cost: 5 Chakra

Keywords: Taijutsu

Description: You focus chakra throughout your muscles enhancing your physical strength and fortitude. For the duration, your Strength and Constitution ability scores becomes 16 if they are lower than 16. You do not gain additional chakra from this jutsu, but you do gain Temporary hit points equal to the amount of hit points you would gain from an increase to your constitution modifier. You lose any temporary hit points when this jutsu ends.

GRACEFUL CAT

Classification: Taijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, up to 1 minute

Components: M

Cost: 5 Chakra

Keywords: Taijutsu

Description: You focus chakra throughout your muscles enhancing your physical Dexterity and Cunning. For the duration, your Dexterity and Wisdom ability scores becomes 16 if they are lower than 16. You do not suffer fall damage from falls shorter than 30 feet. Your movement speed is increased by 20 feet and you gain a +5 to your passive perception

HIGH MONK

Classification: Taijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: M

Cost: 5 Chakra

Keywords: Taijutsu

Description: You perform a high kick to the collarbone of a target creature, followed by a second kick that pushes you backwards into a backflip. Make a Taijutsu attack two times, dealing your Unarmed damage + 1d6. At the conclusion of this Taijutsu, you leap back 10 feet. This movement does not provoke opportunity attacks.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and gain a +1 to Hit for each attack roll with this jutsu.

IRON STRIKE

Classification: Taijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: Instant

Components: M

Cost: 3 Chakra

Keywords: Taijutsu

Description: You punch with enough force to tear through any defense your enemy might have. Make a taijutsu attack. On a hit, they take your unarmed damage + 1d10 and the target cannot make a reaction to this attack.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d10.

LEAF GALE

Classification: Taijutsu

Rank: D-Rank

Casting Time: 1 bonus action

Range: 5 feet

Duration: Instant

Components: M

Cost: 4 Chakra

Keywords: Taijutsu

Description: You perform a Spinning low kick throwing your target off balance and tumbling to the ground. Target creature makes a Dexterity save. Being knocked prone on a failed save. If this jutsu is used immediately after another taijutsu, the target creature makes their Dexterity save at disadvantage.

Until the end of your turn, the target can be targeted by taijutsu with the Finisher keyword regardless of the range of the taijutsu with the Finisher keyword used.

LEAF KICK

Classification: Taijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 5 feet

Duration: Instant

Components: M

Cost: 4 Chakra

Keywords: Taijutsu

Description: You deliver a single falling kick, strong enough to bring the environment crumbling down around you. Make a Taijutsu attack against a creature within range. On a hit you deal your Unarmed damage + 1d12. Target creature on a hit must also make a Strength saving throw, reducing their movement speed by half until the end of their next turn.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by 1d12.

MOONLIGHT HIGH

Classification: Taijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 5 feet

Duration: Instant

Components: M

Cost: 5 Chakra

Keywords: Taijutsu

Description: As part of the activation of this jutsu, you must also have moved at least 15 feet towards the target. You make a leaping, spinning double roundhouse kick, then follow up with a single downward kick driving the target into the ground. Make two Taijutsu attacks on the

target dealing your unarmed damage + 1d6. Target creature must make a Strength saving throw, being knocked prone on a failed save.

NECK CHOP

Classification: Taijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 5 feet

Duration: Instant

Components: M

Cost: 5 Chakra

Keywords: Taijutsu

Description: You attempt to strike at a vital pressure point on the nape of the neck of a humanoid target. Make a taijutsu attack against a target creature. On a hit, deal your unarmed damage + 1d6 and must succeed a Constitution saving throw becoming Dazed on a failed save. On a successful save they are not Dazed.

For the next minute, at the end of a creatures turns the target can make another Constitution saving throw. On a success, they are no longer dazed.

OSTRICH WHIRLWIND

Classification: Taijutsu

Rank: D-Rank

Casting Time: 1 bonus action

Range: Touch

Duration: Instant

Components: M

Cost: 4 Chakra

Keywords: Taijutsu

Description: As part of the activation of this jutsu, you can only use this taijutsu against a prone target. You perform a rather acrobatic display of skill. By kicking a prone creature, you propel yourself backward while performing a second sweeping kick while moving backwards. Make a Taijutsu attack, on a Hit you deal your unarmed damage + 2d4 and are pushed back 10 Feet. This movement does not provoke an attack of opportunity.

PRAYING STRIKE

Classification: Taijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: M

Cost: 5 Chakra

Keywords: Taijutsu

Description: You make a powerful strike to the core of your opponent, sending shockwaves through their body that would break a lesser foe, and stun greater ones. Make a Taijutsu attack. On a hit the target takes 1d12 bludgeoning damage and makes a Constitution saving throw. On a failed save they are Stunned until the beginning of their next turn.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d12

RISING DRAGON

Classification: Taijutsu

Rank: D-Rank

Casting Time: 1 bonus action

Range: Touch

Duration: Instant

Components: M

Cost: 5 Chakra

Keywords: Taijutsu

Description: As part of the activation of this technique, you must first move at least 20 Feet towards the target. Make a Taijutsu attack, dealing your unarmed damage. The target is launched 30 Feet into the air and becomes unable to take reactions until the end of your current turn. Until the end of your turn, the target can be targeted by taijutsu with the Finisher keyword regardless of the range of the taijutsu with the Finisher keyword used. Landing does not deal any further damage to the target.

RUSHING LION

Classification: Taijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, up to 1 minute

Components: M

Cost: 5 Chakra

Keywords: Taijutsu

Description: You focus chakra throughout your muscles enhancing your physical Strength and Dexterity. For the duration, your Dexterity and Strength ability scores becomes 16 if they are lower than 16. Your Jump height is doubled. Your Strength and Dexterity checks are made at advantage



SECOND HEAVENLY BREATH: PANTING

Classification: Taijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 10 Minutes

Components: CM

Cost: 5 Chakra

Keywords: Taijutsu

Description: As a requirement to activate this jutsu, you must have *First Heavenly Breath: Inhale* currently active. You end your concentration on that jutsu and this one takes its place. You retain all the effects of that jutsu and add this jutsu's effects to them.

You increase your lungs capacity fourfold. Doing so increases your oxygen intake even further as your body expands slightly and your muscles become more prominent. Increase your Strength and Constitution ability scores by +2.

SNAKE CONSTRICTING GRIP

Classification: Taijutsu

Rank: D-Rank

Casting Time: 1 Bonus Action

Range: Touch

Duration: Up to 1 Minute

Components: M

Cost: 3 Chakra

Keywords: Taijutsu

Description: As a part of the activation of this taijutsu you must have hit the target previously this turn with an unarmed attack or a taijutsu.

The target must succeed a Strength saving throw, being restrained on a failed save. As an action on the target creatures turn, they may attempt a strength saving throw to escape your hold. While you are restraining the target, you are unable to make Hand Signs or Taijutsu attacks that require your hands.

WILD DANCE

Classification: Taijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: M

Cost: 4 Chakra

Keywords: Taijutsu

Description: You first attack your opponent with a kick, which is immediately followed by a punch and another kick, striking them at 3 different angles. Make three Taijutsu attacks. On a hit, each attack deals 1d8.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage die by one step. (1d8>1d10>1d12>2d8)

C-RANK:

ADAMANTINE ACALA

Classification: Taijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: Instant

Components: M

Cost: 8 Chakra

Keywords: Taijutsu, Finisher, Clash

Description: You perform a powerful kick to a targets center crushing their center of gravity and breaking their form while also sending them flying back. Make a melee taijutsu attack, dealing your unarmed damage + 3d10 and the target must succeed a constitution saving throw or be thrown back 30 feet. On a successful save, they are not thrown back.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d10

DRAGON TAIL FOOT

Classification: Taijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: Instant

Components: M

Cost: 7 Chakra

Keywords: Taijutsu

Description: You perform sweeping kick, before performing a downward vertical kick to slam a target creature into the ground. Creatures within 5 feet of you must succeed a Dexterity saving throw, being incapacitated until the start of their turn.

If a target is incapacitated by the effect of this jutsu, select one target and make a single taijutsu attack dealing your unarmed damage + 4d8.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d8.

EARLY SACRIFICE

Classification: Taijutsu

Rank: C-Rank

Casting Time: 1 Reaction, which you take when a melee attack misses you.

Range: 5 Feet

Duration: Instant

Components: M

Cost: 6 Chakra

Keywords: Taijutsu

Description: After dodging an enemy's melee attack, you leap on their shoulder and attempt to throw them 30 feet in a direction of your choice. The target must succeed a Strength saving throw, being thrown 30 feet in a straight line, in a direction of your choice.

A thrown target must succeed a Dexterity saving throw, landing prone on a failed save.

If the target hits a surface such as a wall, ceiling, or large or larger object they take damage as if they were falling.

ERUPTING FALLING STOMP

Classification: Taijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 15 Feet

Duration: Instant

Components: M

Cost: 7 Chakra

Keywords: Taijutsu

Description: You pump chakra into your legs as you stomp, creating a shockwave of force from your strength alone. Creatures in a 15-foot cube centered on you must succeed a Strength saving throw, taking 4d8 bludgeoning damage or half as much on successful Save.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d8

EVENING HEAVENLY CRUSH

Classification: Taijutsu

Rank: C-Rank

Casting Time: 1 reaction which you take when a target is forcefully moved more than 5 feet from you.

Range: Self

Duration: Instant

Components: M

Cost: 6 Chakra

Keywords: Taijutsu

Description: You dash to keep up with a thrown or

knocked back creature who is moved further than 5 feet away from you. You take the dash action as a reaction and must end your movement within 5 feet of the target creature.

As a part of the same reaction, you also make an unarmed attack as if you are making an attack of opportunity against the target.

FALCON DROP

Classification: Taijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Instant

Components: M

Cost: 6 Chakra

Keywords: Taijutsu, Finisher

Description: As part of the activation of this jutsu, the target creature must be airborne or falling. Make a Taijutsu attack on the falling creature. On a hit, you pile drive them into the ground dealing 6d10 Bludgeoning damage, leaving them prone.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 2d10

FIERCE SNAKE

Classification: Taijutsu

Rank: C-Rank

Casting Time: 1 Bonus action

Range: 5 Feet

Duration: Instant

Components: M

Cost: 8 Chakra

Keywords: Taijutsu

Description: You rapidly strike a target with blinding speed striking fast enough to leave after images of your attacks. Roll 1d4 + 1. You can use your next Attack action to make a number of unarmed attacks equal to the amount rolled. (This Jutsu cannot score a critical hit)

FIST SLAM

Classification: Taijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self

Duration: Instant

Components: M

Cost: 6 Chakra

Keywords: Taijutsu

Description: As a part of the activation of this taijutsu, you must target a prone creature. Make a taijutsu attack against the prone target dealing your unarmed damage + 6d8. This taijutsu can score a critical on a roll of 19 or 20.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d8 and the Critical threat range by 1.

FLOWING WATER STANCE

Classification: Taijutsu

Rank: C-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Concentration, up to 10 minutes

Components: M

Cost: 6 Chakra

Keywords: Taijutsu

Description: You loosen your stance, allowing your body to become more fluid and adaptable to incoming attacks. For the duration you do cannot lose concentration of this jutsu unless you choose to do so. You bend your body to

lessen the impact of bludgeoning and slashing attacks. For the duration, when you are hit by a Bludgeoning or Slashing damage, you may as a reaction roll your Hit die, reducing damage by the result. This does not spend your hit die.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and roll one additional hit die to reduce damage.

FOURTH HEAVENLY BREATH: WHEEZE

Classification: Taijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 10 Minutes

Components: CM

Cost: 9 Chakra

Keywords: Taijutsu

Description: As a requirement to activate this jutsu, you must have *Third Heavenly Breath: Breathe* currently active. You end your concentration on that jutsu and this one takes its place. You retain all the effects of that jutsu and add this jutsu's effects to them.

You increase your lungs capacity Sixteen-fold. Doing so increases your blood flow and you begin to glow with a yellow aura and your muscles and organs become far more resistant to damage. Increase your Strength and Constitution ability scores by +2. Upon ending this jutsu, you become weakened.

GRASS PALM

Classification: Taijutsu

Rank: C-Rank

Casting Time: 1 bonus action

Range: 5 Feet

Duration: Instant

Components: M

Cost: 7 Chakra

Keywords: Taijutsu

Description: You perform a series of martial attacks attempting to cripple and disable creatures surround you. Make a taijutsu attack against each creature within 5 feet of you dealing your unarmed damage. Targets you hit with this taijutsu must make a Dexterity saving throw being disarmed on a failed save. Targets must also make a Constitution saving throw becoming weakened until the end of their next turn.

INTERSECTION COUNTER

Classification: Taijutsu

Rank: C-Rank

Casting Time: 1 Reaction which you take when hit by a melee attack

Range: Self

Duration: Instant

Components: M

Cost: 8 Chakra

Keywords: Taijutsu

Description: You raise your knee and slam your elbow, into an incoming attack catching it in between them. As a reaction, make a Taijutsu attack, on a hit you reduce the damage you take by your unarmed damage + 2d6.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage reduced by 1d6.

LEAF GREAT FLASH

Classification: Taijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: Instant

Components: M

Cost: 7 Chakra

Keywords: Taijutsu

Description: You charge at your target and unleash a powerful lateral kick, aiming at their head, giving them a concussion. Make a taijutsu attack dealing your unarmed damage + 7d4 on a hit. Target creature must also succeed a Constitution saving throw, being paralyzed until the end of their next turn.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d4

LEAF HURRICANE

Classification: Taijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self (10 Foot radius Sphere)

Duration: Instant

Components: M

Cost: 8 Chakra

Keywords: Taijutsu

Description: You perform a powerful spinning backwards kick, fast enough to not be seen and powerful enough to create a strong whirlwind affecting creatures surrounding the user. Creatures in a 10 Foot radius centering on you must make a Dexterity saving throw taking your unarmed damage + 4d6 bludgeoning damage and are knocked prone or half as much on a successful save.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d6

LIONS BARRAGE

Classification: Taijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Instant

Components: M

Cost: 8 Chakra

Keywords: Taijutsu, Finisher

Description: As part of the activation of this jutsu, the target creature must be airborne or falling. Make three Taijutsu attacks on the falling creature dealing your unarmed damage + 2d8. If you succeed all 3 attacks, the target is incapacitated until the end of their next turn. (This Jutsu cannot score a critical hit)

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the number of taijutsu attacks by +1.

PRESSURE POINT BARRAGE

Classification: Taijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: Instant

Components: M

Cost: 9 Chakra

Keywords: Taijutsu

Description: You unleash a barrage of precise strikes into your targets pressure points crushing their form. Make a taijutsu attack, dealing your unarmed damage +

5d4. The target must succeed a Constitution saving throw being Weakened and Slowed for 1 minute. At the end of the targets turn, they can make another constitution save to end one effect on them. They repeat the save until they the end of the duration or they remove all conditions.

SHADOW DANCING LEAF

Classification: Taijutsu

Rank: C-Rank

Casting Time: 1 Reaction which you take after casting a taijutsu

Range: Full Movement

Duration: Instant

Components: M

Cost: 6 Chakra

Keywords: Taijutsu

Description: As part of the activation of this jutsu, you must have used a Taijutsu as a Standard or Bonus action prior to this Jutsu's activation. You immediately teleport up to your full movement speed behind a target within range.

Until the end of your turn, the target can be targeted by taijutsu with the Finisher keyword regardless of the range of the taijutsu with the Finisher keyword used.

SILENT FORM

Classification: Taijutsu

Rank: C-Rank

Casting Time: 1 Bonus action

Range: Self

Duration: Concentration, up to 1 minute

Components: M

Cost: 8 Chakra

Keywords: Taijutsu

Description: You enter a variable form for the duration, releasing chakra from your pores that dampen the sounds of your movement making any movement you make silent. This benefit extends to objects you are holding and surfaces you touch or impact.

For the duration, while you are in stealth, attacks you make do not immediately remove you from stealth unless a creature can still see you at the beginning of their turn.

Also, for the duration while you are in stealth when you take the attack action to make an unarmed attack, the attack cannot be reacted to.



THIRD HEAVENLY BREATH: BREATHE

Classification: Taijutsu

Rank: C-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Concentration, Up to 10 Minutes

Components: CM

Cost: 9 Chakra

Keywords: Taijutsu

Description: As a requirement to activate this jutsu, you must have *Second Heavenly Breath: Panting* currently active. You end your concentration on that jutsu and this one takes its place. You retain all the effects of that jutsu and add this jutsu's effects to them.

You increase your lungs capacity eight-fold. Doing so increases your oxygen intake as your skin begin to turn red as your blood vessels swell as your muscles and organs begin to swell. Increase your Strength and Constitution ability scores by +2.

Upon ending this jutsu, you gain one rank of exhaustion.

WHIRLWIND DEATH DROP

Classification: Taijutsu

Rank: C-Rank

Casting Time: 1 action

Range: 5 feet

Duration: Instant

Components: M

Cost: 9 Chakra,

Keywords: Taijutsu, finisher

Description: You perform a spinning backwards kick followed by a devastating downward axe kick, that is followed up by a third rising kick with the opposite leg. Make 3 Taijutsu attacks. On a hit, each attack deals your unarmed damage + 2d6. If a creature is hit with 2 of your attacks, they must succeed a constitution saving throw, being stunned until the beginning of their next turn on a failed save. (This Jutsu cannot score a critical hit)

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and gain a +1 to Hit for each attack roll with this jutsu.

B-RANK:

AFTER IMAGE TECHNIQUE

Classification: Taijutsu

Rank: B-Rank

Casting Time: 1 Reaction, when you are targeted by an attack that you can see.

Range: Self

Duration: Instant

Components: M

Cost: 14 Chakra

Keywords: Taijutsu

Description: You move fast enough to leave behind a duplicate of yourself purely from your movement speed alone. Right before a creature hits you, you instantly teleport up to your full movement to another space leaving behind a copy of yourself that dissipates when hit by the initial attack.

CHERRY BLOSSOM IMPACT

Classification: Taijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 5 feet

Duration: Instant

Components: CM, M

Cost: 14 Chakra

Keywords: Taijutsu, Finisher, Clash

Description: You amass enough chakra on the tips of your knuckles to completely obliterate a small home. This Taijutsu has two variations, one where you strike a single target and one where you punch the ground affecting an area.

If you attempt to strike a single target make a Taijutsu attack against the target. On a hit, the target creature takes 5d12 Bludgeoning damage. The target also has to make a Constitution saving throw. On a failed save, the target creature is stunned for 1d4 of its turns.

If you punch the ground, all creatures, objects and structures touching the ground within a 60 feet of you, must succeed a Dexterity saving throw taking 6d6 Bludgeoning damage and falling prone on a failed save, or half as much on a successful one. The affected area becomes difficult terrain.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the damage by 1d12 or 2d6 depending on the variant used.

FIFTH HEAVENLY BREATH: RESPIRE

Classification: Taijutsu

Rank: B-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Concentration, Up to 10 Minutes

Components: CM

Cost: 14 Chakra

Keywords: Taijutsu

Description: As a requirement to activate this jutsu, you must have *Fourth Heavenly Breath: Wheeze* currently active. You end your concentration on that jutsu and this one takes its place. You retain all the effects of that jutsu and add this jutsu's effects to them.

You increase your veins and arteries size and blood flow twenty-fold. The aura that surrounds you begins to glow far more intensely as it begins to spin. Increase your Strength and Constitution ability scores by +2.

Upon ending this jutsu, you become weakened and slowed until you finish a long rest.

HEAVENLY FOOT OF PAIN

Classification: Taijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Touch

Duration: instant

Components: CM, M

Cost: 14 Chakra

Keywords: Taijutsu, Finisher, Clash

Description: Following the same combat mentality as Cherry Blossom Impact, you put an enormous amount of chakra into the heel of your foot as you make a single downward kick. Make a Taijutsu attack on a target creature in range. On a hit target creature takes 6d10 Bludgeoning damage. All surrounding creatures up to 30 feet away must succeed a Dexterity save, taking 3d8 bludgeoning damage or half as much on a success.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the damage by 2d10.

INCURSION OF CLARITY

Classification: Taijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: M

Cost: 13 Chakra

Keywords: Taijutsu

Description: You release a surge of chakra throughout your body removing all impurities and assisting in recovering from physical debilitations. You can remove one of the following conditions currently affecting you (*Blinded, Charmed, Dazed, Deafened, Fear, Shocked, Slowed or Weakened*) and granting you Immunity to the same condition for 1 minute.

LEAF GUST

Classification: Taijutsu

Rank: B-Rank

Casting Time: 1 bonus action

Range: Self (30-foot Cone)

Duration: Instant

Components: M

Cost: 14 Chakra

Keywords: Taijutsu

Description: You swipe your leg with enough force to create a localized shockwave strong enough to bludgeon creatures and objects in range while also blowing them away.

Creatures and objects in a 30-foot cone originating from you must succeed a Strength saving throw, being knocked up 30 feet into the air on a failed save.

Creatures and objects must also succeed a Constitution saving throw taking 4d8 bludgeoning damage on a failed save or half as much on a failed save.

Until the end of your turn, the target can be targeted by taijutsu with the Finisher keyword regardless of the range of the taijutsu with the Finisher keyword used.

LEAF HOT WIND

Classification: Taijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Full Movement

Duration: Instant

Components: M, CM

Cost: 14 Chakra

Keywords: Taijutsu, Finisher, Clash

Description: You begin to perform a series of roundhouse kicks with enough force to ignite the air around your legs turning them into flaming kicks as your tear through everything in your path. Select a space within range that you can see and move to that location regardless of other creatures in your path. All creatures of your choice who you would pass through on your way to the location must succeed a Dexterity saving throw taking your unarmed damage + 8d6 fire damage and becoming burned or only half damage and no further effects on a successful save.

If you end your movement within 5 feet of a hostile creature, make a taijutsu attack against that target dealing your unarmed damage + 4d10 fire damage. The target must also make a constitution saving throw being knocked back 15 feet on a failed save or not at all on a successful save.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the damage of your targeted attack damage by 1d10.

LEAF HURRICANE BULLET

Classification: Taijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 30 feet

Duration: Instant

Components: M

Cost: 10 Chakra

Keywords: Taijutsu

Description: You strike with enough force to create a focused bullet of air pressure to strike at ranged targets. Make two ranged taijutsu attack, dealing 3d10 bludgeoning damage.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the number of ranged taijutsu attacks by +1.

MACHINE GUN PUNCH

Classification: Taijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: M

Cost: 14 Chakra

Keywords: Taijutsu

Description: You perform a series of insanely fast strikes so fast that your fists grow hot from the resistance of the air around them. Make a number of Melee Taijutsu attacks equal to your Proficiency bonus, dealing your unarmed damage. This Damage does not add your Ability modifier.

MAXIMUM ENTRY

Classification: Taijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 45 feet

Duration: Instant

Components: M

Cost: 13 Chakra

Keywords: Taijutsu

Description: You move at remarkable speeds vanishing like the wind. Choose up to 5 creatures you can see within range. Make a melee taijutsu attack against each target. On a hit, a target takes your unarmed damage + 5d8. You then teleport to an unoccupied space you can see within 5 feet of one of your targets you hit or missed.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the damage by 1d8

ONE MAN FRONT LOTUS

Classification: Taijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 45 feet

Duration: Instant

Components: M

Cost: 14 Chakra

Keywords: Taijutsu, Finisher

Description: As part of the activation of this jutsu, you must have a Taijutsu Ability Score of at least 18.

You leap into the air before beginning to spin turning yourself into a drill with enough force to create noticeable spiraling wind and dust that trails you as you come crashing down into a target of your choice that you can see within range. Make a taijutsu attack against the target, dealing your unarmed damage + 8d6. All creatures within 10 feet of the target must succeed a

Dexterity saving throw to avoid being thrown back 10 feet from the force.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the damage by 1d8.

OWL DROP

Classification: Taijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 30 feet

Duration: Instant

Components: M

Cost: 12 Chakra

Keywords: Taijutsu

Description: As a part of the activation of this jutsu, you must be hidden from the target of this taijutsu. You leap downward over your target as your wrap your legs around their neck. You squeeze and twist attempting to knock them out instantly. Make a taijutsu attack against the target to grapple them. On a success the target must succeed a constitution saving throw falling unconscious on a failed save.

PISTON FIST

Classification: Taijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 5 feet

Duration: Instant

Components: M

Cost: 14 Chakra

Keywords: Taijutsu, Finisher, Clash

Description: You make a basic strike against a target within range. As a part of the activation of this jutsu, make a taijutsu attack. On a hit you deal your unarmed damage + 12d4 as a surge of chakra erupts from your joint forcing the attack deeper.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the roll by 2d4

QUAKING LEG

Classification: Taijutsu

Rank: B-Rank

Casting Time: 1 bonus action

Range: 5 feet

Duration: Instant

Components: M

Cost: 11 Chakra

Keywords: Taijutsu

Description: You make a basic strike against a target within range. As a part of the activation of this jutsu, make a taijutsu attack. On a hit the target must succeed a Constitution saving throw being weakened and not being able to take reactions until the end of their next turn on a failed save.

REVERSE GUARD

Classification: Taijutsu

Rank: B-Rank

Casting Time: 1 Reaction, being damaged by a melee attack.

Range: Self

Duration: Instant

Components: M

Cost: 14 Chakra

Keywords: Taijutsu

Description: As a reaction to being hit by a melee attack, until the start of your next turn, you take the force of attacks and throw it back. Roll 2d10 + your taijutsu attack

bonus. Reduce the damage you would take by the result and the creature that triggered this jutsu takes the result as bludgeoning damage.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the roll by 1d10.

A-RANK:

COMBO EXTENDER

Classification: Taijutsu

Rank: A-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Concentration, up to 10 minutes

Components: M

Cost: 19 Chakra

Keywords: Taijutsu

Description: As part of the requirements of this jutsu, you must have at least the “*First Heavenly Breath: Inhale*” or any of the Heavenly breaths thereafter active.

For the Duration of your Heavenly breath’s, you gain an additional action and bonus action on your turns.

The extra action can only be used to take the attack action or cast a taijutsu with a casting time of 1 action.

The extra bonus actions can only be used to take the dash or disengage actions, as well as cast taijutsu with a casting time of a bonus action.

CRIPPLING STRIKE

Classification: Taijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 5 feet

Duration: Instant

Components: M

Cost: 17 Chakra

Keywords: Taijutsu

Description: You strike at your target’s joints attempting to disable them for an extended period of time. Make a taijutsu attack against each target within 5 feet of you, of your choice. Each target takes your unarmed damage and have their movement speed reduced by half and being unable to take reactions.

They must also make a constitution saving throw being Weakened on a failed save.

At the end of the targets turn they make another constitution saving throw to end the reduced movement, regain the ability to take reactions and remove the Weakened condition on a successful save.

FINAL LOTUS

Classification: Taijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: CM, M

Cost: 18 Chakra

Keywords: Taijutsu, Finisher

Description: As part of the activation of this jutsu, the target creature must be airborne or falling.

Make five taijutsu attacks against the target. On a Hit, Target creature takes Unarmed damage +2d8. Each successful hit, increase the damage die by 1d8. If all of your attacks hit, you gain a 6th attack. On a hit with the 6th attack, you deal, 5d10 Bludgeoning damage and knock the target prone. (This Jutsu cannot score a critical hit)

After this jutsu, you gain 3 ranks of Exhaustion and reduce your Strength and Dexterity ability scores to 8 for 10 minutes.

IRON GUARD

Classification: Taijutsu

Rank: A-Rank

Casting Time: 1 Reaction, being hit by an attack

Range: Self

Duration: Instant

Components: M

Cost: 16 Chakra

Keywords: Taijutsu

Description: As a requirement for this jutsu you must have one of the following fighting styles “*Iron Fist*”, “*Lion Fist*”, “*Silent Fist*”, or “*Dragon Palm*” to use this jutsu.

As a reaction to being hit by an attack, add your Taijutsu Attack bonus to your AC until the start of your next turn. If the target attack would miss your new AC, the attack misses.

MAGNUM KNUCKLE

Classification: Taijutsu

Rank: A-Rank

Casting Time: 1 Bonus action

Range: Self

Duration: Concentration, Up to 1 Minute

Components: CM, M

Cost: 17 Chakra

Keywords: Taijutsu

Description: You enrich your arms and legs with chakra that increases combat prowess. For the duration, you have advantage on attack of opportunities, and your unarmed attacks deal an additional 1d8 damage. When you make an unarmed attack, target creatures must succeed a Constitution saving throw or reduce their movement speed by 10.

SIXTH HEAVENLY BREATH: GASP

Classification: Taijutsu

Rank: A-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Concentration, Up to 10 Minutes

Components: CM

Cost: 19 Chakra

Keywords: Taijutsu

Description: As a requirement to activate this jutsu, you must have *Fifth Heavenly Breath: Respire* currently active. You end your concentration on that jutsu and this one takes its place. You retain all the effects of that jutsu and add this jutsu’s effects to them.

You increase your heart and lung size two-fold. Doing so increases your body’s ability to filter poisons and provide nutrition throughout. The aura that surrounds you begins to glow far more intensely as it begins to coalesce into a storm like formation. Increase your Strength and Constitution ability scores by +2, you gain immunity to Poison.

Upon ending this jutsu, you become weakened, slowed and gain 2 ranks of exhaustion until you finish a long rest.



SUPREME VIOLENCE

Classification: Taijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 minute

Components: CM, M

Cost: 19 Chakra

Keywords: Taijutsu

Description: You pump chakra through your body until you can puppet your body with your chakra alone allowing you to react with but a thought. As a part of the activation of this jutsu you cannot concentrate on any Ninjutsu or Genjutsu for the duration of this Taijutsu. For the duration increase your AC by your Wisdom & Strength modifier's and you gain an additional Reaction which you take when you are targeted by an attack. When you use this additional reaction, you gain the benefits of using the dodge action against a single attack.

TIGER LILLY

Classification: Taijutsu

Rank: A-Rank

Casting Time: 1 Bonus action

Range: 30 Feet

Duration: Concentration, Up to 1 minute

Components: CM, M

Cost: 18 Chakra

Keywords: Taijutsu

Description: You enter a state of serenity and gain impenetrable clarity of the world around you. For the duration you gain 60 feet of tremorsense and blind sight. You gain immunity to Genjutsu with the "Vision" Keyword.

VIOLENT STRANGLING

Classification: Taijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: Instant

Components: CM, M

Cost: 15 Chakra

Keywords: Taijutsu

Description: With a sudden movement you grip a targets throat with such speed most don't get a chance to react. Make a taijutsu attack against the target. On a Hit the target is grappled and restrained. The target also cannot make hand seals as you hold one of their hands. The target also gains one degree of exhaustion. At the beginning of each of the targets turns they gain one degree of exhaustion. The target on each of its turns can use its action to make a Strength saving throw to escape your grip.

WORLD BREAKER

Classification: Taijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: Instant

Components: CM, M

Cost: 19 Chakra

Keywords: Taijutsu

Description: You strike the ground with such force that you destroy the surrounding area with little concern. All creatures in a 90-foot cube centering on you must succeed a Dexterity saving throw taking 10d10 bludgeoning damage on a failed save or half as much on a successful one as the surface is destroyed and pieces of the ground shoot out in random directions.

The affected area is counted as difficult terrain and creatures that are greater than 10 feet from each other are heavily obscured from one another.



S-RANK:

DAYTIME TIGER

Classification: Taijutsu

Rank: S-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Instant

Components: CM, M

Cost: 20 Chakra

Keywords: Taijutsu, Clash

Description: You take your palm and tap it with a closed fist creating a massive vortex of air pressure. Then by making the tiger hand-seal and focusing chakra, launch the air pressure at a creature. Make a Taijutsu attack. On a Hit the target takes 6d10 bludgeoning and 6d10 Force Damage Each creature within 30 feet around the target creature must make a Dexterity saving throw. A target takes 10d8 Force Damage on a failed save, or half on a successful one.

EVENING ELEPHANT

Classification: Taijutsu

Rank: S-Rank

Casting Time: 1 Action

Range: 60 Feet Line

Duration: Instant

Components: CM, M

Cost: 20 Chakra.

Keywords: Taijutsu, Finisher, Clash

Description: This is the ultimate culmination of offensive taijutsu. As a part of the activation of this jutsu, you must currently be under the effects of at least either 6th *Heavenly Breath: Gasp* Taijutsu or 7th *Gate of Wonder* or higher.

Make 5 Taijutsu attacks against the target creature. Each attack you make is treated as a shockwave that can affect all creatures in a 15-foot-wide, 60 foot line behind your initial target creature. On a hit, the target creature takes 10d12 bludgeoning damage. All creatures behind the target creature must make a Dexterity saving throw taking 10d8 force damage on a failed save or half as much on a successful one. (This Jutsu cannot score a critical hit)

LEAF DRAGON GOD

Classification: Taijutsu

Rank: S-Rank

Casting Time: 1 Action

Range: 120 feet

Duration: Instant

Components: CM, M

Cost: 28 Chakra.

Keywords: Taijutsu, Finisher, Clash

Description: An Ultimate taijutsu created by a legendary taijutsu master. You perform an upward spin kick which quickly becomes a hyper pressurized tornado that shapes itself into a dragon with long whiskers and slams itself into a hoard of enemies. Move yourself up to 120 feet in any direction even turning corners and up walls. All creatures who you pass must succeed a Dexterity saving throw being pulled into the tornado and thrown to the end of it landing 5 feet in front of where ever you end your movement and taking 12d8 bludgeoning damage and taking additional damage as if they were falling on a failed save or only taking half damage on a successful save. Creatures treat falling damage caused by this jutsu as doing twice the normal amount.

Creatures who fail the Dexterity saving throw must also succeed a Constitution saving throw being slashed by the debris this taijutsu picks up taking 6d8 slashing damage on a failed save or half as much on a successful save.

RED LOTUS

Classification: Taijutsu

Rank: S-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 minute

Components: CM, M

Cost: 25 Chakra.

Keywords: Taijutsu

Description: You enter a state of absolute instinct and focus. As a part of the activation of this jutsu you cannot concentrate on any Ninjutsu or Genjutsu for the duration of this Taijutsu

You can take a reaction a number of times equal to your proficiency bonus per round.

SEVENTH HEAVENLY BREATH: EXHALE

Classification: Taijutsu

Rank: S-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 10 Minutes

Components: CM

Cost: 19 Chakra

Keywords: Taijutsu

Description: As a requirement to activate this jutsu, you must have *Sixth Heavenly Breath: Gasp* currently active. You end your concentration on that jutsu and this one takes its place. You retain all the effects of that jutsu and add this jutsu's effects to them.

You turn off your heart's limiters allowing it to pump an unquantifiable amount of oxygen through your body. The aura that surrounds you begins to glow far more intensely as it begins to take a shape of your choice such as a skull, eyes, or a demon. Increase your Strength and Constitution ability scores by +2.

Upon ending this jutsu, you become weakened, slowed and gain 2 ranks of exhaustion until you finish a long rest. Your heart can no longer take the strain of such a technique and you cannot use this jutsu again for 1d4 years. This restriction can be lifted if Regeneration is casted on you every day for 2 weeks.

BUKIJUTSU

Bukijutsu (Literally meaning: sword hidden in the hand techniques) pertains to techniques that entail the throwing of shuriken, kunai, Senbon, or any other number of hand-held weapons. Bukijutsu can be used in combination with Taijutsu, ninjutsu, and/or chakra flow in order to create more devastating techniques. Additionally, Shurikenjutsu can pertain to techniques used through ninjutsu-made weapons.

As a consequence of the versatility of the weapons involved, it is practiced by nearly all shinobi to some extent. However, because of its value as a supplemental art, numerous more innovative techniques have been developed, including ones that can even alter the trajectory of the projectiles once they've been thrown. Expert users can use such methods to accurately hit targets that are even located in their blind spot

D-Rank

1 -Shot Crushing Blow

2-Cross Slash

3-Point Pierce

Chain pulls

Chained Embrace

Dancing Fools Whip

Debilitating Needles

Flying Swallow: Cross Cut

Iron Web Deflection

Kunai Barrage

Manipulated Tools: Binding Meteor

Manipulated Tools: Blade Kick

Manipulated Tools: Blade Wall

Monkey King's Fang

Multishot Bow Technique

Needle Rain

Paper Bomb Barrage

Prepared Needle Shot

Shuriken Dance

Soul Hunt

Toads whipping Tongue

Weapon Break

Weapon Deflect

Wire Trap

Yosaku Cut

C-Rank

Afterglow

Blunt Force Connection

Bolting Sakura

Chakra Sabre

Crescent Moon Beheading

Crescent Moon Crippling

Crescent Moon Penetration

Cypress Impact

Dance Performance: Second Step

Dancing Blade Risk

Earth Breaker

Falling Blade

Flying Swallow: Penetrate

Front Beheading

Heaven Cutter

Heavenly Punishment

Mikiri Counter

Murderous Stabbing link

Shockwave Slash

Triple Windmill Blades

B-Rank

1 Strike Piercing Blow

Amputation Punishment

Combo Vault

Counter-Strike

Earth Spider Sewing

Eclipse

Hazy Night

Ichimonji

Moonlight

Quick Draw

Silent Killing

Suicide Bombing

Twin Rising Dragons

Whirlwind Strike

Wire Crucifixion

A-Rank

Bestowal

Chasing Fang

Crescent Moon Dance

Eclipsed Sun Impacts

Fatal Instincts

Piercing Moon Shot

Projected Force

Reversal

Shadow Rush

Shinobi Cross

S-Rank

Living Force

Mortal Draw

Shadowfall

Sky Splitter

Spiral Cloud Passage

D-RANK:

1 -SHOT CRUSHING BLOW

Classification: Bukijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: Instant

Components: W (Melee Bludgeoning), M

Cost: 4 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You perform a rising strike with your weapon striking and crushing the target from below. Make a single Taijutsu attack using your weapon, dealing 2d10 bludgeoning damage. The target must succeed a Constitution saving throw or reduce their AC by 1d4 until the start of their next turn.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d10

2-CROSS SLASH

Classification: Bukijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: Instant

Components: W (Melee Slashing), M

Cost: 4 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You perform a double striking slash with your weapon, attacking two different angles forming an "X" at the intersections of the attack. Make 2 Taijutsu attacks using your weapon, dealing 3d4 Slashing damage with each attack. Target creature must make a Constitution saving throw, gaining the bleeding condition on a failed save.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d4.

3-POINT PIERCE

Classification: Bukijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: Instant

Components: W (Melee Piercing), M

Cost: 4 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You perform a 3-point strike in multiple points made to penetrate the target's defense. Make 3 Taijutsu attacks with your weapon, dealing 1d8 piercing damage on each strike. Target creature must also make a Con saving throw losing their Reaction on a failed save.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the number of attacks by +1.

CHAIN PULL

Classification: Bukijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Weapon Range

Duration: Instant

Components: W (Melee Reach, Grapple Qualities), M

Cost: 3 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You throw your weapon wrapping it around a target and pulling towards yourself. The target must

succeed a Strength saving throw, being moved 10 feet closer to you. If the target ends its movement within 5 feet of you then you can make an attack as if you were making an attack of opportunity as a part of this same action.

CHAINED EMBRACE

Classification: Bukijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Weapon Range

Duration: 1 Round

Components: W (Melee Reach, Grapple Qualities), M

Cost: 4 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You throw your weapon and pull back as it passes your target causing it to snap and wrap around them, wrapping the target up and restraining them. Target must succeed a Dexterity saving throw. On a failure target creature is restrained. At the beginning of each of the target creatures' turns, they may make a Strength saving throw to escape.

DANCING FOOLS WHIP

Classification: Bukijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self (15 feet cone)

Duration: Instant

Components: W (Battle Wire, Whip, Chained Hand Scythe) M

Cost: 5 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You violently whip your weapon with enough force to crack the ground from the impact. Creatures in a 15-foot cone in front of you must succeed a Dexterity saving throw, being whipped repeatedly by your weapon. On a failed save, the target takes 4d4 slashing damage and gains the bleeding condition. On a successful save they only take half damage.

DEBILITATING NEEDLES

Classification: Bukijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: 1 Round

Components: W (Senbon) M

Cost: 5 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You begin to throw Senbon needles rapidly targeting your enemies pressure point to puncture them. Make a ranged taijutsu attack dealing 3d6 piercing damage. The target must also make a Constitution saving throw, being paralyzed on a failed save until the end of their next turn.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d6.

FLYING SWALLOW: CROSS CUT

Classification: Bukijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: 1 Round

Components: W (Melee Slashing) M

Cost: 3 Chakra

Keywords: Taijutsu, Bukijutsu

Description: As a part of the activation of this jutsu, you must have a weapon in both hands. You make two swinging cuts in a single stroke by swinging both of your weapon's inward. Make a single taijutsu Attack against two enemies within 5 feet of one another, dealing the weapons damage + 1d10.

If the attack would hit both creatures you instead deal your weapons damage + 2d8.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the number of enemies this targets by +1.

IRON WEB DEFLECTION

Classification: Bukijutsu

Rank: D-Rank

Casting Time: 1 Reaction, which you take when you take damage.

Range: Self

Duration: 1 Round

Components: W (Battle Wire, Chained Spear)

Cost: 4 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You wrap yourself in the chain or wire that your weapon uses to soften the blow of an attack before it actually strikes. You gain 2d8 Temporary Hit Points until the start of your next turn.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and Temporary Hit Points by 2d8.

KUNAI BARRAGE

Classification: Bukijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self (15-foot radius Sphere)

Duration: Instant

Components: W (Kunai, Shuriken), M

Cost: 4 Chakra, 1 Stack Shuriken or Kunai

Keywords: Taijutsu, Bukijutsu

Description: You leap in the air and spin while throwing your weapons to strike all targets in the area. Choose up to 10 creatures you can see within range. Make a ranged taijutsu attack against each target dealing 2d6 of your weapons damage type.

You then land in an unoccupied space you can see within the range of this jutsu.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d6.

MANIPULATED TOOLS: BINDING METEOR

Classification: Bukijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 25 feet

Duration: Instant

Components: W (Weapon Scroll), M

Cost: 3 Chakra



Keywords: Taijutsu, Bukijutsu

Description: You summon forth a weighted chain from your weapon scroll and use it to restrain a target you can see within range. Make a taijutsu attack against a target, grappling them on a hit. The target makes a Dexterity saving throw to escape the grapple. On a failed save the target is fully restrained by the chains and cannot make handsigns.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the range of this jutsu by 5ft.

MANIPULATED TOOLS: BLADE KICK

Classification: Bukijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 45 feet

Duration: Instant

Components: W (Weapon Scroll), M

Cost: 3 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You summon forth series of swords, knives and spears that you kick and launch towards a creature to impale them. Make a range taijutsu attack dealing 2d10 piercing damage on a hit.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d10.

MANIPULATED TOOLS: BLADE WALL

Classification: Bukijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self (10-foot)

Duration: Instant

Components: W (Weapon Scroll), M

Cost: 3 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You unravel your weapon scroll in a circle 10-foot circle around you as you simultaneously summon a series of bladed weapons from it. All creatures in a 10-foot radius centering on you must succeed a Dexterity saving throw taking 2d8 piercing damage on a failed save and gaining the bleeding condition or half damage on a successful save and no further effect.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the by 2d8

MONKEY KINGS FANG

Classification: Bukijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 5 feet

Duration: Instant

Components: W (Melee bludgeoning), M

Cost: 5 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You spin your weapon above your head before swinging it at a target, at a downward angle and following with the butt end of the weapon. Make two taijutsu attacks dealing your weapons damage + 1d8.

If two attacks are successful the target must make a Constitution saving throw being dazed on a failed save. A character dazed by this jutsu makes another constitution saving throw at the end of their turns to end this effect on them.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the number of attacks made by +1.

MULTISHOT BOW TECHNIQUE

Classification: Bukijutsu

Rank: D-Rank

Casting Time: 1 bonus action

Range: 60 Feet

Duration: 1 Round

Components: W (Any Bow)

Cost: 4 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You quickly prepare 5 shots from your bow of choice, preparing yourself to fire on hostile creatures that move. Creatures within the range of this Jutsu provoke attacks of opportunity for you the first time they move. You gain 5 additional reactions that you can only use to make a ranged taijutsu attack if a creature triggers attacks of opportunity.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the number of additional reactions by +1

NEEDLE RAIN

Classification: Bukijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet (20 Foot Circle)

Duration: Instant

Components: W (Senbon), M

Cost: 4 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You ready a bulk of Senbon and scatter them across the ground in the target area within range. The area becomes difficult terrain and creatures that move while inside the area suffer 1d4 Piercing Damage for every 5 feet they move within the area. Spaces that have already been traversed lose the difficult terrain condition and are no longer affected by this Jutsu's effect.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the radius of the jutsu by 5 feet.

PAPER BOMB BARRAGE

Classification: Bukijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Instant

Components: NT (2x Paper Bomb)

Cost: 5 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You prepare a cluster of paper bombs which are consumed in the casting of this jutsu, in between your fingers on both hands and Launch them at a single Target covering them in the prepared Bombs.

A target you can see within range, makes a Dexterity saving throw, taking 10d4 Fire Damage on a failed save or half as much on a successful one.

Creatures within 10ft of the target creature also make the Dexterity Save vs your Taijutsu Save DC, taking 7d4 Fire damage on a failed save or half as much on a successful one.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by 2d4.

PREPARED NEEDLE SHOT

Classification: Bukijutsu

Rank: D-Rank

Casting Time: Reaction To being targeted with a melee attack.

Range: Touch

Duration: Instant

Components: W (Senbon), M

Cost: 4 Chakra,

Keywords: Taijutsu, Bukijutsu

Description: You react to being attacked in close quarters combat. You immediately draw a cluster of Senbon needles and throw them at your target piercing them indiscriminately attempting to halt their attack. Make a Taijutsu Attack dealing 3d8 Piercing damage on a hit and forcing the target creature to make a Constitution saving throw, being stunned until the end of their current turn on a failure.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and Damage by 1d8

SHURIKEN DANCE

Classification: Bukijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 15ft radius Sphere

Duration: Instant

Components: W (Kunai, Shuriken, Darts), M

Cost: 4 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You launch a burst of your choice thrown weapon around yourself firing outwards attempting to hit all creatures in an area around you. All Creatures in a 30ft sphere centering on you must succeed a Dexterity saving throw, taking 3d6 of your selected weapon damage type on a failed save, and half as much on a successful one.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and Damage by 1d6

SOUL HUNT

Classification: Bukijutsu

Rank: D-Rank

Casting Time: 1 bonus action

Range: 120 feet

Duration: 1 Round.

Components: W (Any Bow), M

Cost: 5 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You knock chakra laced arrows and fire. Until the end of your turn, ranged weapon attacks you make with any Bow weapon scores a critical hit on a roll of 19 or 20.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the critical threat range by 1.

TOADS WHIPPING TONGUE

Classification: Bukijutsu

Rank: D-Rank

Casting Time: 1 bonus action

Range: 30 feet

Duration: Concentration, up to 1 minute

Components: W (Whip), M

Cost: 4 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You enhance your whip with chakra to control its trajectory mid attack. For the duration, weapon attacks you make with a whip have a +1 to attack and damage rolls.

WEAPON BREAK

Classification: Bukijutsu

Rank: D-Rank

Casting Time: 1 reaction, which you take when you take damage from a melee attack.

Range: Self

Duration: Instant

Components: W (Combat Bracers, Iron Claw, Jitte), M

Cost: 5 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You quickly react to being hit by using your weapon to catch the attacking weapon in a binding grip. The creature who triggered this reaction must succeed a Dexterity saving throw, having their mundane weapon break on a failed save.

If their weapon is a Chakra weapon it can only be broken by a chakra weapon of equal or greater strength. (ex. A +2 Katana cannot be broken by +1 Combat Bracers.)

WEAPON DEFLECT

Classification: Bukijutsu

Rank: D-Rank

Casting Time: 1 reaction, which you take when you are targeted by a melee attack that you can see.

Range: Self

Duration: 1 round

Components: W (Any Weapon), M

Cost: 5 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You enter a defensive stance with your weapon parrying the incoming weapon attack. Make a taijutsu attack vs your opponent's attack roll. If your roll is higher than your opponent's increase your AC by +3 and increase your next weapon attack damage by 1d6. If your roll is lower, increase your AC by +1.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage increase by 1d6.

WIRE TRAP

Classification: Bukijutsu

Rank: D-Rank

Casting Time: 10 Minutes

Range: 10ft Cube

Duration: Instant

Components: NT (Battle wire & Trappers Kit)

Cost: 3 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You set a trap in a target Location. This Trap has a triggering area of 10ft radius in the shape of a cube. Creatures who enter this area trigger the trap. Once Triggered Target creatures must succeed a Dexterity saving throw. Being restrained on a failed save. Restrained creatures must succeed a Strength saving throw in order to break the restraints.

YOSAKU CUT

Classification: Bukijutsu

Rank: D-Rank

Casting Time: 1 bonus action

Range: Self (15-foot cone)

Duration: Instant

Components: W (Hand Axe, Great Axe, Naginata), M

Cost: 5 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You swing your weapon with enough force to create a lateral wave of cutting force. Creatures in a 15-foot cone in front of you must succeed a Dexterity saving throw taking 4d4 slashing damage on a failed save or half as much on a successful one.

Creatures who are within 5 feet of you when you cast this jutsu roll at disadvantage instead taking 4d6 on a failed save.

Until the end of your turn, the target can be targeted by bukijutsu with the Finisher keyword regardless of the range of the bukijutsu with the Finisher keyword used

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and range of this jutsu by 5 feet.

C-RANK:

AFTERGLOW

Classification: Bukijutsu

Rank: C-Rank

Casting Time: 1 bonus action

Range: 30 Feet.

Duration: Instant

Components: W (Melee Slashing or Piercing), M

Cost: 8 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You take a reverse grip with your weapon and prepare to cut down everyone in your way. Select a space within range. You Dash through at blinding speeds to that select location. All creatures whom you pass by or through while on the way to the select location are the targets of your attacks. Make a Taijutsu attack for each creature you pass by or through while moving, dealing your weapons damage to each creature. You end your action in the selected space.

Until the end of your turn, the target can be targeted by bukijutsu with the Finisher keyword regardless of the range of the bukijutsu with the Finisher keyword used.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and Range by 10 feet.

BLUNT FORCE CONNECTION

Classification: Bukijutsu

Rank: C-Rank

Casting Time: 1 action

Range: 5 feet (10ft radius Sphere)

Duration: Instant

Components: W (Melee Bludgeoning)

Cost: 8 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You take a stance that allows you to place all of your weight behind your attack. You select one creature you can see within range. Make a Taijutsu Attack on the target creature on a hit, Target creature takes your weapons damage + 3d8 and falls prone. Creatures in a 10ft radius of the



target creature must succeed a Constitution saving throw or fall prone from the ground collapsing in.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and Damage by 1d8.

BOLTING SAKURA

Classification: Bukijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 minute

Components: W (Combat Bracers, Iron Claw)

Cost: 9 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You close your defenses as you guard your body with your weapons. For the duration as an Action on your turn, you can maintain this stance, or enter back into the stance so long as you maintain concentration. While in this stance increase your AC by half of your Taijutsu attack bonus.



CHAKRA SABRE

Classification: Bukijutsu

Rank: C-Rank

Casting Time: 1 action

Range: Self

Duration: Concentration

Components: W (Melee Improvised Weapon), CM

Cost: 8 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You break a piece of your improvised weapon off, gripping it like the hilt of a sword or the grip of a pole arm. You inject your chakra into it until it becomes solid and takes the shape of a weapon of your choice that you are proficient with. For the duration your improvised weapons damage die becomes the weapon you chose as your chakra forms around it.

CRESCENT MOON BEHEADING

Classification: Bukijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: W (Melee Slashing)

Cost: 9 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You switch your weapon into a two-handed grip to the best of your abilities. You attack with your weapon with the ferocity to behead your enemy. Make a Taijutsu Attack on the target creature. On a hit, Target creature takes your weapons damage + 4d10 damage. If you roll 4 or more 10's with the damage die, the target creature is immediately beheaded.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and Damage by 1d10

CRESCENT MOON CRIPPLING

Classification: Bukijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: W (Melee Bludgeoning)

Cost: 9 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You switch your weapon into a two-handed grip to the best of your abilities. You spin with enough force to pick up dust and slightly heat the attacking end of your weapon. Make a Taijutsu Attack on the target. On a hit, the target takes your weapons damage + 5d8. If you roll 5 or more 8's with the damage die, the target creature is immediately crippled. They are permanently Dazed and Weakened until healed with a Restoration of B-Rank or higher.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and Damage by 1d8

CRESCENT MOON PENETRATION

Classification: Bukijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: W (Melee Piercing)

Cost: 9 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You grip your weapon with two-hands to the best of your abilities. You attack with your weapon with the ferocity to pierce straight through their heart. Make a Taijutsu Attack against the target creature. On a hit, Target creature takes your weapons damage + 7d6. If you roll 7 or more 6's with the damage die, the target creature is immediately killed as you pierce straight through their heart.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and Damage by 1d6.

CYPRESS IMPACT

Classification: Bukijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 90 feet (15-foot radius sphere)

Duration: Instant

Components: W (Any Bow), CS

Cost: 7 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You take your bow as you rapidly first a swarm of 10 shots into the sky before they begin to rain down up to 90 feet away in a 30-foot radius centered on a point of your choice. Each bolt or arrow is still tethered to you as your chakra as an anchor. Targets in the radius of this jutsu must succeed a Dexterity saving throw taking your weapons damage + 3d8, and being restrained by the bolts or arrows pinning them to the ground on a failed save, or only half as much damage on a successful save.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and Damage by 1d8

DANCE PERFORMANCE: SECOND STEP

Classification: Bukijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 5 feet

Duration: Instant

Components: W (Any Melee Weapon)

Cost: 8 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You swing your weapon in a violent circle around you hitting all creatures around you. All Creatures within 5ft of you must make a Dexterity Save. On a Failed save, they take your weapons damage + 5d4 or half as much on a successful save.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and Damage by 2d4

DANCING BLADE RISK

Classification: Bukijutsu

Rank: C-Rank

Casting Time: 1 Bonus action

Range: Self

Duration: Concentration, Up to 1 minute

Components: W (Melee Slashing)

Cost: 7 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You enter a focused but extremely passive stance with only your hand on the grip of your weapon. For the duration, if you move more than 20 feet before making an attack with your weapon, you increase your critical threat range by 1 (19,20). Your weapons damage is also increased by 1d8.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and your weapons critical threat range by 1 (18,19,20).

EARTH BREAKER

Classification: Bukijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self (25-foot radius)

Duration: Instant

Components: W (Melee Bludgeoning)

Cost: 7 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You slam your weapon into the ground with enough force to upheave the earth and ground. Creatures

within 25 feet of you must succeed a Dexterity saving throw taking 2d12 bludgeoning damage and is knocked prone or half as much on a successful save.

If a creature is prone within 5 feet of you, when you cast this bukijutsu you may, as a part of this same jutsu before other creature make their saving throw, make a taijutsu attack against the prone target dealing 4d12 Bludgeoning on a hit.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d12.

FALLING BLADE

Classification: Bukijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: W (Melee Slashing)

Cost: 8 Chakra

Keywords: Taijutsu, Bukijutsu, Finisher

Description: You perform a single Powerful downward slash that slices through just about everything in your path. Make a Taijutsu Attack at disadvantage for how obvious your attack path is. On a Hit, Target creature takes 6d10 Slashing damage, and gains the "Bleeding" Condition for 1 minute.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and Damage by 2d10

FLYING SWALLOW: PENETRATE

Classification: Bukijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: W (Melee Piercing)

Cost: 9 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You take your weapon and infuse chakra into the heels of your feet and use the increased power to penetrate whatever is in your way. Make a Taijutsu Attack. On a Hit Target creature takes your weapon damage + 5d6 Piercing damage and must make a Constitution saving throw. On a failure their AC is reduced by 1d4 until the end of your next turn.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and Damage by 2d6

FRONT BEHEADING

Classification: Bukijutsu

Rank: C-Rank

Casting Time: Bonus Action

Range: Touch

Duration: Instant

Components: W (Melee Slashing or Piercing), M

Cost: X Chakra

Keywords: Taijutsu, Bukijutsu

Description: You Flip the grip of your weapon to perform another attack but in the opposite fashion. You perform your previous Bukijutsu attack again as if you cast it again. The Chakra cost is the same as the jutsu used +3. Until the end of your turn, the target can be targeted by bukijutsu with the Finisher keyword regardless of the range of the bukijutsu with the Finisher keyword used.

HEAVEN CUTTER

Classification: Bukijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 30 feet

Duration: Instant

Components: W (Melee Slashing)

Cost: 8 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You swipe your weapon upwards with enough force to create a powerful updraft creating a cylinder of force. You create a 30-foot-high, and 15-foot-wide cylinder. Creatures in this cylinder must make a Strength saving throw being thrown upwards in towards the top of the cylinder. At the end of your turn, creatures and objects thrown upwards fall to the ground.

At Higher Ranks: For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and high of the cylinder by 10 feet.

HEAVENLY PUNISHMENT

Classification: Bukijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: Instant

Components: W (Any Melee Weapon)

Cost: 9 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You strike with your weapon from as many angles as you can see an opening for. Roll 1d4 + 1. Make a number Melee Taijutsu Attacks equal to the result. This Jutsu cannot score a critical hit.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase the initial die roll by 1 step. (D4>D6>D8>D10)

MIKIRI COUNTER

Classification: Bukijutsu

Rank: C-Rank

Casting Time: 1 Reaction, being hit with an attack.

Range: Touch

Duration: Instant

Components: M, W (Any Melee Weapon)

Cost: 9 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You see a weapon attack coming at you and your body doesn't allow it to proceed any further. You instinctively use your hand or feet to not only attempt to parry the attack, but to also drive the weapon into the ground, getting it stuck and opening the triggering creature up to a counter attack.

When you are hit with a Melee attack, make a Taijutsu Attack, if your attack roll is higher than the triggering creatures, their attack misses and you make a single Melee Attack against them. Target creature's AC is reduced by 1d4 until the start of their turn.

MURDEROUS STABBING LINK

Classification: Bukijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 15ft

Duration: Instant

Components: W (Melee Piercing)

Cost: 8 Chakra

Keywords: Taijutsu, Bukijutsu, Finisher

Description: You perform a series of thrusts with your weapon with enough force to penetrate steel, sending powerful piercing shockwaves up to 15 ft in a straight line stopping at the first creature hit. Make a Taijutsu

attack against a target within range, on a hit the target takes your weapons damage + 5d10 Piercing damage and gains the bleeding condition.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and Damage by 1d10

SHOCKWAVE SLASH

Classification: Bukijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 30ft

Duration: Instant

Components: W (Melee Slashing), CM

Cost: 7 Chakra

Keywords: Taijutsu, Bukijutsu, Finisher

Description: You coat the ends of your weapon in chakra before swinging and creating a crescent shaped wave of super sharp chakra that cuts through all enemies in its path. Targets in a 30-foot line that's 5-feet wide must succeed a Dexterity saving throw, taking 8d4 slashing damage on a failed save, or half as much on a successful one.

At Higher Ranks: For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and Damage by 2d4

TRIPLE WINDMILL BLADES

Classification: Bukijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 60ft

Duration: Instant

Components: W (Thrown property and Battle Wire)

Cost: 6 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You launch your prepared weapons into two different directions intentionally avoiding hitting your target then pulling on the battle wire to cause them to avert their direction and change trajectory. Target Creature has the wires circle them until the weapons land in the ground locking them into place. Target creature must succeed a Dexterity Saving throw or become Restrained. Once Restrained this way, at the end of each of the target creatures turns, they make a Strength saving throw to escape. You roll your Ammunition Die as Normal.

B-RANK:

1 STRIKE PIERCING BLOW

Classification: Bukijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: Instant

Components: M, W (Melee Piercing)

Cost: 14 Chakra

Keywords: Taijutsu, Bukijutsu, Finisher

Description: You put your utmost focus behind a single strike with your piercing weapon, meant to end the fight in that very instant. Make a Taijutsu Attack, dealing your weapons damage + 8d8 Piercing Damage and forcing the target creature to make a Constitution saving throw, being Paralyzed on a failed save until the end of their next turn.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and Damage by 1d8

AMPUTATION PUNISHMENT

Classification: Bukijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 10 Feet

Duration: Instant

Components: M, W (Chained Hand Scythe, Hand Scythe, Scythe)

Cost: 12 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You leap over your opponent while hooking your blade being an enemy's limbs and pulling violently to sever them. Make a taijutsu attack, dealing 6d10 slashing damage and the target must succeed a Dexterity saving throw. On a failed save the target begins bleeding and is unable to use one of their arms until they finish a short or long rest.

COMBO VAULT

Classification: Bukijutsu

Rank: B-Rank

Casting Time: 1 Bonus Action

Range: Weapons Range

Duration: Instant

Components: M, W (Any Weapon)

Cost: 12 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You leap over your opponent landing behind them then quickly dash back to your previous position. Striking the enemy as you pass by. Make three taijutsu attacks with your weapon dealing your weapons damage on each hit.

Until the end of your turn, the target can be targeted by bukijutsu with the Finisher keyword regardless of the range of the bukijutsu with the Finisher keyword used

COUNTER-STRIKE

Classification: Bukijutsu

Rank: B-Rank

Casting Time: Reaction, to being targeted for an attack.

Range: 5 Feet

Duration: Instant

Components: M, W (Any Melee Weapon)

Cost: 11 Chakra

Keywords: Taijutsu, Bukijutsu

Description: As a Reaction to being attacked, you take the attack head on in an attempt to lock the opponent in front of you, preventing them from dodging. You take the maximum possible damage from the attack that you were targeted with. Immediately after you take the damage, you are able to perform 1 bukijutsu with the Casting time of 1 Action or Bonus Action.

Until the end of this round, the target can be targeted by bukijutsu with the Finisher keyword regardless of the range of the bukijutsu with the Finisher keyword used

EARTH SPIDER SEWING

Classification: Bukijutsu

Rank: B-Rank

Casting Time: 10 Minutes

Range: 60-foot cube

Duration: 1 Hour

Components: M, W (Battle Wire)

Cost: 13 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You lace an area with razor sharp wires less than a foot above ground level. Trapping, damaging, and hindering all creatures who aren't aware of them or their locations exactly. For the duration, select a space the size of a 60-foot cube to fill with razor sharp wires. Select creatures that you can see to be unaffected by this jutsu.

For the duration, creatures who enter the radius of this jutsu move as if the area this jutsu inhabits is difficult terrain.

Creatures who cast Jutsu with a Mobility (M) component, must succeed a Dexterity saving throw being restrained by the wires as they get wrapped up inside of them.

Creatures who make weapon attacks must succeed a Strength saving throw, having their weapon caught on a wire and being unable to complete the attack.

ECLIPSE

Classification: Bukijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, up to 1 minute.

Components: M, W (Bludgeoning)

Cost: 14 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You enter a stance that prevents others from capitalizing on any openings as your weapon sits firmly grasped in both hands. For the duration, bukijutsu and weapon attacks made with a weapon that deals bludgeoning damage also forces the target to make a Constitution saving throw. On a failed save increases the targets exhaustion rank by 1 degree. The target remakes the save at the end of each of its turns to remove 1 rank of exhaustion gained this way. You can only force a creature to make a Constitution save this way once per turn.

HAZY NIGHT

Classification: Bukijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, up to 1 minute.

Components: M, W (Melee Slashing)

Cost: 14 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You move with such fine control that nothing is wasted. Each movement leaves behind afterimages of your last movement. For the duration, bukijutsu made with a weapon that deals slashing damage that forces a target to make a saving throw, are always made with disadvantage.

ICHIMONJI

Classification: Bukijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: Instant

Components: M, W (Melee Slashing)

Cost: 14 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You take a solid striking form and perform 2 powerful slashes with enough force to leave a gash in the ground below the blade. The First slash is downward creating the gash in the ground, the second slash is upward creating a high-pitched singing sensation from the edge of the blade. Make Two Taijutsu Attacks against a single creature within range dealing 5d6 Slashing damage on each hit.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and Damage by 1d6

MOONLIGHT

Classification: Bukijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, up to 1 minute.

Components: M, W (Melee Piercing)

Cost: 14 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You raise your weapon and hold it back with your elbow bent ready to pierce through anything in your path. For the duration the first weapon attack made with a weapon that deals piercing damage always deals maximum damage.

QUICK DRAW

Classification: Bukijutsu

Rank: B-Rank

Casting Time: 1 Full Turn Action

Range: 5 Feet

Duration: Instant

Components: M, W (Melee Slashing)

Cost: 14 Chakra

Keywords: Taijutsu, Bukijutsu, Finisher

Description: You take a Withdrawn stance Gripping your weapon and prepare for a powerful sweeping strike. You spend your turn preparing this attack until the beginning of your next turn. You cannot take a Bonus action or reaction after using this jutsu. At the start of your next turn, you swing with all of your force, all creatures in front of you within range, must succeed a Dexterity saving throw at disadvantage, taking 8d12 damage.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and Dexterity save DC by +1

SILENT KILLING

Classification: Bukijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: M, W (Melee Slashing or Piercing)

Cost: 12 Chakra

Keywords: Taijutsu, Bukijutsu, Finisher

Description: As a part of the requirement for activating this jutsu, you must be hidden from that target creature you are targeting. You sneak towards your target and strike at their most vital points. Make a Taijutsu Attack vs target creatures Passive Perception. On a Success you treat this attack as a hit dealing 15d4 Damage of your chosen weapon type. If you reduce the target creature's Hit Points to 0, they immediately are killed.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and Damage by 2d4

SUICIDE BOMBING

Classification: Bukijutsu

Rank: B-Rank

Casting Time: 1 Reaction, which you take when someone else takes any action.

Range: 15 feet radius sphere

Duration: Instant

Components: M, NT (Paper bombs)

Cost: 11 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You open your clothing revealing a series of paper bombs all rigged to explode. You have enough time to speak a few more words before they all ignite and

explode. All creatures within 30 feet of you must succeed a Dexterity saving throw at disadvantage. You take maximum damage. On a failed save the targets takes 15d6 fire damage, or half as much on a failure.

TWIN RISING DRAGONS

Classification: Bukijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 60 feet radius Sphere

Duration: Concentration, Up to 1 Minute,

Components: M, NT (Weapon Scrolls)

Cost: 12 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You grasp two of the scrolls with throwing weapons sealed into them and unleash them in a double helix formation. As you leap, the scrolls create a field of thin but strong wires, allowing for you to remain 30 feet off the ground, standing airborne between them. For the duration of this jutsu, as an action, you can make up to 3 Ranged Taijutsu Attacks each round, targeting 1 creature each attack, dealing 5d6 piercing damage.

WHIRLWIND STRIKE

Classification: Bukijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self (10 feet)

Duration: Instant

Components: M, W (Any Melee Weapon)

Cost: 10 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You spin in a violent fashion striking all creatures surrounding you. All creatures within 10 feet of you must succeed a Dexterity saving throw, taking your weapons damage + 5d10 or half as much on a successful save.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and Damage by 1d10

WIRE CRUCIFIXION

Classification: Bukijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 90 Feet

Duration: Instant

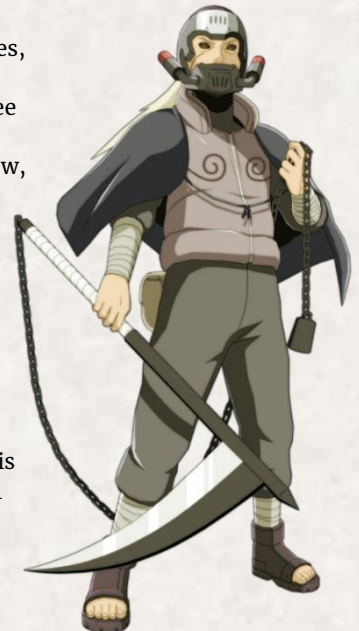
Components: M, W (Battle Wire)

Cost: 10 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You pull your wires, revealing a set of wires already surrounding a target you can see within range. The target must succeed a Dexterity saving throw, being restrained and Bleeding on a failed save. On the targets turn, they make a Strength saving throw to break the wires, ending the restrained condition on themselves.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the save DC by +1



A-RANK:

BESTOWAL

Classification: Bukijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 Minute

Components: M, W (Melee Slashing or Piercing), CM

Cost: 19 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You focus your chakra and inject it into your weapon. As a part of the activation of this jutsu make a weapon attack using your weapon. On a Hit, you deal your weapon's damage and draw blood from your target, coating your weapon in it. For the duration, your weapons damage type changes to Necrotic and instead deals 8d6 necrotic damage.

On a miss, this jutsu fails and you lose concentration immediately.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and Damage by 1d6

CHASING FANG

Classification: Bukijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Up to your Full Movement.

Duration: Instant

Components: M, W (Throwing and Any Melee Weapon)

Cost: 17 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You first launch a fist full of throwing weapons towards a target to break their focus. Make a ranged taijutsu attack. On a hit, you deal 3d4 piercing damage then follow up with a Powerful Swing.

You can treat this second attack as a Critical on a roll of 18, 19 or 20. Make a second taijutsu attack at advantage, dealing your weapons damage + 9d10.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and Damage by 1d10

CRESCENT MOON DANCE

Classification: Bukijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Up to your Full Movement.

Duration: Instant

Components: M, W (Any Melee Weapon)

Cost: 19 Chakra

Keywords: Taijutsu, Bukijutsu, Finisher

Description: You move with such speed you create 2 additional afterimages that move separately from you. Make 3 taijutsu attacks against a single target dealing your weapons damage. If three attacks hit you deal an additional 10d10 of whatever damage your weapon deals and the target cannot take reactions for 1 minute.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and Damage by 1d10

ECLIPSED SUN IMPACTS

Classification: Bukijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Up to your Full Movement.

Duration: Instant

Components: M, W (Melee Bludgeoning)

Cost: 19 Chakra

Keywords: Taijutsu, Bukijutsu, Finisher

Description: You move with purpose and your weapon follows a predestined path. You strike fast enough to leave ripples in the air and surrounding gasses as your weapon ignites upon impact. Make a taijutsu attack, dealing your weapons damage + 12d8. The target is also burned until they extinguish the flames.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and Damage by 1d8

FATAL INSTINCTS

Classification: Bukijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, up to 1 Minute

Components: M, CM

Cost: 19 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You inject chakra into every muscle you have and begin to exercise mental control over your body moving at the speed of thought. For the duration, increase your initiative by +10, When you make Dexterity saving throws roll an additional 2d20 and take the highest roll. You gain an additional 2 Reactions and Bonus actions. At the end of this jutsu you become stunned for 1 minute.

PIERCING MOON SHOT

Classification: Bukijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 300 Feet

Duration: Instant

Components: M, W (Any Bow), CM

Cost: 19 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You knock your bow and engulf your arrow or bolt in so much chakra that it becomes visible. The arrow or bolt takes a shape of your choice and description before you fire it. Make a ranged taijutsu attack, that scores a critical hit on a roll of 19 or 20. On a hit the target takes your weapons damage + 14d6, begin bleeding, become dazed for 1 minute, and are knocked prone.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and Damage by 1d6

PROJECTED FORCE

Classification: Bukijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 30ft

Duration: Instant

Components: M, CM, W (Any Melee Weapon)

Cost: 20 Chakra

Keywords: Taijutsu, Bukijutsu

Description: By placing a large amount of chakra onto your weapon, you unleash it as a shockwave of force in a straight line stopping at the first enemy hit. Make a ranged Taijutsu Attack, dealing 8d12 force damage

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and Damage by 2d12

REVERSAL

Classification: Bukijutsu

Rank: A-Rank

Casting Time: Reaction, Target creature moving within 5ft of you.

Range: Self

Duration: Instant

Components: M, W (Any Melee Weapon)

Cost: 17 Chakra

Keywords: Taijutsu, Bukijutsu

Description: As a reaction to a creature moving within 5 ft of you, you perform a reactionary backflip with your weapon swinging defensively as you do. Move your remaining movement away in any direction. This movement does not provoke an attack of opportunity. Make a Weapon Attack, dealing three times your weapons damage on a successful hit

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and Damage to four times your weapons damage

SHADOW RUSH

Classification: Bukijutsu

Rank: A-Rank

Casting Time: 1 Bonus Action

Range: 90 Feet

Duration: Instant

Components: W (Melee Piercing or Slashing), M, CM

Cost: 18 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You cloak yourself in an inky dark aura meant to accelerate your movement. You make a Dash towards your target creature in range, attempting to stab them first as you impact them then using their body as a Launch pad, jumping into the air directly after.

Make a taijutsu attack, on a hit the target takes your weapons damage + 8d4. Target creature must make a Constitution save to resist allowing you to leap off of their body. On a failed save, you leap half your movement speed into the air. You are able to as a part of this action use a bukijutsu with the "Finisher" keyword.

Until the end of your turn, the target can be targeted by bukijutsu with the Finisher keyword regardless of the range of the bukijutsu with the Finisher keyword used

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and Damage by 2d4

SHINOBI CROSS

Classification: Bukijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 Minute

Components: M, W (Any Melee Weapon)

Cost: 20 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You take a Powerful stance with no openings for attack. After activating this jutsu, Attacks against you allows you to use a bukijutsu with the casting time of 1 action, as a reaction.

S-RANK:

LIVING FORCE

Classification: Bukijutsu

Rank: S-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: Instant

Components: M, CM, W (Any Melee Weapon)

Cost: 25 Chakra

Keywords: Taijutsu, Bukijutsu, Finisher

Description: You draw upon negative emotions allowing it to leak out and coalesce with your chakra turning it into strength. You make a single devastating swing with your weapon, with enough force to collapse the ground, and Ignite the air ablaze around you.

Make a taijutsu attack, dealing your weapons damage + 25d6 fire damage. Creatures within a 15ft sphere of your target creature (excluding you) must succeed a dexterity saving throw, taking 8d8 force damage on a failed save, and half as much on a successful one.

MORTAL DRAW

Classification: Bukijutsu

Rank: S-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 Minute

Components: M, W (Melee Slashing or Piercing), CM

Cost: 25 Chakra, 1/2 Max Hit Points

Keywords: Taijutsu, Bukijutsu

Description: As a part of this jutsu, you impale yourself with your weapon, coating it in your blood, dealing half of your maximum Hit points as damage to yourself that cannot be reduced in any way.

As a result, your weapon becomes a living embodiment of your lifeforce extending in range and enhancing its lethality. For the duration your weapon's range is doubled, deals necrotic damage, ignores resistance and immunity, deals an additional 4d12 damage and deals double damage to structures.

SHADOWFALL

Classification: Bukijutsu

Rank: S-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: 1 Round

Components: CM

Cost: 30 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You generate a surge of chakra throughout your body preparing for a powerful burst of speed and power. You gain 3 Additional actions as a part of the activation of this Jutsu until the end of your turn, which you then gain 3 exhaustion. These actions can be used to perform multiple bukijutsu in a row.

SKY SPLITTER

Classification: Bukijutsu

Rank: S-Rank

Casting Time: 1 Action

Range: 100 Feet

Duration: Instant

Components: M, W (Any Melee Weapon), CM

Cost: 30 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You make a single swing with enough force to split to sky and the earth from the weight of your

attack alone. All creatures in a 100-foot line 15 feet wide must succeed a dexterity saving throw taking 25d10 force damage on a failed save or half as much on a successful save. The ground tears open and leaves a 50-foot-deep crevasse from this bukijutsu. Creatures who are more than 5 feet from the edge of either crevasse must succeed a Dexterity saving throw or fall the full distance to the ground.

SPIRAL CLOUD PASSAGE

Classification: Bukijutsu

Rank: S-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: M, W (Melee Slashing)

Cost: 25 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You leap into the air while slashing relentlessly, Striking everyone and everything around your multiple times. Make 3 taijutsu attacks. All creatures within 25-feet of you of your choice are targets. The result of the 3 attacks represent the rolls made in attempts to get over each creature's AC. On each successful hit, target creature(s) takes your weapons damage + 8d8 Slashing Damage. If you Roll a Critical hit all creatures suffer the effects of the critical hit.



CHAPTER 13: CUSTOMIZATION OPTIONS

The combination of ability scores, Clan, class, and background defines your character's capabilities in the game, and the personal details you create set your character apart from every other character. Even within your class and Clan, you have options to fine-tune what your character can do. But this chapter is for players who want to go a step further.

This chapter defines sets of rules for customizing your character: multiclassing and feats. Multiclassing lets you combine classes together, and feats are special options you can choose when increasing your ability scores as you gain levels.

MULTICLASSING

Multiclassing allows you to gain levels in multiple classes. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in one of the standard class options.

With this rule, you have the option of gaining a level in a new class whenever you advance in level, instead of gaining a level in your current class. Your levels in all your classes are added together to determine your character level. For example, if you have three levels in Scout-Nin and two in Intelligence Operative, you're a 5th-level character.

As you advance in levels, you might primarily remain a member of your original class with just a few levels in another class, or you might change course entirely, never looking back at the class you left behind. You might even start progressing in a third or fourth class. Compared to a single-class character of the same level, you'll sacrifice some focus in exchange for versatility.

PREREQUISITES

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one, as shown in the Multiclassing Prerequisites table. For example, a Scout-Nin who decides to multiclass into the Genjutsu-Specialist class must have either Strength or Dexterity and Wisdom or Charisma scores of 14 or higher. Without the full training that a beginning character receives, you must be a quick study in your new class, having a natural aptitude that is reflected by higher-than-average ability scores.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Genjutsu Specialist	Wisdom or Charisma 14
Hunter-Nin	Dexterity 14
Intelligence Operative	Intelligence 14
Medical-Nin	Intelligence or Wisdom 14
Ninjutsu Specialist	Intelligence 14
Scout-Nin	Strength or Dexterity 14 & Intelligence or Wisdom 14
Taijutsu Specialist	Strength or Dexterity 14 & Wisdom 14
Weapon Specialist	Strength 14 or Dexterity 14
Puppet Master	Constitution & Intelligence 14

EXPERIENCE POINTS

The experience point cost to gain a level is always based on your total character level, as shown in the Character Advancement table in chapter 1, not your level in a particular class. So, if you are a Scout-Nin 6/ Intelligence Operative 1, you must gain enough XP to reach 8th level before you can take your second level as an Intelligence Operative or your seventh level as a Scout-Nin.

MULTICLASSING EXAMPLE

Breanna is playing a 4th-level Hunter-Nin. When her character earns enough experience points to reach 5th level, Breanna decides that her character will multiclass instead of continuing to progress as a Hunter-Nin. Breanna's Hunter-Nin has been spending a lot of time with Her Jonin mentor, which happens to be a Weapon-Specialist, and has even been doing some jobs on the side for the Anbu Black-Ops as a bounty hunter. Breanna decides that her character will multiclass into the Weapon Specialist class, and thus her character becomes a 4th-level Hunter-Nin and 1st-level Weapon-Specialist (written as Hunter-Nin 4/Weapon Specialist 1).

When Breanna's character earns enough experience to reach 6th level, she can decide whether to add another Hunter-Nin level (Becoming a Hunter-Nin 5/ Weapon Specialist 1), another Weapon Specialist level (Becoming a Hunter-Nin 5/Weapon Specialist 2), or a level in a third class, perhaps dabbling in Taijutsu Specialization due to some training with her teammates. (Becoming a Hunter-Nin 4/ Weapon Specialist 1/Taijutsu Specialist 1)

HIT POINTS, CHAKRA POINTS, HIT DIE & CHAKRA DIE

You gain the hit and chakra points from your new class as described for levels after 1st. You gain the 1st-level hit & Chakra points for a class only when you are a 1st-level character.

You add together the Hit & chakra Dice granted by all your classes to form your pool of Hit & chakra Dice. If the dice are the same die type, you can simply pool them together. For example, both the Scout-Nin and the Medical-Nin have a d8 Hit die and d10 Chakra die, so if you are a Scout-Nin 5/Medical-Nin 5, you have ten d8 Hit Dice and ten d10 chakra die. If your classes give you Hit or chakra Dice of different types, keep track of them separately. If you are a Scout-nin 5/Weapon Specialist 5, for example, you have five d10 Hit Dice & five d8 Hit Dice. (and five d8/d10 Chakra die as well)

PROFICIENCY BONUS

Your proficiency bonus is always based on your total character level, as shown in the Character Advancement table in chapter 1, not your level in a particular class. For example, if you are a Scout-Nin 3/ Intelligence operative 2, you have the proficiency bonus of a 5th-level character, which is +4.

If a class feature or feat allows you to forgo your proficiency bonus, you may only do so once.

PROFICIENCIES

When you gain a level in a class other than your first, you gain only some of that class's starting proficiencies, as shown in the Multiclassing Proficiencies table.

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Genjutsu Specialist	-
Hunter-Nin	Light armor, One skill from the class's skill list, trackers kit.
Intelligence Operative	Light armor, medium armor; One Ninja Tool Kit from their list.
Medical-Nin	Light armor; Simple Weapons; Medicine Kit; Medicine skill
Ninjutsu Specialist	-
Scout-Nin	Light armor; Medium armor; Martial Weapons; one skill from their list
Taijutsu Specialist	Tonfa, Nunchaku and combat gauntlets
Weapon Specialist	All Armors; Simple & Martial Weapons
Puppet Master	Light Armor, One skill from list, Weaponsmith kit.

CLASS FEATURES

When you gain a new level in a class, you get its features for that level. A few features, however, have additional rules when you're multiclassing: Extra Attack, Superiority Die and Unarmored Defense. The Ability to cast Jutsu (Ninjutsu, Taijutsu, and Genjutsu) is inherent to all player characters regardless of class, you instead have a predetermined maximum amount of Jutsu You can know.

EXTRA ATTACK

If you gain the Extra Attack class feature from more than one class, the features don't add together. You can't make more than two attacks with this feature.

SUPERIORITY DIE

If you gain superiority dice of any type (from another class, you instead gain one additional die to your existing pool of dice.

UNARMED DEFENSE

If you already have the Unarmed Defense feature, you can't gain it again from another class.

JUTSU CASTING

Your capacity for Jutsu Casting depends partly on your combined levels in all your classes and partly on your individual levels in those classes. Once you have levels from more than one class, use the rules below. If you multiclass but don't pick a class that gains more or less jutsu than your current classes Tier then ignore these rules.

JUTSU KNOWN & HIGHEST LEVEL KNOWN.

You determine how many Jutsu you know and at what rank, based on the following requirements in this order:

Your Character level, determines the Highest Rank known, following either classes Highest Rank jutsu known.

You determined the number of jutsu known using the following chart.

MULTICLASSING JUTSU KNOWN TABLE

Class	Jutsu Gained Per level
Genjutsu Specialist	+1 Every 3 Levels.
Hunter-Nin	+1 Every 3 Levels.
Intelligence Operative	+1 Every 2 Levels.
Medical-Nin	+1 Every Level.
Ninjutsu Specialist	+1 Every Level.
Scout-Nin	+1 Every 2 Levels.
Taijutsu Specialist	+1 Every 3 Levels.
Weapon Specialist	+1 Every 3 Levels.
Puppet Master	+1 Every 2 Levels.

JUTSU MODIFIERS

While each class provides you with modifiers for each of your 3 differing types of Jutsu, multiclassing can seemingly complicate things. To simplify this, you only follow the Jutsu Save DC and Jutsu Modifiers of the class you have the most levels in, as that class is what you have put most of your focus on. In the event you have an equal level in 2 or more classes, you select the class you want to use, Jutsu Save/Jutsu modifiers. You cannot pick and choose; you must select a class suite of saves/modifiers.

FIGHTING STYLES

Certain class features or feats offer your choice of Fighting Style. Choose from the following. You can't take a Fighting Style option more than once, even if you later get to choose again.

BLADE MASTERY

You master the Kunai, Hand Scythe, Chained Hand Scythe, Short Sword, Broadsword, Naginata, Katana, Odachi and scythe. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's attack rolls.
- As a bonus action, you can take a parrying stance. Until the start of your next turn, you have a +2 bonus to AC unless you are disarmed.
- When you make an opportunity attack with a weapon, you have advantage on the attack roll.
- When you score a critical hit with any of the above weapons, the target gains the Bleeding condition.

CLOSE QUARTERS THROWING

You are skilled at getting up close and personal with ranged weapons. While you are wielding a ranged weapon with which you are proficient, you gain the following benefits:

- When making a ranged weapon attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll.
- Your ranged weapon attacks ignore half cover against targets within 15 feet of you.
- You gain a +1 bonus to attack rolls you make with ranged weapons.

CRUSHING WEAPON MASTERY

You master the Quarterstaff, Weighted Chain, Sling, Combat Gauntlets, Nunchaku, Tetsubo, Tonfa & War Club. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's attack rolls.
- Whenever you have scored a critical hit with a melee weapon that deals bludgeoning damage, the target creature is dazed until the end of your next turn.
- You can ready your weapon to deliver a punishing blow against a foe that tries to advance on you. When you take the Ready action on your turn and make a melee attack as your reaction, you have advantage on your attack roll.

DEFENSIVE

You are skilled at the art of defending yourself. While you are wearing armor with which you are proficient, you gain the following benefits:

- You gain a +1 bonus to AC.
- You have advantage on ability checks and saving throws to avoid being moved
- When you take the Dodge action, you also gain advantage on Strength, Constitution, & Wisdom Saving throws.

DRAGON FIST STANCE

You have learned to enter a powerful and legendary stance becoming far more reactive and much more focused on a single creature.

- Your Unarmed attacks deal 1d6 bludgeoning damage while not wielding a weapon in either hand.
- While you are not wielding a weapon in any hand you can as a bonus action select a creature that you can see or hear within 30 feet of you. You gain a bonus to your AC equal to 1d6 until the start of your next turn against only the selected creature.
- When you take the Dodge action, your opponent adds an additional 1d20 to their roll, taking the lowest result among the rolled dice.
- You can only gain the benefit of one stance at a time. Switching stances requires a bonus action. This counts for *Drunken Fist Stance*, *Lion Fist Stance*, *Silent Fist Stance*, *Gentle Fist Stance*, *Iron Fist Stance* & *Shikotsu myaku Stance*.

DRUNKEN FIST STANCE

You have learned to enter an irregular and erratic fighting style. Attacking with no warning and defending with unconventional motions.

- Your Unarmed attacks deal 1d6 bludgeoning damage while not wielding a weapon in either hand.
- While you are not wielding a weapon in any hand you can as a reaction to being targeting with a Melee or Ranged attack, perform the Dodge action.
- When you strike a creature with an unarmed attack, increase your movement speed by 10 feet and you also gain the benefit of the Disengage action.
- You can only gain the benefit of one stance at a time. Switching stances requires a bonus action. This counts for *Dragon Fist Stance*, *Lion Fist Stance*, *Silent Fist Stance*, *Gentle Fist Stance*, *Iron Fist Stance* & *Shikotsu myaku Stance*.

DUELING MASTERY

Your mastery of fighting with a single melee weapon is unsurpassed; you make one weapon feel like many. While you are wielding a melee weapon in one hand with which you are proficient and no other weapons, you gain the following benefits:

- When you take the Attack action, you can decide to attack with haste at the expense of accuracy. Your melee weapon attacks are made without the aid of your proficiency bonus, but you use your reaction to make an additional melee weapon attack, also without your proficiency bonus.
- When a creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

EQUILIBRIUM

You are skilled at fighting while minimally armored. While you are wearing Light or no armor, you gain the following benefits:

- You gain a +1 bonus to AC.
- You gain a +1 bonus to attack & damage rolls you make with weapon attacks with the finesse quality.
- When you would score a critical hit with a weapon with the finesse quality, you gain the benefits of the Dodge & Disengage actions.

GREAT WEAPON FIGHTING

You are skilled at putting the weight of a weapon to your advantage. You gain the following Benefits:

- While you are wielding a melee weapon in two hands with which you are proficient, when you roll a 1 or 2 on a damage die for an attack, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.
- On your turn, when you score a critical hit with a melee weapon two hands or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.
- Before you make a melee attack with a weapon that you are wielding in two-hands with which you are proficient with, you can choose to forgo your proficiency bonus. If the attack hits, you add double your proficiency bonus to the attack's damage.

HEAVY WEAPONS MASTERY

You master weapons with the "Heavy" Property. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's attack rolls.
- When a creature rolls a 1 on the saving throw against one of these weapons, it takes damage as if suffering a critical hit.
- Whenever you score a critical hit against a creature that is holding a weapon, you can attempt to disarm the target. If the target is no more than one size larger than you (your size or smaller if your weapon has the light property), it must succeed on a Strength saving throw vs your Taijutsu save DC or it drops an object of your choice at its feet.

IRON FIST STANCE

You have studied in the Iron Fist fighting style. A closed fist fighting style, designed to break bone and directly injure opponents:

- Your Unarmed attacks deal 1d6 bludgeoning damage while not wielding a weapon in either hand. (This does not count for *Combat Bracers*)
- While you are not wielding a weapon in any hand except for *Combat Bracers* increase your AC by +1.
- You can only gain the benefit of one stance at a time. Switching stances requires a bonus action. This counts for *Dragon Fist Stance, Drunken Fist Stance, Lion Fist Stance, Silent Fist Stance, Gentle Fist Stance & Shikotsumyaku Stance*

LION FIST STANCE

You have learned to enter a powerful and intimidating fighting stance. You fight with one hand as a claw and the other as a fist. The power of your swings allows you to break an opponent's form and stance.

- Your Unarmed attacks deal 1d6 bludgeoning damage while not wielding a weapon in either hand.
- As an action on your turn, you can attempt to Intimidate an enemy. A target you can see within 30 feet of you must succeed a Wisdom saving throw vs your Taijutsu save DC. On a failed save the target gains 1 rank of Fear, until the end of their next turn.
- You can only gain the benefit of one stance at a time. Switching stances requires a bonus action. This counts for *Dragon Fist Stance, Drunken Fist Stance, Silent Fist Stance, Gentle Fist Stance, Iron Fist Stance & Shikotsumyaku Stance*

POLEARM MASTERY

You master the Quarterstaff, Hooked Lance, Naginata, Scythe and War Club. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's attack rolls.
- When you take the Attack action, you can use a bonus action to make a melee attack with the opposite end of the weapon. The weapon's damage die for this attack is a d4, and the attack deals Bludgeoning damage. If the weapon has the reach property, the bonus action attack does not benefit from this property.
- Other creatures provoke an opportunity attack from you when they enter your reach.

SILENT FIST STANCE

You have learned how to fight unpredictably: You fight with your palms open and swing your hands as if they were bladed weapons.

- Your Unarmed attacks deal 1d6 slashing damage while not wielding a weapon in either hand. (This does not count for *Iron Claws*)
- While you are not wielding a weapon in any hand except for *Iron Claws*, Unarmed attacks you make, produce no sound.
- When you make an attack of opportunity with an unarmed attack, you do so advantage.
- You can only gain the benefit of one stance at a time. Switching stances requires a bonus action. This counts for *Dragon Fist Stance, Drunken Fist Stance, Lion Fist Stance, Gentle Fist Stance, Iron Fist Stance & Shikotsumyaku Stance*

SILENT KILLING

You have learned how to strike with ruthless efficiency while producing no sound when you bring about death. You gain the following benefits while you are heavily obscured, or hidden from a creature.

- You can make Wisdom (Perception) check as a bonus action against 10 + the target's bonus to Dexterity (Stealth) checks. On a success, you know the targets location for the next minute and face no penalties against being unable to visually see the opponent.
- When you would make a Weapon attack against a creature who you are hidden from, roll an additional 1d20 taking the higher result.
- When you make a Dexterity (Stealth) check to hide your presence, you may treat a roll of 7 or lower on the d20 as an 8.

SHARPSHOOTING

You are skilled with ranged weapons and can make shots that others find difficult. While you are wielding a ranged weapon with which you are proficient, gain a +2 bonus to attack rolls you make with ranged weapons.

THROWING MASTERY

You've mastered the techniques of throwing weapons, readily blending the weapons with your movements. While you are wielding a weapon with the thrown property with which you are proficient, you gain the following benefits:

- You gain a +1 bonus to ranged attack rolls you make with thrown weapons.
- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls with thrown weapons.
- When you hit a creature with a ranged weapon attack with a thrown weapon, you have advantage on your next melee weapon attack against that creature before the end of your next turn.
- You can use two-weapon fighting even when the melee weapons you are wielding in one hand aren't light, if at least one of them has the thrown property.

TWO-WEAPON FIGHTING

You are skilled at fighting with two weapons. While you are wielding separate weapons in each hand with which you are proficient, you gain the following benefits:

- You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand
- You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.
- When you engage in two-weapon fighting, you can add your ability modifier to the damage of your two-weapon fighting attack.
- When you make an opportunity attack, you can attack with both of your weapons.

VERSATILE MASTERY

You've mastered the art of using weapons in different ways, altering your attack patterns mid-swing. While you are wielding a melee weapon with the versatile property with which you are proficient and no other weapons, you gain the following benefits:

- When you are the target of a melee weapon attack, you can immediately use your reaction to make a melee weapon attack against the target with disadvantage. On a hit, you impose disadvantage on the attack roll made against you.
- If you miss an attack while wielding a weapon in two hands, you can immediately make an attack roll against the same target using one hand. You can only make this attack once per turn.

FEATS

As you level up every 4th, 8th, 12th, 16th, and 19th level in your characters selected class, increase one of their ability scores and also get a choice of a Feat. Feats offer a large variety of beneficial effects and abilities and in some cases additional Ability score increases. You can only ever take a feat once unless otherwise stated.

ACROBAT

Category: General

You become nimbler, gaining the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Acrobatics skill. If you are already proficient in it, you instead gain expertise in it.
- As a bonus action, you can make a DC 15 Dexterity (Acrobatics) check. If you succeed, difficult terrain doesn't cost you extra movement until the end of your next turn.

ACTOR

Category: General

Skilled at mimicry and dramatics, you gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass yourself off as a different person.
- You can mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful Wisdom (Insight) check contested by your Charisma (Deception) check allows a listener to determine that the effect is faked.

ADVANCED STUDY

Category: General

You are an advanced learner and capable student. You generally excel at grasping concepts far above your skill set with amazing potential.

- Increase your Strength, Intelligence or Wisdom score by 1, to a maximum of 20
- You learn an additional Jutsu that is 1 Rank above what you currently can learn. This does not count against your Jutsu Known.
- The next time you would hit 4th, 8th, 12th and 16th levels, you learn one additional Jutsu of 1 rank higher than your highest known jutsu rank.

AGILE FEINT

Category: General

You know how to use your agility to grant you advantage and your opponent's disadvantage. You gain the following benefits:

- As a bonus action you make an acrobatics (Dex) ability check against a target creatures Armor Class. On a success your next melee attack against that creature is at advantage and the Next attack the creature makes against you is at disadvantage.
- When a Creature Misses you with a Melee Attack you Can use your reaction to make a single melee weapon attack against the creature.
- You may take additional reactions only for the purpose of making additional attacks of opportunity equal to your dexterity bonus

ALCHEMIST

Category: General

You have studied the secrets of alchemy and are an expert in its practice, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency with Poisoner Kit. If you are already proficient with them, you double your proficiency bonus to checks you make with them.
- As an action, you can identify one potion within 5 feet of you, as if you had tasted it. You must see the liquid for this benefit to work.
- Over the course of any short rest, you can temporarily improve the potency of one potion of healing of any rarity. To use this benefit, you must have alchemist's supplies with you, and the potion must be within reach. If the potion is drunk no more than 1 hour after the short rest ends, the creature drinking the potion can forgo the potion's die roll and regains the maximum number of hit points that the potion can restore.

ALERT

Category: General

Always on the Lookout for Danger, you gain the following benefits:

- You Gain a +5 bonus to Initiative
- You may add your Wisdom instead of Dexterity to your Initiative bonus.
- You can't be surprised while you are conscious
- Other Creatures do not gain advantage on attack rolls against you as a result of being hidden from you.



ANIMAL HANDLER

Category: General

You master the techniques needed to train and handle animals. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Animal Handling skill. If you are already proficient in it, you instead gain expertise in it.
- You can use a bonus action on your turn to command one friendly beast within 60 feet of you that can hear you and that isn't currently following the command of someone else. You decide now what action the beast will take and where it will move during its next turn, or you issue a general command that lasts for 1 minute, such as to guard a particular area.

APEX HERITAGE

Category: Clan

Prerequisite: Hebi Clan, Level 4+

You consumed the knowledge passed down by your ancestors about the truth of your blood right. The superior nature of your clan is now known to you and you have learned secret techniques to enhance your current abilities.

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- Your tremor sense range is increased to 45 feet.
- Your Regeneration now costs 4 Chakra instead of 5.
- When you deal poison damage to a creature, they cannot regain hit points while under the poisoned condition.

ATHLETE

Category: General

You have undergone extensive physical training to gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- When you are prone, standing up uses only 5 feet of your movement.
- Climbing or wall running doesn't halve your speed.

BLINDING AGILITY

Category: General

Prerequisite: Dexterity 20, Level 10+

You have the reflexes of one who can see things before they happen, granting the following benefits:

- You gain proficiency in Dexterity saving throws. If you are already proficient, you add double your proficiency bonus to Dexterity saving throws you make
- Weapons that lack the two-handed, heavy, or special properties are considered to have the finesse property for you.
- When you take the Dodge Action, roll 1 additional 1d20 to a creature's attack, forcing them to take the lowest of all the rolls.
- Opportunity attacks made against you have disadvantage.

BLOODLINE, LATENT

Category: Clan

Prerequisite: Level 4+

You have the Blood of a Famous Clan, granting you fleeting usage of their secret techniques. You gain the following Benefits:

- Select any one Clan except your current Clan & Non-Clan.
- You gain access to the clans Jutsu list up to C-Rank Jutsu.
- You gain latent clan features as shown on the Bloodline chart.
- This feature does not allow you to take Features with a Prerequisite of your selected Clan.

BLOODLINE, REALIZED

Category: Clan

Prerequisite: Bloodline, Latent, Level 12+

You have the Blood of a Famous Clan, and continued use of it begins to grant you an evolving usage of their secret Techniques and access to more of their bloodline traits. You gain the following Benefits:

- You gain access to the clans Jutsu list up to A-Rank Jutsu.

- You gain Realized clan features as shown on the Bloodline chart.

- This feat allows you to take other feats with a Prerequisite of your selected Clan.

BLOODTHIRSTY

Category: Critical

You fight with reckless abandon, caring not of your own safety. You use your pain to fuel your attacks, causing your enemies even greater pain. You may die one day - but that day will come earlier for your enemies. You gain the following benefits:

- When a creature within 5 feet of you misses you with a melee attack, you can use your reaction to cause the attack to hit you. You can immediately make a melee weapon attack with advantage against that creature. On a success, treat the hit as a critical.
- When a creature scores a critical hit against you, you have advantage on the next attack you make against that creature, until the end of your next turn.

BRANCH FAMILY TRAINING

Category: Clan

Prerequisite: Hyūga Clan

You train with members of the other branch of your clan, you gain the following benefits:

- Increase your Dexterity or Wisdom score by 1, to a Maximum of 20.
- You can learn Jutsu from the Opposite Branch. If you are a main branch you can learn side branch Hyūga Jutsu. If you are a side branch you can learn main branch Hyūga Jutsu.
- You learn one additional Hyūga Clan Hijutsu that you qualify for.

BRAWNY

Category: General

You've become stronger, gaining the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You gain proficiency in the Athletics skill. If you are already proficient in it, you instead gain expertise in it.
- You double your carrying capacity.

BUKIJUTSU ARCHIVIST

Category: Bukijutsu

Prerequisite: Level 4+

Your Focus in the heat of Combat and mastery of bukijutsu, allow you weave weapon arts together with much greater skill. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20
- You learn an additional bukijutsu that you qualify for. This does not count against your Jutsu Known.
- The next time you would hit 5th, 9th, or 13th level, you learn one additional bukijutsu of 1 rank lower than your highest known jutsu rank.
- If you take this feat after you have passed the previously stated levels, you instead gain 1 additional D-Rank if passed 5th level, 1 additional C-Rank if passed 9th level, and one additional B-Rank if passed 13th level.

BLOODLINE, LATENT CHART

Latent Bloodline's	Latent Feature	Latent Feature effect
Aburame	<i>Latent Insect Control</i>	You have learned to call upon insects, like a pure blooded Aburame. You gain the Chakra Consumption & Chakra Sense Clan feature.
Akimichi	<i>Latent Calorie Control</i>	You gain Calories as if you had the Calories clan feature. You have a number of calories equal to Half your Level + Your constitution Modifier. You can spend these calories to use Clan Jutsu. You regain spent calories after a long rest. You also gain the Food Pills Clan feature. You gain the Yellow Curry Pill at 11th level, and the Red Chili Pill at 18th.
Fuma	<i>Latent Accuracy</i>	You have picked up on your innate ability to tap into a latent sense of superior skill. When making a ranged attack with Shuriken's, Fuma Shuriken's and Monster Shuriken or Fuma Clan Bukijutsu, you gain a +1 Bonus to attack and damage rolls. This bonus increases to +2 at 11th, and +3 at 18th. You also gain the benefits of the Working the Angles Clan Feature that only works with Shuriken's, Fuma Shuriken's and Monster Shuriken's.
Hatake	<i>Latent White Chakra</i>	You have begun to manifest White Chakra . You gain White chakra as if you had the White Chakra clan feature. You have a number of white chakra equal to your character level which you can only spend on Jutsu with the Lightning Release Keyword. You also gain the benefits of Lightning Release Adept . You reduce the cost of Ninjutsu with the lightning release keyword by 1 if you use White chakra to pay the cost of the jutsu. This reduction increases to 2 at 11th level and 3 at 18th level.
Hebi	<i>Latent Regeneration</i>	You gain 30 feet of Darkvision. As a bonus action, you begin to focus on self-regeneration. At the start of each of your turns, you spend 8 chakra to regain Hit points equal to your Proficiency Bonus. This counts as concentrating on a Jutsu. Beginning at 11th level you can instead regain twice your constitution modifier in hit points (whichever is higher). At 18th level you regain additional Hit points equal to 1d4.
Hoshigaki	<i>Latent Shark Tooth</i>	You gain the Aquatic Adaptation & the Shark Tooth Clan Feature.
Hyūga	<i>Latent Byakugan</i>	You have unlocked a dulled version of the Legendary Byakugan. You are treated as a Side Branch member for the purpose of Jutsu selection. You can spend 10 Chakra to activate your Latent Byakugan as a bonus action for up to 10 minutes. You gain 200 feet of chakra sight. You gain the ability to see a creature's chakra nature, if any. Creatures cannot be obscured to you in any way if you can see through the obstruction. You can see in a 360-degree field around you equal to your chakra sight range.
Inuzuka	<i>Latent Beast Master</i>	You have learned to befriend canine's and partner with them developing an unbreakable Kinship. You gain a Canine Companion using the Young Kugsha Stat block. You gain the Beast Master clan feature. Your Nin-Dog is always equal to half your level, and gains ability score increases at 4th, 6th & 8th levels. You Also gain the Feral Ability Clan Feature.
Kaguya	<i>Latent Bone Weapons</i>	You have learned to manipulate parts of your bone structure. You gain the Bone Weapons and Battle Hungry clan features. You gain the Battle Hungry clan feature improvements at 11th and 18th levels.
Kurama	<i>Latent Genjutsu Molding</i>	. You learn one of the Molding Techniques at twice the cost from the Genjutsu Molding clan feature. You gain a second one at 11th level and a third at 18th.
Kuru	<i>Latent Kurugan</i>	One of your eyes have begun to cloud over, losing your natural eye color as it becomes pitch black. You have attained a dulled version of the Kurugan. You can spend 10 chakra to activate your Latent Kurugan for 1 minute as a Standard action. You can use the <i>Standard Action</i> and <i>Bonus Action</i> abilities of the Kurugan a number of times equal to half your Proficiency Bonus.
Nara	<i>Latent Tactician</i>	You have begun to think 2 or 3 steps ahead almost innately. You gain the benefits of the Coordinate Clan feature.
Ryu	<i>Latent Dragons Blood</i>	You gain the Blood of the Dragon clan feature. You have learned how to call upon the boiling rage of a dragon. As an action you unleash wrathful energy. You gain the benefits of the 3rd level Dragon Rage Clan feature at 7 th level.
Sarutobi	<i>Latent Chakra Control</i>	You gain the Advanced Nature Transformation selecting one nature release & Advanced Nature Proficiency clan features. You gain your additional C-Rank Jutsu at 7 th level and B-Rank at 11th. (You do not gain additional B or A-Rank's.)
Tsuchigumo	<i>Latent Third Eye</i>	You have manifested your third eye. Though not as potent as a full-blooded clansman. As a Standard action, for the next minute you open your 3 rd eye. You gain a +5 to Perception checks and your Passive Perception. Attacks with ranged weapons you are proficient in can be made at twice the range. At the end of this feature's duration, you cannot use this feature again until you finish a short or long rest. Beginning at 15th level when making ranged weapon attacks you may add your Wisdom modifier to your weapon attack rolls.
Uchiha	<i>Latent Sharingan</i>	You have manifested your Sharingan, opening up a world of potential for yourself. You gain the Sharingan Clan Feature. Activating your Sharingan Costs 10 Chakra, and remains active for 1 minute.
Uzumaki	<i>Latent Wellspring of Chakra</i>	You have discovered a massive reserve of chakra within yourself. Increase your chakra point total by an amount equal to your level. Increase your chakra point total by 1, thereafter, each time you gain a level. Beginning at 11 th level, you gain Proficiency in Constitution saving throws. If you are already Proficiency, add an additional 1d4 to your saving throw.
Yamanaka	<i>Latent Boons</i>	You have discovered Mental technique that put you one step above the rest. You gain 1 Mental Boon of your choice from the Yamanaka Boons clan table. You gain an additional Boon at 11th and 18th level. Beginning at 7 th level, you have Advantage on insight checks to see through Deception.
Yuki	<i>Latent Ice Release</i>	You have begun to tap into your latent Nature Release Affinities. Choose to gain either Water or Wind Nature Release affinity. Beginning at 7th level, when casting a jutsu with either Wind or Water Release keywords, you can change the damage type to Cold and increase the damage by 1 damage die. At 15th level when you deal cold damage, increase the damage by your Intelligence Modifier.

BLOODLINE, REALIZED CHART

Realized Bloodline's	Realized Feature	Realized Feature effect
Aburame	<i>Realized Insect Control</i>	When you would use Chakra Consumption you become able to reduce a target chakra by the total damage dealt instead of half. You gain the Insect Focus Clan feature. Select one type of Insect.
Akimichi	<i>Realized Calorie Control</i>	You gain additional Calories equal to half your level. You gain an additional calorie every level. You also gain the Fat Conversion Clan feature.
Fuma	<i>Realized Accuracy</i>	You gain the Fuma Shuriken Master clan feature. You also, beginning at 15th level gain the benefits of the Lethal Precision Clan Feature that only works with Shuriken's, Fuma Shuriken's and Monster Shuriken's. Your weapon attacks score a critical on a roll of 19-20.
Hatake	<i>Realized White Chakra</i>	You gain additional White Chakra equal to your character level divided by 4. You further reduce the cost of Lightning Release Ninjutsu when using White Chakra by an additional 1.
Hebi	<i>Realized Regeneration</i>	Reduce the cost of Activating and Maintaining Regeneration by half, you also gain the poison Potency clan feature up to 7th level.
Hoshigaki	<i>Realized Shark Tooth</i>	You gain the Water Release Affinity, and the Amphibious Clan Feature. You can now use Constitution, instead of Dexterity to calculate your Armor Class.
Hyūga	<i>Realized Byakugan</i>	You have trained and learned the Gentle Fist Stance . Your Gentle Fist uses a D6 Damage die. And if you strike a creature while in this stance that has 0 chakra, you instead deal double damage to the targets hit points. If the target is a construct or undead, you instead deal half damage
Inuzuka	<i>Realized Beast Master</i>	After training with your Nin-Dog, you have gained the Bestial Fury and Nin-Dog Sage attack clan features.
Kaguya	<i>Realized Bone Weapons</i>	You have learned the Shikotsu myaku Stance up to 7th level.
Kurama	<i>Realized Genjutsu Molding</i>	You have gained the Genjutsu Resistance clan feature using a D6 Die. You also learn one additional Molding option.
Kuru	<i>Realized Kurugan</i>	You have begun to develop as a Yin Chakra Adept gaining its clan feature up to 1st level. All Nature release jutsu, now deals necrotic damage that you cast.
Nara	<i>Realized Tactician</i>	You have gained the Master Tactician clan feature using a d4. You also select two skills, gaining proficiency in those skills.
Ryu	<i>Realized Dragons Blood</i>	You gain the benefits of the 7th level of Dragons Rage . You gain the 11th level feature at 15th level and the 15th level feature at 18th.
Sarutobi	<i>Realized Chakra Control</i>	You gain the Advanced Chakra Control clan feature up to 11th level.
Tsuchigumo	<i>Realized Third Eye</i>	When you would make a ranged weapon attack, you may add your wisdom modifier to your weapon attack rolls. You also gain the Exoskeleton clan feature, which you can activate for 10 Chakra
Uchiha	<i>Realized Sharingan</i>	You gain the Advanced Adaptation clan feature up making a selection when you gain this feat, and again at 15th level.
Uzumaki	<i>Realized Wellspring of Chakra</i>	You gain the Fuinjutsu master clan feature. You also gain the Incomprehensible fortitude clan feature, being able to use it once per long rest.
Yamanaka	<i>Realized Boons</i>	You gain an additional Mental Boon . Beginning at 15 th level, you gain the 15 th level feature of Mental Clarity . You can use that twice per long rest. Beginning at 18 th Level, you gain the Master of Mental Alteration clan feature adding 1d6 psychic damage instead.
Yuki	<i>Realized Ice Release</i>	You gain the second Nature release, you didn't choose. You gain the Chilled Body clan feature up to 11th level. You also gain the Frigid Cold Clan feature.

BURGLAR

Category: General

You pride yourself on your quickness and your close study of certain clandestine activities. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with Security Kit. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- As an action, you can attempt to pickpocket a creature who is unaware of your presence so long as they are within 5 feet of you.

CHAKRA GUIDANCE

Category: Chakra

You've learned to utilize your gift with Chakra in a specific unique way. You gain the following benefits.

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- Choose a skill in which you are proficient. When you make an ability check with the chosen skill, you can add half your Wisdom or Charisma modifier (your choice, rounded down, minimum of one) to the check if it doesn't already include that modifier. You can use this feat a number of times equal to the chosen ability scores modifier (a minimum of once).
- You regain all expended uses of this feat when you complete a long rest.

CHAKRA PRESSURE

Category: Chakra

You have a very powerful Chakra aura. You gain the following benefits:

- Increase your constitution score by 1, to a maximum of 20.
- Jutsu you use that require a Creature make a Saving throw against it, DC is increased by 1.
- You release an aura of chakra indicative of your combat ability. When making a Charisma (Intimidation) check, you may instead roll your Constitution (Chakra Control) bonus instead.

CHARMING PERSONA

Category: Genjutsu

You've mastered the art of charming those around you, gaining the following benefits:

- You gain proficiency in the Persuasion skill. If you are already proficient in it, you instead gain expertise in it.
- If you spend 1 minute talking to someone who can understand what you say, you can make a Charisma (Persuasion) check contested by the creature's Wisdom (Insight) check. If you or your companions are fighting the creature, your check automatically fails. If your check succeeds, the target is charmed by you as long as it remains within 60 feet of you for 1 minute.

CHEF

Category: General

Time and effort spent mastering the culinary arts has paid off. You gain the following benefits:

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- You gain proficiency with Cooking Kit if you don't already have it.

- As part of a short rest, you can cook special food, provided you have ingredients and cook's utensils on hand. You can prepare enough of this food for a number of creatures equal to your proficiency bonus. At the end of the short rest, any creature who eats the food and spends one or more Hit Dice to regain hit points regains an extra 1d8 hit points.
- With one hour of work or when you finish along rest, you can cook a number of treats equal to your proficiency bonus. These special treats last 8 hours after being made. A creature can use a bonus action to eat one of those treats to gain temporary hit points equal to your proficiency bonus.

CHEMIST

Category: General

You have studied the secrets of chemistry and are an expert in its practice, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency with the Forensics or Poison kit. If you are already proficient with it, you instead gain expertise with it.
- As an action, you can identify one liquid substance within 5 feet of you, as if you had tasted it. You must see the liquid for this benefit to work.
- Over the course of a short or long rest, you can temporarily improve the potency of one Blood Increasing Pill. To use this benefit, you must have a Poison kit with you, and the Blood Pill must be within reach. If the Blood Pill is consumed before the end of your next short or long rest, when a creature uses this Blood Pill, they take the maximum instead of rolling.

CLONE ADEPT

Category: Ninjutsu

Prerequisite: Shadow Clone Technique, Multi-Shadow Clone Technique, Insect Clone, Earth Clone, Explosive Clone, Water Clone or Lightning Clone. Level 4+
You've become adept at summoning clones, and with the advanced techniques you've learned along the way you gain the following benefits:

- Clones you Summon using any of the Prerequisite Jutsu, can move up to twice the distance away from you and not disperse.
- You can summon twice the number of clones you could normally summon.
- You can now command your clones to take separate actions from one another instead of them all following the same command.
- Clones can use the Help action with each other and other creatures instead of only with their summoner.

CLONE EXPERT

Category: Ninjutsu

Prerequisite: Clone Adept, Level 8+
You've become an expert at summoning clones, commanding them, and utilizing them to maximum effect. You gain the following benefits:

- Clones you summon can now use your class features (Features they use count against any limitations you have in regards to the class features used.)
- Clones you summon can use a bonus action now.
- Clones cannot use Jutsu with the Combination Keyword.
- Clones deal full damage with jutsu they cast.

CLONE MASTER

Category: Ninjutsu

Prerequisite: Clone Expert, Level 12+

You've become a master of clone jutsu and have found a way to maximize the usage of the clones in and out of Battle. You gain the following benefits:

- Clones you summon gain twice the amount of chakra they normally would, if they gain chakra at all when you summon them.
- Clones you summon can now use your clan features. (Clan Features they use count against any limitations you have in regards to the clan features used.)
- Clones you summon can use a reaction.

COMBAT SEAL WEAVER

Category: Critical

You've practiced making your Jutsu more difficult to avoid, learning techniques that grant you the following benefits:

- When a creature rolls a 1 on the d20 roll of a saving throw against a Jutsu you cast that deals damage, they instead take the highest number possible for the damage die.
- As a bonus action you can double the cost of a Jutsu that targets an area and requires a saving throw that you cast. When you do you give all creatures within range disadvantage on the save.

CONSTANT PROGRESSION

Category: Clan

Prerequisite: Uchiha Clan

You've trained your Sharingan to constantly evolve past your current limitations, you gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain an additional feature from either *1-Tomoe Sharingan*, *2-Tomoe Sharingan*, or *3-Tomoe Sharingan* Class features that you qualify for.
- You can take this feat multiple times.

CRAFTER

Category: General

You have a knack for crafting; you work with greater efficiency and produce goods of higher quality. Select one type of Ninja tool. You gain the following benefits whilst using it:

- Increase your Strength or Intelligence score by 1, to a maximum of 20.
- You gain proficiency with either Weaponsmiths or Armorsmith Kit. If you are already proficient with it, you instead gain expertise with it.
- When you craft something, the total market value you can craft increases by 75 Ryo per Week. If you have expertise with them, the market value instead increases by 150 Ryo per Week.

CUNNING INTELLECT

Category: General

Prerequisite: Intelligence 20, Level 10+

You have the cunning of the most prolific scholars, granting the following benefits:

- You gain proficiency in Intelligence saving throws. If you are already proficient, you add double your proficiency bonus to Intelligence saving throws you make.

- You reduce the time needed for Training by an amount of weeks equal to 1/3rd its listed time. (Rounded Down)
- Whenever you make an ability check that uses your Intelligence, you can add half your proficiency bonus (rounded down) if it doesn't already include your proficiency bonus.
- Additionally, if you roll lower than half your level (rounded down) on an Intelligence check, you can instead use your level for the d20 roll.

DEFENSE MASTERY

Category: General

Prerequisite: Constitution 20, Level 10+

While you are wearing armor with which you are proficient, you gain the following benefits:

- Critical hits made against you are treated as normal hits.
- When a creature makes a melee attack against you and misses, you can use your reaction to attempt to shove that creature up to 10 feet directly away from you.

DUNGEON DELVER

Category: General

Alert to the hidden traps and secret doors found in many dungeons, you gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of secret doors.
- You have advantage on saving throws made to avoid or resist traps.
- You have resistance to the damage dealt by traps.
- You can search for traps while traveling at a normal pace, instead of only at a slow pace.

DURABLE

Category: General

Hardy and resilient, you gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you roll a Hit Die to regain hit points, the minimum number of hit points you can regain from the roll equals twice your Constitution modifier (minimum of 2).
- Your hit points maximum increases by an amount equal to twice your level when you gain this feat.
- Whenever you gain a level thereafter, your hit points maximum increases by an additional 2 hit points.

ENHANCED COORDINATION

Category: Clan

Prerequisite: Nara Clan

You've trained to coordinate your allies in the more dire of circumstances, you gain the following benefits:

- Increase your Intelligence score by 1, to a Maximum of 20
- When you use the Coordinate Nara clan feature, you grant a bonus to your allies equal to your Intelligence Modifier instead of a +1.

ELEMENTAL CHAKRA PENETRATION

Category: Ninjutsu

When you gain this feat, choose one of the following damage types: Earth, Wind, Fire, Cold, Lightning. Ninjutsu you cast ignore resistance to damage of the chosen type. In addition, when you roll damage for a jutsu you cast that deals damage of that type, you can reroll 1's and 2's and keep the result, even if it is a 1 or 2. You can select this feat multiple times. Each time you do so, you must choose a different damage type.

ELEMENTAL SPECIALIZATION

Category: Ninjutsu

You have begun to specialize in a particular element of your choice. You gain the following benefits:

- You may ignore Hand Seal (HS) requirement for Ninjutsu of C-Rank or lower with your chosen nature release keyword (Earth, Wind, Fire, Water, Lightning).
- Also reduce the chakra cost of the chosen nature release Ninjutsu of C-Rank or lower by 1.
- You can take this feat multiple times, each time selecting a different element.

ELUSIVE TARGET

Category: General

Your far too agile to ever be caught off guard or be pushed into a corner. You gain the following Benefits:

- You gain a +5 Bonus to your AC, while you are Hidden.
- If you are subjected to an attack or Jutsu that requires a Dexterity save. On a successful save you take no Damage and suffer no effect.
- When you would take the Hide action, you may do so even when lightly obscured.
- You may take the Hide action as a bonus action.

EMPATHIC

Category: Genjutsu

You possess keen insight into how other people think and feel. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum 20.
- You gain proficiency in the Insight skill. If you are already proficient in it, you instead gain expertise in it.
- You can use your action to try to get uncanny insight about one humanoid you can see within 30 feet of you. Make a Wisdom (Insight) check contested by the target's Charisma (Deception) check. On a success, you have advantage on attack rolls and ability checks against the target until the end of your next turn.

EMPOWERED GENJUTSU

Category: Genjutsu

You learn to empower your Genjutsu with more elaborate illusions:

- You have advantage on Chakra Control checks that you make to maintain concentration on a Genjutsu when you take damage.
- When a creature attempts a saving throw to end the effect of a genjutsu you cast on them, you may as a reaction, increase the save DC by your Charisma Modifier. You may use this feat a number of times equal to your Charisma modifier.

EMPOWERED NINJUTSU

Category: Ninjutsu

You learn to empower your Ninjutsu with more precise chakra

- When you make an attack with a ninjutsu you may choose to spend 10 chakra & roll at disadvantage from the amount of force behind the attack. On a successful hit, you may double the jutsu's damage die and add your Ninjutsu ability modifier to the attack. You can use this feature once per long rest.
- You have advantage on Chakra Control checks that you make to maintain concentration on a Ninjutsu when you take damage.

EMPOWERED TAIJUTSU

Category: Taijutsu

You Learn to empower your Taijutsu with more elegant technique, you gain the following benefits:

- When attacking with a Taijutsu without the "Finisher" keyword, you may increase the cost of the taijutsu by 10 before the results of the attack roll is revealed. On a successful hit, you may add twice your proficiency to the damage roll.
- You have advantage on Chakra Control checks saves that you make to maintain concentration on Taijutsu when you take damage.

ENDURANCE

Category: Chakra

You have a great deal of chakra within you ready to come out. You gain the following benefits;

- Increase your Constitution score by 1, to a maximum of 20
- When you roll a Chakra Die to regain chakra points, the minimum number of chakra points you can regain from the roll equals twice your Constitution modifier (minimum of 2)
- Your chakra point maximum increases by an amount equal to your level when you gain this feat. Whenever you gain a level thereafter, your chakra points maximum increases by an additional 1 chakra points

ENHANCED ATTACK

Category: Taijutsu

You learn how to control the flow of battle both offensively and defensively. You gain the following benefits:

- When you take the Attack action you may take a penalty up to -2 on your attack roll. You add the same number to your AC until the start of your next turn.
- When you take the attack action you may take a penalty up to -2 to your attack roll. You add two times the same number to your damage until the start of your next turn.
- When you make an attack action and you have disadvantage. You may instead take a -5 penalty to your roll.



EXALTED AWARENESS

Category: General

Prerequisite: Wisdom 20, Level 10+

You have the wisdom associated with the most renowned masters of Ninjutsu, granting the following benefits:

- You gain proficiency in Wisdom saving throws. If you are already proficient in them, you add double your proficiency bonus to Wisdom saving throws you make.
- Creatures within 30 feet of you have disadvantage on Dexterity (Stealth) checks made to hide from you.
- As an action, you can sense the presence of illusions and other effects designed to deceive the senses within 30 feet of you, provided that you aren't blinded or deafened. You sense that an effect is trying to trick you, but you gain no insight into what is hidden or its true nature. Once you've used this feat, you must complete a short or long rest before you can use it again.

FANATIC

Category: Critical

Every blow that hits your enemies make you feel closer to victory, making you shake in excitement. You gain the following benefits:

- When you score a critical hit with an attack roll or reduce a creature to 0 hit points, you can take the attack action as a bonus action.
- Whenever a creature you can see within 30 feet is reduced to 0 hit points, you go into a fervor gaining temporary hit points equal to 1d4 + your constitution modifier.

FEIGNED CONFIDENCE

Category: General, Genjutsu

You've spent years pretending you know what you're doing, gaining the following benefits:

- Increase your charisma score by 1, to a maximum of 20
- You gain proficiency in Deception. If you are already proficient you instead gain expertise.
- When you would make an ability check that doesn't add your proficiency bonus, you can first make a DC 15 (Charisma) Deception check. On a success, you can add your proficiency bonus to the check. You can use this feat a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a short or long rest.

FIGHTING STYLIST

Category: Taijutsu

You adopt a particular style of fighting as your specialty, gaining the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- Choose one of the Fighting Styles from Chapter 13.
- You can select this feat multiple times. You can't take a Fighting Style option more than once, even if you later get to choose again.

FOOD BORN HARDINESS

Category: Clan

Prerequisite: Akimichi

You learn to store more calories in your fat, you gain the following benefits:

- Increase your Constitution score by 1, to a Maximum of 20.
- Increase your Calorie count by Half your character level. Increase your calorie count by an additional +1 every level thereafter.

FORCE OF PERSONALITY

Category: Genjutsu

Rooms never go unalerted to your presence, and the strength of your personality make others lose focus on their own social game. Powers and other effects infrequently override your force of will.

- Your Charisma score increase by 1, to a maximum of 20.
- You can use your Charisma modifier instead of your Wisdom modifier when making Insight checks.
- When you would make a Wisdom saving throw, you can instead make a Charisma saving throw. You can use this feat a number of times equal to your Charisma modifier. You regain all expended uses of this feat when you complete a long rest.

GENIUS CRAFTER

Category: General

You have spent prolonged use with a Crafting kit, gaining the following benefits:

- Increase your Intelligence by 1, to a maximum of 20.
- You gain proficiency with either the Weaponsmith or Armorsmith kit. If you are already proficient with it, you instead gain expertise with it.
- Whenever you make an Intelligence (Armorsmith or Weaponsmith) check to make a repair, you can treat a d20 roll of 9 or lower as a 10, as long as you spend at least ten minutes repairing it.
- Whenever you make an Intelligence (Investigation) or Wisdom (Perception) check to find a construct's weakness, you are considered to have expertise in the Investigation or Perception skill.

GENJUTSU EXPERTISE

Category: Genjutsu

Your mastery of the Illusionary Arts, allow you to weave together Genjutsu with much greater efficiency. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You may instead use Charisma instead of Wisdom as your Genjutsu Modifier.

GENJUTSU ARCHIVIST

Category: Genjutsu

Prerequisite: Level 4+

Your encyclopedic knowledge of Genjutsu allows you to learn far more Genjutsu than normal. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You learn an additional genjutsu that you qualify for. This does not count against your Jutsu Known.
- The next time you would hit 5th, 9th, or 13th level, you learn one additional Genjutsu of 1 rank lower than your highest known jutsu rank.

- If you take this feat after you have passed the previously stated levels, you instead gain 1 additional D-Rank if passed 5th level, 1 additional C-Rank if passed 9th level, and one additional B-Rank if passed 13th level.

GOURMAND

Category: General

You have mastered a variety of special recipes, allowing you to prepare exotic dishes with useful effects. You gain the following benefits:

- You gain proficiency with the chef's kit. If you are already proficient with it, you instead gain expertise with it.
- As an action, you can inspect a drink or plate of food within 5 feet of you and determine whether it is poisoned, provided that you can see and smell it.
- During a long rest, you can prepare and serve a meal that helps you and your allies recover from the rigors of adventuring, provided you have suitable food, chef's kit, and other supplies on hand. The meal serves up to six people, and each person who eats it regains two additional Hit Dice at the end of the long rest. In addition, those who partake of the meal have advantage on Constitution saving throws against disease for the next 24 hours.

HAND SEAL EXPERT

Category: General

You've practiced utilizing Ninjutsu & Genjutsu in close quarters, learning techniques that grant you the following benefits:

- When making a ranged Ninjutsu or Genjutsu attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll.
- Your ranged Ninjutsu or Genjutsu attacks ignore half cover and three-quarters cover against targets within 30 feet of you.

HEALER

Category: General

You are an able medic, allowing you to mend wounds quickly and get your allies back in the fight. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- When you use a medicine to stabilize a dying creature, that creature also regains 1 hit point.
- As an action, you can spend one use of a medicine kit to tend to a creature and restore 1d6 + 4 hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points again in this way until it finishes a short or long rest.

HEAVILY ARMORED

Category: General

Prerequisite: Proficiency with Medium Armor

You have trained to master the use of heavy armor, gaining the following benefits:

- You gain proficiency with heavy armor. If you are already proficient with heavy armor, instead increase your Strength score by 1, to a maximum of 20.
- While you are wearing heavy armor, Slashing, bludgeoning & piercing damage that you take from unenhanced weapons is reduced by an amount equal to your proficiency bonus.

HERBALIST

Category: General

You are adept at harnessing the useful properties of herbs and other plants. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You gain proficiency with the Poison kit. If you are already proficient with it, you instead gain expertise with it.
- As an action, you can inspect a plant within 5 feet of you and determine whether it is edible or poisonous, provided that you can see and smell it.
- You can apply herbal remedies to help yourself or your allies recover from Poisons. Over the course of a short rest, you can remove one poison or disease from a friendly creature within reach. You must have a Poison kit and access to local herbs to use this benefit.

HISTORIAN

Category: General

Your study of history rewards you with the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the History skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- When you take the Help action to aid another creature's ability check, you can make a DC 15 Intelligence (History) check. On a success, that creature's check gains a bonus equal to your proficiency bonus, as you share pertinent advice and historical examples. To receive this bonus, the creature must be able to understand what you're saying.

IMPROVED CHAKRA EFFICIENCY

Category: Chakra

You have gained greater control over your chakra, gaining the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You may select 1 Jutsu you currently have. That jutsu now costs 2 less Chakra to use (Min 1). You may Switch the target of this feat once per full rest.
- When you use a jutsu that requires concentration. You may reduce the chakra cost per round by 1. (Min 1)

IMPROVED CRITICAL

Category: Critical

Prerequisite: Level 10+

You learn how to capitalize on the faults in your opponent's guard and control the flow of combat. You gain the following benefits:

- Select one of the following of attack types; Ninjutsu, Taijutsu, Genjutsu, Melee Weapons, or Ranged Weapons. Attacks made with the selected attack type score a critical hit on a roll of 19 or 20. Based on the selection you gain the corresponding extra Effect.
- When you score a critical on a ninjutsu that you cast, you may add 1 additional damage die to the damage roll.
- When a creature rolls a 1 or 2 on a saving throw of a Genjutsu you cast, they do not get another saving throw for the duration.

- When you score a critical on a Taijutsu or Bukijutsu that you cast, reduce the Chakra cost of the Taijutsu by half.
- When you score a critical hit with melee or ranged weapon, you may add 1 additional damage die to the damage roll.
- You can take this feat more than once, each time selecting a different attack type

INSECT NEST INTEGRITY

Category: Clan

Prerequisite: Aburame Clan

You learn to utilize the hive mind integrity of your insects to cast and maintain Ninjutsu, you gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You can use your Wisdom Modifier for Aburame Jutsu, Attack modifiers and save DC's regardless of your class.
- You learn one additional Aburame Clan Jutsu that you qualify for.

INSPIRING LEADER

Category: General

Prerequisite: Charisma 13

You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to your level + your Charisma modifier. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

INSPIRING PRESENCE

Category: General

Your presence on the battlefield is a source of inspiration. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- As a bonus action, you let out a rallying war cry, ending the Fear or charmed condition on yourself and a number of allies that can hear you equal to your Charisma modifier (minimum of one). Once you've used this ability, you must complete a short or long rest before you can use it again.

INVESTIGATOR

Category: General

You have an eye for detail and can pick out the smallest clues. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Investigation skill. If you are already proficient in it, you instead gain expertise in it.
- You can take the Search action as a bonus action.

KEEN MIND

Category: General

You have a mind that can track time, direction, and detail with uncanny precision. You gain the following benefits.

- Increase your Intelligence score by 1, to a maximum of 20.
- You always know which way is north.
- You always know the number of hours left before the next sunrise or sunset.
- You can accurately recall anything you have seen or heard within the past month.

LIGHT STEP MASTERY

Category: Taijutsu

You've mastered the art of fighting while minimally armored, treating combat as an elegant dance. While you are wearing no armor, you gain the following benefits:

- You gain a +1 bonus to damage rolls you make with unarmed attacks and weapon attacks.
- When a creature makes an attack roll against you, you can use your reaction to impose disadvantage on the roll. You can choose to use this feat after the creature makes its attack roll, but before the GM determines whether the attack hits. You can use this reaction once per short rest.

LIGHTLY ARMORED

Category: General

You have trained to master the use of light armor, gaining the following benefits:

- You gain proficiency with light armor. If you are already proficient with light armor, instead increase your Strength or Dexterity score by 1, to a maximum of 20.
- While you are wearing light armor, your speed increases by 10 feet.



MANEUVERABLE

Category: Taijutsu

You've learned that you are at your best when you're on the move.

- Your speed increases by 10 feet.
- When you hit a creature with a melee attack, you can move 5 feet at no movement cost as part of the attack.
- When you hit a creature with a melee attack that you have not already attacked on your current turn, you gain a +2 bonus to the damage roll.



MASTER OF DISGUISE

Category: General

You have honed your ability to shape your personality and to read the personalities of others. You gain the following benefits:

- You gain proficiency with the disguise kit. If you are already proficient with it, you instead gain expertise with it.
- When you are mimicking a creature, you have advantage on performance and Deception checks made to impersonate that creature.
- If you spend 1 hour observing a creature, you can then spend 8 hours crafting a disguise you can quickly don to mimic that creature. Making the disguise requires a disguise kit. You must make checks as normal to disguise yourself, but you can assume the disguise as an action.

MASTER WEAVER

Category: General, Level 8+

You have practiced casting Ninjutsu or Genjutsu in the midst of combat, learning techniques that grant you the following benefits:

- You have advantage on Constitution Ability Checks that you make to maintain your concentration on Jutsu when you are maintaining two of them at the same time.
- Select one jutsu you know of C-Rank or lower that you must concentrate on. When you cast this jutsu at its base rank, you do not need to spend the chakra cost to maintain the jutsu at the beginning of each of your turns.
- When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a ninjutsu or Genjutsu at the creature, rather than making an opportunity attack. The Jutsu must have a casting time of 1 action, must require a Ninjutsu or Genjutsu attack roll and must target only that creature.

MEDIC

Category: General

You master the physician's arts, gaining the following benefits:

- You can add jutsu with the Medical Keyword to your Jutsu list.
- You gain proficiency in the Medicine skill. If you are already proficient in it, you instead gain expertise in it.
- During a short rest, you can clean and bind the wounds of up to six willing beasts and humanoids. Make a DC 15 Wisdom (Medicine) check for each creature. On a success, if a creature spends a Hit Die during this rest, that creature can forgo the roll and instead regain the maximum number of hit points the die can restore. A creature can do so only once per rest, regardless of how many Hit Dice it spends.

MENACING

Category: Genjutsu

You become fearsome to others, gaining the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Intimidation skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- When you take the Attack action on your turn, you can replace one attack with an attempt to demoralize one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Intimidation) check contested by the target's Wisdom (Insight) check. If your check succeeds, the target gains 2 ranks of fear against you until the end of your next turn. If your check fails, the target can't be frightened by you in this way for 1 hour.

MENTAL BOONS

Category: Clan

Prerequisite: Yamanaka Clan

You've learned to adapt your mental acuity to keep your opponent's guessing, you gain the following benefits:

- Increase your Charisma by 1, to a maximum of 20.
- You may use your Charisma instead of Wisdom for your Genjutsu Attack Bonus and Save DC instead of whatever your Class dictates.
- You gain a Yamanaka Boon that you qualify for.

MOBILE

Category: General

You are exceptionally speedy and agile. You gain the following benefits:

- Your speed increases by 10 feet.
- You can use the Dash action as a Bonus action.
- When you encounter difficult terrain, you can as a bonus make a DC 15 Acrobatics check. On a success it doesn't cost you extra movement on that turn.
- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

MODERATELY ARMORED

Category: General

Prerequisite: Proficiency with Light Armor

You have trained to master the use of medium armor, gaining the following benefits:

- You gain proficiency with medium armor. If you are already proficient with medium armor, instead increase your Strength or Dexterity score by 1, to a maximum of 20.
- While you are wearing medium armor, you can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher.

MONSTROUS RESERVES

Category: Clan

Prerequisite: Uzumaki Clan, Level 12+

You've conditioned your body to generate more chakra as you push your limits, you gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Your chakra point maximum increases by an amount equal to twice your level.
- When you gain a level and you benefit from the Wellspring of Chakra Clan feature, you double the bonus to your total chakra.

NATURALIST

Category: General

Your extensive study of nature rewards you with the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Nature skill. If you are already proficient in it, you instead gain expertise in it.
- You learn the whereabouts of most herbal ingredients and the conditions needed to culture them yourself.

NATURE RELEASE

Category: Chakra

You learn how to mold chakra into one of the 5 Elements, you gain the following benefits:

- Increase your Intelligence Score by 1, to a Maximum of 20.
- You select one of the 5 Following Nature Releases. Fire, Water, Lightning, Wind, Earth. You are now able to add jutsu with the corresponding Keyword to your jutsu list.
- You learn one Ninjutsu of the corresponding Nature Release that you selected, that you qualify for.
- You can take this feat more than once, each time selecting a different nature release.

NIN-DOG TRAINING

Category: Clan

Prerequisite: Inuzuka Clan

You Train with your Nin-Dog enhancing its potential and allowing it to last longer in a fight, you gain the following benefits:

- Increase Your Strength or Wisdom score by 1, to a Maximum of 20.
- Increase your Nin-Dogs ability score of your choice by 1, to a maximum of 20.
- Your Nin-Dog's Hit Point and Chakra Point maximum increases by Twice your level.
- Whenever you gain a level thereafter, its hit points and chakra point maximum increases by an additional 2.

NINJA SLAYER

Category: Taijutsu, Bukijutsu

You have practiced techniques useful in melee combat against Shinobi Ninjutsu & Genjutsu, gaining the following benefits:

- When a creature within 5 feet of you casts a Ninjutsu or Genjutsu, you can use your reaction to make a melee attack against that creature at advantage before the effects of their jutsu take place.
- When you damage a creature that is concentrating on a Jutsu, that creature has disadvantage on the saving throw it makes to maintain its concentration.
- You have advantage on saving throws against Ninjutsu & Genjutsu cast by creatures within 5 feet of you.

NINJUTSU ARCHIVIST

Category: Ninjutsu

Prerequisite: Level 4+

Your Focus in the heat of Combat and mastery of Handseals, allow you weave ninjutsu with much greater efficiency. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20
- You learn an additional ninjutsu that you qualify for. This does not count against your Jutsu Known.
- The next time you would hit 5th, 9th, or 13th level, you learn one additional Ninjutsu of 1 rank lower than your highest known jutsu rank.
- If you take this feat after you have passed the previously stated levels, you instead gain 1 additional D-Rank if passed 5th level, 1 additional C-Rank if passed 9th level, and one additional B-Rank is passed 13th level

NINJUTSU SNIPER

Category: Ninjutsu

You have learned techniques to enhance your attacks with certain kinds of Ninjutsu, gaining the following benefits:

- When you cast a Ninjutsu that requires you to make an attack roll, the Jutsu's range is doubled.
- Your ranged ninjutsu attacks ignore half cover and three-quarters cover.

NINJUTSU THEORIST

Category: General

You study the Ninshou arts, gaining the following benefits:

- You gain proficiency in the Ninshou skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.

- You learn the *Sensing Technique* Jutsu, this does not count against your Jutsu Known.
- When you initiate a clash with a Ninjutsu that does not have a Nature release keyword, you gain advantage on your contested check vs the opposing jutsu.

OBSERVANT

Category: General

Quick to notice details of your environment, you gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.
- You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

OVERWHELMING PRESENCE

Category: General

Prerequisite: Charisma 20, Level 10+

You have the presence of the most affluent of leaders, granting the following benefits:

- You gain proficiency in Charisma saving throws. If you are already proficient in them, you add double your proficiency bonus to Charisma saving throws you make.
- While you are conscious, up to five friendly creatures within 30 feet of you who can see or hear you and who can understand you can gain a bonus to one Intelligence, Wisdom, or Charisma saving throw they make equal to your Charisma modifier. Once they've done so, they can't do so again until they finish a short or long rest.
- As an action, you can attempt to distract up to five creatures you can see within 30 feet of you. Each creature must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). Any creature immune to being charmed is unaffected. If you or your companions are fighting a creature, it has advantage on the saving throw. On a failed save, for the next minute, a creature has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the effect ends or until the target can no longer see or hear you. The feat ends early if you are incapacitated.

PERCEPTIVE

Category: General

You hone your senses until they become razor sharp. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Perception skill. If you are already proficient in it, you instead gain expertise in it.
- Being in a lightly obscured area doesn't impose disadvantage on your Wisdom (Perception) checks if you can both see and hear.

PERFORMER

Category: General

You master performance so that you can command any stage. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Performance skill. If you are already proficient in it, you instead gain expertise in it.

- While performing, you can try to distract one humanoid you can see who can see and hear you. Make a Charisma (Performance) check contested by the humanoid's Wisdom (Insight) check. If your check succeeds, you grab the humanoid's attention enough that it makes Wisdom (Perception) and Intelligence (Investigation) checks with disadvantage until you stop performing.

PLANNING ADEPT

Category: General

Prerequisite: Studying tactics, strategy and how to exploit your enemies you've learned to implement it into your battles. You learn 2 Plans from the Intelligence Operatives Plan List. You also gain 1 Brave Order. If you have class Levels in Intelligence Operative, you instead gain 1 Plan.

POISONER

Category: General

You have studied the secrets of poisons and toxins, gaining the following benefits:

- Increase your Intelligence by 1, to a maximum of 20.
- You gain proficiency with the poisoner's kit, if you already have proficiency in this kit, you instead gain expertise.
- As an action, you can identify one poison within 5 feet of you. You must see the poison or the effects of said poison for this benefit to work.
- During a short rest, you can improve the potency of a single dose of poison. To use this benefit, you must have a poisoner's kit & have a poison of any type. If the poison is applied before to a weapon the end of your next short or long rest, you use your Ninjutsu Save DC, and it deals extra poison damage equal to your Intelligence modifier.

POWERFUL CRITICAL

Category: Critical

You abuse the gaps in your targets fighting style. You gain the following benefits:

- When you score a critical on Melee attack, the creature gains the *Dazed* condition until the end of its next turn.
- When you score a critical on a Ranged attack, the creature gains the *Slowed* condition until the end of its next turn.

PRACTICED ADEPT

Category: General

You have acquired skills over your career, gaining the following benefits:

- Increase an ability score of your choice by 1, to a maximum of 20.
- You gain proficiency in any combination of three skills or tools of your choice.
- You can take this feat multiple times.

PRACTICED EXPERT

Category: General

You have honed your proficiency with particular skills or tools, gaining the following benefits:

- Increase an ability score of your choice by 1, to a maximum of 20.
- You gain proficiency in one skill or tool of your choice.

- Choose one skill or tool you are proficient in. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency.
- You can take this feat multiple times.

PROMISING LEADER

Category: General

You've trained relentlessly to lead your allies on the field of battle, gaining the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- As an action, you can gain tactical insight. For one minute, once per turn you can utter a special command or warning whenever an ally you can see within 30 feet makes an attack roll or saving throw. This creature can add a d6 to the roll provided it can hear and understand you. A creature can only benefit from one such die at a time. Once you've used this feat, you must complete a short or long rest before you can use it again.

QUICK FINGERED

Category: General

Your nimble fingers and agility let you perform sleight of hand. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Sleight of Hand skill. If you are already proficient in it, you instead gain expertise in it.
- As a bonus action, you can make a Dexterity (Sleight of Hand) check to plant something on someone else, conceal an object on a creature, lift a purse, or take something from a pocket.

QUICK WITTED

Category: General

Great ideas come to you naturally, often when your life depends on it. You always have a plan, or at least parts of it. You gain the following benefits:

- Increase the Intelligence ability score by 1, to a maximum of 20.
- You can use your Intelligence modifier instead of your Dexterity modifier when making Initiative checks.
- When you would make a Dexterity saving throw, you can instead make an Intelligence saving throw. You can use this feat a number of times equal to your Intelligence modifier. You regain all expended uses of this feat when you complete a long rest.

RESILIENT

Category: General

Choose one ability score. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of 20.
- You gain proficiency in saving throws using the chosen ability.
- You can take this feat multiple times.

SCOUTING ADEPT

Category: General

You have martial training that allows you to perform special combat maneuvers. You gain the following benefits:

- You learn two maneuvers of your choice from among those available to the Scout-Nin class.

- If you already have superiority dice, you gain one more; otherwise, you have two superiority dice, which are d4s. These dice are used to fuel your maneuvers. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

SEAL WEAVER

Category: General

You've practiced casting Jutsu in quick succession, learning techniques that grant you the following benefits:

- When you cast a Ninjutsu or Genjutsu with a casting time of an action, you may use your bonus action to cast a jutsu of the same type with the same casting time.
- When you cast a Ninjutsu or Genjutsu with a casting time of a bonus action, you can reduce the cost by half as long as it is no higher level than your highest rank known.
- Once you've used either effects of this feat twice, you must complete a long rest before you can use it again.

SHINOBI SENTINEL

Category: Taijutsu, Bukijutsu

You've mastered techniques to take advantage of every drop in any enemy's guard; in tight spaces you are indomitable. While you are wielding a melee weapon with which you are proficient, you gain the following benefits:

- When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- Creatures within 5 feet of you provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.
- If a creature makes an attack of opportunity against you, you can as a reaction, make a melee weapon attack against them.

SILVER TONGUED

Category: General

You develop your conversational skill to better deceive others. You gain the following benefits:

- You gain proficiency in the Deception skill. If you are already proficient in it, you instead gain expertise in it.
- When you take the Attack action, you can replace one attack with an attempt to deceive one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Deception) check contested by the target's Wisdom (Insight) check. If your check succeeds, your movement doesn't provoke opportunity attacks from the target and your attack rolls against it have advantage; both benefits last until the end of your next turn or until you use this ability on a different target. If your check fails, the target can't be deceived by you in this way for 1 hour.

SKULKER

Category: General

You are expert at slinking through shadows. You gain the following benefits:

- You can try to hide when you are lightly obscured from the creature from which you are hiding.



- When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position.
- Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

SNAPPY INTERJECTION

Category: General

You've mastered a quick tongue and quicker reaction to aid your allies. You gain the following benefits:

- When an ally makes an attack roll, an ability check or a saving throw, you may spend your reaction to give them advantage on the roll. Once you use this ability, you can't use it again until you finish a short or long rest.
- You can as a reaction to an ally within 30 feet of you, being hit with an attack, interpose, switching the target of the attack to yourself taking the damage instead.

STEALTHY

Category: General

You know how best to hide. You gain the following benefits:

- Increase your Dexterity by 1, to a maximum of 20.
- You can perform the Hide action as a bonus action.
- You gain proficiency in the Stealth skill. If you are already proficient in it, you instead gain expertise in it.
- If you are hidden, you can move up to 10 feet in the open without revealing yourself if you end the move in a position where you're not clearly visible.

SURVIVALIST

Category: General

You master wilderness lore, gaining the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Survival skill. If you are already proficient in it, you instead gain expertise in it.
- When in a hostile environment, you gain advantage on Constitution saving throw to resist Exhaustion caused by hot or cold environments.

TAIJUTSU ARCHIVIST

Category: Taijutsu

Prerequisite: Level 4+

Your Focus in the heat of Combat and mastery of Martial arts, allow you weave taijutsu together with much greater skill. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20
- You learn an additional taijutsu without the bukijutsu keyword that you qualify for. This does not count against your Jutsu Known.
- The next time you would hit 5th, 9th, or 13th level, you learn one additional Taijutsu without the bukijutsu keyword of 1 rank lower than your highest known jutsu rank
- If you take this feat after you have passed the previously stated levels, you instead gain 1 additional D-Rank if passed 5th level, 1 additional C-Rank if passed 9th level, and one additional B-Rank if passed 13th level

TAIJUTSU EXPERTISE

Category: Taijutsu

Your Focus in the heat of Combat and mastery of the martial arts, allow you to fight with much greater efficiency. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You may instead use Dexterity instead of Strength as your Taijutsu Modifier.
- You may use Dexterity instead of Strength for your Unarmed Attack and damage rolls.

TANDEM TACTICIAN

Category: General

Your presence in a scrap tends to elevate your comrades. You gain the following benefits:

- You can use the Help action as a bonus action.
- When you use the Help action to aid an ally in attacking a creature, increase the range of the Help action by 10 feet. Additionally, you can help two allies targeting the same creature within range when you use the Help action this way.

TITANS POWER

Category: Bukijutsu

Prerequisite: Strength 20, Level 10

You have the strength that legends tell of, granting the following benefits:

- You gain proficiency in Strength saving throws. If you are already proficient in them, you add double your proficiency bonus to Strength saving throws you make.
- You ignore the two-handed & heavy property of weapons with which you are proficient.
- When you miss with a melee weapon attack, the creature takes damage equal to your Strength modifier. This damage is of the same type as the weapon's damage.

TOUGH

Category: General

Prerequisite: Durable Feat

You have the blood of heroes flowing through your veins. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Whenever you take the Dodge action in combat, you can spend one Hit Die to heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of one).

UNNATURAL RESILIENCE

Category: General

Prerequisite: Constitution 20, Level 10+

You have the fortitude often attributed to gods, granting the following benefits:

- You gain proficiency in Constitution saving throws. If you are already proficient in them, you add double your proficiency bonus to saving throws you make.
- Restoration effects, such as Healing Jutsu or Military Ration pills, that would restore hit points to you can't restore an amount less than half your level + your Constitution modifier. If this amount would exceed that maximum amount of hit points that effect could restore, you instead take that effect's maximum.
- You can add your Constitution modifier to death saving throws you make.

WEAPON EXPERT

Category: Bukijutsu

You have practiced extensively with a variety of weapons, gaining the following benefits:

- You gain proficiency with all Martial Weapons. If you are already proficient with them, instead increase your Strength or Dexterity score by 1, to a maximum of 20.
- Once per turn when you roll damage for a weapon attack using a weapon with which you are proficient, you can reroll the weapon's damage dice and use either total.

WHITE CHAKRA SURGE

Category: Clan

Prerequisite: Hatake Clan, Level 4+

You have begun to master your White chakra, increasing your potential with Lightning Release Techniques, gaining the following benefits:

- You gain additional White chakra equal to your character level.
- For every level here after, you gain an additional +1 white chakra.

YIN CHAKRA MASTERY

Category: Clan

Prerequisite: Kuru Clan

You've mastered the imitation of nature release jutsu with your Yin chakra. You gain the following Benefits:

- Increase your Wisdom score by 1, to a maximum of 20
- Choose one of the 5 nature releases: Earth, Wind, Fire, Water, Lightning. You can add jutsu of the corresponding Keyword to your jutsu list. However, when you do so, the jutsu loses the nature release keyword, gaining the Hijutsu keyword. If the jutsu would deal damage of the nature release, it instead deals necrotic damage.



CHAPTER 14: ALLIES & ADVERSARIES

The World of Naruto is full of unique characters. Friends and Foes if you will. These characters fill the world with unique perspectives and traits. Below we will detail how this game differentiates both Friends and Foes.

While we generally differentiate between the types of NPC's the players will encounter, it is also beneficial to set expectations in how the rest of the world is structured.

EVERY DAY NPC'S

While within the world of Naruto, there are high flying shinobi and samurai performing world altering attacks, breathing fire, calling on lightning and creating tornados. There are many more civilians, guardsman, bakers. Nobles, merchants and everyday people who cannot fathom the power that such grand Shinobi hold.

When creating a supporting cast of NPC's remember that the Players characters are meant to be extraordinary, their growth rate will dwarf a significant volume of the population. To better demonstrate this here are a few key things to keep in mind.

- An ability score of 8 is absolutely average within the world, with most common people never exceeding a 12 in 2 or more scores.
- Most civilians, guards, merchants etc. will never reach beyond level 4.
- The Average Genin ranges between Levels 1-4.
- The Average Chunin ranges between levels 5-8
- The Average Jonin ranges between levels 9-12
- Most Kage with some notable exceptions range between 13-15
- Most Legendary shinobi and samurai with world altering techniques range between 16-20

While this is a general guide to follow you can stretch the boundaries as much as you want.

ALLIES

Allies are a classification most people call Non-Hostile or Friendly NPC's. While they exist within the world as the characters the DM will act on the behalf of and the players will interact with for most of your campaign, they can be given Stats, abilities, and even a character sheet unique to them.

Characters whom you designate to be friends have two different avenues towards character creation.

If you want your Non-Hostile/Friendly NPCs to have combat abilities similar to a Player then it is suggested to build them as a PC but with Average Hit points/Chakra Points. They also do not follow the normal Highest Ranked Jutsu known limitations.

If you want your Non-Hostile/Friendly NPCs to have traits that are simpler to keep track of, you can build them as an "Adversary" the official name for this Conversion "Monsters". Building Friendly/Non-Hostile NPCs as adversaries will follow the same rules listed in the "Adversary" Section.

ADVERSARY

"Adversaries" are a classification of hostile or potentially non-friendly NPCs that the players have chances and the option of fighting. Unlike in normal Dungeons and Dragons 5e we will not be using combat

rating (cr) instead we will go with a totally different system that equates monsters challenge level to players levels, and introducing a system that does the following (All Credit goes to [Giffy Glyph](#) for laying the groundwork for this system rework):

- Adversaries no longer have cr, replaced by Levels.
- Adversaries are now classed into different Ranks "Minions, Standard, Elite, Solo"
- Adversaries now have roles that define their play style and encourages group combat.
- Adversaries now have "Standard" Stat lines that can be applied for generating strengths and weaknesses on the fly.
- Adversaries now have a pool of predesigned features, traits and abilities they can be given to create unique mechanics.
- Adversaries now provide standard XP values.
- Adversaries now have different Attack categories that can be applied: "Common Attacks, Uncommon Attacks, Power Attacks, Jutsu Attacks, Condition Attacks, Overkill Attacks, & Recharge Attacks"

THE ADVERSARY PROFILE

When creating an Adversary, you will go down this list of stats which can be customized as you go along each step:

- **Level:** A one to one match for players character levels to adjust appropriate challenge levels.
- **Role:** Every Adversary has a role in combat which describes their focus on the battlefield.
- **Clan:** Every Adversary has a clan they would belong too, which helps define them.
- **Rank:** Describes the class of adversary this is ranging from Minion up to Solo.
- **Armor Class (AC):** This represents how hard the adversary is to hit with an attack, whether due to armor, agility, Jutsu, training, or some other significant feature unique to them.
- **Hit Points:** The amount of damage that the adversary can endure before it dies.
- **Chakra Points:** The amount of energy the adversary has to perform its Abilities or Jutsu before it no longer can.
- **Speed:** The adversaries movement speed.
- **Attack Bonus:** This Represents the adversary's ability to make successful attacks- Melee, Ranged, Jutsu.
- **Damage:** This is the amount of damage an adversary can cause with a successful attack with melee, ranged or jutsu. This is by no means a hard number and should be followed verbatim, instead view this as an average amount of damage an adversary should be able to output per round on successful attacks.
- **Jutsu DCs:** This shows the primary, secondary and weakest DCs of each of the 3 Jutsu types that the adversary may use.
- **Ability Modifiers:** These are the Adversaries ability modifiers. These can be arranged however you see fit. Unlike player characters, adversaries can have bonuses naturally up to +10
- **Saving Throws:** These come in 3 grades. Best, Average, Worst. Use the highest for the adversaries best stat the Average for the 2nd and 3rd stats and worst for the last 3 stats.
- **Initiative:** Your Adversaries combat reaction speed.

- **Traits:** Passive Perks the Adversary has from their Role & rank.
- **Abilities:** Active or Reactive features similar to a player's class features.
- **Jutsu:** Abilities the Adversary has that can be used every turn but costs their chakra points to use.

BUILD YOUR ADVERSARY

Once you're ready to start building your monster, there are six basic steps to consider:

([LINK TO ADVERSARY BUILDER](#))

1. **Pick a Level:** Decide how dangerous your adversary should be. The higher the level, the bigger the threat it will be towards the players.
2. **Assign a Role:** Choose how your adversary will function in combat. Different roles confer different benefits. (Higher AC, Attack bonus, movement speed etc.)
3. **Assign a Clan:** Choose what clan your Adversary hails from.
4. **Assign Traits:** Give your adversary some quick traits from the list of **traits** below. Select traits that fit the flavor and theme of the adversary.
5. **Assign Role specific Abilities:** Add some special abilities based on the role of your adversary, which assists in making your adversary stand out.
6. **Assign Jutsu:** Give your adversary some Jutsu that rounds out their set and range of attacks. This allows you to build an adversary that can perform unique set of attacks.
7. **Personalization:** Tweak the default Adversary Stats if needed to better suit your group of players.

STEP 1. PICK A LEVEL

Your first step is to assign a level to your new adversary. QuickStart adversaries don't use traditional challenge ratings. Instead, they use Adversary levels to determine their base strength. Adversary levels are a one-to-one match for character levels—one 4th-level Adversary should be a decent contest for one 4th-level player character. For a medium challenge, use the same level as your average player character. Add +2 levels to make it a more dangerous encounters, or -2 levels for an easier time. Once you've decided on a level, check the Adversary Statistics by Level table to find your Adversaries basic attributes AC, hit points, attack bonuses, damage, etc.

STEP 2. APPLY A ROLE

Adversaries, like player characters, have roles to play. Some charge in to fight in the front-line, some fire away from the back, some devastate and destroy their enemies with wild abandon, and some lend support to their allies. There are seven core roles that you can apply to your adversaries, each with its own strengths and weaknesses: controller, defender, lurker, scout, caster, striker, and support

- **Controller:** Controllers disorientate their enemies, moving them around the battlefield and applying conditions. Controllers deal little direct damage themselves, preferring to weaken their enemies and allow their allies to attack with advantage.
- **Defender:** Defenders shield their allies and block enemy attacks. They are harder to hit thanks to their thicker armor, but often move slower as a result.
- **Lurker:** Lurkers hide out of sight until they see a weak point, then attack for massive damage. They are glass

cannons, capable of dealing a lot of damage yet easily defeated if cornered.

- **Scout:** Scouts like to move around, using their speed and high perception to outmaneuver their enemies. They tend to be lightly armored and carry smaller weapons to keep their weight low and speed high.
- **Casters:** Casters stay out of harm's way, firing at enemies from a distance. They are good at ranged attacks, but fall quickly if attacked.
- **Striker:** Strikers forgo defense and focus on hitting the enemy hard. Strikers are easier to hit but deal more damage with their attacks.
- **Supporter:** Supporters provide aid to their allies, keeping them in peak condition. Supporters deal little damage and are relatively frail—they need protection to survive long on the battlefield.

Each role changes the default monster statistics in some fashion—granting more AC, or reducing damage, or inflating health. Try to use a variety of roles to create interesting encounters for your players. Once you've picked a role, check the Monster Roles table (p7) to see how it affects your adversary's attributes.

CONTROLLER

Armor Class	-1	Saving Throws	+1
Hit Points	x0.75	Chakra Points	x2
Attack Bonus	-1	Jutsu DC	+2
Damage Per Turn	x1	Speed	+0

DEFENDER

Armor Class	+3	Saving Throws	+2
Hit Points	x1.5	Chakra Points	x1
Attack Bonus	-3	Jutsu DC	+0
Damage Per Turn	x0.5	Speed	+10

LURKER

Armor Class	-3	Saving Throws	-3
Hit Points	x0.75	Chakra Points	x0.75
Attack Bonus	+3	Jutsu DC	+0
Damage Per Turn	x1.15	Speed	+5

SCOUT

Armor Class	+2	Saving Throws	-2
Hit Points	x1	Chakra Points	x1
Attack Bonus	+0	Jutsu DC	+0
Damage Per Turn	x1	Speed	+0

CASTER

Armor Class	-2	Saving Throws	+3
Hit Points	x0.5	Chakra Points	x2
Attack Bonus	+2	Jutsu DC	+1
Damage Per Turn	x1.25	Speed	+0

STRIKER

Armor Class	+1	Saving Throws	-1
Hit Points	x1.25	Chakra Points	x0.75
Attack Bonus	+1	Jutsu DC	+0
Damage Per Turn	x1.5	Speed	+15

SUPPORTER

Armor Class	+0	Saving Throws	+0
Hit Points	x1	Chakra Points	x1.5
Attack Bonus	-2	Jutsu DC	+0
Damage Per Turn	x0.75	Speed	+0

ICONIC

Armor Class	+2	Saving Throws	+2
Hit Points	x1.5	Chakra Points	x1.5
Attack Bonus	+2	Jutsu DC	+2
Damage Per Turn	x2	Speed	+20

- **Controller:** Genjutsu, Ninjutsu (Non-Elemental, Water Release, Earth Release)
- **Defender:** Ninjutsu (Non-Elemental, Earth Release), Taijutsu
- **Lurkers:** Taijutsu (Bukijutsu), Ninjutsu (Non-Elemental, Wind Release)
- **Scout:** Ninjutsu (Non-Elemental, Fire Release, Wind Release), Taijutsu (Bukijutsu)
- **Caster:** Ninjutsu (All), Genjutsu.
- **Striker:** Taijutsu (Bukijutsu), Ninjutsu (Lightning Release, Wind Release, Fire Release)
- **Supporter:** Genjutsu, Ninjutsu (Water Release, Earth Release, Wind Release, Medical)
- **Iconic:** Any Combination of Ninjutsu, Genjutsu, & Taijutsu.

STEP 3. ASSIGN A CLAN

To give your adversary additional depth and mechanical versatility, you assign them a clan that they would hail from. This clan will provide them open access to that chosen clans Hijutsu and access to modified versions of that clans features, in the form of Adversary Clan features.

STEP 4. ASSIGN TRAITS

To give your adversary some flavor, add one or two passive traits based on its class or faction. Traits help your adversary feel more unique, but try to keep them simple, avoid complicated mechanics or using more than two traits per adversary. See the Adversary Traits table for a list of example traits you can apply to your adversary. Make your own if the examples don't fit your particular adversary.

STEP 5. ASSIGN ROLE SPECIFIC ABILITIES.

Now it's time to add some abilities unique to the role they have. Abilities are a good way to distinguish adversaries from each other and highlight their roles. They allow defenders to defend and strikers to strike. See the Adversary Ability table for a list of example powers you can apply to your adversary.

STEP 6. ASSIGN JUTSU

Now it's time to add some Jutsu. While Adversaries have roles that grant them role specific abilities, their roll also covers which Jutsu Types & subtypes they predominantly use.

STEP 7. PERSONALIZATION.

Finally, compare the adversary template to your player characters and consider tweaking any values that seem a little over or under-powered. Lower the AC or HP if your players have trouble dealing damage, or reduce the attack bonus or damage if their defenses are a little low.

STEP 8. START PLAYING.

Your adversaries are now ready. Start your encounter and improvise any extra details as you go.

REFINING AS YOU PLAY

During an encounter, you might discover your adversary is too strong or too weak for your party. That's ok, it's hard to predict just how powerful some abilities can be. If you find you need to update an adversary during live play, try to do so naturally. Avoid telling players explicitly what you're doing instead, fold it into the fiction.

MINION, ELITES & SOLOS

All but some are more equal than others, proving to be a much bigger threat in combat. Some adversaries are standard rank-and-file troops, while others are expendable fodder controlled by great leaders and commanders. Some exceptional adversaries are even capable of taking on an entire party single-handed. This chapter will help you turn your standard adversary into a minion, elite, or solo creature to pit against your players.

MINIONS

A minion is weaker than other adversaries, having very few hit points, they fall quickly in combat, often in one hit, if not protected by a strong defender. These are your lackeys, underlings, and lesser henchmen. Minions rely on large numbers to overwhelm the enemy. Four minions are the equal of one standard adversary and are a great option if you want to pit your players against mobs, gangs, and hordes. To build a minion, apply the Minion template below to any existing QuickStart enemy. When creating minion groups, keep things simple for yourself and use the same role, traits, and powers for each group of 4. (4 defender minions, 4 striker minions, etc.)

MINION ADVERSARY

Armor Class	-2	Attack Bonus	-2
Hit Points	1-20	Damage	x0.2
Chakra Points	-	Jutsu DC	-3
Saving Throws	-2	XP	x0.25
Initiative	-2		

ELITES

Elites are formidable champions, commanders, and leaders. They are a far greater threat than their underlings, able to withstand more damage while hitting back harder and more reliably. One elite is the equal of two standard adversary and can act twice a round. Elites are a great option for mid-boss encounters, as direct underlings of the adventure's primary threat. To build an elite, apply the following template to any existing adversary:

ELITE ADVERSARY

Armor Class	+2	Attack Bonus	+1
Hit Points	x1.5	Damage	x1.1
Chakra Points	x1.5	Jutsu DC	+1
Saving Throws	+1	XP	x2
Initiative	-2		

Elite Action: You may take one Elite Action at the start or end of each round to either move or take an additional Action.

Elite Tenacity: When you would roll any Saving throw, you may roll an additional d4. You may roll any number of d4 you have remaining. You have a total number of d4 equal to your Level per combat.

ELITE ACTIONS:

Elite Actions let your adversaries act multiple times per round, helping them to even the odds and be a much bigger threat in combat essential for elite adversaries who often find themselves outnumbered.

Elite adversaries have one Elite Action per round which they take either at the start or end of each round. (This is decided upon either before the battle or when initiative is rolled.) An Elite Action can do one of the following:

- **Move:** The adversary can move up to its speed if it is free to do so. This movement may trigger opportunity attacks and reactions as normal from your enemies
- **Perform an Action:** The adversary can perform a single action—such as Attack, Dodge, or Help.
- **Cast a Jutsu:** The adversary casts a jutsu that requires 1 action or bonus action.

ELITE TENACITY:

Elite Tenacity allows your Adversaries to resist powerful effects imposed by your players. This helps to provide them with the ability to resist crippling conditions that your players may use. This tenacity is represented as d4, and called a Tenacity die.

Elite adversaries have a number of Tenacity die equal to their level, which resets per combat. The adversary may roll any number of Tenacity die up to the number they have left adding the result to their Saving throws and Ability checks.

SOLOS

A solo adversary is a force to be reckoned with, capable of taking on the entire party of 4 single-handed. These are your boss monsters, the big-bad fought at the end of an adventure. A Powerful Mercenary King, a dominating elder sage, a chilling skeleton queen. Solo adversary hits hard, have high defenses, and act multiple times each round. To build a solo, apply the following template to any existing adversary:

Like elite adversaries, solo adversaries have the ability to act outside of their normal turn with Legendary Actions. Solo adversaries gain 1 Legendary Action per player - 1 allowing the adversary to act after each player's turn.

LEGENDARY ACTIONS:

Legendary Actions let your adversaries act multiple times per round, helping them to even the odds and be a much bigger threat in combat essential for solo adversaries who often find themselves outnumbered. Solo adversaries have one per player (minus one), per round. This helps to balance the action economy and

SOLO ADVERSARY

Armor Class	+4	Attack Bonus	+2
Hit Points	x 2. (# of Players)	Damage	x1.2
Chakra Points	x 2. (# of Players)	Jutsu DC	+3
Saving Throws	+2	XP	x4
Initiative	+4		

Legendary Action: You may take one Paragon Action at the end of each players turns. This action is used to Move, Take the attack action, cast a jutsu, or use a feature.

Legendary Resistance (3/Day): If the Solo Adversary fails a saving throw, it can choose to succeed instead.

Phase Transition: At 60% and 30% hit points, you may remove all on-going effects on yourself and trigger a new phase transition

give your boss adversaries a major boost of fighting power.

A Legendary Action can be used at the end of any other creature's turn to do one of the following:

- **Move:** The adversary can move up to its speed if it is free to do so. This movement may trigger opportunity attacks and reactions as normal from your enemies
- **Perform an Action:** The adversary can perform a single action—such as Attack, Dodge, or Help
- **Cast a Jutsu:** The adversary can cast a jutsu that requires 1 action or bonus action.
- **Use a Feature:** The adversary can use a feature that normally requires an action or bonus action to use.

PHASED COMBAT

Fights with a solo adversary are big events. They should be a worthy capstone to your adventure or series of Missions, full of drama and excitement. Solo adversaries fight hard, changing as the battle progresses and they start to take damage. When the solo adversary takes enough damage (60% and 30% hit points), it immediately removes any on-going effects and triggers a transition to a new phase of battle.

- The Akatsuki member clasps their hands together weaving hand seals in their rage. They slam their palms down fiercely on the ground sending surges of chakra through it causing it to collapse and sending everyone falling into the volcanic pit beneath.
- The Giant Bears Stone body cracks, and it roars creating a powerful shockwave of force upheaving the ground and turning the battlefield into a forest of earth spikes.
- The mad scientist absorbs the souls of his fallen minions to become a huge, powerful beast.

A phase transition is, in essence, a short cutscene wherein your adversary does something to change itself or the environment, the more cinematic, the better. During a transition, players don't take any damage while you change things around them but neither can they act during the transition.

HEALING SURGE:

During a phase transition, any player character that is conscious and bloodied may recover some hit points by spending one hit dice a temporary respite while your adversary is transforming the battle field.

TRANSFORMATIONS:

Some adversaries transform during battle gaining new powers, changing how they fight, and (sometimes) even changing their form. You can represent transformations with multiple stat blocks. One for each phase transition. To create a transforming solo adversary, first replace your solo's "Phase Transition" trait with the following trait:

- "Phase Transition (Transformation). When reduced to 0 hit points, remove all on-going effects on yourself as you transform and start a new phase transition."

Next, create a new stat block as per normal for each of your adversary's forms. Finally, divide the HP on each form by the total number of transitions.

An adversary can have as many transformations as you like, but try to keep it to 2/3 forms unless your adversary is particularly exceptional. Each form should be distinct and exciting for your players to encounter.

ADVERSARY TIERS

Along with the new Adversary creation system being introduced is also the limitation of Jutsu Ranks that an adversary can have access to. This is to prevent sudden massive bursts of damage from an adversary towards a single player. Adversaries have limitations on the Jutsu Ranks they have access to and the amount of Jutsu they have access to as well.

- **Tier 1:** Adversaries within these tiers can access E-Rank & D-Rank Jutsu. Tier 1 Adversaries can have up to 7 Jutsu.
- **Tier 2:** Adversaries within this tier can access up to C-Rank Jutsu. This Tier of Adversary can have up to 10 Jutsu.
- **Tier 3:** Adversaries within this tier can access up to B-Rank Jutsu. This Tier of Adversary can have up to 13 Jutsu.
- **Tier 4:** Adversaries within this tier can access up to A-Rank Jutsu. This Tier of Adversary can have up to 16 Jutsu.
- **Tier 5:** Adversaries within this tier and moving forward can access up to S-Rank Jutsu. This Tier of Adversary can have up to 19 Jutsu.
- **Tier 6:** Adversaries of this tier can have up to 22 Jutsu.
- **Tier 7:** Adversaries of this tier can have up to 25 Jutsu.
- **Tier 8:** Adversaries of this tier can have up to 28 Jutsu.

ADVERSARY ATTACKS

Once you have an adversary! Unleash it on your players. All monsters need some form of attack for them to be a true threat: a sword to slash with, huge jaws to bite down with, dark jutsu to cast with. This chapter describes how to use your adversary to attack the party in a variety of interesting ways, introducing freeform attacks and jutsu.

FREEFORM ATTACKS

Adversaries don't start with any specific attacks listed as part of their stat-block instead, they can use freeform attacks for speed, simplicity, and flexibility. When you are making an attack, describe an action that feels appropriate for the monster and its weaponry:

- Is the Wild Tiger swinging wildly with huge claws? Then it's making a slashing melee attack.
- Is it leaning forward to take a lethal bite? Then the melee attack is piercing.

- Is the beast swiping its massive tail at you? Then it's a bludgeoning melee attack.
- Does it suddenly breath searing flame at you? Then you'll take fire damage from the close attack.

Once you have described how the monster is attacking, make an attack roll using the monster's attack bonus and damage as normal.

KEEP IT SIMPLE

Keep your attacks simple and straightforward, and try to avoid giving an adversary more than 3 different methods of attacking unless they are particularly notable, such as an elite leader or solo boss character. Whenever possible, use iconic and flavorsome attacks.

FREEFORM JUTSU

Adversaries have access to chakra and Jutsu of varying types. But you may desire to use a different set of Jutsu not in the Core rule book for them. Maybe their attacks are themed specifically for them:

- Does your Adversary use Fire and Earth jutsu to create Lava?
- Do they use Water and Wind to create Ice?
- Do they Manipulate Metal using Earth and Lightning?
- Do they control the weather using Wind, Water, Fire and Lightning?

The same design philosophy should be used when creating their Freeform Jutsu as when you create their unique Freeform Attack. Take your creatures Damage Per action and Multiple it by 1.5. (Ex. If you have a 5th Level, Elite Lurker Adversary that has a damage per action of 17. The jutsu you create would instead on average deal 25 Damage.

MULTIATTACK

Once your adversaries start dealing over 10 points of damage per round, consider splitting their single attack into a Multiattack, this helps to prevent players being overwhelmed with massive damage from a single hit.

The Adversary Multiattack table demonstrates how to create a multiattack based on a monster's damage per action the higher the damage, the more attacks.

Damage Per Action	Attacks Per Action	Damage Per Attack	Damage (%) Per Attack
0-9	1	0-9	100%
10-29	2	5-15	50%
30-59	3	10-20	33%
60-99	4	10-25	25%

Multiattack (X): The adversary makes X attacks against its enemies using one of its base attacks.

CONDITION ATTACKS/JUTSU

Attacks don't always have to deal direct damage to the enemy instead, your adversary can attempt to inflict a condition on its target, such as blinded, poisoned, or restrained. This is called a condition attack. Before you make a condition attack, describe what your adversary is trying to achieve and how:

- The savage bandit smirks as it throws dust into your face, attempting to blind you.
- The monstrous frog's neck convulses fiercely as it spits a jet of poisonous fluid at you.
- The giant bear reaches down towards your weapon and tries to pull it from your grasp, disarming you.

Once you've described the condition attack, make an attack as normal using the attack bonus or Jutsu DC. If successful, the adversary deals no damage and inflicts the condition on the target.

RECOVERING FROM A CONDITION

When you use a condition attack, try to consider how a player will recover from it. There are three methods of condition recovery:

- **Take an action:** The player can do something on their turn to end the effect wipe mud off their face, pick up their sword, get up from the floor. This usually requires a full action to complete, though some effects may be simple enough to need only a bonus action.
- **Make a saving throw:** The player can make a saving throw at the end of their turn to shrug off the effect. Strength to resist being pushed back by the wind, constitution to resist the vile poison, intelligence to overcome the terrifying illusions.
- **Wait X rounds:** The effect ends naturally after a set number of rounds (usually within 2-4).

Pick the recovery type that makes the most sense for your particular attack, and be consistent with it.

WORSENING CONDITIONS

Some special condition attacks become increasingly more severe over time, often when a player fails to make a saving throw at the end of their turn. These are worsening condition attacks. To make a worsening condition attack, pick three conditions of increasing severity, when the player fails a saving throw, the condition advances to the next stage.

If the player makes a successful recovery attempt, whether by a saving throw or other relevant action, the conditions end as per normal. Use the Conditions table below to help create an interesting combination for your worsening attack.

Petrifying Gaze: The target's body quickly turns to stone. First it is blinded, then restrained, then petrified

ONGOING DAMAGE

Sometimes an adversary's attacks linger, causing harm long after the initial hit. Burning acid, a bleeding wound, painful frostbite. This is categorized as ongoing damage, and an adversary can inflict this instead of dealing direct damage. Before you make an ongoing damage attack, describe what your adversary is trying to do:

- The Flame themed Shinobi tries to set you on fire.
- The Bandit slashes at your leg with its hooked blade.
- The lurker throws a vial of bubbling acid at you.

Then make an attack as normal. If successful, the adversary deals no direct damage but instead inflicts ongoing damage the damage is equal to the adversary's normal attack damage.

RECOVERING FROM ONGOING DAMAGE:

As with conditions, there are three ways a player can attempt to recover from ongoing damage:

- **Take an action:** The player can do something on their turn to end the effect—pour water on the fire, tear off the bloodsucking tentacle, patch up a wound.
- **Make a saving throw:** The player can make a saving throw at the end of their turn to try and end the effect—strength to crack through burning ice, dexterity to remove a tiny poisoned barb, charisma to sever the bond with a soul-sucking demon.
- **Wait X rounds:** The damage ends naturally after a set number of rounds (usually within 2-4).

CONDITIONS TABLE

Condition	Description
Berserk	Everything looks like an enemy
Bleeding	You are losing a lot of Blood
Blinded	You can't see anything
Burned	You are suffering from severe burns
Charmed	You can't attack your charmer
Dazed	You can only perform a single action
Deafened	You can't hear anything
Envenomed	You are suffering from a potent poison or venom
Frightened	You can't move towards your terror
Grappled	You can't move.
Incapacitated	You can't take actions or reactions
Paralyzed	You can't move or speak
Petrified	You are turned into stone or another material.
Poisoned	You have disadvantage on attacks/checks
Prone	You are lying on the ground.
Restrained	You can't move
Shocked	Your speed is halved. You can't take reactions
Slowed	Your speed is halved and your AC is reduced
Stunned	You can't Act
Unconscious	You fall unconscious
Weakened	You lose strength you once had.

AREA ATTACKS

Some adversary attacks affect everyone within a wide area. Explosive ammunition, Balls of Fire, Slicing whirlwinds, clouds of poison. These are area attacks, and an adversary can make these if they have the right tools or abilities. Before you make an area attack, first describe what your adversary is trying to do and how they're doing it:

- The giant toad swings a huge sword around in a deadly whirlwind of destruction.
- The Samurai fires an explosive arrow towards the middle of your shinobi squad.
- The giant snake tries to burn you with an arc of scorching poisonous venom.

Once you've described what the attack looks like, decide on its point of origin this is usually either the adversary

itself or the point where the attack lands. Next, choose the size of the area affected by the attack. Pick an area template, and then decide its range. Try to keep the size of your area attacks within 5ft to 20ft unless your adversary is particularly large or powerful.

AREA TEMPLATES

Type	Description
Line	A Straight Line from the origin
Sphere	A Sphere centered on the origin
Cone	A Cone Radiating out from the origin
Cylinder	A cylinder centered on the origin
Cube	A cube with one side on the origin

Finally, decide on whether the attack will deal damage on a miss to determine the final damage value.

AREA DAMAGE

Type	Description
No Damage on a Miss	Damage per action x0.75
Half Damage on a Miss	Damage per action x0.5

MOVEMENT ATTACKS

Some adversaries use attacks to move you around the battlefield pushing, pulling, or sliding you into disadvantageous positions. These are movement attacks, and an adversary can make these in place of doing damage. To perform a movement attack, first describe what your monster is trying to do:

- The Rival Jonin casts a powerful Wind blast to try and push you backwards into the spiked wall.
- The Giant Frog tries to hit you with its sticky tongue and pull you into its hungry mouth.
- The agile assassin tries to use a distracting feint to swap places with you.

Once you've described the attack, decide on the type of movement you want to happen to your target. Is it a pull, push, slide, or direct movement?

MOVEMENT TYPES

Type	Description
Pull	The target is pulled towards you in a straight line
Push	A target is pushed away from you in a straight line
Slide	The target is moved in a general direction
Direct	A target is moved instantly to a spot (such as by teleport)

Finally, decide on the distance your target should be moved if hit. Try to keep this within 10 ft to 30 ft unless your adversary is particularly large or dangerous.

AVOID CHEAP SHOTS

Although movement attacks can move players into or onto dangerous terrain boiling lava, sharp spikes, cliff edges, etc. Take care when doing so. Avoid moving your player characters into obviously fatal situations if they don't have any reasonable means of defense, escape, or survival. When in doubt, allow them a saving throw to fall prone or grab hold of an edge.

RESOURCE ATTACKS

Some attacks don't seek to harm you directly, but instead try to leech precious resources from you; Stamina, Chakra, ryo, etc. These are called resource

attacks, and they can be very dangerous to an unsuspecting party. To make a resource attack, first decide what type of resource your adversary is trying to drain. Pick one from the list below, or choose your own if no option fits.

RESOURCE TYPES

Type	Description
Exhaustion	The target gains a level of exhaustion
Death Saves	The target gains a failed death save
Hit Dice	The target is drained of one unspent hit die (If there are multiple sizes, use the lowest size)
Chakra Points	The target is drained of chakra points
Chakra Dice	The target is drained of one unspent chakra die (If there are multiple sizes, use the lowest size)
Ryo	The target is drained of some Ryo (Or other form of wealth)

Once you've picked a resource, decide how much is drained per hit (1 exhaustion, 1 hit die, 50 ryo, etc.). Then describe how your adversary is performing the attack:

- The master thief pickpockets you (drain gold).
- The Dark wraith wraps his hands around you and starts to feed on your soul (drain hit dice).
- The Hyūga Strikes Chakra points and removes a portion of chakra points.

Finally, roll an attack as normal. If successful, the adversary deals no direct damage but instead drains their target of the desired resource.

USING JUTSU

Pick a narrow one-word theme for your adversary such as fire, water, shadow, decay, etc. Now your adversary can make freeform attacks using that theme, just as they could if they were using any mundane weapon.

CONCENTRATION

Any Jutsu or effect that an adversary uses that requires concentration, they can maintain up to two, the same as players, unlike players though, Creatures that are Elite or Solo, do not need to roll to maintain concentration when they take damage. Their effects persist and only ends if they end the effect, they are knocked unconscious, are stunned, or are killed.

HEALING JUTSU

Adversaries should rarely have access to healing Jutsu unless they are;

- Exceptional creatures
- Have unique/powerful Items, or equipment.
- A dedicated healing-based shinobi who's primary job is to restore Hit points or Chakra Points.

If your adversary has access to any healing or restorative powers, restrict their ability to just a few uses per encounter.

A basic healing Jutsu restores should restore no more than 40% of the target's maximum hit points during an encounter. This can be divided evenly across multiple targets to create an area healing jutsu healing two people for 20%, three for 13%, etc.

SUMMONING

Some powerful adversaries have the ability to summon new and powerful sage beasts into battle. Gamabunta, Manda, and Katsuyu are prime examples of such summons. But others such as Susanoo would be considered a Summoned creature as well.

When allowing an adversary to summon you need to be careful not to allow them to overwhelm your players with action economy alone.

CREATING A SUMMONER

To create a summoner, simply give them a budget of summons they are able to conjure during the encounter. That's it. Your summoner can now summon any combination of creatures so long as they do not exceed this budget you have set. Use this flexibility to surprise your players and keep combat exciting.

ADVERSARY JUTSU THEMES

Theme	Description
Beasts	Control and communicate with animals
Death	Animate & talk to the dead.
Decay	Erode, Poison, Corrupt
Destruction	Destroy and obliterate
Earth	Earth Release focus
Fear	Create fear and nightmares
Fire	Fire Release focus
Illusion	Illusions, dominations, sense truth
Knowledge	Intelligence and insight
Life	Restore and tie souls to other creatures or objects
Light	Create and Manipulate Light
Lightning	Lightning Release focus
Metal	Manipulate metal and metal objects
Peace	Dampen emotions, cause calm
Plants	Control and communicate with plants
Protection	Shield and defend
Resolve	Reinforce willpower and create boost abilities
Restoration	Heal and Mend
Shadow	Create and Manipulate Darkness
Sight	Truesight, perception, vision.
Sound	Create sounds, silence, long range communication
Space	Teleportation, size and pocket dimensions
Strength	Physical power, muscle mass and endurance.
Time	Alter the flow of time
War	Incite emotions and cause rage or passion
Water	Water Release focus
Wind	Wind Release focus

BASE ADVERSARY STATISTICS BY LEVEL

Adversary Tier	Adversary Level	Base Armor Class	Proficiency Bonus (Prof.)	Base Hit Points	Base Chakra Points	Primary Attack Bonus	Dmg/ Round	Ability Modifiers					
Tier 1	1	11	3	8	8	5	7	+2	+1	+0	+0	-1	-1
	2	11	3	13	13	5	9	+2	+1	+0	+0	-1	-1
	3	11	3	18	18	5	11	+2	+1	+1	+0	+0	-1
	4	12	4	23	23	6	13	+2	+2	+1	+0	+0	-1
Tier 2	5	12	4	28	28	7	15	+3	+2	+1	+0	+0	-1
	6	12	4	33	33	7	18	+3	+2	+1	+1	+0	-1
	7	12	5	38	38	8	21	+3	+2	+1	+1	+0	+0
	8	12	5	43	43	8	25	+3	+3	+1	+1	+0	+0
Tier 3	9	12	5	48	48	9	28	+4	+3	+2	+1	+1	+0
	10	13	6	53	53	10	30	+4	+3	+2	+1	+1	+0
	11	13	6	58	58	10	34	+4	+3	+2	+1	+1	+0
	12	13	6	63	63	10	38	+4	+4	+2	+1	+1	+0
Tier 4	13	13	7	68	68	12	40	+5	+4	+2	+1	+1	+0
	14	13	7	73	73	12	42	+5	+4	+2	+2	+1	+0
	15	13	7	78	78	12	45	+5	+4	+3	+2	+1	+0
	16	14	8	83	83	13	47	+5	+5	+3	+2	+1	+0
Tier 5	17	14	8	88	88	14	49	+6	+5	+3	+2	+1	+1
	18	14	8	93	93	14	50	+6	+5	+3	+2	+1	+1
	19	14	9	98	98	15	54	+6	+5	+3	+2	+2	+1
	20	14	9	103	103	15	58	+6	+6	+3	+2	+2	+1
Tier 6	21	14	9	108	108	16	60	+7	+6	+4	+2	+2	+1
	22	15	10	113	113	17	64	+7	+6	+4	+3	+2	+1
	23	15	10	118	118	17	67	+7	+6	+4	+3	+2	+2
	24	15	10	123	123	17	70	+7	+7	+4	+3	+2	+1
Tier 7	25	15	11	128	128	19	73	+8	+7	+4	+3	+2	+1
	26	15	11	133	133	19	75	+8	+7	+4	+3	+2	+1
	27	15	11	138	138	19	78	+8	+7	+5	+3	+2	+2
	28	16	12	143	143	20	80	+8	+8	+5	+4	+2	+2
Tier 8	29	16	12	148	148	21	85	+9	+8	+5	+4	+3	+2
	30	16	12	153	153	21	90	+9	+8	+5	+4	+3	+2

MINION ADVERSARY

Armor Class	-2	Attack Bonus	-2
Hit Points	1-20	Damage	x0.2
Chakra Points	-	Jutsu DC	-3
Saving Throws	-2	XP	x0.25
Initiative	-2		

ELITE ADVERSARY

Armor Class	+2	Attack Bonus	+1
Hit Points	x1.5	Damage	x1.1
Chakra Points	x1.5	Jutsu DC	+1
Saving Throws	+1	XP	x2
Initiative	-2		

Elite Action: You may take one Elite Action at the start or end of each round to either move or take an additional Action.

Elite Tenacity: When you would roll any Saving throw, you may roll an additional d4. You may roll any number of d4 you have remaining. You have a total number of d4 equal to your Level per combat.

SOLO ADVERSARY

Armor Class	+4	Attack Bonus	+2
Hit Points	x 1. (# of Players)	Damage	x1.2
Chakra Points	x 1. (# of Players)	Jutsu DC	+3
Saving Throws	+2	XP	x4
Initiative	+4		

Legendary Action: You may take one Paragon Action at the end of each players turns. This action is used to Move, Take the attack action, cast a jutsu, or use a feature.

Legendary Resistance (3/Day): If the Solo Adversary fails a saving throw, it can choose to succeed instead.

Phase Transition: At 60% and 30% hit points, you may remove all on-going effects on yourself and trigger a new phase transition

ABURAME ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+2	Ninjutsu Jutsu DC	+1
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+0	Taijutsu Jutsu DC	+0

AKIMICHI ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+0	Ninjutsu Jutsu DC	+0
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+2	Taijutsu Jutsu DC	+1

FUMA ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+0	Ninjutsu Jutsu DC	+0
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+2	Taijutsu Jutsu DC	+1

HATAKE ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+1	Ninjutsu Jutsu DC	+0
Genjutsu Attack Bonus	+1	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+1	Taijutsu Jutsu DC	+0

HEBI ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+2	Ninjutsu Jutsu DC	+0
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+2	Taijutsu Jutsu DC	+0

HOSHIGAKI ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+2	Ninjutsu Jutsu DC	+1
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+0	Taijutsu Jutsu DC	+0

HYŪGA ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+0	Ninjutsu Jutsu DC	+0
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+2	Taijutsu Jutsu DC	+1

INUZUKA ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+0	Ninjutsu Jutsu DC	+0
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+2	Taijutsu Jutsu DC	+1

KAGUYA ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+0	Ninjutsu Jutsu DC	+0
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+2	Taijutsu Jutsu DC	+1

KURAMA ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+0	Ninjutsu Jutsu DC	+0
Genjutsu Attack Bonus	+2	Genjutsu Jutsu DC	+1
Taijutsu Attack Bonus	+0	Taijutsu Jutsu DC	+0

KURU ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+1	Ninjutsu Jutsu DC	+0
Genjutsu Attack Bonus	+1	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+1	Taijutsu Jutsu DC	+0

NARA ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+2	Ninjutsu Jutsu DC	+1
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+0	Taijutsu Jutsu DC	+0

NON-CLAN ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+1	Ninjutsu Jutsu DC	+1
Genjutsu Attack Bonus	+1	Genjutsu Jutsu DC	+1
Taijutsu Attack Bonus	+1	Taijutsu Jutsu DC	+1

RYU ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+1	Ninjutsu Jutsu DC	+1
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+1	Taijutsu Jutsu DC	+1

SARUTOBI ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+0	Ninjutsu Jutsu DC	+2
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+2
Taijutsu Attack Bonus	+0	Taijutsu Jutsu DC	+2

TSUCHIGUMO ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+0	Ninjutsu Jutsu DC	+0
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+2	Taijutsu Jutsu DC	+2

UCHIHA ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+1	Ninjutsu Jutsu DC	+0
Genjutsu Attack Bonus	+1	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+1	Taijutsu Jutsu DC	+0

UZUMAKI ADVERSARY

Hit Points	x1	Chakra Points	x1.5
Ninjutsu Attack Bonus	+0	Ninjutsu Jutsu DC	+2
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+0	Taijutsu Jutsu DC	+0

YAMANAKA ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+0	Ninjutsu Jutsu DC	+0
Genjutsu Attack Bonus	+2	Genjutsu Jutsu DC	+1
Taijutsu Attack Bonus	+0	Taijutsu Jutsu DC	+0

YUKI ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+2	Ninjutsu Jutsu DC	+2
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+0	Taijutsu Jutsu DC	+0

BAKUTON ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+2	Ninjutsu Jutsu DC	+1
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+0	Taijutsu Jutsu DC	+0

FUTTON ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+2	Ninjutsu Jutsu DC	+1
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+0	Taijutsu Jutsu DC	+0

HOZUKI ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+1	Ninjutsu Jutsu DC	+1
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+1	Taijutsu Jutsu DC	+1

JITON ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+2	Ninjutsu Jutsu DC	+1
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+0	Taijutsu Jutsu DC	+0

NAMIKAZE ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+1	Ninjutsu Jutsu DC	+1
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+1	Taijutsu Jutsu DC	+1

RANTON ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+2	Ninjutsu Jutsu DC	+1
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+0	Taijutsu Jutsu DC	+0

SENJU ADVERSARY

Hit Points	x1.5	Chakra Points	x1
Ninjutsu Attack Bonus	+0	Ninjutsu Jutsu DC	+2
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+2	Taijutsu Jutsu DC	+0

SHAKUTON ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+2	Ninjutsu Jutsu DC	+1
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+0	Taijutsu Jutsu DC	+0

SHIKIGAMI ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+2	Ninjutsu Jutsu DC	+1
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+0	Taijutsu Jutsu DC	+0

YOTON ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+0	Ninjutsu Jutsu DC	+0
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+2	Taijutsu Jutsu DC	+1

DEMON ADVERSARY

Hit Points	x2	Chakra Points	x2
Ninjutsu Attack Bonus	+2	Ninjutsu Jutsu DC	+2
Genjutsu Attack Bonus	+2	Genjutsu Jutsu DC	+2
Taijutsu Attack Bonus	+2	Taijutsu Jutsu DC	+2

SAGE CREATURE ADVERSARY

Hit Points	x2	Chakra Points	x2
Ninjutsu Attack Bonus	+1	Ninjutsu Jutsu DC	+2
Genjutsu Attack Bonus	+1	Genjutsu Jutsu DC	+2
Taijutsu Attack Bonus	+1	Taijutsu Jutsu DC	+2

PLANT ADVERSARY

Hit Points	x1	Chakra Points	x2
Ninjutsu Attack Bonus	+0	Ninjutsu Jutsu DC	+0
Genjutsu Attack Bonus	+3	Genjutsu Jutsu DC	+3
Taijutsu Attack Bonus	+0	Taijutsu Jutsu DC	+0

MONSTROSITY ADVERSARY

Hit Points	x2.5	Chakra Points	x1
Ninjutsu Attack Bonus	+0	Ninjutsu Jutsu DC	+2
Genjutsu Attack Bonus	+1	Genjutsu Jutsu DC	+1
Taijutsu Attack Bonus	+0	Taijutsu Jutsu DC	+2

UNDEAD ADVERSARY

Hit Points	x1.5	Chakra Points	x1.5
Ninjutsu Attack Bonus	+0	Ninjutsu Jutsu DC	+0
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+0
Taijutsu Attack Bonus	+0	Taijutsu Jutsu DC	+0

BEAST ADVERSARY

Hit Points	x1	Chakra Points	x1
Ninjutsu Attack Bonus	+1	Ninjutsu Jutsu DC	+1
Genjutsu Attack Bonus	+0	Genjutsu Jutsu DC	+1
Taijutsu Attack Bonus	+1	Taijutsu Jutsu DC	+1

ADVERSARY TRAITS

Adhesive	You adhere to anything you touch. Any huge or smaller creature adhered to you is also grappled, and ability checks made to escape your grapple have disadvantage.
Aggressive	As a bonus action, you can move up to your speed towards an enemy you can see.
Agile	You have advantage on Dexterity saving throws
Alarm	When you take damage, all other adversaries of the within 100ft are aware of your pain.
Amorphous	You can move through a space as narrow as 1 inch wide without squeezing
Aura: Chakra Disruption	Any creature within 10ft of you has makes Jutsu based attack rolls at disadvantage and you have advantage on all saving throws against creatures who cast jutsu within 10 ft of you.
Aura: Damaging	The space around you is dangerous. Creatures take damage equal to your level when they enter your aura or start their turn within it.
Aura: Disruptive	All enemies within 10 ft of you have disadvantage on saving throws.
Aura: Entangle	The ground in a 10 ft radius around you is difficult terrain. Each creature that starts its turn in that area must succeed on a Strength saving throw or have its speed reduced to 0 until the start of its next turn.
Backstabber	If you have advantage on your attack, add your level in extra damage to the triggering attack
Barbed Hide	At the start of your turn, deal piercing damage equal to your level to any creature that is grappling you.
Blood Frenzy	You have advantage on melee attack rolls against any creature that has 50% or less hit points.
Chakra Weapons	Your weapon attacks are Chakra Based.
Charger	If you moved more than 20ft in a straight line towards your target, make your melee attack roll with advantage. On a hit, you knock your target prone in addition to any other effect.
Constrict	At the start of your turn, deal bludgeoning damage equal to your level to any creature that you are grappling.
Corrosive Body	Any creature that touches you or makes a melee attack against you takes damage equal to your level. Any weapon that hits you takes a permanent and cumulative -1 penalty to damage rolls—the weapon is destroyed if the penalty reaches -5.
Critical Defense	Critical hits made against you count as normal hits unless you are already bloodied.
Critical Fury	Your attacks score a critical hit on a roll of 19-20.
Cunning Action	You can dash, disengage, or hide as a bonus action.
Damage Absorption	Whenever you would take damage of a specific type, you instead regain that many hit points.
Damage Transfer	When you take damage from an attack, you can transfer half of the damage to another creature within 5 ft of you.
Dangerous Body	Any enemy that touches you or hits you with a melee attack while within 5 ft of you takes damage equal to your level.
Disintegration	When you die, your body disintegrates into dust. You leave behind your weapons and anything else you are carrying.
Elemental breath	You can breathe a Nature Release as a 15 ft cone attack
Earth Glide	You can burrow through unworked, non-chakra enhanced earth and stone. While doing so, you don't disturb the material you move through.
Elemental Protection	You are resistant to all Damage of a single Nature Release (Pick one)
Escape	When you would be reduced to 0 hit points outside of your lair, you instead escape and flee to your lair. You remain there, paralyzed and resting, until you recover at least 50% of your hit points.
Explosive	When you fall to 0 hit points, your body explodes and deals damage to everyone within 5ft. You can begin detonation on your turn with a bonus action; you explode at the start of your next turn.
False Appearance	When you remain motionless, you are indistinguishable from a piece of the local landscape.
Flight	You can fly your speed. While flying, you must move your entire movement speed or land—unless you can also hover. Launching into flight provokes opportunity attacks, even if you Disengage.
Freedom of Movement	You ignore difficult terrain, and Chakra based effects can't reduce your speed or cause it to be restrained. You can spend 5 ft of movement to escape from Jutsu based restraints or being grappled.
Genjutsu Resistance	You have advantage on saving throws against Genjutsu
Grappler	You have advantage on attack rolls against any target you have grappled. In addition, when grappling a target, any damage you take from an attack is split 50/50 with your victim.

ADVERSARY TRAITS (CONT.)

Hover	You can hover in one spot in the air for 6 second before you need to move.
Immortal	You cannot be killed unless you are reduced to 0 hit points by a specific type of attack. Any other form of attack will reduce you to 1 hit point instead.
Immutable Form	You are immune to any Jutsu or effect that would alter your form.
Impenetrable	You are resistant to all non-ninjutsu or genjutsu damage.
Incorporeal	You can pass through any solid non-chakra-based matter and cannot be hit by any non-Chakra/Jutsu based weapon or attack.
Indominable	You are immune to any effects that would alter your mind or will.
Inscrutable	You are immune to any effect that would sense your emotions or read your thoughts, as well as any Genjutsu that you refuse. Wisdom (Insight) checks made to ascertain your intentions or sincerity have disadvantage.
Invisible	You cannot be seen.
Iron Mind	You have advantage on Intelligence Saving throws
Jutsu of War	When you use your action to cast a Jutsu, you can make one weapon attack as a bonus action.
Life Eater	When you deal damage that reduces a creature to 0 hit points, that creature cannot be revived by any means.
Martial Advantage	Once per turn you may deal extra damage equal to your level when you hit a target within 5ft of your allies.
Parry	You can spend your reaction to gain +3 AC against one melee attack that you can see.
Rampage	When you reduce a target to 0 hit points with a melee attack on your turn, you can spend a bonus action to move up to half your speed and attack a different target.
Reckless	At the start of your turn, you can gain advantage on all melee attacks you make for that turn. However, all attacks against you gain advantage until the start of your next turn.
Redirect	When you are within 5ft of an ally, you can redirect any single attack made against you to your ally instead.
Regeneration	You regain hit points at the start of your turn equal to your maximum hit points / 10. This regeneration stops for 1 turn if you are hit by a specific damage type (fire/acid/lightning/etc.) or you are reduced to 0 hit points.
Relentless	The first time you fall to 0 hit points after a long rest, you are instead reduced to 1 hit point.
Resistant Mind	You have advantage on Wisdom saving throws.
Siege Monster	You deal double damage to objects and structures.
Shadow Stealth	While in dim light or darkness, you can take the Hide action as a bonus action.
Shadow Step	While in dim light or darkness, you can teleport to a space up to 60 feet away so long as the space you end this teleportation in keeps you in dim light or darkness.
Shifty	You can Disengage as a bonus action.
Slippery Mind	You have advantage on saving throws against being charmed, and Genjutsu can't put you to sleep.
Can't hold me down	You have advantage on ability checks and saving throws made to escape a grapple.
Sneak Attack	Once per turn, the Adversary deals an extra Xd6 damage when it hits a target with a melee attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Adversary. (X=half the level Rounded up, of the Adversary)
Split	When you are bloodied, you split into two smaller copies. Each new copy has hit points equal to half of your remaining hit points, and acts independently.
Strength of Will	You have advantage on Charisma Saving throws
Strong Arm	You have advantage on Strength Saving throws and Ability Checks
Sure-Footed	You have advantage on Strength and Dexterity saving throws made against effects that would knock you prone.
Swarm	You can occupy another creature's space and vice versa. You gain advantage on attacks against any creature that shares your space.
Teamwork	You have advantage on attack rolls when your target is within 5ft of an unrestrained ally.
Tough	You have advantage on Constitution saving throws and Ability Checks

ADVERSARY TRAITS (CONT.)

Uncanny Senses	Unless you are incapacitated, you cannot be surprised.
Undying Fortitude	If damage reduces you to 0 hit points, make a Constitution saving throw with a DC equal damage taken. On a success, you drop to 1 hit point instead.
Wakeful	You are never caught sleeping.
Zenith	All of your Jutsu are automatically upcasted by 1 Rank
Unlimited Potential	When you Clash with a creature, you roll at advantage
Overwhelming Presence	When you make a Charisma Ability Check contested by another creature in any way, you roll at advantage
Iron Fist	Your unarmed Damage Die is 1d6. Additionally, you gain a +1 bonus to your AC
Dragon Fist	Your unarmed damage die is 1d6. Additionally, you can dodge as a bonus action.
Lion Fist	Your unarmed damage die is 1d6. Additionally, as an action you can force a creature to make a Wisdom save vs your Taijutsu save DC. On a failed save, they gain the frightened condition.
Drunken Fist	Your unarmed damage die is 1d6. Additionally, when you are targeted for an attack, you can take the dodge action as a reaction, and move 10 feet, not provoking Attacks of opportunity, after the results of the attack is resolved.
Silent Fist	Your unarmed damage die is 1d6. Additionally, Attacks of opportunity you make are at advantage.
Silent Killing	Make a Wisdom (Perception) Check as a bonus action vs a targets 10 + their bonus to Dexterity (Stealth). On a success, you know their location for the next minute and face no penalties against being unable to visually see the opponent. Additionally, when you make a Dexterity (Stealth) check to hide, you may treat a roll of 7 or lower on the d20, as an 8
Great Weapon Master	While wielding a weapon with two hands, when you roll a 1 or 2 for damage, you instead treat the roll as if you rolled a 5. Additionally, you can choose to reduce your attack roll with this weapon by your proficiency bonus, if you do, on a hit, you add twice your proficiency bonus to the damage roll.
Heavy Weapon Expert	While wielding a weapon with the heavy weapon property, you add 1d4 to all attack rolls made with the weapon.
Light Weapon Expert	While wielding a weapon with the light weapon property, you can make 1 additional attack per weapon held as a bonus action.
Versatile Weapon Expert	While wielding a weapon with the versatile weapon property, you gain a +1 bonus to attack and damage rolls with the weapon. Additionally, if you make more than one weapon attack with the versatile weapon in the same action and hit with both attacks against the same creature, the target of the attacks gains 1 stack of bleeding.
Ranged Weapon Expert	While wielding a Ranged Weapon or a weapon with the thrown property, you can make an additional attack with the chosen weapons as a bonus action. If the weapon used has the multiattack property, you instead make 2 additional attacks as a bonus action.
Advanced Study	You know jutsu up to 1 rank higher than your current limitations
Beast Master	You have a friendly beast ally. That you command as a bonus action.
Bloodthirsty	When a creature scores a critical hit against you, you can immediately make a weapon attack against them. On a hit, you automatically score a critical hit against the triggering creature.
Combat Seal Weaving	When a creature makes a saving throw vs a Jutsu you cast, if they fail the check and the difference between their roll and your Save DC is 5 or greater, and your jutsu deals damage, you instead deal double damage.
Durable	You gain expertise in Constitution saving throws if you are already proficient. Additionally, when you would regain hit points, you always regain the maximum possible.
Chakra Efficiency	Reduce the cost of your jutsu by 1 for each rank. (D-Rank: 1, C-Rank: 2, B-Rank: 3 etc.)
Improved Critical	When you score a critical hit, you treat all rolls of 1 on the damage die, as if you rolled the maximum on the die.
Inspiring Leader	As an action you can command your allies on the battlefield bolstering their resolve. All allies within 90 feet of you gain temporary hit points equal to your level + your Proficiency.
Enhanced Nature Release	Pick 1 nature release you know. You deal an additional damage die of the chosen nature release.
Poisoner	Poison Damage you deal, deals additional damage equal to half your level.
Weapon Expert	Weapon damage you deal, deals additional damage equal to half your level.
Tactics	While within 10 feet of an allied creature, you may forgo your action to give them an additional action on their turn.
Grimy	When you hit a creature with a melee or ranged weapon attack, you may spend your bonus action to disarm them immediately taking their weapon away from them, if they had one equipped, or if they have on visible on their person.
Dirty Tricks	When you are attacked by a creature with a melee attack, you may make a Dexterity (Sleight of Hand) check vs 10 + their Wisdom (Insight) bonus. On a success, you throw dirt in their eyes. They are treated as blinded until the beginning of your next turn. Alternatively, they can spend a bonus action wiping the dirt from their eyes, immediately ending the blinded condition.

CONTROLLER ROLE ABILITIES

Crippling Strike	Halve your attack damage to reduce your target's speed to 0ft until the start of your next turn.
Distraction	Halve your attack damage to grant advantage to the next attack roll made against the target.
Get into Position	Halve your attack damage to allow an ally to spend their reaction and move up to half their speed (without provoking opportunity attacks from the target).
Knockback	Halve your attack damage to knock the target back up to 15ft.
Sidestep	Halve your attack damage to move yourself and your target 5ft in any direction.
Actualization	Half your attack damage to increase your save DC by 1/3rd your Level
Traps	You can set traps. Select of two traps from the Intelligence Operative or Hunter Nin subclasses where traps are available. You have the traps available to you where the DC is equal to your Ninjutsu or Taijutsu save DC.
Stance Break	You can use your reaction to initiate a Clash with a creatures jutsu, by casting a jutsu you know with a cast time of 1 action. Additionally, the triggering creature rolls at disadvantage.

DEFENDER ROLE ABILITIES

Don't Look Away	When you attack a target, you can mark them. A marked target has -2 to any attack roll that doesn't include you. You can have one active mark at a time, and marks don't stack.
Get Behind Me	Allies within 5ft of you count as being in three-quarters cover.
Got Your Back	When standing next to an ally or attacking target, you can spend your reaction to redirect the attack onto yourself.
Heavy Defense	Your defense is impenetrable. Gain +2 AC
You Can't Leave	Targets always provoke opportunity attacks, even if they take the Disengage action before leaving your reach. In addition, when you hit with an opportunity attack, the target's speed becomes 0 for the rest of the turn.
Vanguard	Allies within 5 feet of you have a +2 bonus to all saving throws.
Fortress	You have a number of Temporary hit points equal to twice your Level.
Guardian	As a bonus action, mark one allied creature. A marked allied creature has a +2 bonus to their AC while you are within 30 feet of them. Additionally, they cannot be knocked prone, and have advantage on saving throws to resist the Dazed, Stunned, Paralyzed, Burned, Shocked, Bleeding, or Poisoned conditions.

LURKER ROLE ABILITIES

Backstabbing	If you have advantage on your attack, you add three times your weapon.
Camouflage	When you are hidden, enemies cannot spot you with passive perception and they have disadvantage when making active checks to find you.
Cunning Action	You can Dash, Disengage, or Hide as a bonus action.
Guerilla	When you make an attack while hidden, you don't reveal yourself and can remain in hiding.
Hide In Plain Sight	You can attempt to hide when behind even light cover.
Murder	When you hit a creature with a melee attack you can spend 15 chakra. The attack automatically is treated as a critical hit. When you score a critical in this way, you do not add modifiers of any type and only roll double the damage die.
Lethal Efficiency	When you hit a creature with a ranged attack, you can spend 15 chakra. The attack automatically is treated as a critical hit. When you score a critical in this way, you do not double the damage die, instead you triple your damage modifiers or bonus damage.
Primary Target	As a bonus action, mark one creature you can see within 60 feet. A creature marked by this feature cannot gain the benefits of stealth. Additionally, they take additional damage equal to your level.

SCOUT ROLE ABILITIES

Explorer	You can climb and move across difficult terrain without any movement penalty.
Hard to Hit	When you are standing and unrestrained, attacks against you have disadvantage unless you are adjacent to two or more enemies.
Light-Footed	You can Disengage or Dash as a bonus action. When an enemy moves adjacent to you, you can spend your reaction to move away up to half your speed.
Pincer Movement	When an ally moves adjacent to an enemy, you can spend your reaction to move up to your speed towards that same enemy.
You Can't Hide	You have advantage when trying to detect hidden enemies. Any enemy that you can see is also visible to your allies.
Superior Skill	When you make an Ability check with a skill you are proficient in, you may add 1d8 to your check. Additionally, if your Ability checks are ever contested, you instead add 2d6 instead of 1d8
Superior Ability	When you would make a saving throw vs any hostile jutsu or feature, you may add 1d8 to the saving throw. You may only do this once per round.
Superior Potential	When you would deal damage to a creature you may add 1d8 to the damage dealt. You may only do this once per jutsu cast.

CASTER ROLE ABILITIES

Hold Still	You have advantage on attack rolls when your target moved less than 10ft during their last turn.
I Can See You	Your ranged attacks ignore half and three-quarters cover
Next Time	If you miss a target, you have advantage on your next attack against that same target.
Ricochet	If your attack misses, you can spend your reaction to make another attack against a different target of your choice within 15ft of the original target.
Scattershot	When you make a successful attack, you can deal damage equal to your level to everyone within 5ft of your target (once per round).
Specialized Casting	Select one Jutsu you know, increase the save DC and damage die of the Jutsu by 1 for every 5 Levels you have.
Potent Casting	Twice per combat, you may maximize the damage one jutsu you cast deals.
Efficient Casting	Select two Moldings found in either the Kurama clan or the Ninjutsu Specialist Class

STRIKER ROLE ABILITIES

Blood Fury	When you are bloodied, you become enraged; -2 AC and +2 attack.
Cleave	You can attack two adjacent targets that are within reach, dealing full damage to each
Press the Attack	You have advantage on attack rolls against bloodied targets (under 50% hit points).
Revenge	Deal bonus damage equal to your level against anyone that hurt you in the previous round
Savage Assault	Once per turn, add your level in extra damage to an attack.
Savage Strike	Once per turn, when you strike a creature who are suffering from the Dazed, Poisoned, Burned, Shocked, or Restrained Condition, you deal the maximum possible damage
Savage Flurry	As a bonus action after taking the attack action, make two unarmed strikes.
Strikers Focus	As a Full turn Action, you stand completely still focusing. At the beginning of your next turn, you have advantage on the next attack roll you make and on a successful hit, you deal additional damage equal to twice your level.

SUPPORTER ROLE ABILITIES

Commander	Instead of making an attack roll, you can command an ally to make an attack against a target of your choice (once per round).
Ferocity	Allies within 10ft of you gain a bonus to damage equal to your level.
Guidance	Allies within 10ft of you have advantage on their attacks rolls.
Protection	Allies within 10ft of you gain +2 AC.
Rallying Cry	Halve your attack damage to remove a condition from an ally.
Tactical Focus	At the beginning of combat, when initiative it rolled, you may roll your initiative at disadvantage. When you do all of your allies roll their initiative adding half your level to the result of their initiative roll.
Helpful	When you perform the Help Action, you may target allied creatures up to 30 feet away. You may select up to 2 allies to gain the benefits of the help action.
Provocation	You scream out your battle plan. All hostile creatures who can understand you, make a Wisdom (Insight) check vs 10 + Your Charisma (Persuasion or Deception) bonus. On a failed check, the target gains disadvantage with attacks against all other creatures except you until the end of your next turn.

ICONIC ROLE ABILITIES

Iconic Strength	You gain advantage on Strength or Constitution Saving throws (Pick one)
Iconic Will	You gain Advantage on Wisdom or Charisma Saving Throws (Pick one)
Iconic Reflexes	You gain Advantage on Dexterity or Intelligence Saving throws (Pick one)
Iconic Power	Your damage cannot be reduced by any more than 5.
Iconic Resistance	You are resistant to all damage unless it deals an amount equal to twice your level in a single turn.
Iconic Focus	You cannot lose concentration on Jutsu you are concentrating on as a result of damage.
Iconic Presence	You are immune to Charisma based Skill Checks and affects. Additionally, you cannot be charmed or controlled by other creatures.
Iconic Legacy	You have the blood of legends in your blood. You can learn any Hijutsu regardless of clan limitations.

ABURAME CLAN ADVERSARY FEATURES

Bug Host	Twice per encounter, when you would make a Constitution saving throw, you may add 1d6 to the roll.
Chakra Consumption	When you would deal damage with Aburame Clan jutsu, you steal chakra equal to 1/4th of the damage dealt.
Parasites	When you would deal damage with Aburame Clan jutsu, the damage type becomes poison. Recharge (5-6): As a bonus action, the target must succeed a Constitution saving throw vs your Ninjutsu save DC, being poisoned for 1 minute on a failed save.
Beetles	You gain a +5 to your passive perception, and when you would make a Wisdom (Perception) check, you may add 2d6 to the roll.
Kikaichu Swarm	Aburame Clan jutsu you cast leaves behind a trail of insects. Creatures affected by your Jutsu, cannot gain the benefits of stealth or cover against you, for 1 minute.

AKIMICHI CLAN ADVERSARY FEATURES

Fatso Fortitude	You have a +2 Bonus to Constitution Saving throws
Green Spinach Pill	You have a +2 Bonus to Strength Saving Throws
Yellow Curry Pill	You have Advantage on Strength & Constitution Ability checks
Red Chili Pill	Akimichi Clan Jutsu, and Bludgeoning damage dealt by you, cannot be reduced in any way.
Fatso	Akimichi Clan jutsu you cast grants you Temporary Hit Points equal to your Level until the end of your next turn.

FUMA CLAN ADVERSARY FEATURES

Amazing Accuracy	You have a +2 bonus to ranged weapon attacks.
Never Miss	Recharge (5-6): When you would miss a Ranged weapon attack, or a Ranged Taijutsu attack, you may repeat the same attack, but against a different target within your original attacks range.
Lethal Precision	Ranged Weapon Attacks you make have an increased critical threat range of 19-20.
Tireless Focus	Ranged weapon attacks you make, cannot be made at disadvantage.
Falling Heaven	Fuma Clan jutsu you cast ignore lightly obscured and Half cover.

HATAKE CLAN ADVERSARY FEATURES

White Chakra	Ninjutsu you cast with the Lightning Release Keyword, have a reduced Cost of -3
Lightning Adept	Ninjutsu you cast with the lightning Release Keyword of C-Rank or lower, does not require Handsigns (HS)
Lightning Sabre	Weapon Attacks you make deal lightning damage. (This counts as Chakra Enhanced)
Aura of Lightning	You gain Resistance to Lightning Damage & Immunity to the Shocked condition.
Purple Lightning	Recharge (5-6): When you would deal Lightning damage to a creature with a Ninjutsu of C-Rank or Higher, the target must succeed a Constitution saving throw vs your Ninjutsu save DC, being shocked on a Failed save.

HEBI CLAN ADVERSARY FEATURES

Serpent Senses	You have 30 feet of Darkvision, and 15 feet of Tremor Sense
Regeneration	At the beginning of each of your turns roll 1d8. On a roll of 5 - 8, you regain HP equal to your Level.
Potent Poison	Weapon Attack you make deal poison damage. (This counts as Chakra Enhanced) Creatures who are poisoned by you, who would regain hit points of any kind, the amount they regain is reduced by half.
Hardened Scales	As a Bonus action on your turn, you may spend 5 Chakra. If you do, you gain resistance to Bludgeoning, Piercing & slashing damage until the start of your next turn.
Death Rattle	If a creature is surprised when you would deal damage to them, you count the attack as a critical hit. Once you use this feature on a creature, you cannot use this feature on the same creature for 24 hours.

HOSHIGAKI CLAN ADVERSARY FEATURES

Shark Tooth	You can take a Bite attack, as one of your weapons attacks using Strength as your Primary Ability score, and you are proficient in this form of attack. This bite attack deals 1d10 + Strength Modifier, on a hit.
Water Adept	Ninjutsu you cast with the Water Release Keyword of C-Rank or lower, does not require Handsigns (HS)
Apex Predator	Until the beginning of your next turn, you have advantage on attack Melee Attacks you make against a single target. All attacks targeting you gains advantage.
Shark Skin	You gain a Bonus to AC equal to your Constitution Modifier
Wrath of the Deep	When you would make a melee weapon attack at a creature, while underwater, you can use your bonus action to make one additional melee weapon attack.

HYŪGA CLAN ADVERSARY FEATURES

Byakugan Sight	You have 500 feet of Chakra sight that can see through 10 ft thick walls, and can avert your gaze without penalty.
Penetrative Vision	You gain true sight with a range of 30 feet.
Perceptive Resilience	You have advantage on saving throws made against Genjutsu with the visual keyword
Combat Insight	You can add your Wisdom Modifier to Dexterity Saving Throws.
Gentle Fist	Your unarmed strikes do chakra damage instead of hit points. If they have 0 chakra you deal double hit point damage.

INUZUKA CLAN ADVERSARY FEATURES

Nin-Dog Attack	You can use a bonus action to have an ally (beast only) make a single melee attack.
Beast Master	You gain a +2 to AC for each allied beast within 10 feet of you.
Pact Tactics	You have advantage on attack rolls against a creature If at least one of your allies are within 5 feet of the creature and the ally isn't incapacitated.
Feral Ability	So long as you can smell, your passive perception cannot be lowered.
Bestial Fury	When an allied beast within 30 feet of you scores an attack, you can use your reaction to cast an Inuzuka clan jutsu.

KAGUYA CLAN ADVERSARY FEATURES

Dead Bone Pulse	Kaguya Clan Jutsu and Weapon attacks made with Bone Weapons, cannot be made at Disadvantage.
Bone Weapons	You can conjure any weapon that doesn't have the Two-Handed Property, from your Bones. These weapons count as Bone weapons.
Battle Hungry	You gain a +2 to attack and damage rolls made with Kaguya Clan Jutsu and Weapon Attacks made with bone Weapons.
Shikotsumayaku Stance	You can use Dexterity instead of Strength while in this stance, for the attack and damage rolls of your bone weapons and Kaguya Clan Hijutsu attack rolls and Save DC's calculations.
Savage Battle Instincts	As a Bonus action on your turn, roll 2d4. Add the result either to your AC until the beginning of your next turn, or to your next Attack and damage roll.

KURAMA CLAN ADVERSARY FEATURES

Genjutsu Resistance	You have advantage on saving throws to save against Genjutsu.
Careful Genjutsu	When you cast a Genjutsu that forces creatures to make a saving throw, you can choose to have your allies be unaffected.
Enhanced Genjutsu	Twice per encounter when a target rolls a saving throw against a Genjutsu you cast, you can use as a reaction give them disadvantage on the saving throw.
Layered Genjutsu	When a creature under the effects of your Genjutsu succeeds a saving throw you can use your reaction to cast a second Genjutsu on the same creature.
Genjutsu Conversion	You can use your Genjutsu DC, Attack Bonus, and Ability score for Ninjutsu

KURU CLAN ADVERSARY FEATURES

Kurugan	You gain the Features of the Kuru Clan Kurugan clan feature. You can use these features a Number to times equal to your Level per Encounter.
Yin Chakra Adept	Jutsu you cast, without a Nature Release keyword, has its Save DC and Damage die both increase by +1.
Chronographic Trance	When you would be reduced to 0 Hit Points, you may use your Reaction to instead remain at 1, as you barely dodge out of the way of the fatal attack.
Shadow Techniques	Twice per encounter, when you would deal Necrotic Damage, you deal additional Necrotic Damage equal to your Level.
Yin Chakra Imitation	Jutsu you cast with any Nature Release Keyword deals Necrotic Damage instead of its base damage

NARA CLAN ADVERSARY FEATURES

Coordinate	As a full round action, you can direct allies within 30 feet of you, giving them a +2 bonus to attack rolls and Ability checks until the start of your next turn.
Master Tactician	As a bonus action you can give an ally you can see a d4 which can be added to any ability check, attack roll or saving throw they make.
Genius Potential	You have advantage on intelligence saving throws.
Shadow Possession	Twice per encounter you can increase the DC of a Nara Jutsu you are casting by 2.
Finger Break	You can expend 5 hit points to end a Genjutsu effect you are under.

NON-CLAN CLAN ADVERSARY FEATURES

Self-Taught Skills	You gain an additional saving throw proficiency of your choice.
Never Back Down	When an ally you can see falls to 0 hit points, you can use your reaction to gain advantage on attack rolls and dexterity saves until the end of your next turn.
Never Give Up	Twice per encounter when you would hit points would fall to 0 they instead fall to 1 and cannot fall to 0 until the end of the current turn.
Never Abandon a Friend	When an ally you can see falls to 0 hit points you can, on your turn, use an action to move up to your ally and restore hit points to them equal to your proficiency bonus.
Limitless Potential	Twice per encounter when you make an attack roll, ability check or saving throw you can add an additional 1d8 to the roll.

RYU CLAN ADVERSARY FEATURES

Blood of The Dragon Lv.1	Ryu Clan jutsu you cast increase their attack and damage rolls by +2
Blood of The Dragon Lv.2	Ryu Clan jutsu you cast increase their attack and damage rolls by +3
Blood of The Dragon Lv.3	Ryu Clan jutsu you cast increase their attack and damage rolls by +5
Dragons Rage	You enter a state of pure wrathful chakra. You gain a +3 to AC, 15 Temporary Hit points, +10 Movement speed, and Reduce the cost of Ryu Clan jutsu you cast by 2
Dragons Wrath	Ryu Clan jutsu you case, increase their Save DC by +3

SARUTOBI CLAN ADVERSARY FEATURES

Advanced Nature Transformation	You can cast jutsu from any nature type.
Advanced Chakra Control	Three times per encounter when you cast a Ninjutsu that does not require concentration you can cut its Chakra cost in half.
Strong Natures	When clashing with Ninjutsu of a superior element you do not have disadvantage on the check.
Adaptive Elements	Twice per encounter when you cast a Ninjutsu with a nature element type, you can choose to change its damage type to the same as another Elemental Ninjutsu you can cast.
Elemental Weapons	When you deal damage with a weapon attack, you can choose to have that weapon deal the damage type of an Elemental Ninjutsu you can cast.

TSUCHIGUMO CLAN ADVERSARY FEATURES

Third Eye	You gain a +5 to passive perception and perception checks made using sight, and can make ranged weapon attacks at double their normal range.
Web Weapons	Hand Scythes, Quarterstaves, Whips, Longbows, Shortbow's & bow ammunition (arrows) you wield are enhanced with web and score a critical hit on a roll of 19-20
Exoskeleton	As an action you can spend 5 chakra to increase your AC by 2 and gain 10 temporary hit points for one minute, or until the temporary hit points are gone.
Spider Climb	You gain a climbing speed equal to you walking speed and can stick to smooth surfaces such as a ceiling or wall without making a check.
Web pull	Once per turn when you hit a creature with a ranged weapon attack you can pull them 10 feet closer to you.

UCHIHA CLAN ADVERSARY FEATURES

Sharingan Dodge	As a reaction you can add a +2 bonus to your AC and Dexterity Saving Throws until the start of your next turn.
Copy Wheel	Twice per encounter when a creature you can see casts a jutsu within 30 feet of you, you can use your reaction to cast the same jutsu at that creature.
Genjutsu Counter	You have advantage on saving throws to save against Genjutsu.
Amplified Defense	Three times per encounter you can take an additional reaction.
Feinting Attack	As a bonus action select a creature you can see, you gain advantage on the next attack roll you make against it, and deal additional damage equal to half your proficiency bonus

UZUMAKI CLAN ADVERSARY FEATURES

Fuinjutsu Master	When you cast Jutsu with the Fuinjutsu keyword you reduce the chakra cost of that Jutsu by 2 to a minimum of 1.
Wellspring of Chakra	Twice per encounter as a bonus action you can regain chakra equal to your proficiency bonus.
Fundamental Difference	You can use Constitution for Attack and Damage rolls, as well as Save DC for Ninjutsu you cast with the Fuinjutsu Keyword.
Inhuman Lifeforce	Whenever you make a constitution saving throw you add your proficiency bonus twice.
Incomprehensible Fortitude	Twice per encounter when you make a Constitution Saving Throw you can choose to automatically succeed and suffer no effects of the triggering effect.

YAMANAKA CLAN ADVERSARY FEATURES

Master Mental Alteration	Twice per encounter when you use a Yamanaka Clan Jutsu you may deal 1d10 Psychic damage in addition to the Jutsu's effect.
Adept Transfer	You may use Charisma for Attack and Damage rolls, as well as saving throws for Yamanaka Clan Genjutsu.
Mental Domination	Twice per encounter when using Yamanaka Clan Genjutsu you may increase the saving throw by 2.
Awakened Mind	You gain Telepathy with a range of 60 feet.
Efficient Mind	When using any Yamanaka Clan Jutsu reduce the chakra cost by 2 (Minimum cost of 1.)

YUKI CLAN ADVERSARY FEATURES

Ice Release	When you cast Jutsu with the Wind Release or Water Release Keyword you can change its damage type to cold, and deal an additional dice of damage.
Chilled Body	You have resistance to Cold Damage.
Frigid Cold	Whenever you deal Cold Damage you deal additional Cold Damage equal to half your proficiency modifier.
Frost	When you a creature is affected by your Yuki Clan Hijutsu, they gain a stack of Frost. For every 2 Stacks of Frost a creature has they gains a stack of the Slowed Condition.
Icy Steps	Any 5-foot space you occupy is considered difficult terrain, for everyone except you, until the start of your next turn.

BAKUTON CLAN ADVERSARY FEATURES

Explosive Techniques	When you cast a jutsu with the Earth or Lightning Release Keyword, you can change its damage type to force and add your intelligence to the damage
Cataclysmic	You deal triple damage to structures. Additionally, you always deal maximum damage to structures
Explosion Release	Bakuton Clan Jutsu have their range increased by 20 feet. Additionally, Area of Effect Bakuton Jutsu increase their radius by 20 feet as well.
Bombastic	When you deal damage with a Bakuton Jutsu, you deal additional damage equal too 3d4.
Explosive Art	You deal double damage to constructs. Additionally, damage you deal to constructs can never be reduced below half.

FUTTON CLAN ADVERSARY FEATURES

Corrosive Blood	When you take damage, all creatures within 5 feet of you takes Acid damage equal to your level.
Corrosive Arts	When you deal Acid Damage to a creature holding a non-chakra enhanced weapon, the weapon becomes brittle. If you deal damage to that same creature holding the same weapon a second time, the weapon melts, being destroyed.
Corrosive Aura	When you cast a Futton Clan Hijutsu, all creatures within 10 feet of you must make a Constitution save vs your Ninjutsu save DC. On a failed save they gain the corroded condition.
Boiling Chakra	As an action you spend 10 chakra to increase your Strength or Dexterity bonus by +4 until the end of your next turn.
Boiling Aura	As an action you can spend 15 chakra per creature within 10 feet of you, to increase the selected creature's AC by +2 until the end of your next turn.

HOZUKI CLAN ADVERSARY FEATURES

Water Dependent	While you are within 120 feet of a source of water at least 10 feet deep, you are immune to difficult terrain.
Made of Water	Your body counts as a sufficient source of water for reducing the cost of Water release jutsu.
Water Reservoirs	Increase the damage of Water jutsu by your Proficiency bonus once per jutsu casting.
Reflective Surface	When you cast a Ninjutsu with the water release keyword, you gain temporary hit points equal to your level.
Well of Me	As a reaction, you can add +2 to your ac against any melee or ranged attack. If you use this feature against an attack with the lightning release keyword or that deals lightning damage, you instead gain -5 penalty to your AC.

JITON CLAN ADVERSARY FEATURES

Magnet Techniques	When you deal damage with a jutsu that deals Earth or Wind damage, you can switch it to earth damage. Additionally, you mark the damaged creature a marked creature grants you advantage on your next attack against the target creature.
Magnet Release	When you deal damage with a Jiton Clan Hijutsu, you may increase the damage die by 1 step.
Magnetic Mark	You can as a bonus action mark a creature with this feature for the next minute. A marked creature takes an additional 1d8 earth damage.
Swirling Currents	When you would be targeted with a weapon attack or bukijutsu, increase your AC by 1d8 or when you would make a saving throw against a Bukijutsu, you gain advantage on the saving throw.
Static Cling	Creatures marked by Magnetic Mark or by Magnet Techniques cannot gain the benefit of advantage against you.

NAMIKAZE CLAN ADVERSARY FEATURES

Swift Technique	When you cast a Namikaze Hijutsu, you increase your speed by 15, until the beginning of your next turn.
Supernatural Speed	When you move your full movement speed you may as an action make a melee weapon attack against each creature you pass dealing your weapon damage + 1d4 to each creature you hit.
Quickened Assault	As a bonus action, you can spend 10 chakra to make an additional weapon attack. You can spend up to 100 chakra using this feature to make 10 additional weapon attacks.
Blink of an Eye	When you would move, you instead teleport to the target destination. You can only do this once per turn.
Evasive Nature	You gain a +1 Bonus to your AC and Dexterity saving throw for every 20 Feet of movement speed you have at the end of your turn.

RANTON CLAN ADVERSARY FEATURES

Storm Technique	When you would cast Water Release or Lightning Release you instead deal lightning damage. Additionally, when you deal lightning damage, you deal additional damage equal to your Intelligence Modifier
Storm Release	When you would deal lightning damage, you deal additional damage equal to your proficiency bonus. This bonus happens once per turn.
Gale Style	When you cast a Ranton Clan Hijutsu, you can spend an additional 5 chakra to inflict the shocked condition.
Pervasive Lightning	Lightning damage ignores Resistance.
Overload	When you deal lightning damage to a creature with the shocked condition, they gain the stunned condition until the end of the affected creature's next turn.

SENJU CLAN ADVERSARY FEATURES

Wood Techniques	When you would cast a Water Release or Earth Release Jutsu, you instead deal Earth Damage.
Built Different	You gain Advantage on constitution saving throws
Sacred Body	You may use Constitution as your Ninjutsu Ability Modifier.
Wood Release	A creature restrained, grappled, or slowed or within an area of difficult terrain creature by a Senjutsu Hijutsu that you cast, cannot cast a jutsu with a chakra cost less than your level.
Suppression	A creature restrained, grappled, or slowed or within an area of difficult terrain creature by a Senjutsu Hijutsu that you cast, must make a Constitution (Chakra Control) check vs your Ninjutsu save DC. On a failed save, for the duration of their condition, they cannot mold chakra.

SHAKUTON CLAN ADVERSARY FEATURES

Scorch Technique	When you would cast a Fire or Wind Release Jutsu, you instead deal fire damage.
Scorching Heat	You deal additional damage with Shakuton Clan Hijutsu equal to Xd4 once per turn. (X= Half your level, rounded down)
Scorch Release	When you deal damage with a Shakuton Clan Hijutsu, the target creature gains the burned condition
Scorching Aura	Creatures of your choice who ends their turn within 10 feet of you, takes Xd4 fire damage. (X= Half your level, rounded down)
Scorching Hell	Fire Damage you deal ignores resistance.

SHIKIGAMI CLAN ADVERSARY FEATURES

Shikigami Techniques	When you cast a Shikigami Clan Hijutsu, you can spend a Paper Bomb, Explosive tag ball, flash tag, poison gas tag or breaching tag to increase your damage by 3 damage die.
Papercraft	When you use a paper-based ninja tool, the Save DC's become your Ninjutsu save DC.
Paper Expert	You always have paper-based ninja tools to use.
Paper Reservoir	Reduce the chakra cost of Shikigami Clan Hijutsu by 1 for each rank. (D-Rank: 1, C-Rank: 2, B-Rank: 3, etc.)
Divine Shikigami	You gain the Divine Shikigami Clan Feature.

YOTON CLAN ADVERSARY FEATURES

Lava Techniques	When you would cast a Fire or Earth release jutsu, you instead deal fire damage
Churning Magma	When you would deal damage with a Yoton Hijutsu, you generate a pool of Magma in a 5-foot space on the ground.
Lava Release	When you cast a Yoton Hijutsu, you may increase the damage die by one step.
Molten Core	Fire damage you deal with Yoton Clan Hijutsu ignores resistance
Quicklime	As bonus action, you may force a creature affect by a Yoton clan Hijutsu this round to make a Strength saving throw vs your Ninjutsu save DC to resist being frozen in place by hardening lava. On a failed save the target is restrained. They repeat the save at the end of each of their turns to end the restrained condition.

DEMON ADVERSARY FEATURES

Demonic Blood	The blood of demons, devils, and fiends run through your veins. You gain proficiency in two additional saving throws
Demonic Power	The power of your demonic heritage is apparent. Add your level to any ninjutsu or Genjutsu damage you deal
Demonic Strength	The Strength of your demonic heritage is clear. Add your level to any taijutsu or weapon damage you deal.
Demonic Legacy	The legacy of your demonic heritage runs deep. At the end of each of your turns you regain Hit points equal to your Level.
Demonic Endurance	Your demonic heritage provides you with massive stores of stamina. You are immune to the exhaustion condition. If a jutsu or feature you have would give you exhaustion you do not gain it.

BEAST ADVERSARY FEATURES

Bestial Aggression	You have innate aggressive tendencies based on your species. When agitated, you gain advantage on your first attack made against the last creature that targeted you with an attack.
Bestial Instinct	When agitated, as a Reaction you give the first attack made against you disadvantage until the end of your next turn.
Bestial Pact Tactics	When you have an allied creature within 5 feet of a hostile creature. When you make an attack against the hostile creature, you deal additional damage equal to half your level.
Bestial Self Preservation	When you reach half health. You count as always being under the effects of the dash action when you are moving away from hostile creatures.
Bestial Senses	You gain expertise in perception.

CONSTRUCT ADVERSARY FEATURES

Constructed Fortitude	You gain immunity to the Poisoned, Bleeding, Burned, Shocked, or Exhausted Conditions. Additionally, you cannot cast jutsu that would give you exhaustion.
Constructed Strength	Your Strength Ability score increases by an amount equal to your Proficiency bonus.
Constructed Power	You cast Ninjutsu and Genjutsu using your Constitution Ability score
Artificial Endurance	When you would make an Intelligence, Wisdom, or Charisma Saving throw you instead use Constitution.
Augmented Physicality	You cannot make a Strength or Constitution saving throw at disadvantage

PLANT ADVERSARY FEATURES

Natural Growth	You can increase or decrease your size by category as a bonus action. For each category larger than Medium, you increase your weapon damage die by 1, your Strength by +1 and reduce your AC by 1. For each category smaller than medium, increase your attack bonus by 1, AC by 1 and speed by 10.
Photosynthesis	While in sunlight, you recover a number of chakra equal to your Level at the start of each of your turns.
Carnivorous	When you grapple a creature you can, as an action swallow them. They become restrained and count as being in Total Cover. While inside you, at the start of each of their turns, they take $xd8$ necrotic damage ($X=$ half your level). You regain Hit points equal to the damage the swallowed creature took.
Mobile	You increase your speed by 25 Feet. You gain a burrow speed equal to your movement speed. You also gain 60 feet of tremor sense.
Retardant	You gain resistance to two damage types of your choice.

UNDEAD ADVERSARY FEATURES

Ghoul	You gain resistance to Saving throws from Ninjutsu and Genjutsu
Grim	You deal twice as much damage to creatures with less than half hit points.
Husk	When you deal damage to a creature with a melee weapon attack, you instead reduce their chakra by the damage dealt. You regain the result as hit points.
Zombie	You wish to feed on the flesh of all living things. Damage you deal cannot be healed by normal means. Creatures whom you bite or hit with your unarmed attack become immune to healing for the next minute.
Blight	A creature that touches or hit you with a melee attack takes $xd8$ necrotic damage.

MONSTROSITY ADVERSARY FEATURES

Unnatural Strength	Damage you deal that rely on strength adds three times your strength modifier to the damage dealt.
Unnatural Ferocity	You always have advantage on melee weapon attacks. All creatures always has advantage on attacks against you.
Unnatural Toughness	You are immune to damage if it deals less than half your level.
Unnatural Resistance	You have resistance to damage from jutsu with a Nature Release Keywords
Unnatural Power	Creatures who make a saving throw against you in any way, are made at disadvantage

SAGE CREATURE ADVERSARY FEATURES

Sages Strength	Your strength and Dexterity ability scores are increased by +2
Sages Focus	Ninjutsu or Genjutsu you cast cannot be dispelled, countered or negated while you are concentrating on it.
Sages Endurance	The first time you would fall to 0 hit points you instead fall to 1.
Sages Wisdom	The first time you would make an Intelligence, Wisdom or Charisma saving throw you automatically succeed.
Sage Blooded	You are immune to Poison.

ANBU

The Anbu (*Literal translation: Dark Side*), short for Ansatsu Senjutsu Tokushu Butai (*Literal translation: Special Assassination and Tactical Squad*), are covert operatives of capable ninja that are dispatched by a village leader. There are no additional ranks within the Anbu; Team leadership and hierarchy seem to be based on merit and experience. The leaders of teams of 3 or 4 are called Squad leaders, a position held in high regard.

SCALING ENEMY

While this enemy is representative of a highly skilled assassin dispatched by a village leader, their individual skill ranges between levels 8–12. The below Adversary block details a base level 8 Anbu.

To upscale an Anbu up to 12th Level perform the following steps at each level.

- **Level 9+.** Increase the Anbu's Hit & Chakra points. For every additional level, increase their Hit and Chakra points by $1d8+1$ (6).
- **Level 9.** The Anbu can begin to cast B-Rank jutsu.
- **Level 10.** The Anbu gain Wisdom as a Saving throw.
- **Level 10.** The Anbu's Proficiency (Prof) bonus increases by +1, This increases their AC, Skills, Saving Throws, Save DC's, and to Hit bonuses by +1.
- **Level 10.** The Anbu is also able attack one additional time with their *Multiattack* feature.
- **Level 10.** The Anbu increases their Dexterity and Intelligence by +1 increasing their relevant skills, saving throws, AC, Save DC's and to hit bonuses.
- **Level 11.** The Anbu gains the Sneak attack feature.

- **Level 12.** The Anbu's critical fury now triggers on a roll of 18,19 or 20



ANBU

Medium Humanoid, Elite, Striker, Non-Clan Prof + 5

Level: 8 (800 XP)

Armor Class 19 (Studded Leather)

Hit Points 63 (8d8 + 8)

Chakra Points 42 (8d8 + 8)

Speed 30 ft.,

Initiative +7

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	13 (+1)	16 (+3)	11 (+0)

Saving Throws Dex +7, Str +5, (Wis +7)

Skills Acrobatics +8, Deception +5, Illusion +8, Ninshou +6, Perception +8, Stealth +8

Damage Resistances Poison, *Select one From Cold, Earth, Fire, Lightning or Wind. You gain resistance to that damage type and can use ninjutsu with the corresponding nature release keyword.*

Senses Darkvision 30 ft., passive Perception 18

Backstab. If you have advantage on your attack, add your level (8) in extra damage to the triggering attack.

Cunning Action. You can dash, disengage, or hide as a bonus action.

Critical Fury. Your attacks score a critical hit on a roll of 19-20.

Sneak Attack. Once per turn, the Anbu deals an extra 5d6 damage when it hits a target with a melee attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Anbu. (This number of d6's for sneak attack is equal to half the Anbu's level rounded up.)

JUTSU

Ninjutsu. +6 to hit, (**Ninjutsu save DC 17**)

D-Ranks (Cost 5): *Substitution Technique, Chakra Skin, Chakra Mark*

C-Ranks (Cost 8): *2 Ninjutsu with your chosen nature release keyword*

Genjutsu. +8 to hit, (**Genjutsu save DC 19**)

D-Ranks (Cost 5): *Bane*

C-Ranks (Cost 8): *Blur*

B-Ranks (Cost 11, 9th Level +): *Invisibility*

Taijutsu. +8 to hit, (**Taijutsu save DC 18**)

D-Ranks (Cost 5): *2-Cross slash*

C-Ranks (Cost 8): *Crescent moon beheading*

ATTACKS

Multiattack. The Anbu can make 2 melee attacks with their Short sword or 3 ranged attacks with your shuriken.

Short Sword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) Slashing damage.

Shuriken. *Ranged Weapon Attack:* +8 to hit, reach 60 ft. one target. *Hit:* 5 (1d4 + 3) Slashing damage.

Smoke Bomb. The Anbu throws down a smoke bomb that creates a thick black mist that fills a 20-foot cube. All creatures inside the mist are heavily obscured from one another. Creatures outside the mist cannot see inside the mist. The Anbu can see in the mist as if creatures are lightly obscured.

ELITE ACTION

Haku takes one Elite Action at the end of each round to either move or take an additional Action.

ELITE TENACITY (8~13)

When the Anbu would roll any Saving throw, they may roll an additional d4. You may roll any number of d4 you have remaining. You have a total number of d4 equal to your level per combat.

ASSASSIN

Trained in the use of poison, assassins are remorseless killers who work for nobles, faction leaders, sovereigns, and anyone else who can afford them.

SCALING ENEMY

While this enemy is representative of a highly skilled killer for higher dispatched by a wealthy individual, their individual skill ranges between levels 6 -10. The below Adversary block details a base level 6 Assassin.

To upscale an Assassin up to 10th Level, perform the following steps at each level.

- **Level 7+.** Increase the Assassin's Hit & Chakra points. For every additional level, increase their Hit and Chakra points by $1d8+2$ (7).
- **Level 7.** The Assassin's Proficiency (Prof) bonus increases by +1. This increases their Skills, Saving Throws, Save DC's, and to Hit bonuses by +1.
- **Level 8.** The Assassin's Sneak Attack increases to $4d6$.
- **Level 8.** The Assassin increases his Dexterity by +2 and his Wisdom by +1 increasing his Taijutsu to hit and save DC by +1
- **Level 9.** The Assassin can begin to cast B-Rank jutsu.
- **Level 10.** The Assassin can now attack one additional time with their Multiattack feature.



ASSASSIN

Medium Humanoid, Rogue, Standard, Lurker, Prof + 4

Level: 6 (425 XP)

Armor Class 17 (Combat Jacket)

Hit Points 38 (11d8 + 12)

Chakra Points 38 (11d8 + 12)

Speed 40 ft.

Initiative +5

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	15 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +4, Cha +2

Skills Acrobatics +7, Deception +5, Illusion +5, Perception + 5, Stealth +7

Damage Resistances Poison, non-chakra enhanced Slashing damage.

Senses passive Perception 15

Sneak Attack. Once per turn, the Assassin deals an extra 12 (3d6) damage when it hits a target with a melee attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Assassin. (This number of d6's for sneak attack is equal to half the Adversaries level rounded up.)

Shadow Stealth. While in dim light or darkness, the creature can take the Hide action as a bonus action.

Guerilla. When you make an attack while hidden, you don't reveal yourself and can remain in hiding.

Shifty. You can Disengage as a bonus action.

JUTSU

Ninjutsu. +8 to hit, (**Ninjutsu save DC 13**)

E-Ranks (Cost 5): *Chakra Strike* (2d6)

D-Ranks (Cost 8): *Substitution Technique*, *Ensnaring Strike*

Taijutsu. +8 to hit, (**Taijutsu save DC 16**)

D-Ranks (Cost 5): *2-Cross slash*, *Chained Embrace*

C-Ranks (Cost 8): *Crescent moon beheading*

B-Ranks (Cost 11, 9th Level): *Ichimonji*

ATTACKS

Multiattack. The Assassin can make 2 melee attacks with their Iron Claw or 3 ranged attacks with your shuriken.

Iron Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) Slashing damage.

Kunai. *Ranged Weapon Attack:* +7 to hit, reach 60 ft. one target. *Hit:* 5 (1d4 + 3) Piercing damage.

Poison Kunai (Recharge 9-10). *Ranged Weapon Attack:* +7 to hit, reach 60 ft. one target. *Hit:* 5 (1d4 + 3) Piercing damage. On a hit, target must succeed a **DC 15 Constitution save**, being poisoned for 1 minute.

BANDITS

Bandits rove in gangs and are sometimes led by thugs, Warlords, or Rogue Ninja of all ranks (Genin, Chunin, Jonin). Not all bandits are evil. Oppression, drought, disease, or famine can often drive otherwise honest folk to a life of banditry.

SCALING ENEMY

While this enemy is representative of a low skilled thug, robber, and murderer, their individual skill ranges between levels 1 - 3. The below Adversary block details a base level 1 Bandit.

To upscale a Bandit up to 3rd Level, perform the following steps at each level.

- **Level 2+.** Increase the Bandit's Hit & Chakra points. For every additional level, increase their Hit and Chakra points by 1d8+1 (6).
- **Level 3.** The Bandit gains the Pincer Movement Feature.



BANDIT

Medium Humanoid, Rogue, Minion, Lurker, Prof + 3

Level: 1 (50 XP)

Armor Class 12 (Combat Jacket)

Hit Points 1 (2d8 + 1)

Chakra Points 9 (2d8 + 1)

Speed 30 ft.

Initiative +0

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	10 (+0)	8 (-1)	11 (+0)

Saving Throws Str +5, Con +4

Skills Athletics +5, Acrobatics +4

Senses passive Perception 9

Pincer Movement. When an ally moves adjacent to an enemy, you can spend your reaction to move up to your speed towards that same enemy.

JUTSU

Ninjutsu. +5 to hit, (**Ninjutsu save DC 9**)

E-Ranks (Cost 3): *Chakra Strike* (1d6)

D-Ranks (Cost 5): *Chakra Leaping*

Taijutsu. +5 to hit, (**Taijutsu save DC 12**)

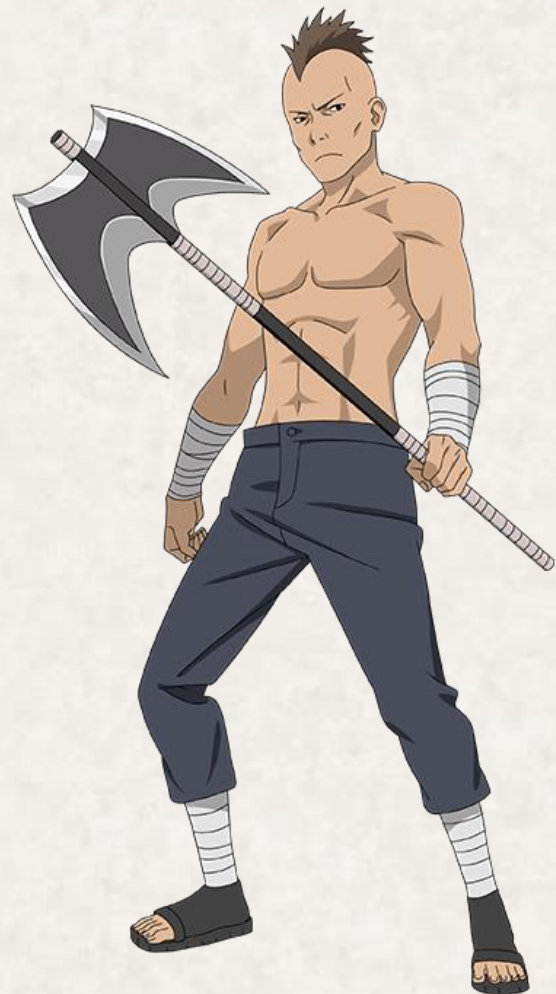
D-Ranks (Cost 5): *1-Shot Crushing Blow*

ATTACKS

Tetsubo. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 8 (1d10 + 2) Bludgeoning damage.

Slings. *Ranged Weapon Attack:* +4 to hit, reach 30/120 ft., one



CHUNIN

A Chunin (*Literally meaning: Middle Ninja or Journeyman Ninja*) are ninja who have reached a level of maturity and ability that primarily consists of leadership skills and tactical prowess. Chunin are typically sent on C-rank or B-rank missions.

Chunin from each village wear a very identifiable flak jacket known as a Chunin Vest given out by each village. While the vest is not mandatory, it is a symbol of authority to lower ranked shinobi.

SCALING ENEMY

While this enemy is representative of a skilled shinobi capable of passing the chunin exam, their individual skill ranges between levels 5-9. The below Adversary block details a base level 5 Chunin.

To upscale a Chunin up to 9th Level perform the following steps at each level.

- **Level 6+.** Increase the Chunin's Hit & Chakra points. For every additional level, increase their Hit and Chakra points by 1d8+1 (6).
- **Level 6.** The Chunin gains resistance to 1 of the following Nature release Keywords (Earth, Wind, Fire, Water, Lightning).
- **Level 7.** The Chunin's Proficiency (Prof) bonus increases by +1, This increases their Skills, Saving Throws, Save DC's, and to hit bonuses by +1.
- **Level 8.** The Chunin gain Wisdom as a Saving throw.
- **Level 8.** The Chunin increases their Str, Dex & Int by +1, increasing the relevant skills, AC, Saves, Save DC's and Attack bonuses
- **Level 9.** The Chunin can begin to cast B-Rank jutsu



CHUNIN

Medium Humanoid, Shinobi, Standard, Scout, Prof + 4

Level: 5 (300 XP)

Armor Class 18 (Chunin Jacket)

Hit Points 59 (10d10 + 5)

Chakra Points 59 (10d10 + 5)

Speed 30 ft.

Initiative +3

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	12 (+1)	15 (+2)	14 (+2)	11 (+0)

Saving Throws Dex +6, Int +5, (Wis +5)

Skills Illusion +8, Insight +6, Ninshou +6, Perception + 6, Stealth +5

Damage Resistances Select One of the following Nature Release Keywords: Earth, Wind, Fire, Water or Lightning. You gain resistance to Ninjutsu with the selected Keyword.

Senses passive perception 16

Explorer. You can move across difficult terrain without any movement penalty.

Get into Position. Halve your attack damage to allow an ally to spend their reaction and move up to half their speed (without provoking opportunity attacks from the target).

Press the Attack. You have advantage on attack rolls against bloodied targets (under 50% hit points).

Rallying Cry. Halve your attack damage to remove a condition from an ally.

JUTSU

Ninjutsu. +6 to hit, (**Ninjutsu save DC 14**)

D-Ranks (Cost 5): Substitution Technique, Enhanced Reactions, Lock/Release, Sensing Technique

C-Ranks (Cost 8): Shadow Shuriken Technique

B-Ranks (Cost 11, 9th Level +): 1 Ninjutsu with your chosen nature release keyword

Genjutsu. +6 to hit, (**Genjutsu save DC 14**)

D-Ranks (Cost 5): Bless, Detect Intention

C-Ranks (Cost 8): Blur, Flower Petal Escape

Taijutsu. +7 to hit, (**Taijutsu save DC 15**)

D-Ranks (Cost 5): Bolting Blossom

C-Ranks (Cost 8): Adamantine Acala

ATTACKS

Multiattack. The Chunin can make 2 melee attacks with their Katana or 3 ranged attacks with your shuriken.

Katana. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 3) Slashing damage. (Versatile. 9 (1d10+3))

Kunai. Ranged Weapon Attack: +8 to hit, reach 30 ft. one target. Hit: 5 (1d4 + 3) Piercing damage.

Explosive Tag. The Chunin can set a tag to detonate as a bonus action or as an action attach it to a kunai and throw it at a target it can see. If thrown make a ranged attack using your **Kunai** and detonate the explosive tag as a bonus action. Creatures within 10 feet of your target must succeed a DC 13 Dexterity saving throw taking 5d4 fire damage on a failure or half as much on a success.

GAARA (KID)

Gaara is a shinobi of the hidden sand. He was made the jinchūriki of the One-Tailed Shukaku before he was born, causing the villagers of the sand to fear him as a monster. With nobody to connect to, Gaara grew up hating the world and looking out only for himself, giving his life meaning by killing anyone he came across.

USING GAARA (KID) AS AN ADVERSARY

Gaara is a fearsome threat, able to overwhelm most enemies with a single flick of the wrist due to him being trained as the sand's ultimate weapon he is exceptionally strong

OFFENSIVELY

Gaara isn't one to move or exert himself physically, instead opting to allow his sand to do most of the heavy lifting as he can control it mentally. Gaara opts to capture enemies inside of a sand coffin before causing it to crush them to death.

DEFENSIVELY

Not many shinobi can boast about defensive ability like Gaara. Known to have the ultimate defense, Gaara stops most attacks short of the most powerful lightning release techniques. Being able to block even the Chidori without dodging.



GAARA (KID)

Medium Humanoid, Shinobi, Solo, Jiton, Iconic, Prof + 5

Level: 8 (800 XP)

Armor Class 23 (Natural Armor + Living Sand)

Hit Points 234

Chakra Points 234

Speed 40 ft.

Initiative +10

STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	18 (+4)	18 (+4)	16 (+3)	8 (-1)

Saving Throws Str/Dex +3, Con +13, Int +13, Wis +7, Cha +3

Skills Chakra Control +14, History +9, Intimidation +9, Investigation +9, Perception +8

Senses passive Perception 16

Living Sand. Gaara gains a +5 AC to all attacks so long as he can see the attacker. If the Attacker's movement speed is equal to or greater than double Gaara's movement speed, he cannot see their attacks.

Sand Armor. Gaara has 20 temporary hit points. He regains 5 temporary hit points at the beginning of each of his turns.

Iconic Power. Gaara's damage cannot be reduced by any more than 5.

Iconic Focus. You cannot lose concentration on Jutsu you are concentrating on as a result of damage.

Dust Coat. Gaara's AC is calculated as 13 + His Intelligence modifier + Half his proficiency bonus.

JUTSU

Ninjutsu. +14 to hit, (Ninjutsu save DC 22)

D-Ranks (Cost 5): Agonizing Thorn, Bedrock Skin

C-Ranks (Cost 8): Earth clone, Sand Armor, Sand Coffin binding, Sandstorm.

ATTACKS

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1 Bludgeoning damage.

LEGENDARY ACTIONS

Gaara can make Legendary actions, choosing from the options below. Only one Legendary action can be used at a time and only at the end of another creature's turn. Gaara regains spent legendary actions at the start of his turn.

Attack. Gaara makes one attack using a Sand Coffin Binding.

Defend. Gaara can use a legendary action to take additional reactions up to 1 reaction per triggering creature's turn.

LEGENDARY RESISTANCE (3/DAY)

If Gaara fails a saving throw, He can choose to succeed instead.

GENIN

A Genin (*Literally meaning: low ninja or junior ninja*) are the lowest level of ninja and also the ones that display the most difference in power. When they become genin, ninja start to do their bit for their village's economy – being sent on missions that the village gets paid for. They are typically sent either on D-rank missions, which are almost entirely risk-free jobs of manual labor, or, rarely, on C-rank missions, which are a cut above that and begin to verge on real "ninja" work that have a very low possibility of risk to the ninja involved.

Genin from each village wear a Headband with their villages symbol on it. This headband is mandatory when on missions and used to identify each other when out on the battlefield. Headbands are almost universally worn by all shinobi of all villages and they have a wide range of designs, colors and customizable details such as shape, length, placement, and use. Some ninja uses their headbands as belts, arm bands, hats, eye covers, gloves etc.

SCALING ENEMY

While this enemy is representative of a low ranked shinobi, their individual skill ranges between levels 1-5. The below Adversary block details a base level 1 Genin.

To upscale a Genin up to 5th Level perform the following steps at each level.

- **Level 2+.** Increase the Genin Hit & Chakra points. For every additional level, increase their Hit and Chakra points by 1d10+2 (8).
- **Level 3.** The Genin gains 1 Martial weapon to use.
- **Level 4.** The Genin Increase 2 of their Ability Scores by +2. Increase all relevant skills, AC, attack bonuses, save DC's or damage modifiers.
- **Level 4.** The Genin's Proficiency (Prof) bonus increases by +1, This increases their AC, Skills, Saving Throws, Save DC's, and to hit bonuses by +1.
- **Level 5.** The Genin can begin to cast C-Rank jutsu.

SPECIALIZING GENIN

When setting up Genin Adversaries they can seem a tad bit under powered. But consider they are meant to work in a team. Additionally, the Genin Ability score spread presented is one more tailored towards Taijutsu. You can better refine your Genin by doing the following;

- **Ninjutsu Specialization**
 - Ability Scores: 7, 12, 14, 14, 10, 8
 - Swap out Taijutsu for Genjutsu of the appropriate rank.
- **Genjutsu Specialization**
 - Ability Scores: 7, 12, 14, 10, 14, 8
 - Swap out Ninjutsu for Genjutsu of the appropriate Rank.

Some Genin have the potential to learn Nature Release. They generally only have a single nature release so feel free to apply a Nature Release to your Customized Genin.

Additionally, feel free to apply any other clan tags to your Genin Adversaries.

GENIN

Medium Humanoid, Shinobi, Standard, Scout, Non-Clan Prof +3
Level: 1 (50 XP)

Armor Class 15 (Combat Jacket)

Hit Points 11 (1d8 + 2)

Chakra Points 11 (1d8 + 2)

Speed 30 ft.

Initiative +1

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	12 (+1)	7 (-2)	8 (-1)

Saving Throws Str +3, Con +1

Skills Ninshou +4, Illusions +4, Perception +4

Senses passive Perception 14

Hold Still. You have advantage on attack rolls when your target moved less than 10ft during their last turn.

Teamwork. You have advantage on attack rolls when your target is within 5ft of an unrestrained ally.

Limitless Potential. Twice per encounter when you make an attack roll, ability check or saving throw, you can add an additional 1d8 to the roll.

JUTSU

Ninjutsu. +5 to hit, (**Ninjutsu save DC 13**)

E-Ranks (Cost 3): *Chakra Strike (1d6), Enhanced Defense, Escape Technique, String Light Formation*

D-Ranks (Cost 5): *Body Flicker, Substitution Technique.*

Taijutsu. +5 to hit, (**Taijutsu save DC 13**)

D-Ranks (Cost 5): *Wild Dance, Flying Swallow: Cross Cut*

C-Ranks (Cost 8, 5th level): *Whirlwind Death Drop.*

ATTACKS

Unarmed. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 5 (1d4 + 2) Bludgeoning damage.

Kunai. *Ranged Weapon Attack:* +4 to hit, reach 30/120 ft., one target.
Hit: 5 (1d4 + 2) bludgeoning damage.



HAKU

Haku was an orphan from the Land of Water, and a descendant of the Yuki clan. He later became a shinobi under Zabuza Momochi's tutelage whom he later partnered with, ultimately becoming a Mercenary Ninja.

USING HAKU AS AN ADVERSARY

A gifted individual, and having been trained by Zabuza himself, Haku was a very dangerous, and powerful ninja for his age. According to Zabuza, Haku possessed such prodigious talent that in many ways, Haku had become more dangerous than him.

OFFENSIVELY

Haku is an extremely fast individual, being touted to be faster than Kakashi even. Haku makes use of his Ice release with deadly precision and disables his enemies with ruthless precision wasting not a single movement in the process.

DEFENSIVELY

Haku's speed allows him to both engage and disengage rather easily and on his own terms. If Haku is in a disadvantageous position, he will opt to disengage and only reengage when the situation has shifted to be more advantageous to do so.



HAKU

Medium Humanoid, Shinobi, Solo, Iconic, Prof + 5

Level: 8 (3200 XP)

Armor Class 14 (Studded Leather)

Hit Points 176

Chakra Points 176

Speed 35 ft.

Initiative +7

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	13 (+1)	17 (+3)	13 (+1)	13 (+1)

Saving Throws Dex +8, Int +7

Skills Acrobatics +9, Chakra Control +6, History +9, Intimidation +8, Insight +8, Investigation +9

Senses passive Perception 13

Backstab. If you have advantage on your attack, add your level (8) in extra damage to the triggering attack.

Cunning Action. You can dash, disengage, or hide as a bonus action.

Critical Fury. Your attacks score a critical hit on a roll of 19-20.

Sneak Attack. Once per turn, Haku deals an extra 16 (4d6) damage when it hits a target with a melee attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Haku.

Guerilla. When you make an attack while hidden, you don't reveal yourself and can remain in hiding.

Frigid Cold. Whenever Haku deals Cold Damage he deal 3 additional cold damage.

JUTSU

Ninjutsu. +15 to hit, (**Ninjutsu save DC 21**)

D-Ranks (Cost 5): Hidden Mist, Ice Daggers, Ice Prison, Ice Dome of Nothingness

C-Ranks (Cost 8): Water Cutting Sword, Certain-Kill Ice Spears, Frozen Capturing field, Ten Thousand Ice Petals

B-Ranks (Cost 11): Water Needles of Death, Twin Dragon Whirlwind

A-Ranks (Cost 14): Demonic Ice Mirrors

Taijutsu. +10 to hit, (**Taijutsu save DC 20**)

D-Ranks (Cost 5): Prepared Needle Shot, Needle Rain

ATTACKS

Multiattack. Haku can make 3 attacks with their Senbon.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 Bludgeoning damage.

Senbon. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d4+4) Piercing damage.

LEGENDARY ACTIONS

Haku can take Legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creatures turn. Haku regains spent legendary actions at the start of his turn.

Attack. Haku makes one attack using his Senbon, cast one Ninjutsu with a cast time of 1 action, or take an additional attack with the Demonic Ice Mirrors.

Defend. Haku can use a legendary action to take additional reactions up to 1 reaction per triggering creatures turn.

LEGENDARY RESISTANCE (3/DAY)

If Haku fails a saving throw, He can choose to succeed instead.

ITACHI UCHIHA (PART 1)

Itachi was a shinobi of the Leaf Villages Uchiha clan that served as an Anbu Captain. He later became an international criminal after murdering his entire clan, sparing only his younger brother, Sasuke. He afterwards joined the international criminal organization known as Akatsuki, whose activity brought him into frequent conflict with Konoha and its ninja — including Sasuke — who sought to avenge their clan by killing Itachi. Following his death, Itachi's motives were revealed to be more complicated than they seemed and that his actions were only ever in the interest of his brother and village, making him remain a loyal shinobi of Konohagakure to the very end.

USING ITACHI AS AN ADVERSARY

Itachi is an overwhelmingly powerful enemy who uses his Sharingan to great effect.

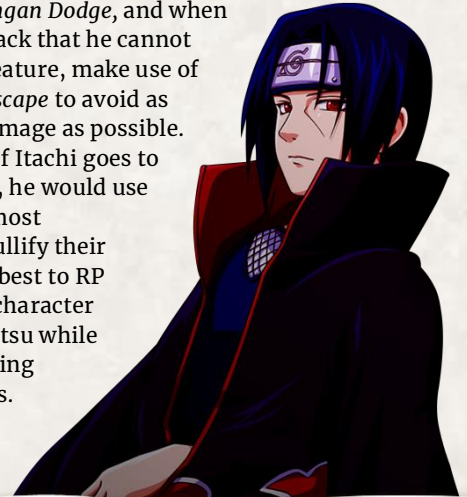
OFFENSIVELY

When playing with Itachi on the offensive always be prepared to attempt to incapacitate as many enemies as possible with his Genjutsu such as *Hypnotic Patterns*, *Confusion*, or *Enemies Abound*. Once you have incapacitated as many enemies as possible in as short a time as possible, Itachi resorts to using High powered

Fire release jutsu to overwhelm those who are able to resist his initial Illusionary assaults. Try to save your Legendary actions for reactions to avoid direct damage but if Itachi believes he has an opportunity to take down an enemy with his next attack he will use his Legendary action to inflict as much damage as possible to incapacitate them.

DEFENSIVELY

When playing with Itachi always be prepared to make use of his multiple reactions to grant him an amplified AC with his *Sharingan Dodge*, and when it comes to an attack that he cannot dodge with this feature, make use of his *Flower Petal Escape* to avoid as much targeted damage as possible. When an enemy of Itachi goes to use an area effect, he would use *Chakra Shatter* almost instinctively to nullify their jutsu though it is best to RP this effect as the character still using their jutsu while Itachi avoids it using some other means.



ITACHI

Medium Humanoid, Akatsuki, Solo, Iconic, Uchiha Prof + 7

Level: 15 (3500 XP)

Armor Class 23 (Studded Leather)

Hit Points 318

Chakra Points 318

Speed 50 ft.

Initiative +11

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	12 (+1)	21 (+5)	22 (+6)	13 (+1)

Saving Throws Dex +15, Int +16, Wis +17, Cha +11

Skills Acrobatics +11, Deception +9, Illusion +13, Ninshou +10, Perception +13, Stealth +11, Martial Arts +8

Damage Resistances Genjutsu, Fire Damage

Condition Immunity Berserk, Charmed, Dazed, Blinded, Frightened, Slowed, Stunned

Senses Chakra Sight 30 ft., passive Perception 23

Iconic Presence. You are immune to Charisma based Skill Checks and affects. Additionally, you cannot be charmed or controlled by other creatures.

Iconic Reflexes. You gain Advantage on Dexterity or Intelligence Saving throws.

Cunning Action. You can dash, disengage, or hide as a bonus action.

Uncanny Senses. Unless you are incapacitated, you cannot be surprised.

Amplified Defense. Itachi can take 3 additional reactions per encounter.

Tsukuyomi (Recharge 9-10). Itachi spends a Legendary Action and 25 Chakra on his turn trapping a target into the Illusionary Tsukuyomi World. Target creature makes a DC 24 Wisdom Save. On a failed save they take 30d8 Psychic Damage and are stunned until the end of their next turn.

Mokiho (Recharge 9-10). Itachi spends a Legendary Action and 25 Chakra as a reaction to the target performing any action. Target creature makes a DC 24 Wisdom Save. On a failed save they become stunned until the end of their current turn, unable to remember the previous action they attempted.

JUTSU

Ninjutsu. +12 to hit, (**Ninjutsu save DC 22**)

D-Ranks (Cost 5): *Substitution Technique*, *Chakra Skin*, *Chakra Mark*

C-Ranks (Cost 8): *Fire Dragon Bullet*, *Uchiha Flame Ball*, *Great Flame Bomb*, *Explosive Clone*

Genjutsu. +15 to hit, (**Genjutsu save DC 24**)

D-Ranks (Cost 5): *Insinuation*, *Doubled Pain*

C-Ranks (Cost 8): *Chakra Shatter*, *Blur*, *Flower Petal Escape*, *Hypnotic Patterns*, *Genjutsu Deflect*.

B-Ranks (Cost 11): *Mind Spike*, *Mind Thrust*, *Confusion*, *Effortless Stun*

A-Ranks (Cost 14): *Bringer of Darkness*, *Dominate Man*, *Seeming*

ATTACKS

Multiaattack. Itachi can make 3 melee unarmed attacks or 4 ranged attacks with his shuriken.

Unarmed. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) Slashing damage.

Shuriken. *Ranged Weapon Attack:* +13 to hit, reach 60 ft. one target. *Hit:* 5 (1d4 + 4) Slashing damage.

Amaterasu (Recharge 5-6). Costs 25 Chakra. Single Target, DC 19 Dexterity save. On failure 10d6 fire damage and gain the burn condition for 1 minute which cannot be extinguished

LEGENDARY ACTIONS

Itachi can take Legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creatures turn. Itachi regains spent legendary actions, at the start of his turn.

Move. Itachi can move up to his speed without provoking opportunity attacks.

Attack. Itachi makes one attack using a Genjutsu or Ninjutsu of C-Rank or Lower.

Dodge. Itachi can use a legendary action to take additional reactions up to 1 reaction per triggering creatures turn.

LEGENDARY RESISTANCE (3/DAY)

If Itachi fails a saving throw, He can choose to succeed instead.

JIROBO

Jirobo is a shinobi of the Sound Village and a core member of the Sound Four. Originally a prisoner, forced to fight other prisoners to the death in battle royales. By surviving his matches, he proved himself to be one of the four strongest of Orochimaru's prisoners and as such were made one of his bodyguards.

USING JIROBO AS AN ADVERSARY

Jirobo is a physically overwhelming opponent and should be represented as such in combat.

OFFENSIVELY

When playing with Jirobo offensively always be the one who goes on the offensive and pressures the enemy. Jirobo should always be actively making moves in an attempt to defeat the opponent. Jirobo will act to disable a group of enemies quickly by using the Earth Prison Dome by draining their chakra until they are unable to fight. If an enemy happens to escape Jirobo should then act to defeat them with overwhelming force using all offensive jutsu back-to-back. Jirobo is not as worried about defensive techniques due to how sturdy he is naturally.

DEFENSIVELY

When playing Jirobo defensively he only defends if he realizes that the attack that's gonna hit him could cripple him for the remainder of the fight, otherwise he is too confident in his physical abilities to attempt dodging.



JIROBO

Medium Humanoid, Sound Four, Elite, Controller, Prof + 5

Level: 9 (1000 XP)

Armor Class 21 (Unarmored + Heavy Defense)

Hit Points 217

Chakra Points 169

Speed 40 ft.

Initiative +4

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	18 (+4)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +12, Dex +3, Con +12, Int +3, Wis +4 Cha +10

Skills Athletics +9, Chakra control +9, Insight +6, Martial Arts +9

Damage Resistances Non-Chakra Enhanced Bludgeoning Damage, Earth Release

Condition Immunity Exhaustion, Petrified, Weakened

Senses Tremorsense 60ft., passive perception 11

Fortress. Jirobo has 18 Temporary Hit points at the beginning of every combat.

Heavy Defense. As a bonus action, you can brace for attacks. Gain +2 AC

Critical Defense. Critical hits made against you count as normal hits unless you are bloodied (50% hit points or lower)

Sturdy body. You can use your Constitution instead of Dexterity when calculating AC.

Never Give up. Twice per encounter when your hit points would fall to 0, they instead fall to 1 and cannot fall to 0 until the end of your current turn.

JUTSU

Ninjutsu. +7 to hit, (**Ninjutsu save DC 14**)

D-Ranks (Cost 5): Bedrock Coffin, Bedrock Skin, Stone Fist

C-Ranks (Cost 8): Terrashield, Turning Palm, Sand Armor

B-Ranks (Cost 11): Earth Prison Dome

Taijutsu. +11 to hit, (**Taijutsu save DC 18**)

D-Ranks (Cost 5): Iron Strike, Praying Strike, Brace

C-Ranks (Cost 8): Fist Slam

ATTACKS

Multiattack. Jirobo can make 2 unarmed attacks

Unarmed. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 4) bludgeoning damage.

ELITE ACTIONS

Jirobo can make take one Elite Action at the start of each round to either move or take an additional Action. You can use your Elite Actions to perform the following actions.

Curse Seal, Level 1. Jirobo enters the first state of the cursed seal as a chain of triangle like markings cover his entire body. For 1-minute Jirobo's Strength & Constitution is increased to 22 (+6)

Curse Seal, Level 2. Jirobo enters the next level of his curse seal. For a 5 rounds, Jirobo's strength & constitution is increased to 26 (+8)

Attack. *Jirobo makes one attack using his unarmed attack or Taijutsu or Ninjutsu of C-Rank or Lower.*

ELITE TENACITY (9)

When Jirobo would roll any Saving throw, he may roll an additional d4. You may roll any number of d4 you have remaining. You have a total number of d4 equal to your level per combat

JONIN

A Jonin (*Literally meaning: High Ninja or Elite Ninja*) are generally highly experienced and highly skilled shinobi who serve as military captains. Jōnin are generally able to use at least two types of elemental chakra. It is not unusual for jōnin to go on missions alone. They are often sent on A-rank missions, and if experienced enough, S-rank missions as well (which are considered to be the greatest difficulty).

Jonin from each village are usually indistinguishable from their lower ranked Chunin associates. They do not gain an additional piece of identification like a Genin's Headband or a Chunin's, Chunin Jacket. Instead, most Jonin are assigned a team of 3 genin. Their duty will be to instruct and train them to become competent ninja, deciding when their team is ready to participate in the chunin exams.

SCALING ENEMY

While this enemy is representative of a highly skilled shinobi capable of the most difficult missions or even leading a team of 3 Genin, their individual skill ranges between levels 9-13. The below Adversary block details a base level 9 Jonin.

To upscale a Jonin up to 13th Level perform the following steps at each level.

- **Level 10+.** Increase the Jonin's Hit & Chakra points. For every additional level, increase their Hit and Chakra points by 1d8+3 (8).

- **Level 10.** The Jonin Proficiency (Prof) bonus increases by +1, This increases their AC, Skills, Saving Throws, Save DC's, and to hit bonuses by +1.
- **Level 11.** The Jonin gains the Teamwork feature.
- **Level 12.** The Jonin gains access to a second Nature release keyword.
- **Level 12.** The Jonin increases 3 of their ability scores by +2. Increase all relevant skills, saves, attack bonuses, save DC's or damage modifiers.
- **Level 13.** The Jonin's Proficiency (Prof) bonus increase by +1. This increases their, Skills, Saving Throws, Save DC's, and to hit bonuses by +1.
- **Level 13.** The Jonin can begin to cast A-Rank jutsu.

JONIN FROM DIFFERENT VILLAGES

While shinobi for the most part are unique in their own right and they each have unique quirks, a vast majority of them can fit into a standard mold.

These shinobi from different villages each have a standard nature release combination they fit into. Mostly named NPC's or Jonin would have hand crafted nature release choices.

- **Land of Fire:** Fire & Earth Release
- **Land of Wind:** Wind & Earth Release
- **Land of Lightning:** Lightning & Wind Release
- **Land of Water:** Water & Lightning Release
- **Land of Earth:** Earth & Lightning Release

The Jonin presented below is designed to emulate a standard Leaf Village Jonin (**Land of Fire**). When designing jōnin from other villages switch out the elemental jutsu that doesn't fit your jonin's village origin or select two of your favorite elements and throw them together be sure to always have a mix of offensive and defensive jutsu.

JONIN

Medium Humanoid, Shinobi, Standard, Scout, Prof + 5

Level: 9 (1000 XP)

Armor Class 19 (Reinforced Chunin Jacket)

Hit Points 96 (9d8 + 18)

Chakra Points 96 (9d8 + 18)

Speed 30 ft.

Initiative +4

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	17 (+3)	15 (+2)	13 (+1)	13 (+1)

Saving Throws Str+5, Dex +8, Con +7, Cha+7, (Wis +6)

Skills Illusions +8, Insight +6, Ninshou +6, Perception + 6, Stealth +5

Damage Resistances Select Two of the following Nature Release Keywords:

Earth, Wind, Fire, Water or Lightning. You gain resistance to Ninjutsu with the selected Keyword.

Senses passive perception 16

Hard to hit. When you are standing and unrestrained, attacks against you have disadvantage unless you are adjacent to two or more enemies.

You can't hide. You have advantage when trying to detect hidden enemies. Any enemy that you can see is also visible to your allies.

Martial Advantage. Once per turn you may deal extra damage equal to your level when you hit a target within 5ft of your allies.

Teamwork. You have advantage on attack rolls when your target is within 5ft of an unrestrained ally.

Never Back Down. When an ally you can see falls to 0 hit points, you can use your reaction to gain advantage on attack rolls and dexterity saves until the end of your next turn.

JUTSU

Ninjutsu. +8 to hit, (**Ninjutsu save DC 16**)

D-Ranks (Cost 5): *Substitution Technique, Sensing Technique, Flame Bolt*

C-Ranks (Cost 8): *Earth Flow Spears, Terra Shield, Dragon Flame Bombs*

B-Ranks (Cost 11): *Nondetection, Earth-Style Wall, Controlled Burst Movement*

A-Ranks (Cost 14, 13th level): *Stone Needle, Fire Devastation*

Genjutsu. +7 to hit, (**Genjutsu save DC 15**)

D-Ranks (Cost 5): *Bane, Bless, Detect Intention*

C-Ranks (Cost 8): *Blur, Chakra Shatter*

Taijutsu. +8 to hit, (**Taijutsu save DC 16**)

D-Ranks (Cost 5): *Dynamic Entry, Exorcism*

C-Ranks (Cost 8): *Dragon Tail Foot, Early Sacrifice*

B-Ranks (Cost 11): *After Image Technique*

ATTACKS

Multiattack. The Jonin can make 3 unarmed attacks or 2 melee weapon attacks with their Katana or 4 ranged attacks with their Kunai.

Unarmed. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) Bludgeoning damage.

Katana. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) Slashing damage. (Versatile 9 (1d10+3))

Kunai. *Ranged Weapon Attack:* +8 to hit, reach 30 ft. one target. *Hit:* 5 (1d4 + 3) Piercing damage.

KAKASHI HATAKE (PART 1)

A Jonin from the hidden leaf village. The head of the small but influential Hatake Clan. Famed as *Kakashi of the Sharingan* he is one of Konoha's most talented ninjas; regularly looked to for advice and leadership despite his personal dislike of responsibility.

Kakashi has had an extremely complicated but fulfilling career, becoming a Jonin at age 12, becoming an Anbu in his early teens and attaining anbu captain soon after. He soon went back to being a jonin and has failed every genin team he took on until team 7, containing Naruto, Sasuke, and Sakura.

USING KAKASHI AS AN ADVERSARY

Kakashi is an extremely tactical and cunning enemy who uses his Sharingan to great effect to copy his opponent's techniques and turn it on them immediately after.

OFFENSIVELY

When playing with Kakashi offensively, he would prefer not to drag out conflicts longer than he absolutely needs to, due to his lower constitution and how much the Sharingan drains him. Kakashi excels at single one on one scenarios and would work to isolate an enemy to

take advantage of this strength he has. He will not hesitate to use jutsu he has copied from an enemy to throw them off their guard. Kakashi is extremely versatile with advanced proficiencies in all three primary forms of shinobi combat & will not hesitate to exploit an enemy's weakness towards one they are weakest against.

DEFENSIVELY

When Kakashi has to go on the defensive he tends to find escape towards a secluded area and hide while watching his enemy studying them to look for an opening. Kakashi will refrain from using his Sharingan unless he absolutely needs to for defense due to the strain it has on his body. Kakashi will resort to stone walling defensive tactics to hold an enemy off with jutsu such as Earth Style Wall, or Water formation Wall to create distance and put a solid surface between him and his enemies.



KAKASHI

Medium Humanoid, Shinobi, Solo, Iconic, Prof + 7

Level: 13 (2350 XP)

Armor Class 23 (Reinforced Chunin Jacket)

Hit Points 204 (18d12 + 13)

Chakra Points 128 (10d12 + 13)

Speed 40 ft.

Initiative +6

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	20 (+5)	13 (+1)	12 (+1)

Saving Throws Dex +14, Wis + 12

Skills Acrobatics +11, Illusions +8, History + 12, Insight +8, Investigation +12, Ninshou +12, Perception + 11, Stealth +11, Martial Arts +9

Damage Resistances Lightning Release

Condition Immunity Berserk, Dazed

Senses Chakra Sight 30 ft., passive Perception 21

Sneak Attack. Once per turn, Kakashi deals an extra 28 (7d6) damage when it hits a target with a melee attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Kakashi.

Cunning Action. You can dash, disengage, or hide as a bonus action.

Iconic Determination. Kakashi gains 2 additional uses of Legendary Resistance.

Savage Strike. Once per turn, when you strike a creature who are suffering from the Dazed, Poisoned, Burned, Shocked, or Restrained Condition, you deal the maximum possible damage.

Sharingan Dodge. As a reaction you can add a +5 bonus to your AC and Dexterity Saving Throws until the start of your next turn.

Copy Wheel. Twice per encounter when a creature you can see casts a jutsu within 30 feet of you, you can use your reaction to cast the same jutsu at that creature.

White Chakra. Ninjutsu you cast with the Lightning Release Keyword, have a reduced Cost of -3.

JUTSU

Ninjutsu. +17 to hit, (Ninjutsu save DC 25)

D-Ranks (Cost 5): Fire Ball, Earth Style Wall, Summoning Technique (Dogs)

C-Ranks (Cost 8): Hiding in Mist, Terra Shield, Shadow Clone Technique

B-Ranks (Cost 11): Beast Lightning, Explosive Colliding Shockwave

A-Ranks (Cost 14): Chidori, Lightning Clone

Genjutsu. +13 to hit, (Genjutsu save DC 21)

D-Ranks (Cost 5): Cause Fear, Compelled Duel

C-Ranks (Cost 8): Blur, Mental Barrier

Taijutsu. +12 to hit, (Taijutsu save DC 22)

D-Ranks (Cost 5): Exorcism, High Monk, Wild Dance

C-Ranks (Cost 8): Early Sacrifice, Grass Palm, Intersection Counter

ATTACKS

Multiattack. Kakashi can make 2 melee unarmed attacks or 3 ranged attacks with his Serrated Kunai.

Unarmed. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 4) bludgeoning damage.

Serrated Kunai +1. *Melee Weapon Attack:* +14 to hit, reach 60 ft. one target. *Hit:* 11 (2d4 + 5) Slashing damage.

LEGENDARY ACTIONS

Kakashi can make Legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Kakashi regains spent legendary actions at the start of his turn.

Move. Kakashi can move up to his speed without provoking opportunity attacks.

Attack. Kakashi makes one attack using a Ninjutsu of C-Rank or Lower.

Defend. Kakashi can use a legendary action to take additional reactions up to 1 reaction per triggering creature's turn.

LEGENDARY RESISTANCE (5/DAY)

If Kakashi fails a saving throw, He can choose to succeed instead

KIDOMARU

Kidomaru is a shinobi of the Sound Village and a core member of the Sound Four. Originally a prisoner, forced to fight other prisoners to the death in battle royales. By surviving his matches, he proved himself to be one of the four strongest of Orochimaru's prisoners and as such were made one of his bodyguards.

USING KIDOMARU AS AN ADVERSARY

Kidomaru is the most tactical and intelligent member of the sound four and should be represented as such in combat.

OFFENSIVELY

When playing with Kidomaru offensively always be the one who forces the conflict to take place at a distance with his enemy always being about 90-120 feet away to supplement his extreme range. Remaining in stealth helps as well with attacking his targets with advantage while they are at a massive range and information disadvantage. Kidomaru will utilize *History & Insight* checks to gather as much information as he can about an enemy's abilities or blood line traits before engaging them haphazardly.

DEFENSIVELY

When playing Kidomaru your goal is to never need to be in a melee scrap with your enemy if they are in any way competent in their martial abilities. Your strength is not in melee fights so force the conflict into a battle of attrition and range. Disengage, dodge, dash and escape as often as possible to create distance.



KIDOMARU

Medium Humanoid, Sound Four, Elite, Lurker, Prof + 6

Level: 9 (2000 XP)

Armor Class 18 (Unarmored)

Hit Points 133

Chakra Points 133

Speed 30 ft.

Initiative +7

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	15 (+2)	19 (+4)	17 (+3)	10 (+0)

Saving Throws Dex +10, Int +10

Skills Acrobatics +10, Chakra control +8, History +10, Insight +9, Perception +9

Senses passive perception 19

Primary Target. As a bonus action, mark one creature you can see within 60 feet. A creature marked by this feature cannot gain the benefits of stealth. Additionally, they take additional damage equal to your level.

Guerilla. When you make an attack while hidden, you don't reveal yourself and can remain in hiding.

Lethal Efficiency. When you hit a creature with a ranged attack, you can spend 15 chakra. The attack automatically is treated as a critical hit. When you score a critical in this way, you do not double the damage die, instead you triple your damage modifiers or bonus damage.

Third Eye. You gain a +5 to passive perception and perception checks made using sight, and can make ranged weapon attacks at double their normal range.

Web Weapons. Hand Scythes, Quarterstaves, Whips, Longbows, Shortbow's & bow ammunition (arrows) you wield are enhanced with web and score a critical hit on a roll of 19-20.

Teamwork. You have advantage on attack rolls when your target is within 5 feet of an unrestrained ally.

Sure Footed. You have advantage on Strength and Dexterity saving throws to resist being moved.

JUTSU

Ninjutsu. +12 to hit, (Ninjutsu save DC 19)

D-Ranks (Cost 5): *Web Bind, Spiders Cocoon, Sticky Gold*

C-Ranks (Cost 8): *Spider Web Area, Spider Web Flower, Spider Web Wall*

B-Ranks (Cost 11): *Spider Art: Terrible Split*

A-Ranks (Cost 14): *Spider Nest Summoning: Rain of Spiders*

Taijutsu. +11 to hit, (Taijutsu save DC 18)

D-Ranks (Cost 5): *Multishot bow Technique, Soul Hunt*

C-Ranks (Cost 8): *Cypress Impact*

ATTACKS

Multiattack. Kidomaru can make 2 ranged attacks with his gold bow

Gold. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d0 + 4) bludgeoning damage.

Gold Bow. *Ranged Weapon Attack:* +10 to hit, reach 300ft., one target. *Hit:* 12 (2d6+4) piercing damage.

ELITE ACTIONS

Kidomaru can make take one Elite Action at the start of each round to either move or take an additional Action. You can use your Elite Actions to perform the following actions.

Curse Seal, Level 1. Kidomaru enters the first state of the cursed seal. For 1-minute Kidomaru's dexterity is increased to 22 (+6) and Spider Art: Terrible Split deals an additional 2d10 damage.

Curse Seal, Level 2. Kidomaru enters the next level of his curse seal. For a 5 rounds, Kidomaru's dexterity is increased to 26 (+8) and Spider Art: Terrible Split deals an additional 1d10 and adds twice his Dexterity modifier to the damage.

Attack. Kidomaru is able to makes one attack using *Spider Art: Terrible Split* as both an Action or reaction.

ELITE TENACITY (9)

When Kidomaru would roll any Saving throw, he may roll an additional d4. You may roll any number of d4 you have remaining. You have a total number of d4 equal to your level per combat

KIMIMARO

was the sole survivor of the Kaguya clan. Upon dedicating his life to Orochimaru, he became the leader of the formerly-named Sound Five.

USING KIMIMARO AS AN ADVERSARY

Kimimaro was noted by Orochimaru and Kabuto as the most powerful member of the Kaguya clan, with his combat skills far outclassing the entire Sound Four.

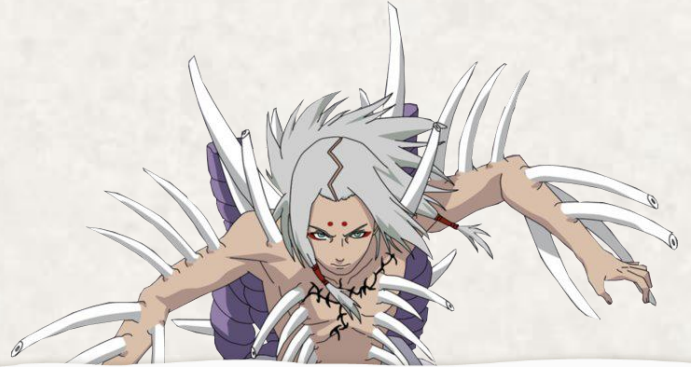
OFFENSIVELY

When playing as Kimimaro, his entire combat focus is to overwhelm his opponents with martial superiority and his unique bone-based bloodline limit mixed with his extremely proficient skill in taijutsu and bukijutsu allowing him to utilize a variety of simple & martial weapons without the need to actually have the weapons on hand to fight with, constantly switching up his fighting style to throw his enemies off. Kimimaro should always use taijutsu aggressively against his enemy's pressuring them none stop with taijutsu like *Dance of Camellia*

every round until they prove to have better defenses than your offense. When you feel they have a much tougher opponent result to combing your *Dance of Clematis: Flower & Dance of Clematis: Vine* to secure a guaranteed strike. Or you can blanket the battlefield with *Dance of the Seedling Fern*.

DEFENSIVELY

When playing Kimimaro defensively, you should always utilize your legendary actions to counter melee attacks using *Dance of the Willow*.



KIMIMARO

Medium Humanoid, Sound Four, Elite, Striker, Prof + 6

Level: 10 (2000 XP)

Armor Class 23 (Unarmed Defense)

Hit Points 175

Chakra Points 121

Speed 30 ft.

Initiative +10

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	14 (+2)	11 (+0)	17 (+3)	11 (+0)

Saving Throws Str +8, Dex +11, Con +8

Skills Acrobatics +10, Insight +9, Perception +9, Martial Arts +10

Senses passive perception 10

Unnatural Defense. Your AC is Calculated as follows 10 + Half Prof + Dex + Str.

Tough. Kimimaro has advantage on Constitution saving throws and Ability checks.

Backstab. If you have advantage on your attack, add 10 extra damage to the triggering attack.

Martial Advantage. Once per turn you may deal 10 extra damage when you hit a target within 5ft of your allies.

Blood fury. When your hit points fall below 50% (90 hp): -2 AC & +4 to attack and damage rolls.

Press the attack. You have advantage on attack rolls against bloodied targets.

Savage Assault. You can conjure a up to two melee weapons from your body and gain proficiency with that weapon. As a Bonus action, you can switch one of weapons for another.

Disruptive Technique. All enemies within 10 feet of you have disadvantage on saving throws made to resist a Taijutsu.

Dead Bone Pulse. Kaguya Clan Jutsu and weapon attacks cannot be made at disadvantage.

Savage Battle Instincts. As a bonus action, roll 2d4. Add the result to your AC until the beginning of your next turn.

Shikotsu mayaku Stance. You can use Dexterity for attack and damage rolls and save DC's of Kaguya clan jutsu. Additionally, add your Dexterity to all damage rolls using your Kaguya Clan Jutsu.

JUTSU

Taijutsu. +12 to hit, (**Taijutsu save DC 23**)

D-Ranks (Cost 5): *Dance of the Camellia*, *Dance of the larch*, *Dance of Bullet Seedlings*

C-Ranks (Cost 8): *Dance of the Willow*, *Ten-Finger Drilling Bullets*

B-Ranks (Cost 11): *Dance of the Clematis: Flower*, *Dance of the Clematis: Vine*

A-Ranks (Cost 14): *Dance of the Seedling Fern*

ATTACKS

Multiattack. Kimimaro can make 3 Weapon attacks with his Bone Sword.

Bone Sword. Melee Weapon Attack: +10 to hit, reach x ft., one target. **Hit:** (1d8 + 6) damage.

ELITE ACTIONS

Kimimaro can make take one Elite Action at the start of each round to either move or take an additional Action. You can use your Elite Actions to perform the following actions.

Curse Seal, Level 1. Kimimaro enters the first state of the cursed seal. For 1-minute Kimimaro's strength & dexterity is increased to 26 (+8).

Curse Seal, Level 2. Kimimaro enters the next level of his curse seal. For a 5 rounds, Kimimaro strength & dexterity is increased to 28 (+9)

Attack. Kimimaro is able to makes one attack using *Dance of Camellia* or *Dance of Bullet Seedlings*.

Move. Kimimaro can move up to his speed without provoking opportunity attacks

Defend. Kimimaro can use a legendary action to take additional reactions up to 1 reaction per triggering creatures turn.

ELITE TENACITY (10)

When Kimimaro would roll any Saving throw, he may roll an additional d4. You may roll any number of d4 you have remaining. You have a total number of d4 equal to your level per combat

KISAME HOSHIGAKI (PART 1)

Kisame, feared as the Monster of the Hidden Mist was a shinobi of the mist village Hoshigaki Clan. After joining the Seven Ninja Swordsmen of the Mist, he became a S-rank missing-nin and was partnered with Itachi Uchiha when the latter joined Akatsuki.

USING KISAME AS AN ADVERSARY

Kisame is a physical powerhouse with enough physical power to match Might Guy who could activate 7 of the 8 gates.

OFFENSIVELY

Kisame is a powerhouse well known for his immense chakra reserves and extreme stamina and he is more than willing to use this to his advantage along with his massive great sword Samehada, also known as Sharkskin. Kisame will attack with this aggressively targeting enemies who seem to have weaker chakra reserves as each attack will drain chakra from the target. If he finds himself in a situation where he is dealing with a competent combatant, he will resort to his massive water release jutsu that affects large areas.

DEFENSIVELY

Kisame's defensive potential relies entirely on his raw stamina opting to instead tough through it instead of trying to actively defend against attacks.



KISAME

Medium Humanoid, Akatsuki, Solo, Iconic, Hoshigaki Prof + 7

Level: 15 (14,000 XP)

Armor Class 23 (Studded Leather)

Hit Points 385

Chakra Points 385

Speed 50 ft.

Initiative +3

STR	DEX	CON	INT	WIS	CHA
20(+5)	11(+0)	21(+5)	18(+4)	13(+1)	10(+0)

Saving Throws Str +15, Con +15, Int +14

Skills Athletics +12, Chakra Control +12, Insight +8, Intimidation +7

Damage Resistances Water Release

Condition Immunity Exhaustion, Frightened, Poisoned

Senses passive perception 11

Shark Skin. You use constitution instead of dexterity for AC

Apex Predator. Until the beginning of your next turn, you have advantage on attack Melee Attacks you make against a single target. All attacks targeting you gains advantage.

Wrath of the Deep. When you would make a melee weapon attack at a creature, while underwater, you can use your bonus action to make one additional melee weapon attack.

Heavy Defense. As a bonus action, you can brace for attacks. Gain +2 AC.

Iconic Power. Your damage cannot be reduced by any more than 5.

Iconic Strength. You roll all Constitution Checks and saving throws at Advantage

Iconic Determination. You gain 3 additional uses of Legendary Resistance per day.

Critical Defense. Critical hits made against you count as normal hits unless you are already bloodied.

Chakra Balance. You can convert chakra into Hit points at a rate of 2 Chakra per 1 hit point.

Indomitable. You are immune to any effects that would alter your mind or will.

JUTSU

Ninjutsu. +13 to hit, (Ninjutsu save DC 20)

D-Ranks (Cost 5): Sensing Water Sphere, Water Pillar Thrust, Water Shield

C-Ranks (Cost 8): Water Clone, Wall of Water, Water Bullet, Water Trumpet

B-Ranks (Cost 11): Explosive Colliding Shockwave, Shark Bomb, Water Fang

A-Ranks (Cost 14): Water Severing Wave, Water Dragon

Taijutsu. +14 to hit, (Taijutsu save DC 21)

D-Ranks (Cost 5):

C-Ranks (Cost 8):

ATTACKS

Multiattack. Kisame can make 3 attacks with Samehada.

Samehada. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 7) Slashing damage. On a hit the target loses chakra equal to the damage dealt. Kisame regains the chakra equal to the chakra the target loses.

LEGENDARY ACTIONS

Kisame can take 3 Legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creatures turn. Kisame regains spent legendary actions at the start of his turn.

Attack. Kisame makes one attack using a Ninjutsu of C-Rank or Lower or with Samehada.

LEGENDARY RESISTANCE (5/DAY)

If Kisame fails a saving throw, He can choose to succeed instead

MONKS

Monks are individuals who have practiced in one of the many different ninja temples across the land. While these people are not ranked under any villages formal system (Genin, Chunin etc.) they have ninjutsu training superior to that of an average genin but not quite on the same level as an experienced chunin.

Monks from temples would generally on be brought to conflict if their sacred land is being disrespected in any way such as threats of violence, disrespect to their faith, or attacks on any of their monasteries or personnel.

SCALING ENEMY

While this enemy is representative of a moderately skilled monk their individual skill ranges between levels 3-6. The below Adversary block details a base level 3 Monk.

To upscale a monk up to 6th Level, perform the following steps at each level.

- **Level 4+.** Increase the Monks Hit & Chakra points. For every additional level, increase their Hit and Chakra points by 1d8+1 (6).
- **Level 4:** The Monk increases his Str by +2 and Dex by +2. Increase all relevant skills, saves, AC, attack bonuses, damage modifiers.
- **Level 4.** The monk's proficiency (Prof) bonus increases by +1, This increases their AC, Skills, Saving Throws, Save DC's, and to hit bonuses by +1
- **Level 5.** The Monk gains the Fiery Block Feature and the multi attack feature
- **Level 6.** The Monk gains the Three-point strike Feature & can cast C-Rank jutsu.



MONK

Medium Humanoid, Monk, Standard, Scout, Prof + 3

Level: 3 (150 XP)

Armor Class 15 (Leather Armor)

Hit Points 22 (3d8+ 3)

Chakra Points 22 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	8 (-1)	11 (+0)	10 (+0)

Saving Throws Str+4, Dex +4

Skills Acrobatic +4, Athletics +5, Chakra Control +4

Senses passive Perception 10

Fiery Block. The monk adds 5 to its AC against one melee attack that would hit it as a reaction. To do so, the monk must see the attacker. If the attack misses, the attacker takes 7 (2d6) fire damage

Three-Point Strike (Recharge 7-8). The monk makes three unarmed attacks against one target. If three of the attacks hit, the target is stunned until the end of its next turn.

JUTSU

Taijutsu. +6 to hit, (**Taijutsu save DC 14**)

D-Ranks (Cost 5): *Avalanche Dance, Bestial Fury Kick, Clawing Swift Fang*

C-Ranks (Cost 8, 6th level): *Adamantine Acala.*

ATTACKS

Multiattack. Kisame can make 1 attack with their unarmed and 1 attack with their quarterstaff.

Unarmed. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 2) Bludgeoning damage.

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) bludgeoning damage.

NARUTO UZUMAKI (KID)

Naruto is a shinobi of Konohagakure's Uzumaki clan. He became the jinchūriki (*Literally meaning: Host*) of the Nine-Tails on the day of his birth — a fate that caused him to be shunned by most of Konoha throughout his childhood. After joining team Kakashi, Naruto worked hard to gain the village's acknowledgement all the while chasing his dream to become Hokage.

USING NARUTO (KID) AS AN ADVERSARY

Naruto is a pest and an extreme pain to deal with in drawn out conflicts. Naruto should always act that way, overwhelming his enemies with numbers from his multi-shadow clone jutsu. And when things get hectic, he can call on the Nine-tailed fox for some assistance.

OFFENSIVELY

Naruto is like a battery. He keeps going well after most enemies have run out of steam. Naruto will assault his enemy with a consistent wave of Shadow clones to overwhelm them. His clones can and should repeatedly use Rasengan until he scores a direct hit.

DEFENSIVELY

Naruto's best defense is his tenacity. He is well equipped to send in wave after wave of shadow clone in to deal with threats far before he is willing to get hurt directly himself or to assist him in getting the upper hand. Naruto should always be prepared to *Shadow clone*

Switch which allows him to swap places with a shadow clone if he would be hit instead of one of them.



NARUTO (KID)

Medium Humanoid, Shinobi, Elite, Scout, Prof + 5

Level: 8 (800 XP)

Armor Class 18 (Studded Leather)

Hit Points 167

Chakra Points 211

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	20 (+5)	8 (-1)	12 (+1)	18 (+4)

Saving Throws Str +8, Dex +11, Con +10

Skills Athletics +8, Acrobatics +7, Chakra Control +10

Senses passive Perception 11

Advanced Study. Naruto can Upcast Ninjutsu he has, up to A-Rank

Fundamental Difference. Naruto can use Constitution instead of Intelligence to calculate Ninjutsu attack bonuses and Save DC.

Wellspring of Chakra. Naruto has an additional 106 Chakra points he can spend.

Clone Master. Naruto's shadow clones can each act independently at his command, can move up to 240 feet away from him, they each have 16 chakra points can take bonus actions and reactions, and deal full damage with jutsu they cast.

Chakra Reserves. Naruto has an additional 87 chakra he can use alongside his listed Chakra points.

Shadow Clone Switch. As a Reaction to being hit, Naruto can immediately swap places with a shadow clone allowing it to take the damage instead of himself. He must have a Shadow clone up and active for this feature to work.

JUTSU

Ninjutsu. +10 to hit, (Ninjutsu save DC 18)

D-Ranks (Cost 5): Chakra Skin, Summoning Technique (Toads)

C-Ranks (Cost 8): Rasengan

B-Ranks (Cost 11): Multi-Shadow Clone Technique

Taijutsu. +8 to hit, (Taijutsu save DC 16)

D-Ranks (Cost 5): Clawing Swift Fang, Rising Dragon, Iron Strike

C-Ranks (Cost 8): Whirlwind Death Drop

ATTACKS

Multiattack. Naruto can make 2 unarmed strike attacks.

Unarmed Strike. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 3) Bludgeoning damage.

Fuma Shuriken. Ranged Weapon Attack: +7 to hit, reach 50/100 ft. one target. Hit: 7 (1d8 + 2) Slashing damage.

ELITE ACTIONS

Naruto can make take one Elite Action at the start of each round to either move or take an additional Action. You can use your Elite Actions to perform the following actions.

Sealed Beast, Level 1. Naruto enters the first state of the Sealed Beast. For 1-minute Naruto's strength & constitution is increased to 24 (+8). Additionally, Naruto gains access to an additional 120 Chakra.

Sealed Beast Seal, Level 2. Naruto enters the next level of his Sealed beast. For 1 minute, Naruto gains 100 Temporary hit points and increases damage dealt by 2 damage die.

Attack. Naruto is able to makes one unarmed attack or Casts a Jutsu.

ELITE TENACITY (8)

When Naruto would roll any Saving throw, he may roll an additional d4. You may roll any number of d4 you have remaining. You have a total number of d4 equal to your level per combat

GAMAKICHI

Creature Level: 4

Toad, Neutral, Proficiency + 5

Armor Class 17 (Natural Armor)

Hit Points 59 (8d8+8)

Chakra Points 68(8d10+8)

Speed 40ft



STR	DEX	CON	INT	WIS	CHA
14(+2)	20(+4)	14(+2)	10(+0)	14(+2)	8(-1)

Saving Throws Con +5, Int +4

Skills Athletics +7, Acrobatics +9, History +5

Senses Keen Sight

Attack Bonus: +7

Save DC: 14

SUMMONED CREATURES FEATS/ABILITIES

Simple Weapon Prof. Gamakichi has proficiency with a simple melee weapons

Amphibian. Gamakichi can breathe both water and air

Keen Sight. Gamakichi has advantage on perception checks

Multiattack. Gamakichi can make two tongue attacks or two Kunai attacks.

ATTACKS/JUTSU

Tongue. *Melee Weapon Attack:* +5 to hit, reach 15ft., one target. Target creature must make a Strength saving throw being grappled and restrained on a failed save.

Kunai. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (1d4 + 4) Bludgeoning damage

Ninjutsu. +10 to hit, (**Ninjutsu save DC 18**)

D-Ranks (Cost 5): Starch Syrup Gun, Wild Bubble Wave

GAMATATSU

Creature Level: 2

Toad, Neutral, Proficiency + 5

Armor Class 17 (Natural Armor)

Hit Points 23 (4d8)

Chakra Points 28(4d10)

Speed 40ft



STR	DEX	CON	INT	WIS	CHA
10(+0)	18(+4)	10(+0)	8(-1)	12(+1)	8(-1)

Saving Throws Con +5, Int +4

Skills Athletics +5, Acrobatics +9, History +4

Senses Keen Sight

Attack Bonus: +5

Save DC: 12

SUMMONED CREATURES FEATS/ABILITIES

Simple Weapon Prof. Gamakichi has proficiency with a simple melee weapons

Amphibian. Gamakichi can breathe both water and air

Keen Sight. Gamakichi has advantage on perception checks

ATTACKS/JUTSU

Tongue. *Melee Weapon Attack:* +5 to hit, reach 15ft., one target. Target creature must make a Strength saving throw being grappled and restrained on a failed save.

Kunai. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (1d4 + 4) Bludgeoning damage

OROCHIMARU

Orochimaru, is one of the leaf villages legendary Sannin. With a life ambition to learn all of the world's secrets, Orochimaru seeks immortality so that he might live all of the lives necessary to accomplish his task. After being caught red-handed performing unethical experiments on his fellow citizens for the sake of this immortality, Orochimaru defected from Konoha rather than be persecuted for his ambitions, and for many years sought the village's destruction in order to take revenge and demonstrate what he had learned.

USING OROCHIMARU AS AN ADVERSARY

Orochimaru is a devastatingly cunning and effective combatant. Orochimaru should always act as someone who while not oppressively powerful, has options to answer most opponents attacks against him.

OFFENSIVELY

Orochimaru will usually act to restrain a target then attack while they are unable to defend themselves. He has a mastery of multiple nature releases and is completely capable of countering an opposing nature release with its superior element. He also makes use of extremely potent poisons. If he is confronted with a

powerful foe, he will act to summon Manda, his S-Ranked Summoning creature to fight alongside him.

DEFENSIVELY

Orochimaru will generally allow an opponent to strike him while substituting with a Earth Clone, Substitution, or any other trickery based jutsu he knows to avoid direct damage.



OROCHIMARU

Medium Humanoid, Sound, Elite, Striker, Prof + 7

Level: 15 (3500 XP)

Armor Class 23 (Studded Leather)

Hit Points 366

Chakra Points 366

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	21 (+5)	16 (+3)	18 (+4)

Saving Throws Str +14, Dex +15, Con +14, Int +18, Wis +7, Cha +15

Skills Athletics +10, Acrobatics +11, Chakra Control +10, Deception +10, Insight +8, Intimidation +7, Stealth +10

Damage Resistance Non-Chakra enhanced bludgeoning, piercing and slashing

Damage Immunity Poison

Condition Immunity Exhaustion, Frightened, Poisoned

Senses passive perception 11

Cleave. You can attack two adjacent targets that are within reach dealing full damage to each.

Savage Assault. Once per turn, add 15 damage to a single attack.

Disruptive Aura. All enemies within 10ft of you have disadvantage on saving throw from jutsu you cast.

Undying Fortitude. If damage reduces you to 0 hit points, make a constitution saving throw with a DC of 5 + damage taken. On a success you drop to 1 hit point instead.

Regeneration. At the beginning of each of your turns recover 15 hit points at the cost of 8 chakra.

Iconic Determination. You gain 3 additional uses of Legendary Resistance per day

JUTSU

Ninjutsu. +19 to hit, (**Ninjutsu save DC 28**)

D-Ranks (Cost 5): Oppressive Aura, Shadow Snake Bite, Sensing Technique, Formation of One thousand Snakes,

C-Ranks (Cost 8): *Darkness, Poison Weapon Technique, Earth Clone, Great Breakthrough*

B-Ranks (Cost 11): *Summoning: Rashomon,*

A-Ranks (Cost 14): *Chakra Skin, Vampiric Touch*

S-Ranks (Cost 17): *Summoning Technique*

Genjutsu. +15 to hit, (**Genjutsu save DC 24**)

D-Ranks (Cost 5): *Bane, Cause Fear, Ineptitude*

C-Ranks (Cost 8): *Pythons Glare, Chakra Shatter, Entrhall*

B-Ranks (Cost 11): *Effortless Stun, Fear*

A-Ranks (Cost 14): *Bringer of Darkness*

Taijutsu. +15 to hit, (**Taijutsu save DC 24**)

D-Ranks (Cost 5): *2-Cross Slash*

C-Ranks (Cost 8): *Heavenly Punishment*

ATTACKS

Multiattack. Orochimaru can make 3 attacks with Grass Cutter.

Grass Cutter. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 12 (1d10 + 6) Slashing damage. This Katana scores a critical hit on a roll of 18, 19, 20

LEGENDARY ACTIONS

Orochimaru can make 3 Legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creatures turn. Orochimaru regains spent legendary actions at the start of his turn.

Attack. Orochimaru makes one attack using a Ninjutsu of C-Rank or Lower or with Grass Cutter

LEGENDARY RESISTANCE (5/DAY)

If Orochimaru fails a saving throw, He can choose to succeed instead



MANDA

Gargantuan Snake, Prof + 7

Level: 10

Armor Class 13

Hit Points 150 (20d10 + 50)

Chakra Points 130 (20d8 + 50)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	20 (+5)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Dex +10, Cha +7

Skills Athletics +5, Perception +9, Stealth +10

Senses Darkvision 60ft, Keen Smell

Attack Bonus: +11

Save DC: 21

Constrict. If you score a successful hit with your Bite attack, target creature makes a strength saving throw being restrained as you grab them on a failed save. As an Action, you can constrict a restrained target dealing 5d6 Bludgeoning damage.

Venomous. Scoring a hit with your bite attack, target creature makes a Constitution saving throw, being Envenomed on a failed save. The creature makes a save at the end of each of their turns to end the envenomed condition.

Predator. When you attack a creature, who has not acted yet, is surprised, or who cannot see you they have disadvantage on Strength and Dexterity saving throws against you.

Apex. Manda scores a critical strike on its Bite attack on a roll of 17, 18, 19, or 20.

JUTSU

Ninjutsu. +11 to hit

B-Ranks (Cost 11): Great Flame Bomb, Wind Cutter

A-Ranks (Cost 14): Drilling Wind Bullet

ATTACKS

Bite. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 7) Slashing damage.

SAKON & UKON

Sakon and his older brother Ukon were twin brothers from the sound village and the apparent leader(s) of the Sound Four.

USING SAKON & UKON AS AN ADVERSARY

Sakon & Ukon were noted by Orochimaru to be the strongest and Fastest members of the entire sound four easily matching that of a jonin's level. Having a unique blood line limit allowing them to fuse together or separate turning a single fight into a multi-person conflict in an instant.

OFFENSIVELY

When playing with Sakon & Ukon they usually remain fused together until they absolutely have to separate. They excel in physical combat shown by their need to use extremely flashy attacks to prove their dominance. If forced into a conflict he wasn't prepared for, they will infect their enemy with their *Parasitic Cell Invasion* attack breaking down their opponent from the inside.

DEFENSIVELY

When playing Sakon & Ukon defensively they are very competent martial fighting wanting to keep close and disallow their enemy from breaking conflict to regroup. Sakon should always opt to utilize their defensive jutsu

to keep themselves from sustaining more damage than they need to otherwise.



SAKON & UKON

Medium Humanoid, Sound Four, Elite, Striker, Prof + 5

Level: 9 (2000 XP)

Armor Class 18 (Unarmored)

Hit Points 193

Chakra Points 145

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	11 (+0)	10 (+0)	16 (-2)

Saving Throws Dex +7, Int +5

Skills Acrobatics +6, Athletics +9, Chakra control +9, History +7, Insight +5

Senses passive perception 10

Parasitic Cells. If you have a target under the effect of your Parasitic Cell invasion attack, you regain hit points equal to half the damage you deal.

Savage Assault. Once per turn, add 9 to the damage of a single attack.

Press the Attack. You have advantage on attack rolls against bloodied targets (Less than 50% hit points).

Split Push. Ukon splits off from Sakon creating a second body. As a bonus action Ukon leaves Sakon's body for up to 10 minutes. For the duration Ukon acts as his own character with his own initiative count. Ukon shares the same Ability Scores, level, jutsu bonuses and saving throws as Sakon, but when he separates, he reduces Sakon's current hit and chakra points by half gaining the reduced amount. Any damage he takes is transferred to Sakon when they re-fuse at the end of this duration. Sakon gains Ukon's Hit and chakra points when they combine again. They each share Legendary Actions.

JUTSU

Taijutsu. +11 to hit, (**Taijutsu save DC 18**)

D-Ranks (Cost 5): Exorcism, Graceful Cat, High Monk, Iron Strike, Praying Strike

C-Ranks (Cost 8): *Early Sacrifice, Erupting Falling Stomp, Fist Slam*

B-Ranks (Cost 11): *Machine Gun Punch*

ATTACKS

Multiaction. Sakon & Ukon can make 2 unarmed strike attacks

Unarmed Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 4) bludgeoning damage.

Parasitic Cell Invasion. When you hit a target with a melee attack, the target must succeed a constitution saving throw or have Ukon invade their body. The target won't immediately know he is inside them. While infecting them the target cannot regain hit points under any circumstance. Hit points regained is instead transferred to you as if the healing were targeting you.

ELITE ACTIONS

Sakon & Ukon can make take one Elite Action at the start of each round to either move or take an additional Action. You can use your Elite Actions to perform the following actions.

Curse Seal, Level 1. Sakon & Ukon enters the first state of the cursed seal. For 1-minute Sakon & Ukon Strength is increased to 22 (+6)

Curse Seal, Level 2. Sakon & Ukon enters the next level of his curse seal. For a 5 rounds, Sakon & Ukon Strength is increased to 26 (+8)

Attack. Sakon & Ukon is able to make one attack using *Machine gun Punch* or *two attacks with an unarmed strike*.

ELITE TENACITY (9)

When Sakon & Ukon would roll any Saving throw, he may roll an additional d4. You may roll any number of d4 you have remaining. You have a total number of d4 equal to your level per combat

SAKURA HARUNO (KID)

Sakura is a kunoichi of Konohagakure. When assigned to Team 7, Sakura quickly finds herself ill-prepared for the duties of a shinobi. However, after training under the Sannin Tsunade, she overcomes this.

USING SAKURA (KID) AS AN ADVERSARY

Sakura is not a strong combatant and instead better suited to support her allies from the background with weapon technique, ninja tools, and enhancing her allies combat tactics.

OFFENSIVELY

When playing with Sakura offensively she has to realize she is in a bad situation. Being in any direct conflict leaves her very compromised with her lack of direct offensive abilities. She will instead opt to work to control the battle field as best she can.

DEFENSIVELY

Sakura is best playing on the defensive. She works best when keeping enemies at bay while her allies prepares their devastating attacks.



SAKURA (KID)

Medium Humanoid, Shinobi, Elite, Scout, Prof + 5

Level: 8 (800 XP)

Armor Class 16 (Studded Leather)

Hit Points 87

Chakra Points 131

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	10 (+0)	16 (+3)	17 (+3)	12 (+1)

Saving Throws Wis+9, Cha +7

Skills Acrobatics +7, Chakra Control +10, Illusions +8, History +8, Insight +8, Investigation +8, Perception +8

Senses passive Perception 18

Protection. Allies within 10ft of Sakura gain +2 AC.

Guidance. Allies within 10ft of Sakura have advantage on attack rolls.

Pincer Movement. When an ally moves adjacent to an enemy you can spend your reaction to move up to your speed towards that same enemy.

JUTSU

Ninjutsu. +8 to hit, (**Ninjutsu save DC 19**)

E-Ranks (Cost 2): Chakra Movement, Chakra Strike, Light

D-Ranks (Cost 5): Chakra Mark, Chakra Skin, Substitution Technique

Genjutsu. +8 to hit, (**Genjutsu save DC 19**)

E-Ranks (Cost 2): Clone, Release, Transform

D-Ranks (Cost 5): Bless, Bravery, Confidence

Taijutsu. +5 to hit, (**Taijutsu save DC 16**)

D-Ranks (Cost 5): Iron Strike, Wire Trap

ATTACKS

Multiattack. Sakura can make 2 Kunai attacks or 3 Shuriken attacks.

Kunai. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 1) Slashing damage.

Shuriken. *Ranged Weapon Attack:* +6 to hit, reach 30/120 ft. one target. *Hit:* 4 (1d4 + 1) Slashing damage.

ELITE ACTIONS

Sakura can make take one Elite Action at the start of each round to either move or take an additional Action. You can use your Elite Actions to perform the following actions.

Attack. Sakura is able to makes one attack using her Kunai or Shuriken, or she can cast Bless, Bravery or Confidence on her allies.

ELITE TENACITY (9)

When Sakura would roll any Saving throw, she may roll an additional d4. You may roll any number of d4 you have remaining. You have a total number of d4 equal to your level per combat

SAMURAI

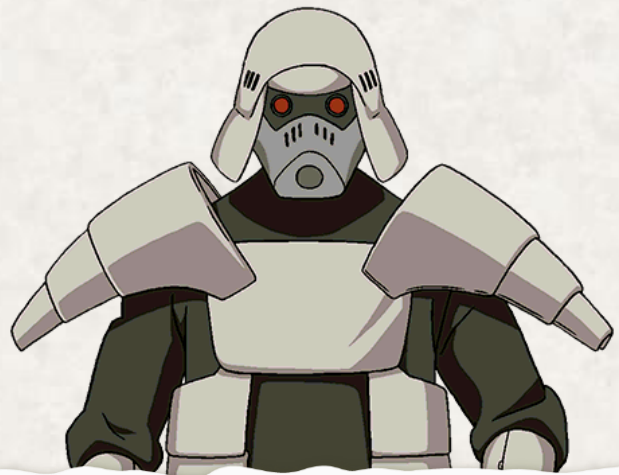
Samurai are a military power similar to shinobi, though not nearly as widespread. Samurai and shinobi are noted to have first diverged in how they received the teachings of Ninshou: samurai were more spiritual and idealistic, while shinobi focused on using their chakra to keep people's bonds alive. Only the Land of Iron continues to use samurai, with all other countries having since opted to use shinobi.

SCALING ENEMY

While this enemy is representative of a highly skilled swordsman taught the way of the sword with enough finesse and skill to combat shinobi, their individual skill ranges between levels 4 - 8. The below Adversary block details a base level 4 Samurai.

To upscale a Samurai up to 8th Level, perform the following steps at each level.

- **Level 5+**. Increase the Samurai's Hit & Chakra points. For every additional level, increase their Hit and Chakra points by $1d8+2$ (6).
- **Level 5**. The Samurai can begin to cast C-Rank Jutsu.
- **Level 6**. The Samurai gains the Cleave Feature
- **Level 6**. The Samurai increases their Str and Con by +2 and their Con by +2. Increase all relevant skills, saves, AC, attack bonuses, damage modifiers, Hit points or chakra points.
- **Level 7**. The Samurai's Proficiency (Prof) bonus increases by +1. This increases their Skills, Saving Throws, Save DC's, and to Hit bonuses by +1.
- **Level 8**. The Samurai increases their Strength by +2 and gains the Brave Feature.



SAMURAI

Medium Humanoid, Samurai, Standard, Striker, Prof + 4

Level: 4 (250 XP)

Armor Class 22 (Samurai Armor)

Hit Points 38 (4d8 + 8)

Chakra Points 27 (4d8 + 8)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10(+0)	10 (+0)	8 (-1)

Saving Throws Str +9, Con +5

Skills Athletics +6, Chakra control +5, Insight +4

Senses passive Perception 10

Samurai Armor. Disadvantage on Stealth checks but all non-chakra damage is reduced by 5.

Parry. The Samurai adds 1d4 to its AC against one melee attack that would hit it, to do so the samurai must see the attacker and be wielding his Katana

Cleave. You can attack two adjacent targets that are within reach, dealing full damage.

Brave. The Samurai has advantage on saving throws against being frightened. The samurai also gains advantage on attacks against frightened targets.

JUTSU

Taijutsu. +7 to hit, (**Taijutsu save DC 15**)

D-Ranks (Cost 5): 2-Cross slash, Flying Swallow Cross Cut

C-Ranks (Cost 8): Dancing Blade Risk, Heavenly Punishment

ATTACKS

Multiattack. The Samurai can make 2 melee attacks with their Katana.

Katana. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 2) Slashing damage.

Rising Tide. *As an action the samurai roars loudly showing their focus and drive to win. Creatures who the samurai can see within 30 feet of it must succeed a DC15 Wisdom saving throw to resist being frightened.*

SASUKE UCHIHA (KID)

Sasuke is one of the last surviving members of Konohagakure's Uchiha clan. After his older brother, Itachi, slaughtered their clan, Sasuke made it his mission in life to avenge them by killing Itachi. He is added to Team 7 upon becoming a ninja and, through competition with his rival and best friend, Naruto Uzumaki, Sasuke starts developing his skills.

USING SASUKE (KID) AS AN ADVERSARY

Sasuke is a very tactical combatant and while aggressive in his fighting style he is constantly learning throughout a conflict now allowing even a single movement to escape his sight.

OFFENSIVELY

Sasuke is one of the most intelligent shinobi of the Konoha 12, able to put together plans and strategies almost singlehandedly to defeat an even stronger foe than himself. Sasuke relies on his Sharingan to give him an edge in combat that others don't have. Once Sasuke has an upper hand in combat he will use a fully Upcasted Chidori to take down an enemy with a single stroke

DEFENSIVELY

Sasuke is a skilled physical fighter, able to hold his own against some of the strongest taijutsu fighters such as rock lee or Naruto. Sasuke will capitalize on his Sharingan Dodging potential and Substitution to ensure he doesn't take as much damage as he normally would.



SASUKE (KID)

Medium Humanoid, Shinobi, Elite, Scout, Prof + 5

Level: 8 (800 XP)

Armor Class 19 (Studded Leather)

Hit Points 119(21d10 + 16)

Chakra Points 119 (21d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	16 (+3)	12 (+1)	10 (+0)

Saving Throws Dex +7, Cha +5

Skills Acrobatics +8, Chakra Control +7, Deception +5, History +8, Perception +6

Senses passive Perception 16

Advanced Study. Sasuke can Upcast Ninjutsu he has, up to A-Rank

Sharingan. Sasuke can, as a bonus action activate his Sharingan for 5 chakra, for 10 minutes. For the duration, he gains a +2 to his perception and Insight ability checks. He also has access to all Features that have Sharingan in its name.

Sharingan Dodge. As a reaction Sasuke gain +5 to AC until the beginning of his next turn.

Sharingan Copy. As a Reaction You can spend 8 chakra to copy a Jutsu in use that you can see whose Rank is equal to or less C-Rank. This jutsu is temporarily added to Sasuke's jutsu list until either a short or long rest

Pincer Movement. When an ally moves adjacent to an enemy you can spend your reaction to move up to your speed towards that same enemy.

Amplified Defense. Three times per encounter Sasuke can take an additional reaction.

Superior Potential. When Sasuke would deal damage to a creature you may add 1d8 to the damage dealt. You may only do this once per jutsu cast.

Superior Ability. When Sasuke would make a saving throw vs any hostile jutsu or feature, you may add 1d8 to the saving throw. You may only do this once per round.

JUTSU

Ninjutsu. +10 to hit, (Ninjutsu save DC 18)

D-Ranks (Cost 5): Body Flicker, Substitution Technique, Fireball, Flame Bolt, Phoenix Fire

C-Ranks (Cost 8): Great Fireball, Uchiha Flame Ball

B-Ranks (Cost 11): Chidori

Genjutsu. +8 to hit, (Genjutsu save DC 16)

D-Ranks (Cost 5): Genjutsu: Sharingan! (Bane)

C-Ranks (Cost 8): Genjutsu: Deflect!

Taijutsu. +10 to hit, (Taijutsu save DC 18)

D-Ranks (Cost 5): Uchiha Awaiting Stance, Uchiha Great Assault, Uchiha Shuriken Rain, Rising Dragon

C-Ranks (Cost 8): Lions Barrage

ATTACKS

Multiattack. Sasuke can make 2 unarmed strike attacks.

Unarmed Strike. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 3) Bludgeoning damage.

Fuma Shuriken. Ranged Weapon Attack: +9 to hit, reach 50/100 ft. one target. Hit: 7 (1d8 + 2) Slashing damage.

ELITE ACTIONS

Naruto can make take one Elite Action at the start of each round to either move or take an additional Action. You can use your Elite Actions to perform the following actions.

Curse Seal, Level 1. Sasuke enters the first state of the cursed seal. For 1-minute Sasuke 's Dexterity & Intelligence is increased to 22 (+6)

Curse Seal, Level 2. Sasuke enters the next level of her curse seal. For a 5 rounds, Sasuke 's Dexterity & Intelligence is increased to 26 (+8)

Attack. Sasuke is able to makes one unarmed attack or Casts a Jutsu.

ELITE TENACITY (8)

When Sasuke would roll any Saving throw, he may roll an additional d4. You may roll any number of d4 you have remaining. You have a total number of d4 equal to your level per combat

TAYUYA

Tayuya was a kunoichi of the Sound village and a member of the Sound Four. Originally prisoners of Orochimaru, forced to fight other prisoners to the death in battle royales. By surviving her respective matches, she proved herself to be one of the strongest of Orochimaru's prisoners and as such was made his bodyguard.

USING TAYUYA AS AN ADVERSARY

As one of the Sound Four, an elite group who served under Orochimaru's direct orders, Tayuya was a strong kunoichi. She claimed to be the second strongest member of the Sound Four, subsequent only to Sakon.

OFFENSIVELY

When playing with Tayuya you should bombard your enemy with genjutsu designed to incapacitate them, while subsequently attacking them mentally with your sound based Genjutsu to kill them through mental trauma.

DEFENSIVELY

When playing Tayuya, always have the Dark phantasms from the Dance Macabre Genjutsu to protect you. While not a slouch in unarmed combat, don't overestimate your physical combat potential compared to your allies.



TAYUYA

Medium Humanoid, Sound Four, Elite, Controller, Prof +6
Level: 9 (1600 XP)

Armor Class 21 (Unarmored)

Hit Points 109

Chakra Points 229

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	14 (+2)	17 (+3)	12 (+1)	18 (+4)

Saving Throws Wis +8, Cha +11

Skills Chakra Control +8, Deception +10, Insight +7, Investigation +9,

Senses passive perception 11

Distraction. Half your attack damage to grant advantage to the next attack roll made against the target.

Get into Position. Half your attack damage to allow an ally to spend their reaction and move up to half their speed without provoking attacks from the target.

Teamwork. You have advantage on attack rolls when your target is within 5ft of an unrestrained ally.

Charismatic Casting. Tayuya used Charisma instead of Wisdom for her Genjutsu

Charismatic Defense. Tayuya uses Charisma instead of Dexterity for AC.

JUTSU

Genjutsu. +12 to hit, (Genjutsu save DC 19)

D-Ranks (Cost 5): Bane, Bravery, Cause Fear, Doubled Pain, Ineptitude

C-Ranks (Cost 8): Chakra Shatter, Genjutsu break, Hypnotic Patterns

B-Ranks (Cost 11): Effortless Stun, Unrelenting Pain

A-Ranks (Cost 14): Dance Macabre

ATTACKS

Sound Jolt. Ranged Weapon Attack: Reach 60 ft., one target. Target creature must succeed a DC19 Wisdom saving throw, taking 3d6+ 4psychic damage on a failed save.

ELITE ACTIONS

Tayuya make take one Elite Action at the start of each round to either move or take an additional Action. You can use your Elite Actions to perform the following actions.

Curse Seal, Level 1. Tayuya enters the first state of the cursed seal. For 1-minute Tayuya 's charisma is increased to 22 (+6)

Curse Seal, Level 2. Tayuya enters the next level of her curse seal. For a 5 rounds, Tayuya 's charisma is increased to 26 (+8)

Attack. Tayuya is able to make an attack with a Genjutsu of C-Rank or Lower.

ELITE TENACITY (8)

When Tayuya would roll any Saving throw, he may roll an additional d4. You may roll any number of d4 you have remaining. You have a total number of d4 equal to your level per combat

WARLORD

Warlords are bandit kings, mercenary leaders, raider captains or just those who thirst for conflict and violence. Warlords usually have a small group of individuals who are more than willing to die for a cause, whatever that may be. Warlords are blood thirsty and should be represented as such

SCALING ENEMY

While this enemy is representative of a highly motivated killer, their individual skill ranges between levels 5–9. The below Adversary block details a base level 5 Warlord.

To upscale a Warlord up to 9th Level, perform the following steps at each level.

- **Level 6+.** Increase the Warlords Hit & Chakra points. For every additional level, increase their Hit and Chakra points by $1d8+3$ (8).
- **Level 7.** The Warlords Proficiency (Prof) bonus increases by +1. This increases their Skills, Saving Throws, Save DC's, and to Hit bonuses by +1.
- **Level 8.** The Warlord gains the Command Ally Feature.
- **Level 8.** The Warlord increases his Str by +2 and his Con by +2. Increase all relevant skills, saves, AC, attack bonuses, damage modifiers, Hit points or chakra points.
- **Level 9.** The Warlord gains the Frighten Foe Feature.



WARLORD

Medium Humanoid, Rogue, Standard, Defender, Prof + 4

Level: 5 (300 XP)

Armor Class 19 (Armored Flak Jacket)

Hit Points 58 (5d8 + 15)

Chakra Points 44 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	17 (+3)	15 (+2)	8 (-1)	12 (+1)

Saving Throws Con +7, Cha +5

Skills Athletics +7, Deception +5, Intimidation +5, Perception + 3

Damage Resistances Fire Release

Senses passive Perception 13

Indomitable (2/Day). The warlord can reroll a saving throw it fails. It must use the new roll.

Survivor. The warlord regains 10 hit points at the start of its turn, if it has at least hit point.

Command Ally (Level 8+). The warlord targets one ally it can see within 30ft of it. If the target can see and hear the warlord, the target makes one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Level 9). As an action and 8 chakra, you can scream a threatening battle cry. Enemies who can see and hear you must succeed a **DC 15** Wisdom saving throw, gaining 2 ranks of fear on a failed save.

JUTSU

Ninjutsu. +4 to hit, (**Ninjutsu save DC 15**)

D-Ranks (Cost 5): Blazing Hands, Demon Lantern, Erupting Flame

C-Ranks (Cost 8): Fire Dragon Bullet

Taijutsu. +5 to hit, (**Taijutsu save DC 16**)

D-Ranks (Cost 5): Iron Strike, 1 Shot crushing Blow

C-Ranks (Cost 8): Blunt force connection

ATTACKS

Multiattack. The Warlord can make 2 Iron Hammer Attacks.

Iron Hammer. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 3) bludgeoning damage.

Explosive Tag. *Ranged Weapon Attack:* Reach 30 ft. targets in a 10 feet radius cube of a space you select within range must succeed a **DC 15**

Dexterity saving throw taking 15 (5d4) fire damage on a failed save or half as much on a successful one.

ZABUZA

Zabuza Momochi, given the moniker Demon of the Hidden Mist, was a missing-nin from the mist village's Seven Ninja Swordsmen of the Mist.

USING ZABUZA AS AN ADVERSARY

As a former high-ranking ninja of Kiri, Zabuza was a very powerful fighter. Vicious in battle, his talent for combat was seen even as a child, who had yet to begin in the Academy, as he killed over one hundred trained students single-handedly. As an adult, even when gravely injured and both arms crippled, Zabuza proved himself a dangerous adversary, being able to strike down dozens of Gatō's specially hired men and even Gatō himself.

OFFENSIVELY

Zabuza is a Shinobi to his core. He fights from the shadows and uses stealth as his primary form of attack. Zabuza begins encounters using Hidden mist, with Silent Killing as his primary combination of jutsu which is an extremely effective combination of jutsu. If pushed Zabuza is an extremely proficient fighter with his greatsword.

DEFENSIVELY

Zabuza is an extremely strong combatant in martial combat able to match the likes of Kakashi for a time. Zabuza would sooner remove himself from an

unfavorable conflict than continue to engage in such a contest.



ZABUZA

Medium Humanoid, Rogue, Solo, Striker, Prof + 6

Level: 10 (1250 XP)

Armor Class 21 (Studded Leather)

Hit Points 188 (28d10 + 40)

Chakra Points 125 (17d10 + 40)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16(+3)	18 (+4)	14 (+2)	11 (+0)	15 (+2)

Saving Throws Str +11, Dex +10, Con +11, Cha +8

Skills Athletics +10, Ninjutsu +8, Perception +6, Stealth +9

Damage Resistances Water Release

Senses passive perception 16

Cleave. You can attack two adjacent targets that are within reach, dealing full damage to each.

Savage Assault. Once per turn, add 10 extra damage to an attack.

Blood Fury. When you are at 50% or less hit points, your AC is reduced by 2. But your Attack and damage bonuses is increased by 2.

Demons Persistence. When Zabuza hit points reach 0 or less, he instead falls to 1 hit points. This feature activates a number of times equal to the number of enemies he is facing that he can see.

JUTSU

Ninjutsu. +10 to hit, (Ninjutsu save DC 17)

D-Ranks (Cost 5): Hidden Mist, Water Shield, Sensing Technique

C-Ranks (Cost 8): Drowning Bubble, Hiding in Mist, Water Clone, Wall of Water, Water Prison

B-Ranks (Cost 11): Water Fang

A-Ranks (Cost 14): Water Dragon

Taijutsu. +12 to hit, (Taijutsu save DC 19)

D-Ranks (Cost 5): 2-Cross Slash

C-Ranks (Cost 8): Falling Blade

B-Ranks (Cost 11): Silent Killing

ATTACKS

Multiattack. Zabuza can make 2 Sevensword attacks

Sevensword. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 4) Slashing damage.

LEGENDARY ACTIONS

Zabuza can make 3 Legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of other creatures turn. Zabuza regains spent legendary actions at the start of his turn.

Move. Zabuza can move up to his speed without provoking opportunity attacks.

Attack. Zabuza makes one attack using a Ninjutsu of C-Rank or Lower or make one Sevensword attack.

Defend. Zabuza can use a legendary action to take additional reactions up to 1 reaction per triggering creatures turn.

LEGENDARY RESISTANCE (3/DAY)

If Zabuza fails a saving throw, He can choose to succeed instead

GEAR UP FOR YOUR NEXT MISSION

The Shinobi Handbook is the essential reference for all Naruto 5e player. It contains rules for character creation and advancement, background and skills, exploration and combat, equipment, Ninjutsu, Genjutsu, Taijutsu and much more.

Use this book to create exciting characters from among the most iconic Naruto Clans and shinobi archetypes.

The Naruto 5th Edition experience of Dungeons and Dragons immerses you in lands of deadly adventure. Explore ancient ruins and sprawling villages. Battle Monsters and men while completing S-Rank Missions. Gain experience as you journey throughout the ninja world with your companions.

The village needs a hero. Will you answer the call?

