

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.

I would also like to thank my second group of playtesters who managed to put up with all of my spontaneous changes over this time and all of the criticism that you have given me, both good and bad lol. Jaden, Keenan, Jared, David, Antonio, Jackson, Taylor, Julia

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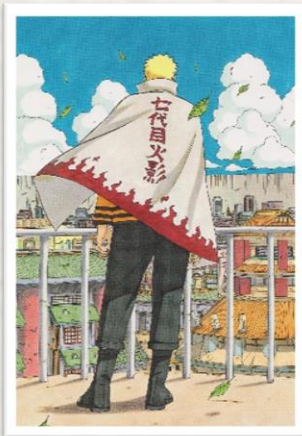
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ON THE COVER

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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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.

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CHARACTER SHEETS

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

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TABLE OF CONTENT

Credits	1	Inuzuka Clan	33
Table of Content	2	The Most Loyal	33
What's Different	6	Inuzuka Clan Jutsu	34
Chapter 1: Step by step character's	6	D-Rank:	34
Chapter 2: Clans	6	C-Rank:	35
Chapter 3: Backgrounds	6	B-Rank:	35
Chapter 4: Classes & Class Modifications	6	A-Rank:	36
Chapter 5: Equipment	6	Kaguya Clan	37
Chapter 6: Using Ability Scores	6	Kaguya Clan Jutsu	37
Chapter 7: Adventuring/Missions	6	D-Rank	37
Chapter 8: Combat	6	C-Rank	37
Chapter 9: Ninjutsu, Taijutsu & Genjutsu Casting	7	B-Rank:	38
Chapter 10-12: Ninjutsu, Taijutsu, & Genjutsu List	7	A-Rank:	38
Chapter 13: Customization Options	7	Kurama Clan	39
Chapter 14: Allies & Adversaries	7	Kuru Clan	40
Bingo Book (Monster Manual)	7	Kuru Clan Jutsu	40
Kage Guide (DM Guide)	7	D-Rank	40
Chapter 1: Step by Step Character	8	C-Rank:	41
1. Choose a Clan	8	B-Rank:	41
2. Choose a Class	8	A-Rank:	41
3. Determine Ability Scores	10	Nara Clan	42
4. Describe your Character	10	Inconceivable foresight	42
5. Choose Equipment	11	Nara Clan Jutsu	42
6. Choose Your Jutsu	12	D-Rank	42
7. Bring it all together	13	C-Rank:	43
Chapter 2: Clans	15	B-Rank:	44
1. Choosing a Clan	15	A-Rank:	44
Aburame clan	16	Non-Clan	45
Creepy Crawly	16	Limitless Potential	45
Aburame Clan Jutsu	17	Ryu Clan	46
D-Rank:	17	Ryu Clan Jutsu	46
C-Rank:	17	D-Rank	46
B-Rank:	18	C-Rank:	47
A-Rank:	18	B-Rank:	47
Akimichi Clan	19	A-Rank:	48
Big Appetite	19	Sarutobi Clan	49
Akimichi Clan Jutsu	20	Bound by A Code of Honor	49
D-Rank:	20	Tsuchigumo Clan	50
C-Rank:	20	Tsuchigumo Clan Jutsu	50
B-Rank:	21	D-Rank	50
A-Rank:	21	C-Rank:	50
Fuma Clan	22	B-Rank:	51
We Never Miss	22	A-Rank:	51
Fuma Clan Jutsu	22	Uchiha Clan	52
D-Rank	22	The Curse of Hatred	52
C-Rank:	23	Uchiha Clan Jutsu	53
B-Rank:	23	D-Rank:	53
A-Rank:	23	C-Rank:	54
Hatake Clan	24	B-Rank:	54
Baring White Fangs	24	A-Rank:	54
Hebi Clan	25	Uzumaki Clan	55
Hebi Clan Jutsu	25	Never Backing Down	55
D-Rank	25	Uzumaki Clan Jutsu	55
C-Rank:	26	D-Rank:	55
B-Rank:	26	C-Rank:	56
A-Rank:	27	B-Rank:	56
Hoshigaki Clan	28	A-Rank:	56
Hyūga Clan	29	Yamanaka Clan	57
The Villages Strongest	29	Impossible to Pin Down	57
Hyūga Clan Jutsu	30	Yamanaka Clan Jutsu	58
D-Rank:	30	D-Rank:	58
C-Rank:	31	C-Rank:	59
B-Rank:	31	B-Rank:	59
A-Rank:	32	A-Rank:	59
		Yuki Clan	60

Yuki Clan Jutsu	60	Tactical Strategist	85
D-Rank	60	Mastermind Strategist	85
C-Rank:	60	Calculated Strategist	86
B-Rank:	61	Plans	86
A-Rank:	61	Intelligence Operative Plans	86
Chapter 3: Personality & Background	62	Tactical Plans	87
Character Details	62	Mastermind Plans	87
Personal Characteristics	62	Calculated Plans	87
Will of Fire	63	Tactical Traps	87
Backgrounds	63	Snaring Trap	87
Entertainer	64	Poisonous Trap	87
Genius	65	Chakra Sealing Trap	88
Hard Worker	66	Smoke Trap	88
Hermit	67	Kunai Trap	88
Leader	68	Explosive Trap	88
Noble	69	Sleeping Gas Trap	88
Student	70	Neutralizing Trap	88
Traveler	71	Medical-Nin	89
Trouble Maker	72	Character Inspirations	89
Urchin	73	Creating A Medical-Nin	89
Chapter 4: Classes	74	Class Features	90
Genjutsu Specialist	75	Jutsu Casting	90
Character Inspirations	75	Medical Ninjutsu	90
Creating a genjutsu specialist	75	Rejuvenating Rest	90
Class Features	76	Channeled Healing	90
Jutsu Casting	76	Tenets of Medicine	90
Chakra Disruption	76	Ability Score Improvement/Feat	90
Genjutsu Adept	76	Preserve/Take Life	90
Genjutsu Savant	76	Gifted Healer	90
Ability Score Improvement/Feat	76	Supreme Healer	91
Genjutsu Scripts	76	Tenets of Medicine	91
Master of Illusion	76	Combat Medic	91
Genjutsu Savant Forms	76	Black Medicine	91
Illusionist	76	Adept Medic	92
Corrupt Thoughts	77	Ninjutsu Specialist	93
Genjutsu Scripts	77	Character Inspirations	93
Hunter-Nin	80	Creating A Ninjutsu Specialist	93
Character Inspirations	80	Class Features	94
Creating A Hunter-Nin	80	Jutsu Casting	94
Class Features	81	Chakra Recovery	94
Jutsu Casting	81	Ninjutsu Adept	94
Swift Response	81	Ninjutsu Tradition	94
Sneak Attack	81	Ability Score Improvement/Feat	94
Primary Target	81	Efficient Molding	94
Hunter Creed	81	Potent Ninjutsu	95
Ability Score Improvement/Feat	81	Ninjutsu Master	95
Uncanny Dodge	81	Ninjutsu Focus	95
Hunters Strike	81	Stone Crusher	95
Defensive Tactics	81	Lightning Breaker	95
Assassinate	82	Storm Terror	96
Hunters Creeds	82	Tsunami	96
Undertaker	82	Blaze Walker	97
Grave stalker	82	Summoner	97
Blade Warden	82	Scout-Nin	98
Intelligence Operative	83	Character Inspirations	98
Character Inspirations	83	Creating A Scout-Nin	98
Creating an Intelligence Operative	83	Class Features	99
Class Features	84	Jutsu Casting	99
Jutsu Casting	84	Fighting Style	99
Strategic Timing	84	Bonus Feat	99
Exploit Weakness	84	Superior Technique	99
Master Planner	84	Scouting Technique	99
Master Strategist	84	Ability Score Improvement/Feat	99
Ability Score Improvement/Feat	84	Extra Attack	99
Tactical Focus	84	Expertise	99
Declaration of War	85	Multitasker	99
Checkmate	85	Elusive	99
Master Strategies	85	Scouting Technique	99
		Assault Scout	99

Defensive Scout	100
Tactical Scout	101
Maneuvers	102
Assault Maneuvers	102
Defensive Maneuvers	103
Tactical Maneuvers	103
Taijutsu Specialist	104
Character Inspirations.....	104
Creating A Taijutsu Specialist	104
Class Features	105
Jutsu Casting.....	105
Unarmed Defense	105
Unarmed Combat.....	105
Combo String.....	105
Enhanced Movement	105
Taijutsu Style.....	106
Ability Score Improvement/Feat.....	106
Extra Attack.....	106
Unshakable Will	106
Supreme Extra Attack	106
Master of Evasion	106
Perfect Body, Perfect Mind.....	106
Perfect Self	106
Taijutsu Style.....	106
Passionate Youth	106
Talent & Focus.....	107
Disturbance	108
Weapon Specialist	109
Character Inspirations.....	109
Creating A Weapon Specialist	109
Class Features	110
Jutsu Casting.....	110
Weapon Focus.....	110
Weapon Flurry.....	110
Chakra Sealed Weapon	110
Fighting Style	110
Weapon Form	111
Ability Score Improvement/Feat.....	111
Extra Attack.....	111
Improved Critical.....	111
Battle Readiness.....	111
Superior Critical.....	111
Perfect Critical	111
Weapon Forms	111
Ranger Form	111
Battle Dancer Form	112
Samurai Form	112
Chapter 5: Equipment	114
Wealth	114
Currency.....	114
Selling Treasures	114
Armor	114
Light Armor.....	115
Medium Armor	115
Heavy Armor	115
Getting into and Out of Armor	115
Weapons	116
Weapon Proficiency	116
Weapon Properties.....	116
Improvised Weapon	117
Adventuring Gear	119
Equipment Packs	119
Communication Tools	119
Data Recording & Storage Tools.....	119
Explosive Tools	120
Life Support Tools	121
Medical Tools.....	121
Toolkits	121

Chapter 6: Using Ability Scores.....	124
Ability Scores and Modifiers	124
Advantage and Disadvantage.....	124
Proficiency Bonus	124
Ability Checks	125
Contests.....	125
Skills.....	125
Passive Checks	125
Working Together.....	126
Using Each Ability	126
Strength	126
Dexterity	127
Constitution	127
Intelligence.....	128
Wisdom	128
Charisma	128
Saving Throws.....	129
Chapter 7: Adventuring & Missions	130
Time.....	130
Movement	130
Speed.....	130
Special Types of Movement.....	131
Activity while traveling	131
The Environment.....	132
Falling.....	132
Suffocating	132
Vision and Light	132
Food & Water.....	132
Interacting with Objects.....	133
Social Interaction	133
Role Playing.....	133
Ability Checks	133
Resting	134
Short Rest	134
Long Rest	134
Full Rest	134
Between Adventures	134
Gaining Downtime.....	134
Lifestyle Expenses	134
Downtime Activities.....	135
Carousing.....	135
Crafting Non-Enhanced Items	135
Crafting Chakra-Enhanced Items.....	135
Learning or Creating a Jutsu.....	136
Jutsu Keywords.....	137
Jutsu Creation Examples	139
Practicing a Profession.....	140
Recuperating.....	140
Researching.....	140
Shopping.....	140
Training	140
Chapter 8: Combat	141
The Order of Combat.....	141
Surprise	141
Your Turn.....	141
Bonus Actions	141
Reactions	2
Movement and Position	2
Breaking Up Your Move	2
Difficult Terrain	2
Being Prone	2
Moving Around Other Creatures	2
Flying Movement.....	2
Creature Size	2
Actions in Combat	3
Attack.....	3
Cast a Jutsu	3
Dash	4

Disengage	4	D-Rank:	2
Dodge	4	C-Rank:	4
Help	4	B-Rank:	6
Hide	4	A-Rank:	8
Ready	4	S-Rank:	9
Search	4	Lightning Release	1
Use an Object	4	D-Rank:	2
Making an Attack	4	C-Rank:	4
Attack Rolls	5	B-Rank:	6
Unseen Attackers and Targets	5	A-Rank:	8
Melee Attacks	5	S-Rank:	9
Ranged Attacks	6	Summoning Jutsu	1
Two-Weapon Fighting	6	Signing A Blood Pact	1
Cover	6	Determine Rank, Level and Cost	1
Damage and Healing	6	Statistics and Advancement	2
Hit Points	6	Bear	3
Damage Rolls	6	Boar	3
Damage Resistance and Vulnerability	7	Dog/Wolf	3
Healing	7	Hare/ Rabbit	4
Dropping to 0 Hit Points	7	Hawk/ Predator Birds	4
Knocking A Creature Out	8	Insect Swarm	4
Temporary Hit Points	8	Lizard	5
Conditions	8	Monkey/ Primate	5
Chapter 9: Jutsu Casting	11	Ox/Ram	5
What is a Jutsu?	11	Rat	5
Jutsu Known	11	Shark	6
Chakra Points	11	Slug	6
Casting a Jutsu	11	Snake	6
Classification	11	Spider	7
Rank	11	Tiger/Lion	7
Casting Time	12	Toad	8
Range	12	Turtle	8
Components	12	Chapter 11: Genjutsu	1
Duration	13	E-Rank:	2
Keywords	13	D-Rank:	4
Targets	14	C-Rank:	7
Areas of Effect	14	B-Rank:	10
Saving Throws	14	A-Rank:	14
Attack Rolls	14	S-Rank:	16
Combining Effects	15	Chapter 12: Taijutsu	1
Elemental Release	15	D-Rank	1
Chapter 10: Ninjutsu	16	C-Rank:	4
Non-Elemental Ninjutsu	16	B-Rank:	7
E-Rank:	2	A-Rank:	10
D-Rank:	3	S-Rank:	11
C-Rank:	6	Bukijutsu	1
B-Rank:	10	D-Rank:	1
A-Rank:	13	C-Rank:	4
S-Rank:	15	B-Rank:	8
Earth Release	1	A-Rank:	10
D-Rank:	2	S-Rank:	12
C-Rank:	4	Chapter 13: Customization Options	1
B-Rank:	6	Multiclassing	1
A-Rank:	8	Prerequisites	1
S-Rank:	9	Experience Points	1
Wind Release	1	Proficiencies	2
D-Rank:	2	Class Features	2
C-Rank:	4	Jutsu Known & Highest Level Known	2
B-Rank:	6	Fighting Styles	2
A-Rank:	7	Feats	5
S-Rank:	8	Chapter 14: Allies & Adversaries	19
Fire Release	1	Every Day NPC's	19
D-Rank:	2	Allies	19
C-Rank:	4	Adversary	19
B-Rank:	6	The Adversary Profile	19
A-Rank:	7	Build Your Adversary	2
S-Rank:	8	Minion, Elites & Solos	3
Water Release	1		

Minions	3	Tayuya	23
Elites	3	Using Kidomaru as an Adversary	23
Solos	4	Warlord	24
Adversary Tiers	4	Scaling Enemy	24
Adversary Attacks.....	4	Zabuza	25
Freeform Attacks	5	Using Zabuza as an Adversary	25
Freeform Jutsu	5		
Condition Attacks/Jutsu	5		
Area Attacks	6		
Movement Attacks.....	6		
Using Jutsu	7		
Concentration.....	7		
Healing Jutsu	7		
Summoning.....	7		
Anbu	1		
Scaling Enemy	1		
Assassin	2		
Scaling Enemy	2		
Bandits	3		
Scaling Enemy	3		
Chunin.....	4		
Scaling Enemy	4		
Gaara (Kid).....	5		
Using Gaara (Kid) as an Adversary	5		
Genin	6		
Scaling Enemy	6		
Haku	7		
Using Haku as an Adversary	7		
Itachi Uchiha (Part 1).....	8		
Using Itachi as an Adversary.....	8		
Jirobo.....	9		
Using Jirobo as an Adversary	9		
Jonin	10		
Scaling Enemy	10		
Kakashi Hatake (Part 1).....	11		
Using Kakashi as an Adversary.....	11		
Kidomaru.....	12		
Using Kidomaru as an Adversary	12		
Kimimaro	13		
Using Kimimaro as an Adversary.....	13		
Kisame Hoshigaki (Part 1).....	14		
Using Kisame as an Adversary.....	14		
Monks	15		
Scaling Enemy	15		
Naruto Uzumaki (Kid).....	16		
Using Naruto (Kid) as an Adversary	16		
Orochimaru.....	17		
Using Orochimaru as an Adversary	17		
Sakon & Ukon	19		
Using Sakon & Ukon as an Adversary.....	19		
Sakura Haruno (Kid).....	20		
Using Sakura (Kid) as an Adversary	20		
Samurai.....	21		
Scaling Enemy	21		
Sasuke Uchiha (Kid).....	22		
Using Sasuke (Kid) as an Adversary	22		

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: 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 also offers a choice of feat or an Ability score increase.

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
- Hunter-Nin

Low Jutsu Tier: 2-3 Additional Resources/Mechanics

- Taijutsu Specialist
- Weapon Specialist
- Genjutsu Specialist

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 Ninjutsu, with Genjutsu, Taijutsu, 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 Skill Check (the user's choice) vs an opposing Ninjutsu or Chakra control skill check.
- **Taijutsu Clash:** Taijutsu, Athletics, or Acrobatics skill check vs an opposing Taijutsu, Athletics or Acrobatics skill 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, Lighting) 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: NINJUTSU, TAIJUTSU & GENJUTSU 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 character’s 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)	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:

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

Aburame (+2)	Kurama (+2)	Nara (+1)
Yamanaka (+2)	Hatake (+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 species choice.

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 option, 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 (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.

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 Dexterity, the 10 to Wisdom and the 8 to Intelligence.

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 13 (+1),
Constitution 17 (+3),
Intelligence 8 (-1),
Wisdom 10 (+0),
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.

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 ideals, their bonds and flaws.

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. He is also able to use his constitution modifier instead of his classes Ninjutsu Attack modifier, which in this case is Intelligence.

We choose the Advanced Study Feature from his first level class feature, allowing him to learn the Shadow clone jutsu at first level.

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 personality traits we know he was always seeking attention and was a jokester so we choose options 5 & 8. Naruto's Ideals is that of Friendship so we choose option 6. His Bonds are his friends so he faces any and all challenges, so we go with option 1. And His flaw although not listed here we can create one for him which is his unwillingness to back down which puts him in situations totally out of his depth putting him and his allies in unneeded danger more often than not

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 and shields 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 (+1), 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 14. (10+1+1+1+1)

For Naruto's weapons, we choose a Fuma-Shuriken and 20 Shuriken. His Shuriken and Fuma-Shuriken are ranged weapons, so Naruto uses his Dexterity modifier for his attacks and damage. His attack bonus is his Dexterity modifier (+1) plus his proficiency bonus (+3), for a total of +4. The Shuriken deals 1d4 Slashing damage, and Naruto adds his Dexterity modifier to the damage when he hits, for a total of 1d4+1 slashing damage. The Fuma-shuriken deals 1d8+1 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 prepared. The number of jutsu a shinobi can have at any given time depends on the character's level.

BUILDING NARUTO UZUMAKI, STEP 6

We now write down the starting Jutsu that Naruto would have as he starts his journey as a Shinobi. We know that he has the Advanced Study feat from his Bonus Feat, Class feature granting him Shadow clone Jutsu before we even have to look for the rest of his jutsu.

As a Scout-Nin Naruto starts out with 6 Known jutsu of D-Rank or Lower + his C-Rank Shadow Clone Technique he gets from his Advanced Study Feat.

- **Substitution Technique (D-Rank):** Naruto Uses this quite freely in the early season/Volume to avoid taking any nasty damage.
- **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.
- **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.
- **Shadow Clone Technique (C-Rank):** Naruto's iconic and signature jutsu, although it has a hefty chakra cost, between Naruto's Chakra Reserves and his additional chakra he gains at each level from his class and his clan feature he will be the most capable person using it.

(The final build will be added to the end of this Write up and [Naruto \(Level 1\)](#))

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, 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 exert.

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 Charisma, +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 and add the reduced chakra to your chakra point total. (This does not allow you to have more than your maximum amount of chakra)

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 Perception or Insight (Wis) skill 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 1d4, 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: 1 Minute

Components: HS, CM

Cost: 3 Chakra

Keywords: Hijutsu, Ninjutsu, Unique

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 stealth while suspended inside your cocoon, roll at Advantage. If used as a part of a Short or long 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, Unique

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 Dexterity 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: 4 Chakra

Keywords: Hijutsu, Ninjutsu, Unique

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, Unique

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, Unique

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, Unique

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

Range: 10 Foot Sphere

Duration: Instant

Components: HS, CM

Cost: 7 Chakra

Keywords: Hijutsu, Ninjutsu, Unique

Description: Your insects swarm around you creating a barrier 10 feet in diameter centered on you. The barrier erected has an AC equal to your Ninjutsu Save DC and 30 (6d10) hit points. Creatures within that radius benefit from 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



succeed a Constitution saving throw against your Ninjutsu save DC becoming poisoned and taking 8d4 Poison Damage at the end of each of their turns while inside the gas.

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: Touch

Duration: Instant

Components: HS

Cost: 15 Chakra

Keywords: Hijutsu, Ninjutsu, Unique

Description: As part of the activation of this jutsu, you make an unarmed 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: Concentration, Up to 1 minute

Components: HS

Cost: 14 Chakra

Keywords: Hijutsu, Ninjutsu, Unique

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 (20 Foot Sphere)

Duration: Concentration, Up to 1 minute

Components: HS

Cost: 12 Chakra

Keywords: Hijutsu, Ninjutsu, Unique

Description: Your insects create a noxious gas that is exuded from your body. 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 their turn in the gas, must

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 exert.

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: Survival, Medicine

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 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 any spent calories after a Long 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 +2 STR and +2 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 2 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 +4. 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) per long rest.

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.

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. Creatures in your path must make a Dexterity saving throw, taking 3d6 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 1d6

PARTIAL EXPANSION

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 5 Chakra or 3 Calories

Keywords: Hijutsu, Taijutsu

Description: 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 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 large, increasing your strength and constitution. For the Duration increase your Strength and Constitution ability scores by your Proficiency. You gain Advantage in all Strength and Constitution saving throws.

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 Taijutsu Attack. On a Hit, you deal 4d10 Bludgeoning damage. Creatures in a 10-foot radius centering on the target area, must make a Dexterity saving throw, taking 3d6 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 initial Damage by 1d10

B-RANK:

BUTTERFLY MODE

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 14 Chakra and 7 Calories

Keywords: Hijutsu, Ninjutsu, Unique

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 in Constitution and Strength saving throws. When this jutsu ends, you lose all remaining Calories and cannot gain calories for 1d4 days.

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, Ninjutsu, 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 Taijutsu attack against a creature in range. On a hit, you deal 10d10 Bludgeoning damage and all creatures in a 30-foot cone behind the target creature must make a Dexterity saving throw, taking 6d6 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 C-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 with eyes darting around the room. Unable to find where it could have come from there is only one entrance. A figure appears in the same entrances path. It reaches into a back pouch before launching multiple shuriken into the room so much so that it begins to tear into the thin man. "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.

—Tsunami Aburame
The Long Road, Ch. 2 exert.

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, Taijutsu

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 Accuracy: Fuma Clansmen are known for their superior skill using throwing weapons. Beginning at 3rd level, when making a ranged attack with weapons with the Thrown Property, you gain a +1 Bonus to Attack and damage rolls. This bonus increases to +2 at 7th and +3 at 11th.

Working the Angles: Beginning at 7th level, when you use a weapon with the Thrown property you can as a bonus action recall the weapon even if it doesn't have the returning property. You must still have a free hand for this.

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 15th level, when making a ranged weapon attack with a Weapon with the Thrown property you score a critical on a roll of 19–20. This becomes 18, 19, or 20 at 18th level.

FUMA CLAN JUTSU

D-RANK

FALLING HEAVEN: DIVINE

Classification: Hijutsu, Bukijutsu

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, Bukijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self (30 Foot Clone)

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, Bukijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 feet (20 Foot 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, Bukijutsu

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 an athletics check vs your taijutsu save dc, being Paralyzed on a failed check. Target creature can as an action remake the athletics check.

C-RANK:

FALLING HEAVEN: CROSS

Classification: Hijutsu, Bukijutsu

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 2 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, Bukijutsu

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, the next ranged attack 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, Bukijutsu

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, Bukijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, up to 1 minute

Components: M, CM

Cost: 11 Chakra

Keywords: Hijutsu, Unique

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, Bukijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 minute

Components: M, W (Thrown Property)

Cost: 13 Chakra

Keywords: Hijutsu, Bukijutsu, Unique

Description: You begin to spin launching weapons in every direction piercing and slashing enemies as they fall within range. Creatures in a 45-foot 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, Bukijutsu

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 suffer double the damage die as if they were hit by a Critical strike. 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 exert.

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: Ninjutsu, 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. Your White chakra pool is refilled on a long rest.

Lightning Release Simplicity: Beginning at 3rd level. When creating or learning Ninjutsu with the **Lightning Release** Affinity, reduce the time it takes to complete the task by half.

Lightning Release Adept: Beginning at 7th level, reduce the cost of ninjutsu with the **Lightning Release** Keyword by 1. This reduction increases to 2 at 15th level. Jutsu’s cost cannot be reduced below 1.

White Chakra Sabre: Beginning at 11th level, when you use 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. At 18th Level you can choose to spend **White Chakra** to instead increase your bonus to hit instead of damage. Doing so changes your Damage type to Lightning



HEBI CLAN

HEBI TRAITS

Ability Score Increase: +2 Str, +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 Senses: Beginning at first 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.

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. At the start of each of your turns you spend 5 Chakra to regain Hit points equal to your Constitution Modifier. You also Gain Advantage against the Poisoned and Envenomed Conditions. You must concentrate on this feature as if concentrating on a Jutsu. Beginning at 11th level your regenerative abilities are enhanced further. You gain Resistance to Poison & Envenomed Damage and effects and 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 and you do not need to concentrate on this feature to maintain it. You gain immunity to Poison and when regaining hit points, you now regain an additional 2d4 at the beginning of each of your turns.

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 7th level, when you deal poison damage, increase the damage dealt by your constitution modifier. You also ignore resistances to Poison damage. At 15th level, when a creature has to save against the Poison or Envenomed Conditions that you inflict, they make the save with an additional 1d6, reducing their total by the result.

HEBI CLAN JUTSU

D-RANK

ADAPTIVE CAMOUFLAGE TECHNIQUE

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, Unique

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 Jutsu. You leave behind no tracks or traces of your movement.

BOA STYLE: SNAKE TRAP HOLE

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 Minute

Components: HS, M, CM

Cost: 5 Chakra

Keywords: Hijutsu, Ninjutsu

Description: You sink underground gaining a burrowing speed of 30 feet. While underground if you have tremor sense it is enhanced to twice its range. While underground you have a +5 bonus to Dexterity (Stealth) checks against creatures without tremor sense or chakra sight. As an action when you are within 5 feet of a creature you can attempt to drag a creature underground with you. Target Creature must make a Dexterity saving throw, being pulled underground being restrained by the earth pressing against their entire body. Creatures affected by this jutsu makes Strength saving throws to escape at the beginning of each of their turns remaining 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 Burrowing speed by 5 feet and the Bonus to Stealth by +2.

COBRA STRIKING STANCE

Classification: Hijutsu, Taijutsu

Rank: D-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Concentration, Up to 1 minute

Components: M

Cost: -

Keywords: Hijutsu, Taijutsu

Description: As a Bonus action you enter the coiling stance of a Cobra. While in this stance, your unarmed attacks deal 1d6 piercing damage. You can take up to 2 additional reactions per round, for the purpose of making attacks of opportunities.

FORMATION OF ONE THOUSAND SNAKES

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self (15-foot Cone)

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Hijutsu, Ninjutsu

Description: You release a countless number of snakes that spring from your summoning location with such overwhelming force that they can cover a 15-foot distance without ever hitting the ground. Target creatures in range must succeed a Dexterity saving throw as each snake attempts to bite with poison coated fangs. On a failed save, target creatures take 2d8 Poison damage and becomes poisoned 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 2d8 Poison damage.

HEBI ART: SERPENT MATING BALL

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 45-foot cube

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 5 Chakra

Keywords: Hijutsu, Genjutsu

Description: You whistle a tune that sounds like a rattle snakes tail, Creatures who can hear you within range must succeed a Wisdom saving throw being unable to see other creatures or environments except themselves and the illusions of snakes encompassing them as if they are in a ball made of snakes. Creatures also gain the frightened condition trying to get as far away as possible to escape the ball of snakes for the duration

C-RANK:

MAMBAS HARDENED SCALES

Classification: Hijutsu, Bukijutsu

Rank: C-Rank

Casting Time: Reaction, to being damaged.

Range: Self

Duration: 1 round

Components: CM

Cost: 9 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 5, 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 SUMMONING

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Concentration, up to 10 minutes.

Components: HS, CM

Cost: 8 Chakra

Keywords: Hijutsu, Ninjutsu

Description: You conjure a mass of Poison and use your chakra to form it into the shape of a snake of your choice. This snake listens to only you performing its actions as a bonus action on your turn. The Snake is a Large creature that manifests in an unoccupied space that you can see within range. The creature disperses when it drops to 0 hit points, the jutsu ends, or if you lose concentration.

PYTHONS GLARE

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: HS, CM

Cost: 8 Chakra

Keywords: Hijutsu, Genjutsu

Description: You send a wave of chakra from your eyes towards a creature you can see within range that can see you and is looking at you. The target makes a Wisdom Saving throw being paralyzed on a failed save. Creatures

POISON COBRA

Large Construct, unaligned

Armor Class 12 + Your ninjutsu ability modifier

Hit Points 50 (8d10+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	14 (+2)	1 (-5)	10 (+0)	1 (-5)

Saving Throws Str (4 + Ninjutsu ability Modifier), Con (2 + Ninjutsu Ability Modifier).

Senses Darkvision 60 ft., passive Perception 10

Poisonous Body. Creatures who perform a melee attack on this Construct must succeed a Constitution saving throw, being poisoned on a failed save. Also, if this construct comes into contact with a body of water it becomes poisonous for 1 hour.

ATTACKS

Multiattack. The Cobra makes a number of attacks equal the Jutsu's rank minus 1.

(C-Rank = 2, B-Rank = 3, A-Rank = 4, S-Rank = 5)

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. Hit: 2d6 + 4 Poison damage. The target must make a DC: (Your Ninjutsu save DC) Constitution saving throw, gaining the Envenomed Condition for the next minute.

Constrict. Melee Weapon Attack +8 to hit, reach 5 ft., one creature. Hit: 2d8 +4 Poison damage, and the target is grappled (Escape DC: Your Ninjutsu Save DC). Until this grapple ends, the

affected by this Jutsu make Wisdom saving throws at the beginning of each of its turn to end the effects.

VIPERS BLADE STANCE

Classification: Hijutsu, Bukijutsu

Rank: C-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Concentration, Up to 1 minute

Components: W (Katana, Broadswords or Odachi)

Cost: -

Keywords: Hijutsu, Bukijutsu

Description: You take the long-revered sword stance of the Hebi clan. Your blade pointing down towards the ground always waiting to react and pounce at the slightest break in defense. While in this stance you can make Attacks of opportunities at Advantage. When you score a critical hit with an attack of opportunity with your weapon, you may take another melee weapon attack as a part of the same action. If you score another Critical hit with this next attack, you make another melee weapon attack.

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, Unique

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, you can perform a bite attack as a Bonus action dealing 1d8 piercing damage and making the target make a constitution save vs your Ninjutsu save DC being poisoned on a failed save. Your melee attack range becomes 10 feet as you stretch your arms, and your movement speed increases by 10 feet.

MAMBA POISONOUS BLADE

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 30 feet

Duration: 1 Minute

Components: HS, CM

Cost: 14 Chakra

Keywords: Hijutsu, Ninjutsu, Bukijutsu

Description: You envelop a weapon in a poison only found in the infamous Black Mamba. A creature struck by this weapon takes an additional 2d6 Poison damage and must succeed a Constitution saving throw gaining the poisoned condition 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 1d6.

VIPERS POISONOUS WAVE

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 30 feet

Duration: Instant

Components: HS, CM

Cost: 12 Chakra

Keywords: Hijutsu, Ninjutsu

Description: A line of concussive Poison 30 feet long and 5 feet wide is launched from your mouth in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d6 Poison damage on a failed save and gains the *Envenomed* condition 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 2d6.

A-RANK:

SILVER COBRAS GAZE

Classification: Hijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 30 feet

Duration: Concentration, up to 1 Hour

Components: HS, CM

Cost: 20 Chakra

Keywords: Hijutsu, Ninjutsu

Description: As part of the requirements of this jutsu, you must target a creature currently under the effects of either the Poisoned or Envenomed condition that you inflicted. You attempt to turn one creature that you can see within range who's affected by your poison, into stone. A creature must succeed a Constitution saving throw. On a failed save it gains the restrained condition as it slowly turns its organs into stone. A creature restrained by this Jutsu must make another constitution saving throw at the end of each of its turn. If it successfully saves against this jutsu 3 times, the Jutsu

ends. If it fails to save three times, it is turned to stone and subjected to the petrified condition for the duration



HOSHIGAKI CLAN

HOSHIGAKI TRAITS

Ability Score Increase: +2 Con, +1 Str

Speed: Your base walking speed is 30 feet.

Skill Proficiencies: Animal Handling, Athletics

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.

Shark Tooth: Beginning at 1st level, you gain access to a *Bite Attack*. You can use this bite attack when you take the attack action dealing 1d4+ Strength Modifier Piercing damage. This damage increases as you grow in strength. At 7th level your Bite attack increases to 1d6 and 1d8 at 15th level.

Shark Skinned Predator: Beginning at 3rd 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. At 11th level this toughness increases further granting resistance to Cold Damage. This is further enhanced and perfected at 18th level granting you Immunity to Cold Damage.



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 exert.

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 expel 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.

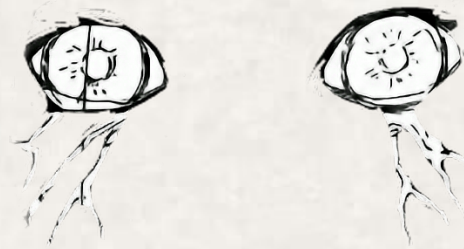
Hyūga Hijutsu: You know 1 additional Hyūga Clan D-Rank Taijutsu, this does not count against your jutsu known.

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 Hyūga'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:

- **Chakra Sight:** You can see Chakra within 30 Feet of you. When you view chakra this way, you can see it as a faint aura both inside and around any visible creature, object, or jutsu in the area that bears chakra and you learn the Elemental Affinity of that creature, object or jutsu if any.
- **360° Vision:** You can see in a 360-degree field around you up to 60 Feet originating from you in Combat. While out of combat, your field of vision increases to 90 Ft.

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, for the purpose of Seeing through walls and Other Obstructions up to 5 feet thick within range. Creatures, objects, and jutsu behind obstructions can have their chakra seen by chakra sight. You add twice your Wisdom modifier to Perception (Wisdom) 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 60ft and the Range of *360° Vision* to 120 feet while in combat, and 180ft while out of combat. Increase the cost of activating the Byakugan by 2 chakra.
- **Perceptive Resilience:** Increases your resistance to being affected by Illusions, Misdirection and Lies. As a reaction, by spending 2 chakra, any Genjutsu that requires a wisdom saving throw, cannot be made at disadvantage. You also gain advantage on wisdom saving throws until the end of your next turn. Also, by spending 2 chakra as a reaction to a creature speaking

to you, you can make a wisdom(insight) check at advantage to see if they are lying.

- **Combat Insight:** You gain amazing combat senses while your Byakugan is active. As a Standard action, you can spend 5 Chakra to activate this feature for the duration of your Byakugan's activation. While active, add half your Insight Skill Bonus to your Dexterity saving throws. You also add half your Insight bonus to the first unarmed attack 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 strikes and Hyūga Clan Taijutsu attack rolls and Save DC's calculations.

Also, at 1st level you can roll a d4 for your unarmed damage. When you deal damage to a creature using this stance, you instead reduce the creature's chakra pool instead of their hit points. This die increases to a d6 at 7th level and a d8 at 11th level.

Beginning at 7th level if you strike a target while using this stance and the target has 0 chakra, you instead deal double the damage to the targets hit points. If the target is a construct or undead, you instead deal half damage.



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 1d8.

PALM ROTATION

Classification: Hijutsu

Rank: D-Rank

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

Range: Self

Duration: 1 Round

Components: CM, M

Cost: 5 Chakra

Keywords: Hijutsu, Taijutsu, Unique, 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 2d6 Force damage and being pushed back 5 feet on a failed save.

PALM STRIKE

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: CM, M

Cost: 4 Chakra

Keywords: Hijutsu, Taijutsu, Unique

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 Taijutsu attack check. On a Hit you reduce target creature's chakra points by 2d8. 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.

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, Unique

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 against your Taijutsu save DC, increasing the cost of all of their jutsu by 3 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 2.

VACUUM PALM

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Instant

Components: CM

Cost: 5 Chakra

Keywords: Hijutsu, Taijutsu, Unique

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, Unique

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 Taijutsu attack for every creature within 5 feet of you. On a hit, you reduce their chakra by 6d6 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 2d6

GIANT PALM ROTATION

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Reaction, when you or an allied creature are hit by an attack

Range: 10 Foot sphere

Duration: 1 Round

Components: CM, M

Cost: 9 Chakra

Keywords: Hijutsu, Main Branch, Taijutsu, Unique, 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 15 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 4d6 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, Unique

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 vs your Taijutsu Save DC, being knocked prone on a failed save and a Constitution saving throw vs your Taijutsu Save DC, 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, Unique

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 Taijutsu attack check 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: 14 Chakra

Keywords: Hijutsu, Taijutsu, Unique

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 Attack action to use the "8-Trigrams 32 Palms" Taijutsu. As a Bonus action immediately after the activation of the "8-Trigrams 32 Palms", you use the "8-Trigrams 32 Palms" a second time striking all creatures you originally hit with the initial activation.

You reduce their chakra by an additional 6d6 while dealing half of the result of the roll as damage to the

creature. Targets must also make a Constitution saving throw at disadvantage against your Taijutsu Save DC, losing the ability to mold chakra and reducing their movement speed by 15 for an additional 2d4 round. 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

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 must succeed a Dexterity saving throw against your Taijutsu save DC, taking 6d10 Slashing damage and being repelled 5 feet backwards. 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 1d10 or the AC Bonus by +1

MOUNTAIN CRUSHER

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 15 Foot Cone

Duration: Instant

Components: CM

Cost: 12 Chakra

Keywords: Hijutsu, Side Branch, Taijutsu, Unique, 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 against your Taijutsu save DC, 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: 10 Foot Radius

Duration: Instant

Components: CM, M

Cost: 20 Chakra

Keywords: Hijutsu, Side Branch, Taijutsu, Unique

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 Taijutsu attack, for every creature 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 15d6 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 against your Taijutsu Save DC, 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, Unique, 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, Unarmed attacks using the *Gentle Fist Stance* deal an additional 1d10 damage, 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 exert.

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

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 half their master's level. They gain levels at half the rate you do and have a maximum level of 10. Nin-Dogs do not learn jutsu, instead they are familiar with all Inuzuka Clan Jutsu that you know. You may choose when they are casting jutsu to share the cost with them.

Add half of your proficiency bonus (Rounded down) to your Nin-Dogs AC, Hit Points and Chakra points when they level up. You also add half of your proficiency bonus (rounded down) to attack rolls, damage rolls and any saving throws or skill checks it is proficient in. Your Companion is proficient in whatever saving throws you

are. 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 using Inuzuka Clan Jutsu, 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 + Half your Proficiency Bonus

Hit Points 9 (1d8+ Con Mod) + Half your Proficiency Bonus

Chakra Points 7 (1d6+ Con Mod) + Half your Proficiency Bonus

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 11

Languages Dog-Speak, Common (comprehend)

Ability Score Increase(s). The Young Kugsha grows in strength as it fights alongside you. It gains a +2 Ability Score Increase to one Ability Score (Or +1 to 2 different Ability scores) at 3rd, 6th, and 10th level.

Increase in Size. Increase the Size of the Young Kugsha to Medium at 6th and Large at 9th level.

On the Hunt. While hunting for a target, the Nin-Dog can add its master's wisdom modifier to their perception check. At 9th level it adds its master's wisdom to its Insight checks as well.

ATTACKS

Multiattack. Beginning at 6th level, the Nin-Dog can make 2 Bite attacks when you command it to take the attack action.

Bite. *Melee Weapon Attack:* +(Str Mod + Half Your Proficiency) to hit, reach 5ft., one target. Hit. 1d4 + (Str Mod + Half your Proficiency), piercing damage. (The damage die increases to 1d6 at 3rd, 1d8 at 6th, and 1d10 at 10th 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 14 + Half your Proficiency Bonus

Hit Points 8 (1d8+ Con Mod) + Half your Proficiency Bonus

Chakra Points 6 (1d6 + Con Mod) + Half your Proficiency Bonus

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (+0)	8 (-1)	11 (+0)	12 (+1)

Skills Intimidation, Insight

Senses Darkvision 30 ft., passive Perception 10

Languages Dog-Speak, Common (comprehend)

Ability Score Increase(s). *The Young Kugsha grows in strength as it fights alongside you. It gains a +2 Ability Score Increase to one Ability Score (Or +1 to 2 different Ability scores) at 3rd, 6th, and 10th level.*

Increase in Size. Increase the Size of the Young Kugsha to Medium at 6th and Large at 9th 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 9th level add half the Nin-Dogs Intimidation bonus to the Save DC

ATTACKS

Multiattack. Beginning at 3rd level, the Nin-Dog can make 2 Bite attacks when you command it to take the attack action.

Bite. *Melee Weapon Attack: +(Str Mod + Half Your Proficiency) to hit, reach 5ft., one target. Hit. 1d4 + (Str Mod + Half your Proficiency), piercing damage. (The damage die increases to 1d6 at 3rd, 1d8 at 6th, and 1d10 at 10th 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 13 + Half your Proficiency Bonus

Hit Points 8 (1d6+ Con Mod) + Half your Proficiency Bonus

Chakra Points 10 (1d8 + Con Mod) + Half your Proficiency Bonus

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)

Ability Score Increase(s). *The Young Kugsha grows in strength as it fights alongside you. It gains a +2 Ability Score Increase to one Ability Score (Or +1 to 2 different Ability scores) at 3rd, 6th, and 10th level.*

Increase in Size. Increase the Size of the Young Kugsha to Medium at 6th and Large at 9th level.

Chakra Competency. As a bonus action, The Tamaskan can reduce 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 9th 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 6th level, the Nin-Dog can make 2 Bite attacks when you command it to take the attack action.

Bite. *Melee Weapon Attack: +(Str Mod + Half Your Proficiency) to hit, reach 5ft., one target. Hit. 1d6 + (Str Mod + Half your Proficiency), piercing damage. (The damage die increases to 1d6 at 3rd, 1d8 at 6th, and 1d10 at 10th level.)*

INUZUKA CLAN JUTSU

D-RANK:

BEAST-HUMAN CLONE

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Concentration, Up to 10 minutes

Components: HS, CM

Cost: 3 Chakra

Keywords: Hijutsu, Ninjutsu, Unique

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 10 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, unique

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. When you make a Perception check to smell an affected creature, you gain advantage for the check. 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: Concentration, Up to 10 minutes

Components: HS, CM

Cost: 3 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.

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, Unique, 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 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, Unique, 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 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 an 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, Unique, 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 Taijutsu attack checks 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 and you 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 1d6.

IRON FANGS

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Concentration, up to 10 minutes

Components: HS

Cost: 6 Chakra

Keywords: Hijutsu, Ninjutsu, Unique

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, whenever you use a Taijutsu or make an unarmed attack, you instead deal 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: 14 Chakra

Keywords: Hijutsu, Ninjutsu, Unique

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 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. Reduce the cost of Inuzuka clan Jutsu by half for the duration.

Increase your Speed by 30 feet. You gain Resistance to Non-Chakra Slashing, piercing and Bludgeoning damage. You also gain your Nin-Dogs actions doubling all die rolled when using them. (If any.)



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, Unique

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 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, Unique

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

KAGUYA TRAITS

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

Speed: Your base walking speed is 35 feet.

Skill Proficiencies: Athletics, Taijutsu

KAGUYA FEATURES

Dead Bone Pulse: The Kaguya clan possess the Shikotsuymyaku (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 creature weapons all Bone weapons have the light and Finesse properties 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 7th 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 darts using the bones in your fingers. Finally, at 15th 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 3rd 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 11th level and +3 at 18th level.

KAGUYA CLAN JUTSU

D-RANK

DANCE OF THE CAMELLIA

Classification: Hijutsu, Bukijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Touch

Duration: 1 round

Components: M, W (Melee Bone Weapon)

Cost: 5 Chakra

Keywords: Hijutsu, Bukijutsu, Unique

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. 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 against the target of 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, Bukijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Self

Duration: Up to 10 minutes

Components: M

Cost: 5 Chakra

Keywords: Hijutsu, 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, Bukijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 45 feet

Duration: Instant

Components: M

Cost: 5 Chakra

Keywords: Hijutsu, 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+1 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, Bukijutsu

Rank: C-Rank

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

Range: 60 Feet

Duration: Instant

Components: M

Cost: 9 Chakra

Keywords: Hijutsu, 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 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, Bukijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 60 feet

Duration: Instant

Components: CM

Cost: 8 Chakra

Keywords: Hijutsu, 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, Bukijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Movement Speed

Duration: Instant

Components: M, CM

Cost: 14 Chakra

Keywords: Hijutsu, Bukijutsu, Unique

Description: You pour chakra into your arm, over-calcifying it creating a large drill shaped bone that covers the upper 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 Taijutsu attack against the creature dealing 6d10 + 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, Bukijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 minute

Components: M

Cost: 12 Chakra

Keywords: Hijutsu, Bukijutsu, Unique

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, Bukijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 90-foot sphere

Duration: Instant

Components: M

Cost: 20 Chakra

Keywords: Hijutsu, 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 you're on before 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 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 your 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

KURAMA TRAITS

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

Speed: Your base walking speed is 30 feet.

Skill Proficiencies: Genjutsu, Insight

KURAMA FEATURES

Genjutsu Specialty: Beginning at 1st Level, you gain a Feat from the Genjutsu Category. You gain one additional Feat from this category at 7th and 15th levels.

Genjutsu Resistance: Beginning at 3rd level, when you are subjected to a saving throw to resist a Genjutsu you may add 1d4 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 11th and 18th levels. When casting a Genjutsu you may spend 3 chakra to use your selected Molding technique.

- **Careful Genjutsu:** 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. To do so, select up to 3 creatures and spend this effects cost for each selected creature.
- **Empowered Genjutsu:** When your target rolls a Save against a Genjutsu that you cast; you can activate this Molding technique forcing the target to reroll before the results of the roll is revealed. They must use the second outcome.
- **Quickened Genjutsu:** 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:** When you cast a Genjutsu you can cast it without handseals or chakra seal components.
- **Layered Genjutsu:** 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, when you cast a Ninjutsu you may as a Bonus action convert the Ninjutsu into a Genjutsu. 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.



KURU CLAN

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 to imitate the Nature affinities that they wish to imitate. 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 by 1 damage die and the save DC by 1.

Kurugan: The Kurugan is known as the Eye's that see's 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 future creatures' intentions towards you in the future.

- **Standard Action:** You peer fully into the future seeing 6 seconds ahead. You spend an additional 2 chakra so 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. At 11th level You've become adept enough to peer into the future at a reduced strain, removing the chakra of this feature.
- **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. You spend an additional 2 chakra in to gain information from just a few seconds into the future, when making an attack roll you may 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 spend an additional 3 chakra to glance into the future for just a moment granting you 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 would reduce your hit points to 0 you instead avoid the attack entirely.

KURU CLAN JUTSU

D-RANK

DARK WHIP

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 15-feet

Duration: Instant

Components: HS, CM

Cost: 5 Chakra

Keywords: Hijutsu, Ninjutsu, Unique

Description: You mold blackened chakra into solid form creating a whip that extends from your hand. Make a Melee Ninjutsu attack against a creature within range dealing 3d8 Necrotic Damage. As a Bonus action after casting this Ninjutsu you can make a second attack targeting a creature within 10-feet of the target creature that is still within range of this jutsu. On a hit you deal 3d4 Necrotic damage.

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

SPIRALING DARK WALL

Classification: Hijutsu

Rank: D-Rank

Casting Time: 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, unique

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: Touch

Duration: Instant

Components: M, CM

Cost: 4 Chakra

Keywords: Hijutsu, Taijutsu, Unique

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.

C-RANK:

DARK WAVE

Classification: Hijutsu

Rank: C-Rank

Casting Time: Instant

Range: 60 feet

Duration: Instant

Components: HS, CM

Cost: 9 Chakra

Keywords: Hijutsu, Ninjutsu, Unique

Description: A line of spiraling black chakra 30 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 D-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: 30 feet

Duration: 1 action

Components: HS, CM

Cost: 9 Chakra

Keywords: Hijutsu, Ninjutsu, Unique

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.

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, Unique

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 1 Minute

Components: HS, CM, CS

Cost: 14 Chakra

Keywords: Hijutsu, Ninjutsu, Unique

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.

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.

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, Unique

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 targets maximum Hit points reach 0, they age to dust being unable to be revived by medical ninjutsu. A creatures hit point maximum is restored after one week of rest and treatment from regular restorative medical ninjutsu.

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 exert.

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: You can spend a full round directing your allies. Make an Intelligence check (DC 12 + 1 for each ally you are targeting). You provide those selected allies within 30 feet a +1 bonus on their attack rolls and skill checks. The bonus lasts for a number of rounds equal to your Intelligence modifier. You can coordinate a number of allies equal to your Intelligence Modifier.

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. At 1st level you can Provide a Tactical Die (D4) to any ally that lasts for 1 hour. After receiving it, they can roll the die and add the number rolled to one Skill, Attack roll or ability check. 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 Intelligence Mod (Min 1) before you need to take a long rest. At 11th Level The die becomes a d6.

Genius Potential: Nara are people of mental flexibility and potential, able to pick up on things faster than others. At 3rd level you gain one additional Feat that you qualify for. This happens again 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.



NARA CLAN JUTSU

D-RANK

SHADOW IMITATION

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 45 Feet

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

Components: HS, CM

Cost: 5 Chakra

Keywords: Hijutsu, Ninjutsu, Unique

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, Unique

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, Unique

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, Unique

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 make the exact same movements you make. 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 and the range of this jutsu by 15ft.

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, Unique

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 Ninjutsu Skill 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: 7 Chakra

Keywords: Hijutsu, Ninjutsu, Unique

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 on a failed save for the duration. As an action 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 and the radius by 5ft.

SHADOW SEWING NEEDLE

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 60 Feet.

Duration: Concentration, Up to 1 Minute

Components: HS, CM

Cost: 9 Chakra

Keywords: Hijutsu, Ninjutsu, Unique

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. If you are sending multiple needle tendrils towards a single creature make a single Ninjutsu attack for each thread targeting them. On a hit, deal 2d6 piercing damage for each 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 are restrained for the duration of the jutsu and they make the exact same movements you make. 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 damage by 1d6



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, Unique

Description: As part of the requirements of this jutsu, you must know the *Black Spider Lily* Jutsu active and have at least 1 creature restrained by the jutsu. 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.

B-RANK:

BLACK SPIDER LILY

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 90 Feet

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 14 Chakra

Keywords: Hijutsu, Ninjutsu, Unique

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, being restrained on a failed save. At the start of an affected creature's turn, they can make another strength save to escape.

At Higher Ranks: For each rank you cast this jutsu above C-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, Unique

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*



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 exert.

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 3 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 may add double your Proficiency bonus to them. 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, 7th, 11th, and 15th levels. You cannot take Feats with the Clan Category with this feature.

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 11th level you may select a second Nindo and at 18th level you gain the remaining 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, 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 brought above 0 Hit points.



RYU CLAN

RYU TRAITS

Ability Score Increase: +2 Int, +1 Con

Speed: Your base walking speed is 30 feet.

Skill Proficiencies: Ninjutsu, 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 with your Attack Action. Your Claw attack deals 1d6 + Strength Modifier damage of your chosen affinity (Water = Cold). After your first activation, 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. Once you use this feature, you can't use it again until you finish a long rest.

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 1d6 + 8 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 your Temporary hit points by 4.

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 succeed a Saving throw 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 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 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: 60 feet

Duration: Instant

Components: HS, CM, W (Katana)

Cost: 9 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 5d6 damage 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 5 feet wide. Creatures in range must succeed a Dexterity saving throw taking 7d4 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 Horizontal damage by 2d6 or the Vertical damage by 2d4.

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, Genjutsu

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, Unique, 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 collect 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 30-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 that 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.

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: Concentration, up to 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 Dragon's. Your Strength, Dexterity and Constitution both becomes 24 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...

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

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, +1 Con

Speed: Your base walking speed is 30 feet.

Skill Proficiencies: Ninjutsu, Taijutsu, Genjutsu

SARUTOBI FEATURES

Advanced Nature Transformation: Sarutobi are known for their advanced innate knowledge in Chakra molding and nature release. Starting at 1st Level, you gain the *Nature Release* Feat. At 15th Level, you gain the *Nature Release* feat a second time (You are able to retrain Jutsu of lower levels as well once you take this feat.)

Advanced Chakra Control: Sarutobi are known for their ability to squeeze every ounce of efficiency out of every jutsu they have in their repertoire. Select 1 Ninjutsu, Taijutsu, or Genjutsu that you currently have, you can use that jutsu at a level of efficiency others wish they had. You may reduce the chakra cost of that jutsu by 1 (min cost of 1). You may reduce this jutsu cost by an additional 1 chakra at 9th, 11th, 15th levels.

At 3rd, 11th, & 18th levels, you may select 1 additional Jutsu to reduce the cost of by the same amount.

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

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. At the end of this feature's duration, you cannot use this feature until you finish a Short Rest. Beginning at 11th level When making ranged weapon attacks you may add your wisdom modifier to your weapon attack rolls.

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. These threads are extremely sticky yet durable and elastic. You can as a bonus action, generate enough webbing to create "**Web weapons**" which you have proficiency with, that has the same weapon qualities as a normal weapons. The weapons you can make are Hand Scythes, Quarterstaves, Whips, Longbows, Shortbow's & bow ammunition (arrows). Beginning at 18th level all your **Web Weapons** score critical hit on a roll of 19 or 20.

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 a standard action conjure this armor by spending 5 chakra. For the next minute while you are not wearing Medium or Heavy 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.

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, Unique

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.

SPIDERS COCOON

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Bonus Action

Range: Touch

Duration: Up to 1 minute

Components: HS, CM

Cost: 5 Chakra

Keywords: Hijutsu, Ninjutsu, unique

Description: (As a requirement to cast this jutsu your target must currently be restrained by the **Web Bind Tsuchigumo Clan Jutsu**) You spin your webs, encircling your target as they finally become encased in a cocoon of your design. Creatures you've cocooned are Paralyzed for the duration, only able to make a Strength saving throw to escape your webbing on their turns. Creatures can target your cocoon and destroy it. Your cocoon has an AC of 13 with 15 hit points excess damage is dealt to the creature encased in the cocoon. As a Standard action on each of your turns you can further constrict a creature captured in your cocoon restricting them further target creature must succeed a Constitution saving throw, taking 2d6 damage that cannot be reduced by any means as they begin suffocating for air.

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, Unique

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 sphere

Duration: 1-Hour

Components: HS, CM

Cost: 9 Chakra

Keywords: Hijutsu, Ninjutsu, Unique

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 skill 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, Unique

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, Unique

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: HS, CM

Cost: 14 Chakra

Keywords: Hijutsu, Bukijutsu, Unique

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 4d10 Piercing damage and must succeed a Strength saving throw having their movement speed reduced to 0 until the start of their turn 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: Concentration, up to 1 minute

Components: HS, CM

Cost: 20 Chakra

Keywords: Hijutsu, Ninjutsu, Unique

Description: You draw out one of your clans secret summoning scrolls, releasing a Large Nest of spiders that all attack a 60-foot radius sphere centered on you. Creatures in the target radius must succeed a Dexterity saving throw, being Restrained 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.



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 while placing his weapon on his shoulder looking down on her. Vale begins to look up at them, but something is different. Her eyes are red with additional tome in them. The rogue shinobi attack 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 being the sole reason for their defeat and she will rectify it, if it's the last thing she does.

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

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

Speed: Your base walking speed is 30 feet.

Skill Proficiencies: Insight, Ninjutsu or Taijutsu or Genjutsu

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 grab features from the lists provided at each given level. You can use these features a number of times equal to your Intelligence Modifier (Min 1) per short or long rest (This counts for all features not each individually).

1-Tomoe Sharingan: At Third level you gain one of the following Features.

- **Sharingan Dodge:** As a Reaction Add +1 to your AC until the start of your next turn.
- **Eye of Insight:** As a Bonus action, you gain Chakra Sight until you deactivate the Sharingan.
- **Copy Wheel:** As a Reaction You can copy a Jutsu in use, that you can see whose level is equal to or less than your Wisdom Modifier (Min 1) or lower. 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.
- **Hypnotic Eye:** You gain advantage on Insight, Deception and Persuasion skill checks.

2-Tomoe Sharingan: At 7th Level you gain one of the following features.

- **Sharingan Dodge 2:** As a Reaction add +1 bonus to your AC. If you already have Sharingan Dodge as a feature. This bonus becomes +2. (This stacks with previous Sharingan Dodge Clan features)
- **Copy Wheel 2:** As a Reaction You can copy a Jutsu in use that you can see whose level is equal to or less than your Wisdom Modifier (Min 1) or lower. 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. If you already have a Copy Wheel, you can permanently learn the jutsu if you succeed a DC (12+ Jutsu Level) Skill check using the Jutsu's corresponding type (Ninjutsu, Genjutsu, or Taijutsu). On a success you add the Jutsu to your known list. On a failure, you do not add it until you attempt to copy it again after a long rest.
- **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 and you can see them. The DC is 12+ Rank of jutsu (Ninjutsu, Taijutsu, Genjutsu). On a success you know the type of technique you or an ally is being targeted with and the general application of it. 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 AC against this singular attack as you tell them what to look out for.
- **Aggressive Jutsu Augmentation:** 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)

3-Tomoe Sharingan: At 11th Level you gain one of the following features.

- **Sharingan Dodge 3:** As a Reaction add +1 bonus to your AC. If you already have Sharingan Dodge as a feature, this bonus becomes +2. (This stacks with previous Sharingan Dodge Clan features). If you already have Sharingan Dodge as a feature twice, you instead can just cause the attack targeting you 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.
- **Genjutsu Counter:** As a Reaction, while under the effects of a Genjutsu. When you make a saving throw to escape, you may roll at advantage.
- **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 already have Aggressive Jutsu Augmentation feature you instead spend no additional cost to increase the jutsu's rank by one.



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 and without a Sharingan. At 3rd level you gain one of the following combat Feats. You can select another of these feats beginning at 7th, 11th and 18th level. These features can only be used an amount of times equal to your Intelligence Modifier (Min 1)

- **Agile Riposte:** When a Creature Misses you with a Melee Attack you Can use your reaction to make a single melee attack against them
- **Trip Attack:** When you Hit a creature with an unarmed or weapon attack, you may as a reaction, attempt to knock the target prone. The Target must make a Dex Save against your Taijutsu Save DC.
- **Sharingan Advancement:** You may select 1 additional Sharingan Feature you qualify for. You may take this feat more than once.
- **Maneuvering Strike:** When you hit a creature with an unarmed or weapon attack, you can maneuver the target of your attack into a more disadvantageous position for them. You spend your reaction in an attempt to move them 5 feet in any direction that the creature can move into. The Target must make a Dexterity save against your Taijutsu Save DC. On a Success they do not move.
- **Feinting Attack:** 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.



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, Unique

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), a Chakra Seal (CS), a weapon (W) or ninja tools (NT). The genjutsu cast 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 3 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: Instant

Components: M

Cost: 4 Chakra

Keywords: Hijutsu, Taijutsu, Unique

Description: As a Reaction, when being targeted by a melee attack, you may take the dodge action. When a creature misses you with a melee attack, you immediately make a melee attack or cast a Taijutsu of D-Rank that is not a combo or finisher.

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 1d8.

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 (10), M

Cost: 4 Chakra

Keywords: Shurikenjutsu, Taijutsu

Description: You take 10 shuriken or Kunai, and launch them at once into the air. Creatures in the target area, must succeed a Dexterity saving throw against your taijust Save DC. On a failed save, the target creature(s) take 1d4 Slashing damage a number of times equal to your Taijutsu Save DC - Their Dexterity Save result, up to a maximum of 10d4.

C-RANK:

GENJUTSU: DEFLECT!

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Reaction

Range: 30 Feet

Duration: Instant

Components: CM

Cost: 8 Chakra

Keywords: Hijutsu, Genjutsu, Unique

Description: As part of the requirements of this jutsu, you must have the *Sharingan* active. As part of the activation of this jutsu, you must make a Genjutsu Skill check to identify if you or another creature are being affected by a Genjutsu. On a successful check, you may attempt to make a Genjutsu skill check to counter the Genjutsu while also retargeting the Genjutsu to another creature you can see within range that you can make eye contact with. The target creature must succeed a Wisdom Save against your Genjutsu Save DC, being affected by the Genjutsu you redirected on a failed save. On a successful save, the Genjutsu ends.

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, Unique

Description: As part of the requirements of this jutsu, you must have the *Sharingan* active. By making eye contact with a creature while your *Sharingan* is active, you attempt to put them into a Genjutsu, where the Sun is now red and slowly approaching. The target creature must make a Wisdom save, against your Genjutsu save DC. On a failed save, the target creature becomes frightened of the sun and will try to escape sunlight and all light opting to move into total darkness.

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, unique

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 against your Ninjutsu save DC 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: Instant

Components: HS, CM

Cost: 11 Chakra

Keywords: Hijutsu, Ninjutsu, Fire Release, Unique

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. As a Bonus action on each of your turns, you may command each 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: 60 Feet

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 14 Chakra

Keywords: Hijutsu, Ninjutsu, Fire Release, Unique

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

Creatures other than you that start their turn inside the fire 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 30 Hit points (6d10). The wall regains Hit points when hit by wind Release jutsu equal to the damage dealt. The Flame tower is vulnerable to Water Release Jutsu.

A-RANK:

SHARINGAN: INFINITE GENJUTSU

Classification: Hijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Up to 100 years

Components: CM

Cost: 20 Chakra, Loss of Sharingan Clan Feature

Keywords: Hijutsu, Genjutsu, Unique

Description: The ultimate Uchiha Genjutsu. As part of the requirements of this jutsu, you must have the *Sharingan* active. By making eye contact with a creature while your *Sharingan* is active, you entrap a creature into an infinite Genjutsu of your creation and design. This Genjutsu lasts as long as you want and can be as twisted or tame as you desire. You must first make an Insight check on the target creature against their Deception (Rolled by the DM). On a success you understand the characteristics and personality of the. On a Failure the jutsu ends immediately, you do not lose your *Sharingan* Clan feature.

The target must then succeed a Charisma saving throw, being trapped inside the Genjutsu forever. You then lose access to the *Sharingan* and all the features it provides. On a successful save, they break the Genjutsu and suffer no further effects. You do not lose your *Sharingan* Clan feature but you still spend the chakra cost.

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 exert.

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, Ninjutsu

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 level, Increase your chakra point total by 2.

Inhuman Lifeforce: 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.

UZUMAKI CLAN JUTSU

D-RANK:

CHAKRA RESERVES

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Day

Range: Self

Duration: -

Components: HS

Cost: -

Keywords: Hijutsu

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 day 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, Unique

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 vs. your Ninjutsu save DC, increasing the cost of the jutsu used by half on a failed save. 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.

C-RANK:

UZUMAKI ART: 5-PRONGED SEAL

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Touch

Duration: Up to 1 Week

Components: HS, CM, CS (2 Chakra Seals)

Cost: 9 Chakra

Keywords: Hijutsu, Fuinjutsu, Ninjutsu, Unique

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 currently can restrict a large amount of chakra from flowing. Make a 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 vs. your Ninjutsu save DC, doubling the cost of the jutsu used for the duration on a failed save. On a successful save you 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.

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, Unique

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 Ninjutsu attack against a target creature, dealing 4d10 Slashing damage on a hit.
- **Bind:** Make a Ninjutsu attack against a target creature, on a Hit, target creature must succeed a Strength saving throw & a Constitution saving throw. On a failed strength save, they are restrained. On a Failed Constitution save, they can no longer Mold chakra until they escape the bind of the Chains. Target suffers no additional effects on a successful save of either saving throws.

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.

B-RANK:

UZUMAKI SEAL BREAK

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: HS, CM

Cost: 14 Chakra

Keywords: Hijutsu, Fuinjutsu, Ninjutsu, Unique

Description: Using your knowledge of seals and

Fuinjutsu, you surgically attempt to dismantle and break any sealing jutsu you are touching. As part of the activation of this jutsu, make a Ninjutsu skill check against a DC (12+ Level of the Sealing Jutsu). On a success you understand the inner workings of the seal and how to break it. You can make a Ninjutsu attack against the same DC. On a success you destroy the seal ending its effects.

A-RANK:

EIGHT TRIGRAM ADVANCED SEAL

Classification: Hijutsu

Rank: A-Rank

Casting Time: 10 minutes

Range: Touch

Duration: Permanent

Components: HS, CM, CS (100)

Cost: 30 Chakra

Keywords: Hijutsu, Ninjutsu, Fuinjutsu, Unique

Description: As part of the activation of this jutsu, you require 100 chakra seals to be placed in a circular formation no further than 30 feet apart from one another. Each seal must be marked with your blood, chakra and a different Nature transformation in a repeating pattern that cannot be broken or the jutsu will fail. Once all preparations have been set, you set a trigger for the activation of this jutsu. When a creature enters the circle made from the chakra seals, the target creature can make a Constitution saving throw. On a Failure, the target creature’s body is destroyed and turned into chakra, which is then sealed into the user of this jutsu. The consciousness of the target will exist within the user of this jutsu and if the target attempts to resist, the User of this jutsu must succeed a Charisma save against the Charisma Modifier + 10 of the sealed creatures. On a success you resist them taking over your body for 1 month. On a failure, the user of this jutsu is overshadowed by the original target and they switch consciousness positions until the User of this jutsu makes their Charisma save.



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.

—Tatsunami Aburame, *The Long Road*, Ch. 14 exert.

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: Genjutsu, 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.

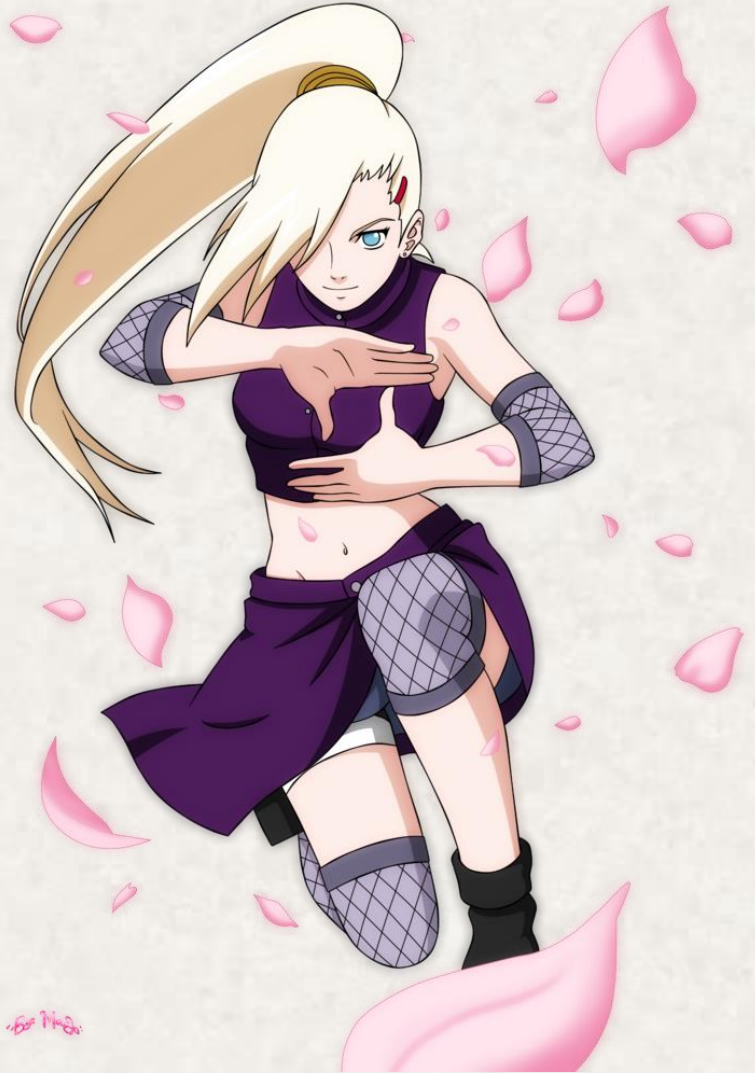
Mental Boon: Beginning at 3rd level, your experience with Yamanaka Jutsu grows. You gain 1 Mental Boon of your choice. Your Boon options are detailed at the end of the Clan description. Also, at 5th, 7th, 11th, 15th and 18th levels you gain additional boons of your choice as shown in the Boon list in 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 a Wisdom or Charisma saving throw to resist a Genjutsu. you may instead use your "Genjutsu" Skill as a bonus to your roll instead of the original Wisdom or Charisma saving throw.
Astute Mindset	7th Level	When using Mental Clarity, you may add half your Wisdom bonus 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 Insight (Wis) 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 +2
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, Unique

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. They are controlled by you as if their body was yours. 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, Unique

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 minor tasks for you for the duration, on a failed save. The affected creature will not fight for you in a life or death situation. While they are friendly towards you can understand basic communication with them such as them being happy, scared, excited, searching, finding food and other basic instinct-based interactions.

MIND BODY DISTURBANCE

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 1 Action

Duration: Up to 1 Minute

Components: HS, CM

Cost: 5 Chakra

Keywords: Hijutsu, Genjutsu, Unique

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 1d8

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, Unique

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, Unique

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, Unique

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. The commanded action can continue for 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.

A-RANK:

MIND PUPPET SWITCH: CURSED SEAL

Classification: Hijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: Permanent

Components: HS, CM, NT, CS

Cost: 20 Chakra

Keywords: Hijutsu, Ninjutsu, Fuinjutsu, Unique

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 creature's 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

YUKI TRAITS

Ability Score Increase: +2 Dex, +1 Int

Speed: Your base walking speed is 30 feet.

Skill Proficiencies: Chakra Control, Ninjutsu

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 1st level when casting a jutsu of Either Wind or Water Release, you can change the damage type to Cold and increase the damage by 1 damage die. At 11th level when you deal cold damage, increase the damage by your Intelligence Modifier.

Chilled Body: Beginning at 3rd level you have a high resistance to cold weather and find it rather inviting. You are Resistance to Cold Damage. At 7th level this resistance to cold weather extends towards effects and damage. Reduce all cold damage by your Constitution modifier. At 15th level this resistance to cold becomes far more potent, you gain immunity to Cold damage and effects caused by Cold Damage.

Child of Ice: Beginning at 18th level you can as a movement action teleport between sources and structures of Ice within 120 feet of one another. Once you use this feature a number of times equal to your Dexterity modifier, you need a Long rest before you can use this feature again.

YUKI CLAN JUTSU

D-RANK

ICE DAGGERS

Classification: Hijutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 30 feet

Duration: 1 action

Components: HS, CM

Cost: 4 Chakra

Keywords: Hijutsu, Ninjutsu, Water Release, Wind Release, Unique

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 5d4 Cold 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 2d4.

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, unique

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. 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.

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, Unique

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. The dome has an AC equal to your Ninjutsu Save DC and 15 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: 10 Minutes

Range: Self (20-foot sphere)

Duration: Instant

Components: HS, CM

Cost: 9 Chakra

Keywords: Hijutsu, Ninjutsu, Water Release, Wind Release, Unique

Description: You slam your palms onto the ground instantly freezing the air around you creating spears of ice impaling everything around you with violent accuracy leaving behind the spears of ice, 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)

Duration: Concentration, Up to 1 Minute

Components: HS, CM

Cost: 7 Chakra

Keywords: Hijutsu, Ninjutsu, Water Release, Wind Release, Unique

Description: Upon finishing your hand seals 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) skill 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, Unique

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, Unique

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 being Frozen in place, gaining the Paralyzed condition on a failed save as they are frozen in a block of ice and suffering no further effects on a success.
- **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 bound 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, Unique

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.

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.

A-RANK:

DEMONIC ICE MIRRORS

Classification: Hijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Self (60-foot Sphere)

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 20 Chakra

Keywords: Hijutsu, Ninjutsu, Water Release, Wind Release, Unique

Description: You create a dome of Chakra enhanced reflective Ice mirrors. This dome encompasses a 60-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 mirror within the 60-foot radius as your move action.

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 mirrors.

CHAPTER 3: PERSONALITY & 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 categories of characteristics are presented here: personality traits, ideals, bonds, and flaws. Beyond those categories, think about your character's favorite words or phrases, tics and habitual gestures, vices and pet peeves, and whatever else you can imagine.

Each background presented later in this chapter includes suggested characteristics that you can use to spark your imagination. You're not bound to those options, but they're a good starting point.

PERSONALITY TRAITS

Give your character two personality traits. Personality traits are small, simple ways to help you set your character apart from every other character. Your personality traits should tell you something interesting and fun about your character. They should be self-descriptions that are specific about what makes your character stand out. "I'm smart" is not a good trait, because it describes a lot of characters. "I've read every book I can get my hands on" tells you something specific about your character's interests and disposition.

Personality traits might describe the things your character likes, his or her past accomplishments, things your character dislikes or fears, your character's self-attitude or mannerisms, or the influence of his or her ability scores. A useful place to start thinking about personality traits is to look at your highest and lowest ability scores and define one trait related to each. Either one could be positive or negative: you might work hard to overcome a low score, for example, or be cocky about your high score.

IDEALS

Describe one ideal that drives your character. Your ideals are the things that you believe in most strongly, the fundamental moral and ethical principles that compel you to act as you do. Ideals encompass everything from your life goals to your core belief system.

Ideals might answer any of these questions: What are the principles that you will never betray? What would prompt you to make sacrifices? What drives you to act and guides your goals and ambitions? What is the single most important thing you strive for? You can choose any ideals you like, but your character's alignment is a good place to start defining them. Each background in this chapter includes six suggested ideals. Five of them are linked to aspects of alignment: evil, good, or neutral. The last one has more to do with the particular background than with moral or ethical perspectives.

BONDS

Create one bond for your character. Bonds represent a character's connections to people, places, and events in the world. They tie you to things from your background. They might inspire you to heights of heroism, or lead you to act against your own best interests if they are threatened. They can work very much like ideals, driving a character's motivations and goals.

Bonds might answer any of these questions: Whom do you care most about? To what place do you feel a special connection? What is your most treasured possession? Your bonds might be tied to your class, your background, your clan, or some other aspect of your character's history or personality. You might also gain new bonds over the course of your adventures.

FLAWS

Finally, choose a flaw for your character. Your character's flaw represents some vice, compulsion, fear, or weakness—in particular, anything that someone else could exploit to bring you to ruin or cause you to act against your best interests. More significant than negative personality traits, a flaw might answer any of these questions: What enrages you? What's the one

person, concept, or event that you are terrified of? What are your vices?

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

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 personality traits, give in to the drawbacks presented by a flaw or bond, 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.

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 FEAT/ BACKGROUND ABILITY SCORE INCREASE (ASI)

Each background gives a character a starting feature and an 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 country's dialect and didn't use standard common. There are also entire "Speaks" that designate 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: Choose two from Acrobatics, Insight, Performance, and Sleight of Hand

Tool Proficiencies: Disguise kit

Equipment: A Love letter from someone you used to be close to, A Costume from an event prior, Wallet containing 150 Ryo.

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

SUGGESTED CHARACTERISTICS

D8 Personality Traits

- 1 I know a story relevant to almost every situation.
- 2 Whenever I come to a new place, I collect local rumors and spread gossip.
- 3 I'm a hopeless romantic, always searching for that special someone.
- 4 Nobody stays angry at me or around me for long, since I can defuse any amount of tension.
- 5 I love a good insult, even one directed at me.
- 6 I get bitter if I'm not the center of attention.
- 7 I'll settle for nothing less than perfection.
- 8 I change my mood or my mind as quickly as I change the key in a song.

D6 Ideals

- 1 Beauty. When I perform, I make the world better than it was. (Good)
- 2 Tradition. The stories, legends, and songs of the past must never be forgotten, for they teach us who we are. (Lawful)
- 3 Creativity. The world is in need of new ideas and bold action. (Chaotic)
- 4 Greed. I'm only in it for the money and fame. (Evil)
- 5 People. I like seeing the smiles on people's faces when I perform. That's all that matters. (Neutral)
- 6 Honesty. Art should reflect the soul; it should come from within and reveal who we really are. (Any)

D6 Bonds

- 1 My instrument is my most treasured possession, and it reminds me of someone I love.
- 2 Someone stole my precious instrument, and someday I'll get it back.
- 3 I want to be famous, whatever it takes.
- 4 I idolize a hero of the old tales and measure my deeds against that person's.
- 5 I will do anything to prove myself superior to my hated rival.
- 6 I would do anything for the other members of my old troupe.

D6 Flaws

- 1 I'll do anything to win fame and renown.
- 2 I'm a sucker for a pretty face.
- 3 A scandal prevents me from ever having honor at home. That kind of trouble seems to follow me around.
- 4 I once satirized a noble who still wants my head. It was a mistake that I will likely repeat.
- 5 I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.
- 6 Despite my best efforts, I am unreliable to my friends.



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 Taijutsu, Ninjutsu and Genjutsu

Tool Proficiencies: One of your choices.

Languages: One additional Language of your choice

Equipment: One Bingo Book Passed down to you from someone of importance, 3 Blank Ninjutsu or Genjutsu Scrolls, A Wallet Containing 100 Ryo.

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

SUGGESTED CHARACTERISTICS

D8 Personality Traits

- 1 I judge people by their actions, not their words.
- 2 I never back down from a challenge presented.
- 3 I'm not a hero, but I might lend a hand.
- 4 It's best to avoid a conflict I'm not prepared for.
- 5 I complete the task at hand, nothing more, nothing less.
- 6 The rewards are just a bonus for a good time.
- 7 I don't like to be upstaged or proven wrong on anything.
- 8 I usually make a lot of people dislike me because I am usually correct, or just better than them.

D6 Ideals

- 1 Kindness. I'll help out if I can. (Good)
- 2 Justice. I'm the executioner, It's the role I've been given. (Law)
- 3 Lax. I'll get to it when I get to it (Chaotic)
- 4 Twisted. I take great pleasure in each outing (Evil)
- 5 Honest. I'm what I am for better or worse. (Neutral)
- 6 Dutiful. Get the job done by any means. (Any)

D6 Bonds

- 1 My family is my treasure and I will guard that treasure
- 2 I can't afford to lose what I love most
- 3 To protect one's pride is my only job.
- 4 Life is not promised, So I will ensure I am remembered as the greatest.
- 5 I must kill a certain someone.
- 6 I'd rather die than break my bond.

D6 Flaws

- 1 I'm prone to going above and beyond what is asked of me, regardless of the consequences.
- 2 I will commit any sin as long as I can grow stronger
- 3 I will protect what I love, no matter who else suffers.
- 4 I'm the best and can't be convinced otherwise
- 5 I tell people their place in the world, and don't allow delusions to drive people's decisions.
- 6 I have a drive and determination that just cannot be sated or quenched.



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 your training on your own time while not lagging behind when you do decide to take a break.

Skill Proficiencies: One of your choice

Tool Proficiencies: One of your choice

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 150 Ryo.

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

SUGGESTED CHARACTERISTICS

D6 Personality Traits

- 1 I Push myself to the brink and I judge people based on their work ethics.
- 2 I challenge people who seem to be at a level above me to better myself.
- 3 I rush into conflicts even if and when I am not prepared.
- 4 My hard-working mentality makes people warm up to me even when they don't like me.
- 5 The rewards for completing my tasks are as follows; Experience, Training, and Experience.
- 6 If I can't provide value to my team, or to the mission, I find it hard to keep going.

D6 Ideals

- 1 Inspiration. I will do everything I can to inspire change for good. (Good.)
- 2 Focus. I train harder than everyone I consider my peers, and I do it in ways that are easily verifiable. (Law)
- 3 Intense. I will get better than my rivals and allies, regardless of the circumstances. (Chaotic.)
- 4 Unrelenting. I will take any route I need to get stronger and to prove myself. (Evil)
- 5 Peace. I will follow my pride, goals, and Nindo until I achieve my dream. (Neutral)
- 6 Empowerment. Bettering myself, is the goal. Training is that method. (Any)

D6 Bonds

- 1 My weak past is what I will always look to for motivation to move forward.
- 2 I cannot afford to go back to my weak self. I must always advance and always get stronger.
- 3 I must beat the person who has always made me feel weak.
- 4 I would rather die, than fall and become weak again.
- 5 To protect the people I care about, is to be strong at all times.
- 6 To be strong is to be happy. You cannot have one without the other.

D6 Flaws

- 1 I am prone to put my own goals above the goals of others, regardless of circumstance.
- 2 I must get stronger by any means. Any Means...
- 3 I will protect what I love, no matter who suffers because of it.
- 4 I have to become the best in my own way. and I am blind to other paths.
- 5 People do not change, if they did there would be a lot more people looking to get better, but there aren't.
- 6 Despite all of my training, I still fall short, more often than not.



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: Choose two from Animal Handling, History, Medicine, and Nature

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, an herbalism kit, and 75 Ryo

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

SUGGESTED CHARACTERISTICS

D8 Personality Traits

- 1 I've been isolated for so long that I rarely speak, preferring gestures and the occasional grunt.
- 2 I am utterly serene, even in the face of disaster.
- 3 The leader of my community had something wise to say on every topic, and I am eager to share that wisdom.
- 4 I feel tremendous empathy for all who suffer.
- 5 I'm oblivious to etiquette and social expectations.
- 6 I connect everything that happens to me to a grand, cosmic plan.
- 7 I often get lost in my own thoughts and contemplation, becoming oblivious to my surroundings.
- 8 I am working on a grand philosophical theory and love sharing my ideas.

D6 Ideals

- 1 Greater Good. My gifts are meant to be shared with all, not used for my own benefit. (Good)
- 2 Logic. Emotions must not cloud our sense of what is right and true, or our logical thinking. (Lawful)
- 3 Free Thinking. Inquiry and curiosity are the pillars of progress. (Chaotic)
- 4 Power. Solitude and contemplation are paths toward mythical power. (Evil)
- 5 Live and Let Live. Meddling in the affairs of others only causes trouble. (Neutral)
- 6 Self-Knowledge. If you know yourself, there's nothing left to know. (Any)

D6 Bonds

- 1 Nothing is more important than the other members of my hermitage, order, or association.
- 2 I entered seclusion to hide from the ones who might still be hunting me. I must someday confront them.
- 3 I'm still seeking the enlightenment I pursued in my seclusion, and it still eludes me.
- 4 I entered seclusion because I loved someone I could not have.
- 5 Should my discovery come to light, it could bring ruin to the world.
- 6 My isolation gave me great insight into a great Dark that only I can destroy.

D6 Flaws

- 1 Now that I've returned to the world, I enjoy its delights a little too much.
- 2 I harbor dark, bloodthirsty thoughts that my isolation and meditation failed to quell.
- 3 I am dogmatic in my thoughts and philosophy.
- 4 I let my need to win arguments overshadow friendships and harmony.
- 5 I'd risk too much to uncover a lost bit of knowledge.
- 6 I like keeping secrets and won't share them with anyone.



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: Choose three from Deception, History, Investigation, Persuasion

Language: One additional language of your choice

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.

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: SECLUDED.

Charisma +1 or Intelligence +1

SUGGESTED CHARACTERISTICS

D6 Personality Traits

- 1 Listen to me! Look at me!
- 2 I am the only one capable of making a better world.
- 3 I want to take over the country! The current administration is a heap of dung!
- 4 The people deserve better. I will be their guiding hope.
- 5 I'm looking out only for myself here in this dog-eat-dog world.
- 6 I'm very patient and can conceal my inner discomforts easily.

D6 Ideals

- 1 Dictator. I will become the sole, undisputed leader of this country. (Evil)
- 2 Equality. This world needs to care more about the least advantaged. (Good)
- 3 Humanity. I will fight for what is morally acceptable. (Good)
- 4 Rational Self Interest. I only need to survive this industry. (Neutral)
- 5 Legacy. I will make my ancestors proud! (Any)
- 6 Divine Rule. I am one sent from God to make my throne in this earthly environment. (Chaotic)

D6 Bonds

- 1 I have a family to whom I promised I would change the world.
- 2 Friends? I only see others as means to reach my ends. (evil)
- 3 I remember the old days, when things were different and better.
- 4 We all need to work together to unify and achieve the goal best for everyone. (good)
- 5 The world is but a bunch of connections. I need as many as possible to achieve my goals. (chaotic)
- 6 I'll help, in exchange for favors.

D6 Flaws

- 1 I'm a pathological liar. And I break promises a lot.
- 2 I am VERY indecisive.
- 3 My methods are very inhumane despite my best intentions.
- 4 I don't like pain. I'd rather run than ever fight. Actually, I just let others fight my battles.
- 5 I ... actually have stage fright.
- 6 I was embroiled in a scandal that can ruin my public image FOREVER.



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: Choose two from Deception, Insight, History, and Persuasion

Language: One of your choice.

Equipment: A set of fine clothes, a signet ring, your clan's emblem, and a wallet containing 250 Ryo

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: SECLUDED.

Charisma +1 Or Wisdom +1

SUGGESTED CHARACTERISTICS

D6 Personality Traits

- 1 My eloquent flattery makes everyone I talk to feel like the most wonderful and important person in the world.
- 2 The common folk love me for my kindness and generosity.
- 3 No one could doubt by looking at my regal bearing that I am a cut above the unwashed masses.
- 4 Despite my noble birth, I do not place myself above other folk. We all have the same blood.
- 5 My favor, once lost, is lost forever.
- 6 If you cause me an injury, I will crush you, ruin your name, and salt your fields.

D6 Ideals

- 1 Respect. Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity. (Good)
- 2 Responsibility. It is my duty to respect the authority of those above me, just as those below me must respect mine. (Lawful)
- 3 Independence. I must prove that I can handle myself without the coddling of my family. (Chaotic)
- 4 Power. If I can attain more power, no one will tell me what to do. (Evil)
- 5 Family. Blood runs thicker than water. (Any)
- 6 Noble Obligation. It is my duty to protect and care for the people beneath me. (Good)

D6 Bonds

- 1 I will face any challenge to win the approval of my family.
- 2 My house's alliance with another noble family must be sustained at all costs.
- 3 Nothing is more important than the other members of my family.
- 4 I am in love with the heir of a family that my family despises.
- 5 My loyalty to my sovereign is unwavering.
- 6 The common folk must see me as a hero of the people.

D6 Flaws

- 1 I secretly believe that everyone is beneath me.
- 2 I hide a truly scandalous secret that could ruin my family forever.
- 3 I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger.
- 4 I have an insatiable desire for carnal pleasures.
- 5 In fact, the world does revolve around me.
- 6 By my words and actions, I often bring shame to my family.



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, History and Choose between Ninjutsu, Genjutsu & Taijutsu.

Language: One of your choice.

Tool Proficiencies: One of your choice

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 75 Ryo

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: SECLUDED.

Intelligence +1 Or Dexterity +1

SUGGESTED CHARACTERISTICS

D6 Personality Traits

- 1 I consider my Master to have been a font of wisdom, and have a quote from him for almost every situation
- 2 My Master taught me the value of secrets, I keep them very well and have a few of my own.
- 3 I have a grand Ninjutsu theory that I can't wait to tell other people about
- 4 I am seldom seen without my nose stuck firmly in a book or scroll
- 5 When exposed to new Ninjutsu, I can't help but try to figure out what it does and how it works
- 6 I am extremely proud of the school I attended or Master I had, and will boast of it often

D6 Ideals

- 1 Knowledge for Knowledge's Sake. I seek to study and improve All Jutsu, simply for the betterment of Jutsu (Neutral)
- 2 Greater Good. Ninjutsu should be used to protect and improve the lives of the common people (Good)
- 3 Power. Through my Power, I will conquer and gain victory (Evil)
- 4 Tradition. I will uphold the standards of Ninjutsu that were taught to me by my Master (Lawful)
- 5 Independence. I have cast off the shackles of my tutelage and will seek my own path (Chaotic)
- 6 Spirit. I will make my Master proud (Any)

D6 Bonds

- 1 I often think of the family I left behind when I became an apprentice, I would like to find them some day and bond with them.
- 2 I had a romantic relationship with a fellow student, I still love them.
- 3 I am utterly loyal to my Master, everything else comes second.
- 4 I am hunting for the one who is responsible for the end of my apprenticeship.
- 5 I had a rival all throughout my training, we still compete.
- 6 I idolize a historical Shinobi, and measure my accomplishments against theirs

D6 Flaws

- 1 People who are uninformed about Ninjutsu are idiots, and not worth my time.
- 2 I look down on anyone who was not properly trained in the art of Ninjutsu.
- 3 If my Master calls me, I'll abandon what I'm doing to go to him.
- 4 I can get so distracted by the mystery and wonder of Ninjutsu, that I can forget I'm supposed to be fighting that other Ninja
- 5 A scandal prevents me from returning to my place of tutelage, I'm trying to stay ahead of the rumors.
- 6 I believe that the world would be better off if Shinobi ran everything



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 new wonders that you've never laid eyes on before.

Skill Proficiencies: Insight, Perception

Language: Two of your Choice

Equipment: One set of traveler's clothes, any one gaming set you are proficient with 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 90 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: SECLUDED.

Strength +1 Or Wisdom +1

SUGGESTED CHARACTERISTICS

D4 Personality Traits

- 1 I have a strong code of honor or sense of propriety that others don't comprehend.
- 2 I express affection or contempt in ways that are unfamiliar to others.
- 3 I honor my deities through practices that are foreign to this land.
- 4 I begin or end my day with small traditional rituals that are unfamiliar to those around me.

D6 Ideals

- 1 Open. I have much to learn from the kindly folk I meet along my way. (Good)
- 2 Reserved. As someone new to these strange lands, I am cautious and respectful in my dealings. (Lawful)
- 3 Adventure. I'm far from home, and everything is strange and wonderful! (Chaotic)
- 4 Cunning. Though I may not know their ways, neither do they know mine, which can be to my advantage. (Evil)
- 5 Inquisitive. Everything is new, but I have a thirst to learn. (Neutral)
- 6 Suspicious. I must be careful, for I have no way of telling friend from foe here. (Any)

D6 Bonds

- 1 So long as I have this token from my homeland, I can face any adversity in this strange land.
- 2 The gods of my people are a comfort to me so far from home.
- 3 I hold no greater cause than my service to my people.
- 4 My freedom is my most precious possession. I'll never let anyone take it from me again.
- 5 I'm fascinated by the beauty and wonder of this new land.
- 6 Though I had no choice, I lament having to leave my loved ones behind. I hope to see them again one day.

D6 Flaws

- 1 I am secretly (or not so secretly) convinced of the superiority of my own culture over that of this foreign land.
- 2 I pretend not to understand the local language in order to avoid interactions I would rather not have.
- 3 I have a weakness for the new intoxicants and other pleasures of this land.
- 4 I don't take kindly to some of the actions and motivations of the people of this land, because these folks are different from me.
- 5 I consider the adherents of other gods to be deluded innocents at best, or ignorant fools at worst.
- 6 I have a weakness for the exotic beauty of the people of these lands.

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: Disguise Kit, Forgery Kit

Equipment: One set of fine or commoners' clothes, a disguise kit and a wallet containing 75 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: SECLUDED.

Strength +1 Or Charisma +1

SUGGESTED CHARACTERISTICS

D8 Personality Traits

- 1 Flattery is my preferred trick for getting what I want.
- 2 I fall in and out of love easily and am always pursuing someone.
- 3 No one could doubt by looking at my regal bearing that I am a cut above the unwashed masses.
- 4 I take great pains to always look my best and follow the latest fashions.
- 5 I have a joke for every occasion, especially occasions where humor is inappropriate
- 6 I lie about almost everything even when there is no good reason to.
- 7 Sarcasm and insults are my weapons of choice.
- 8 I am looking to be validated in my trials and tribulations, so I lash and act out.

D6 Ideals

- 1 Independence. I am a free spirit - no one tells me what to do. (Chaotic)
- 2 Fairness. I never target people who can't afford to lose a few coins. (Lawful)
- 3 Creativity. I never run the same con twice. (Chaotic)
- 4 Family. Blood runs thicker than water. (Any)
- 5 Power. If I can obtain more power, no one will tell me what to do. (Evil)
- 6 Friendship. Material goods come and go. Bonds of Friendship last forever. (Good)

D6 Bonds

- 1 I will face any challenge to win the approval of my family or friends.
- 2 I fleeced the wrong person and must work to ensure that they never cross paths with me or those I care about.
- 3 I owe everything to my mentor - a horrible person who's probably rotting in jail somewhere
- 4 I am in love with the heir of a family that my family despises
- 5 A powerful person killed someone I love. Someday soon, I will have my revenge.
- 6 I swindled and ruined a person who didn't deserve it. I seek to atone but might never be able to forgive myself.

D6 Flaws

- 1 I secretly believe that everyone is beneath me.
- 2 I can't resist a pretty face.
- 3 I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger
- 4 I'm always in debt. I spend my ill-gotten gains on decadent luxuries faster than I bring them in.
- 5 I'm convinced that no one could ever fool me the way I fool others.
- 6 In fact, the world does revolve around me.



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: Choose two from Deception, Insight, Sleight of Hand or Stealth

Tool Proficiencies: Disguise kit, Security 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

SUGGESTED CHARACTERISTICS

D8 Personality Traits

- 1 I hide scraps of food and trinkets away in my pockets.
- 2 I ask a lot of questions.
- 3 I have something to prove and want to make a name for myself
- 4 I sleep with my back to a wall or tree; with everything I own wrapped in a bundle in my arms.
- 5 I eat like a pig and have bad manners.
- 6 I think anyone who's nice to me is hiding Dark intent.
- 7 I don't like to bathe.
- 8 I bluntly say what other people are hinting at or hiding.

D6 Ideals

- 1 Respect. All people, rich or poor, deserve respect. (Good)
- 2 Community. We have to take care of each other, because no one else is going to do it. (Lawful)
- 3 Change. The low is lifted up, and the high and mighty are brought down. Change is the nature of things. (Chaotic)
- 4 Retribution. The rich need to be shown what life and death are like in the gutters. (Evil)
- 5 People. I help the people who help me. That's what keeps us alive. (Neutral)
- 6 Aspiration. I'm going to prove that I'm worthy of a better life. (Any)

D6 Bonds

- 1 My town or city is my home, and I'll fight to defend it.
- 2 I sponsor an orphanage to keep others from enduring what I was forced to endure.
- 3 I owe my survival to another urchin who taught me to live on the streets.
- 4 I owe a debt I can never repay to the person who took pity on me.
- 5 I escaped my life of poverty by robbing an important person, and I'm wanted for it.
- 6 No one else should have to endure the hardships I've been through.

D6 Flaws

- 1 If I'm outnumbered, I will run away from a fight.
- 2 Money is money and I am more than willing to do whatever it takes to get it.
- 3 I will never fully trust anyone other than myself.
- 4 I'd rather kill someone in their sleep than fight fair.
- 5 It's not stealing if I need it more than someone else.
- 6 People who can't take care of themselves get what they deserve.



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 or Charisma	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	Constitution, Intelligence
Taijutsu Specialist	Close range martial arts master who uses combos to overwhelm and defeat enemies	D12	D6	Intelligence	Strength or Dexterity	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	Genjutsu Scripts	Jutsu Known	Highest Rank Jutsu Known
1st	+3	Chakra Disruption, Genjutsu Adept	-	6	D-Rank
2nd	+3	Genjutsu Savant	-	6	D-Rank
3rd	+3	-	-	7	D-Rank
4th	+4	Ability Score Improvement/Feat	-	7	D-Rank
5th	+4	Genjutsu Scripts	2	8	C-Rank
6th	+4	Genjutsu Savant (2)	2	8	C-Rank
7th	+5	-	2	9	C-Rank
8th	+5	Ability Score Improvement/Feat	2	9	C-Rank
9th	+5	Genjutsu Scripts (2)	3	10	B-Rank
10th	+6	Genjutsu Savant (3)	3	10	B-Rank
11th	+6	-	3	11	B-Rank
12th	+6	Ability Score Improvement/Feat	3	11	B-Rank
13th	+7	Genjutsu Scripts (3)	4	12	A-Rank
14th	+7	Genjutsu Savant (4)	4	12	A-Rank
15th	+7	-	4	13	A-Rank
16th	+8	Ability Score Improvement/Feat	4	13	A-Rank
17th	+8	Master of Illusion, Genjutsu Scripts (4)	5	14	S-Rank
18th	+8	-	5	14	S-Rank
19th	+9	Ability Score Improvement/Feat	5	15	S-Rank
20th	+9	Master of Illusion (2)	5	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 Yuhi, 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: Genjutsu, 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) 10 Kunai or (b) 20 Shuriken
- Padded Armor, trappers kit, and 2 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 or Charisma modifier (your choice)

Genjutsu attack modifier = your proficiency bonus + your Wisdom or Charisma modifier (your choice)

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 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.

GENJUTSU ADEPT

Also, at 1st level, your talent and skill in the art of Jutsu weaving has granted you great control over the Genjutsu you weave. You may select 1 Genjutsu or Chakra Feat, that you qualify for and learn it. You gain an additional Genjutsu Feat this way at 9th Level.

GENJUTSU SAVANT

Starting at 2nd level, the Genjutsu Specialist begins to become a savant in different forms of Genjutsu. The path that you choose grants you features at 2nd, 6th, 10th & 14th 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.

GENJUTSU SCRIPTS

Starting at 5th level, you learn to decipher ancient Genjutsu formulas otherwise known as scripts, fragments of ancient knowledge that imbue you with passive augmentations to your natural Genjutsu Ability. At 5th level you learn two Scripts of your choice. You learn one additional script at 9th, 13th, and 17th levels. Additionally, when you gain a level in this class, you can choose one of the Scripts you know and replace it with another Script that you could learn at that level. A level prerequisite in an Genjutsu Script refers to Genjutsu Specialist Level, not character level.

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 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.

GENJUTSU SAVANT FORMS

Starting at 2nd level, the Genjutsu Specialist begins to become a savant in different forms of Genjutsu. The path 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, Genjutsu you cast that do not deal damage increase their Genjutsu save DC's by ¼ of your Proficiency bonus (Round down)

ILLUSIONARY ADEPT

Also, at 2nd Level once per short rest, when you are under the effects of a Genjutsu that you have

successfully identified using a Genjutsu Check, you can make your next Save to resist the effects at Advantage.

ILLUSIONARY FURY

Starting at 6th Level, once per long rest, the Genjutsu Specialist can perform a Genjutsu as a bonus action. The Genjutsu used cannot have a cast time greater than 1 action or be greater than D-Rank.

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.

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.

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.

NIGHTMARE INCARNATES

Starting at 6th Level, once per long rest, the Genjutsu Specialist can double the length of time a creature is under the effects of their Genjutsu.

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 5d6 Psychic damage. On a successful save

you cannot use this feature on the attacker again until you finish a long rest.

GENJUTSU SCRIPTS

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 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 long rest.

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.

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 short rest.

CLOAK OF CHAINS

Prerequisite: 9th Level

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 Script, you can't use it again until you finish a short or long rest.

DEMON SIGHT

You can see normally in Genjutsu based darkness, up to a distance of 120 feet.

DEVILISH VIGOR

You can cast *Mind-Body Recovery* as a Standard action, only targeting yourself at half the cost. You may use this Script twice before needing a long rest.

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

You can as a Standard action, communicate with a creature through its dreams up to 10 miles away while it is sleeping. You can record up to a 10-minute recording and have it play in the target creature's dreams. 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 long rest.

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 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 plus another 1d8 for per each extra 5 chakra spent up to a maximum of 25 chakra spent and reduce the target creature's speed to 0 if its Wisdom ability score is less than 13.

ILLUSIONARY WEAPON

You can use your Bonus action to 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 the purpose of triggering Other Genjutsu or Genjutsu Script effects. Your Illusionary weapon disappears if it is more than 5 feet away from you. It also disappears if you use this feature again, if you dismiss the weapon, your chakra points become 0, you fall unconscious or if you die.

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.

MADDENING PAIN

Prerequisite: Discomfort, Doubled Pain or Unrelenting Pain Genjutsu

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, Discomfort or Unrelenting Pain* Genjutsu when they activate. Increase the Damage die of the Jutsu in effect by 1 Step (d4>d6>d8>d10>d12)

MENTAL PLACEBO

Whenever you regain hit points, and you are healed to maximum hit points. As a Reaction, if there is any remaining healing, you gain the extra as Temporary Hit Points for the next minute.

MISTY THOUGHTS

As a standard action, you can cast the *Cajolery of Glamour* Genjutsu at half the 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 creature's speed by 10 feet until the end of your next turn.

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 investigation or Genjutsu Skill 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

When you are in an area with Dim light or Darkness, you can use your action to gain the benefits of the *Mental Invisibility* Genjutsu at no cost.

PSYCHE DRINKER

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: Discomfort, Doubled Pain or Unrelenting Pain Genjutsu

You create a link of agonizing pain between you and the target creature affected with the *Discomfort, 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.

SHROUD OF SHADOWS

Prerequisite: 13th Level

You can as a standard action, cast the *Dome of Shadows* Genjutsu up to twice as if you know the Jutsu, before you you need a long rest.

SUPREME ILLUSIONARY WEAPON

Prerequisite: Improved Illusionary Weapon

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, once per long rest.

TENTATIVE ESCAPE

As a Reaction to failing a saving throw, you can cast *Release* instead using your Genjutsu Skill instead of Chakra control

ULTIMATE ILLUSIONARY WEAPON

Prerequisite: Supreme Illusionary Weapon

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.

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 Bonus	Features	Sneak Attack	Jutsu Known	Highest Rank Jutsu Known
1st	+3	Swift Response, Sneak Attack	1d6	6	D-Rank
2nd	+3	Primary Target	1d6	6	D-Rank
3rd	+3	Hunters Creed	2d6	7	D-Rank
4th	+4	Ability Score Improvement/Feat	2d6	7	D-Rank
5th	+4	Uncanny Dodge	3d6	8	C-Rank
6th	+4	Hunters Strike	3d6	8	C-Rank
7th	+5	-	4d6	9	C-Rank
8th	+5	Ability Score Improvement/Feat	4d6	9	C-Rank
9th	+5	Defensive Tactics	5d6	10	B-Rank
10th	+6	Hunters Creed (2)	5d6	10	B-Rank
11th	+6	-	6d6	11	B-Rank
12th	+6	Ability Score Improvement/Feat	6d6	11	B-Rank
13th	+7	Defensive Tactics (2)	7d6	12	A-Rank
14th	+7	Hunters Strike (2)	7d6	12	A-Rank
15th	+7	-	8d6	13	A-Rank
16th	+8	Ability Score Improvement/Feat	8d6	13	A-Rank
17th	+8	Hunters Creed (3)	9d6	14	S-Rank
18th	+8	-	9d6	14	S-Rank
19th	+9	Ability Score Improvement/Feat	10d6	15	S-Rank
20th	+9	Assassinate	10d6	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

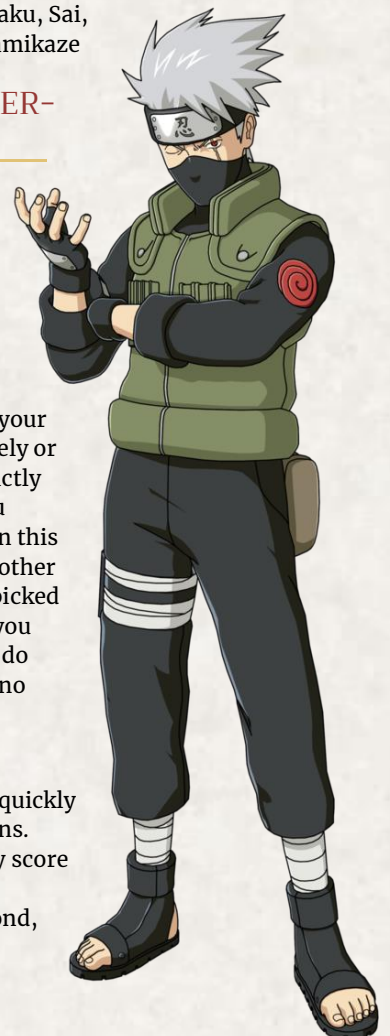
based the core concept of this class off of are: Kakashi Hatake, Zabuza Momochi, Haku, Sai, Shisui Uchiha and Minato Namikaze

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, short bow

Ninja Tools: Tracking Kit, Forensics Kit

Saving Throws: Dexterity, Intelligence

Skills: Stealth, Choose two 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) 10 Kunai or (b) 20 Shuriken
- (a) 2 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. You add your proficiency bonus to initiative rolls.

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 shown 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 Investigation (Int) and Survival (Wis) 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.

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 hits you with an attack, 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.

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.

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 make a constitution save using the Save DC of the type of Attack used, if an Unarmed or Weapon attack was used, use Taijutsu save DC. On a failed save they take double the damage of the attack made against it, on a success, no further effect. This feature may be used only once per long rest

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.

PROFICIENT

At 3rd Level, you gain proficiency with the disguise kit and the poison kit.

FUNERAL EMBRACE

Also, at 3rd level your intimidating presence adds to your combat prowess. Once Per turn, as a bonus action you may add half of your Intimidation (Cha) bonus to your next attack and damage rolls against your **Primary Target**.

FALSE FACES

At 10th level, you gain the ability to unerringly mimic another person's speech, writing, and behavior. You must spend at least two hours 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 Performance) check you make to avoid detection.

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 marked creature of your **Primary Target** feature, the first attack roll 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 darkness, you gain Darkvision and you are invisible to any creature that relies on Darkvision to see you in that darkness. Additionally, when you hit a creature with a weapon attack while hidden, you can force that creature to make a Dexterity saving throw against your Taijutsu save DC. On a failed save, the creature cannot perform a reaction. 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.

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, when you choose this Creed, your tenacity can wear down the most fortuitous foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 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.

MULTIATTACK

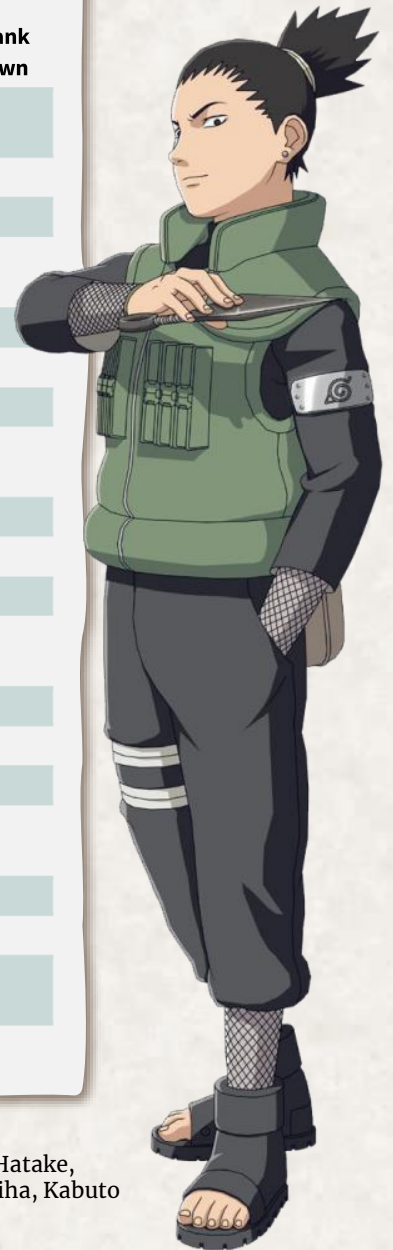
At 10th level, you can use your action to make a melee weapon attack against any number of creatures within 5 feet of you.

SUPERIOR DEFENSE

At 17th 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.

INTELLIGENCE OPERATIVE

Level	Proficiency		Plans Known	Planning Dice	Jutsu Known	Highest Rank Jutsu Known
	Bonus	Features				
1st	+3	Strategic Timing, Exploit Weakness	-	-	6	D-Rank
2nd	+3	Master Planner	2	2	6	D-Rank
3rd	+3	Master Strategist	2	2	7	D-Rank
4th	+4	Ability Score Improvement/Feat	2	3	7	D-Rank
5th	+4	Tactical Focus	3	3	8	C-Rank
6th	+4	Master Strategist (2)	3	3	8	C-Rank
7th	+5	-	3	4	9	C-Rank
8th	+5	Ability Score Improvement/Feat	3	4	9	C-Rank
9th	+5	Master Strategist (3)	4	4	10	B-Rank
10th	+6	Tactical Focus (2)	4	5	10	B-Rank
11th	+6	Declaration of War	4	5	11	B-Rank
12th	+6	Ability Score Improvement/Feat	4	5	11	B-Rank
13th	+7	Master Strategist (4)	5	6	12	A-Rank
14th	+7	-	5	6	12	A-Rank
15th	+7	Tactical Focus (3)	5	6	13	A-Rank
16th	+8	Ability Score Improvement/Feat	5	7	13	A-Rank
17th	+8	Checkmate (2)	6	7	14	S-Rank
18th	+8	Declaration of War (2)	6	7	14	S-Rank
19th	+9	Ability Score Improvement/Feat	6	8	15	S-Rank
20th	+9	Checkmate	6	8	15	S-Rank



Shimamura Nara, Kakashi Hatake, Tobirama Senju, Itachi Uchiha, Kabuto Yakushi & Orochimaru.

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:

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, Charisma

Skills: Investigation, Choose three from Chakra Control, Crafting, Ninjutsu, Persuasion, Genjutsu, Insight, Intimidation, History, Perception, Taijutsu

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) 10 Kunai or (b) 1 Fuma Shuriken
- One Tool Kit of your choice.

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, skill 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 dice called **Planning Dice**.

Plans: You learn three plans of your choice, which are detailed in the plans Section at the end of this class. Your Master Strategist Archetype will provide you a list of additional Plans for you to choose from as well. 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 lasts until the end of combat once activated. You may activate a plan as standard action and enhance an active plan as a bonus action. You can only use one plan per combat encounter, unless otherwise stated.

Planning Dice: You have two Planning dice, which are d20, you earn more at higher levels, as shown in the Planning Dice column of the Intelligence Operative class table. A Planning die is expended when you use it. You regain all of your Planning dice when you finish a short or long rest.

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 and 13th 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, it cannot be less than 10. At 10th and 15th levels you may select one additional skill.

DECLARATION OF WAR

Starting at 11th Level you may select 1 creature. While within 60 feet of you may use your Planning Die to give that creature disadvantage on any single check they make. At 18th Level you may Select creatures equal to your Intelligence Modifier.

CHECKMATE

Starting at 17th 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 a Planning die to damage roll of one attack you or an ally makes against the target of your **Exploit Weakness**. Once before needing a long rest. At 20th level 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 from the Tactical Strategist Plan Chart At the end of this class section. This Plan does not count against your Plans known count. By expending the use of one of your Planning Die You can use this plan in conjunction with any other plans you already have active in combat, granting you both plans effects.

At 9th Level you may select another Plan from the same chart. This second Plan allows you to swap between either of your Favored Plans while you have another plan active.

TRAP SETTER

Also, at 3rd Level, you master the art of Setting swift 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't activate the trap, preventing your allies from activating the trap. Traps use your Ninjutsu Save DC for all saving throws.

SQUAD TACTICS

Starting at 6th Level, you learn to enable your team to further the plans you have set up and currently active. You may spend a Planning Die granting up to two allies 1d10 to add to their next roll so long as they can both see and hear you.

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.



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 1 target at a time to whittle down the opposition. As a Bonus action, By Spending 1 Planning die the next Ninjutsu or Genjutsu 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
- Frightened
- Paralyzed
- Poisoned
- Restrained
- Stunned

WEAKNESS ABUSE

Also, at 3rd level, you are able to further capitalize on the weakness an enemy show. As a Standard Action, after using **Exploit Weakness**, All Jutsu that hits a target of Exploit Weakness Adds your Intelligence Modifier to the damage roll.

CENTER OF ATTENTION

Starting at 6th Level, you learn how to master the art of misdirection. As a reaction to an ally being hit, you may

spend a Planning Dice to make all hostile creatures attacks targeting creatures other than you, be made at disadvantage until the start of your next turn. At 13th Level, this effect lasts for 1d4 rounds.

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.

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 that react to the slightest surge of chakra from you, 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) skill check against that creature's Passive Deception. 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.

- AC
- Hit Points

- Chakra Nature
- Attack Bonus
- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Initiative
- Speed

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 a single Jutsu of C-Rank or Lower.

ACCORDING TO PLAN

Also, at 6th Level, you are able to enable an ally to push the plan you've put together to success. As a Standard Action, you are able to spend the use of 1 Planning Dice to give 1 ally you can see within 30 feet of you an additional Action on their turn.

PLANS

INTELLIGENCE OPERATIVE PLANS

PAWNS PLAN

The first creature to move at the start of each round has their movement reduced by half until the start of their next turn. If a planning die is used to enhance this Plan. You may instead select 1 creature, reduce their movement to 0 until the start of their next turn.

BISHOPS PLAN

The first creature to move at the start of each round has their next attack made at disadvantage. If a planning die is used to enhance this plan, creatures that dash fall prone at the end of their movement.

KNIGHTS PLAN

The first creature subjected to a saving throw each round, rolls their saving throw at disadvantage. If a planning die is used to enhance this plan you can instead give the triggering creature advantage on their saving throw.

ROOKS PLAN

If a Hostile creature is the target of your *Exploit Weakness* and is within 60 feet of you, it has Disadvantage on Ranged attacks, but advantage on Melee Attacks against you. If a Planning die is used to enhance this plan, until the start of your next turn, all attacks have disadvantage against you within 60 feet.

QUEEN PLAN

You may select one ally you can see, and can hear you within 30 feet. That creature gains the benefit of your *Exploit Weakness* Feature as if they have it themselves for the duration. If a Planning Die is used to enhance this plan you may select an additional ally up to an amount equal to your Intelligence modifier.

TACTICAL PLANS

CAUTION TO THE WIND

Allies within 30 feet of you have their AC reduced by 2, but increase their damage rolls by +5. If a Planning die is used to enhance this plan, allies instead have their AC reduced by 5, but their damage is increased by +10 until the beginning of your next turn.

SUPPORTIVE CONFLICTS

Attacking a creature that is within 5 feet of their ally provokes an attack of opportunity. If a planning die is used to enhance this plan, allies gains additional reactions equal to their dexterity modifier (Min 1) that can only be used to make attacks of opportunity until the end of their next turn.

DETRIMENTAL RETREAT

Creatures cannot take the disengage action when they are within 5 feet of a hostile creature. If a planning die is used to enhance this plan, Attacks of opportunity can be made at range against the creature that triggered it until the beginning of your next turn.

CRIPPLING ENVIRONMENT

If a Creature moves its full movement, it takes on 1 degree of fatigue until the end of its next turn. If a planning die is used to enhance this plan, the creature instead takes on 2 degrees of fatigue until the end of its next turn.

CONDITIONAL AWARENESS

Creatures within 60 feet of you cannot gain the benefits of Stealth. If a planning die is used to enhance this plan, Creatures within 60 feet of you also cannot gain the benefits of cover either.

MASTERMIND PLANS

BREAKING BAD

Creatures within 30 feet of you, attacks cannot be made at Advantage. If a planning die is spent to enhance this plan, Attacks cannot be made at disadvantage either until the start of your next turn.

RANGED OPPRESSION

Creatures within 60 feet of you, Ranged damage rolls against you are reduced by 2. If a planning die is spent to enhance this plan, Ranged damage rolls against you are reduced by 5 until the start of your next turn.

EASY ESCAPE

When you make a Dash action, opportunity attacks made against you are made at disadvantage. If a planning die is spent to enhance this plan, your allies can make a Dash action as a reaction. Opportunity attacks made against them are made at disadvantage until the end of your next turn.

CONTROLLED AGGRESSION

The first critical hit made before the start of your next turn, is instead counted as a normal hit. If a planning die is spent to enhance this plan, you can turn a normal hit into a critical one until the start of your next turn.

KICK THEM WHILE THEIR DOWN

Creatures that are prone must spend their action to stand. All attacks that deal damage to a prone creature is increased by your Intelligence Modifier. If a Planning die

is spent to enhance this Plan, Add your proficiency bonus to the damage as well until the start of your next turn.

CALCULATED PLANS

BATTLE OF ATTRITION

At the end of each of your turns, all allies within 15 feet of you gain Temporary HP Equal to your Intelligence Modifier. If a Planning Die is spent to enhance this Plan, add your proficiency bonus to the temporary hp gained this round.

MOBILITY ADVANTAGE

Select a number of allies equal to your intelligence modifier within 30 feet of you. The chosen allies gain 10 Movement speed for the duration. If a Planning die is spent to enhance this plan, the chosen allies double their movement speed until the end of your next turn.

FLOW OF BATTLE

At the beginning of each of your turns, you may select 1 ally and move them either up or down in the initiative order. If a planning die is used to enhance this plan, you may instead choose an enemy to move up or down the initiative as a reaction.

CONDITIONAL CONFLICTS

The first attack made at the start of each round causes the attacker to have their AC reduced by 2 until the start of their next turn. If a Planning Die is used to enhance this plan, the attacker instead reduces their AC by until the start of their next turn.

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 1d6 added to their attack rolls. If a Planning Die is used to enhance this plan, your allies also add 1d6 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 saving throws at the end of each of its turns to end the effect on itself. Another creature who can touch the creature can make an Intelligence 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 dexterity saving throws 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 gains Disadvantage on Wisdom Skills for the duration as the poison affects their vision.

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 an Athletics (Str) or Crafting (Int) 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 4d6 Fire damage on a failed save and half as much on a successful one.

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 5d4 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 2d12 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	-	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	-	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	-	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	-	20	A-Rank
16th	+8	Ability Score Improvement/Feat	21	A-Rank
17th	+8	Tenets of Medicine (5)	22	S-Rank
18th	+8	-	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, Genjutsu

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- Padded Armor or Combat Jacket
- 1 Short Bow
- (a) 1 Weighted Chain or (b) 1 Quarter staff
- (a) 10 Kunai or (b) 20 Senbon
- (a) 1 Binding Cloth or (b) 2 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 Level 1 as a Medical Ninja you have a unique set of jutsu that allows you to capitalize healing allies or cause pain to opponents. As a Medical Ninja you gain the ability to learn Jutsu with the "Medical" Keyword.

Selecting any Jutsu with the "Medical" Keyword, you may add your Wisdom Modifier to the effects of the jutsu (Your Choice).

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 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 + Your highest chakra die. 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.

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 5th 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. Once per long rest, you can select one of the following features.

PRESERVE LIFE

When attempting to stabilize a creature that has 0 or less Hit Points, you automatically stabilize them and bring them to 1 HP. Every 4 levels thereafter, you may do this an additional time per day. Reaching a maximum of 5 at 19th Level.

TAKE LIFE

When attempting to Harm a creature that is at maximum (or More) Hit Points with a Medical Jutsu that deals damage on a hit, you treat one damage die as if it is the highest possible roll. Every 4 Levels thereafter you may do this an additional time per day. Reaching a maximum of 5 at 19th level.

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 regains 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.

SPARE THE DYING

Beginning at 2nd Level, 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.

COMPETENT COMBATANT

Also 2nd Level, you learn to fight with bursts of Focus and in some cases desperation. When you use the Attack action to make an unarmed attack, weapon attack or cast a jutsu, you can make one unarmed or weapon attack as a bonus action.

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.

COMBAT MEDIC CHART

Level	Jutsu Learned	Jutsu Feature
5th	Chakra Needles	On a hit, the target must make a constitution saving throw, being slowed on a failure, and no additional effect on a success.
9th	Strength of 100 Technique	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	Negative Emotion Sensing	For the duration, you know the location of all creatures whom are experiencing Grief, trauma or Pain in range.
17th	Creation Rebirth: Strength of 1000	At the end of this jutsu's duration, you do not Age when you end this jutsu, and you can use this jutsu again without waiting 1d4 years.

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 3d6 Hit points. You can only use this feature a number of times equal to your Intelligence or Wisdom Modifier (Whichever is highest) 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 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.

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)

BLACK MEDICINE CHART

Level	Jutsu Learned	Jutsu Feature
5th	Chakra Scalpel	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 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.
9th	Body Pathway Derangement	If a target fails their saving throw, this jutsu lasts for the duration and no further saving throws are made.
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	Creation Rebirth: Strength of 1000	At the end of this jutsu's duration, you do not Age when you end this jutsu, and you can use this jutsu again without waiting 1d4 years.

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

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)

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.

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.

ADEPT MEDIC CHART

Level	Jutsu Learned	Jutsu Feature
5th	Restorative	When you use this, you heal 2 conditions instead of 1.
9th	Revival	Reduce the cost of this jutsu by 3.
13th	Healing Wave	Add your proficiency bonus to the hit points Healed to each creature.
17th	Creation Rebirth: Strength of 1000	At the end of this jutsu's duration, you do not Age when you end this jutsu, and you can use this jutsu again without waiting 1d4 years.



NINJUTSU SPECIALIST

Level	Proficiency		Jutsu Known	Highest Rank Jutsu Known
	Bonus	Features		
1st	+3	Ninjutsu Adept, Chakra Recovery	6	D-Rank
2nd	+3	Ninjutsu Focus	7	D-Rank
3rd	+3	-	8	D-Rank
4th	+4	Ability Score Improvement/Feat	9	D-Rank
5th	+4	Efficient Molding	10	C-Rank
6th	+4	Ninjutsu Focus (2)	11	C-Rank
7th	+5	-	12	C-Rank
8th	+5	Ability Score Improvement/Feat	13	C-Rank
9th	+5	Efficient Molding (2)	14	B-Rank
10th	+6	Ninjutsu Focus (3)	15	B-Rank
11th	+6	-	16	B-Rank
12th	+6	Ability Score Improvement/Feat	17	B-Rank
13th	+7	Efficient Molding (3)	18	A-Rank
14th	+7	Ninjutsu Focus (4)	19	A-Rank
15th	+7	-	20	A-Rank
16th	+8	Ability Score Improvement/Feat	21	A-Rank
17th	+8	Potent Ninjutsu	22	S-Rank
18th	+8	-	23	S-Rank
19th	+9	Ability Score Improvement/Feat	24	S-Rank
20th	+9	Ninjutsu Master	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: Ninjutsu, Choose four from Taijutsu, 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) 10 Kunai or (b) 20 Shuriken
- (a) 2 Blank Scroll or (b) 2 Paper Bombs
- 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 regain some of your Chakra by briefly meditating. When you finish a short rest, you can regain a number of Chakra points equal to half your Ninjutsu Specialist level (rounded down) + your Constitution or Intelligence modifier (your choice. Minimum of one). Once you've used this feature,

you must complete a long rest before you can use it again.

NINJUTSU ADEPT

Also, at 1st level, your talent and skill in the art of Jutsu weaving has granted you great control over the Ninjutsu you weave. You may select 1 Ninjutsu or Chakra Feat, that you qualify for and learn it. You gain an additional Ninjutsu Feat this way at 9th Level.

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.

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.

EFFICIENT MOLDING

Starting at 5th 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 9th and 13th Levels. You can only one Efficient Molding option on a Ninjutsu when you cast it, unless otherwise noted.

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 1 Chakra for every creature you want to protect. A chosen creature automatically succeeds on its saving throw. Alternatively, you can instead spend 2 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.

EMPOWERED NINJUTSU

When you roll damage for a Ninjutsu, you can spend 2 chakra to reroll a single damage dice, you can spend 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.

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.

QUICKENED NINJUTSU

When you cast a Ninjutsu that has a casting time of 1 action, you can spend 5 Chakra to cast it without any

handsigns to change the casting time to 1 bonus action for the casting.

SUBTLE NINJUTSU

When you cast a Ninjutsu, you can spend 2 chakra to cast it without any handsigns.

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.

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.

POTENT NINJUTSU

Starting at 17th Level When you deal damage with a ninjutsu you may select 1 damage die and assume it is the maximum possible roll with that die. You can use this feature a number of times equal to your Ninjutsu ability modifier before needing a long rest to use this feature again.

NINJUTSU MASTER

Starting at 20th Level, you have mastered your skills with Ninjutsu above all others. When you deal damage with a Ninjutsu, you may choose to double the cost of the selected Ninjutsu to instead deal maximum damage instead of rolling. You can do this twice before needing a long rest.

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 gain the ability to Learn Ninjutsu with the **Earth Release** Keyword. When you cast an **Earth Release** ninjutsu, you have a +2 Bonus to Damage rolls or Increase the Save DC of it by 1.

STONE ADEPT

Also, at 2nd Level, you gain advantage on Ninjutsu (Int) Checks in regards to **Earth Release** jutsu.

MOUNTAIN'S AEGIS

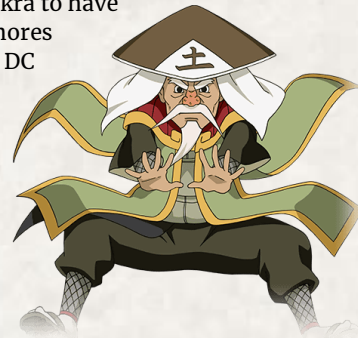
Starting at 6th Level, you learn to reinforce you or your ally's fortitude with residual **Earth Release** Chakra. As a bonus action when you cast a Ninjutsu with the **Earth Release** Keyword, you may select either yourself or one allied creature within 60 feet of you granting them an aegis. The aegis 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.

STONES RAGE

Starting at 10th Level, select one **Earth Release** Jutsu that you know. You may, as a bonus to you using the selected Ninjutsu spend an additional 5 Chakra to have damage you deal with this Jutsu ignores Resistance or Increase the save the DC of the selected Jutsu by +1

If the jutsu you selected has the **Clash** Keyword and a clash is initiated with a Jutsu with the **Lightning Release** Keyword, the user of the Lightning Release Jutsu does not roll at advantage.



EARTH RELEASE MASTER

Starting at 14th Level, when you use Mountain Aegis to protect an ally, you can choose up to three creatures (Including yourself) to gain its benefits.

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 gain the ability to Learn Ninjutsu with the **Lightning Release** Keyword. When you cast a **Lightning Release** ninjutsu, you have a +2 Bonus to Damage rolls or Increase the Save DC of it 1.

LIGHTNING ADEPT

Also, at 2nd Level, you gain advantage on Ninjutsu (Int) Checks in regards to **Lightning Release** jutsu.

LIGHTNING TAMER

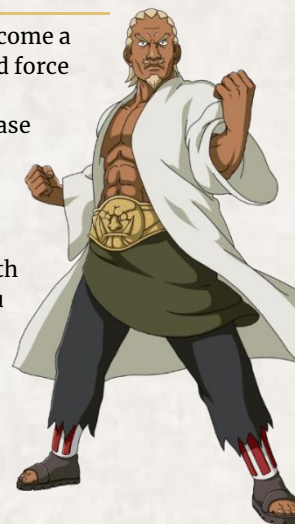
Starting at 6th Level, you learn to bend Lightning to your will. As a Bonus action when using a Ninjutsu with the **Lightning Release** keyword, you may teleport up to 10ft to a space you can see within range. Also, when you take Lightning Damage, you may as a reaction redirect some of the damage taken, back to the target creature who cast the Jutsu. Make a Ninjutsu attack check against the target creature, on a hit rolling half of the damage dice of the triggering jutsu.

WRATHFUL JOLTS

Starting at 10th Level, select one **Lightning Release** Jutsu that you know. You may, as a bonus to you using the selected Ninjutsu spend an additional 5 Chakra to have the Jutsu score a critical hit on a roll of 18 through 20. If the jutsu you selected has the **Clash** Keyword and a clash is initiated 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 redirect some of the damage back to a target creature, you can spend 5 chakra to instead gain immunity to the triggering attack and redirect all of the attacks damage



applying your Lightning Release and Wrathful Jolts feature.

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 gain the ability to Learn Ninjutsu with the **Wind Release** Keyword. When you cast a **Wind Release** ninjutsu, you have a +2 Bonus to Damage rolls or Increase the Save DC of it by 1.

WIND ADEPT

Also, at 2nd Level, you gain advantage on Ninjutsu (Int) Checks in regards to **Wind Release** jutsu.

BREEZE SPLITTER

Starting at 6th Level, you learn unleash powerful gales of wind while conjuring your Jutsu. As a Bonus action when using a Ninjutsu with the **Wind Release** keyword, creatures within 5ft of you must make a Strength saving throw vs your Ninjutsu save DC, being pushed back up to 10ft away from you.

Also, when you deal Damage with a Ninjutsu with the **Wind Release** Keyword, you may as a reaction 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.

UNSTOPPABLE GALE

Starting at 10th Level, select one **Wind Release** Jutsu that you know. You may, as a bonus to you using the selected Ninjutsu spend an additional 5 Chakra to increase the range of the chosen jutsu by 10ft if it targets a single creature or by an area of 5ft if it's an Area of effect Jutsu. If the jutsu you selected has the **Clash** Keyword and a clash is initiated 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 creatures around you back, you may also deal damage to the pushed creatures equal to your Ninjutsu specialist Level.

Also, if you Breeze Splitter to increase the rank of Ninjutsu with the **Wind Release** keyword to a rank higher than your current casting limitation. You may increase spend an additional 5 Chakra to increase the attack roll or save DC by +1.



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 gain the ability to Learn Ninjutsu with the **Water Release** Keyword. When you cast a **Water Release** ninjutsu, you have a +2 Bonus to Damage rolls or Increase the Save DC of it by 1.

WATER ADEPT

Also, at 2nd Level, you gain advantage on Ninjutsu (Int) Checks in regards to **Water Release** jutsu.

FRIGID DEEP

Starting at 6th Level, you learn 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 15 feet until the end of your next turn, also if the affect target takes Lightning damage before the end of your next turn, the target takes additional lightning damage equal to your Ninjutsu Ability Modifier.

Also, when you take damage you may mitigate the damage by substituting with water. You may as a reaction to being hit by an attack spend up to 10 Chakra to momentarily switch places with a watery form, reducing damage taken by 2 times the amount of chakra spent.

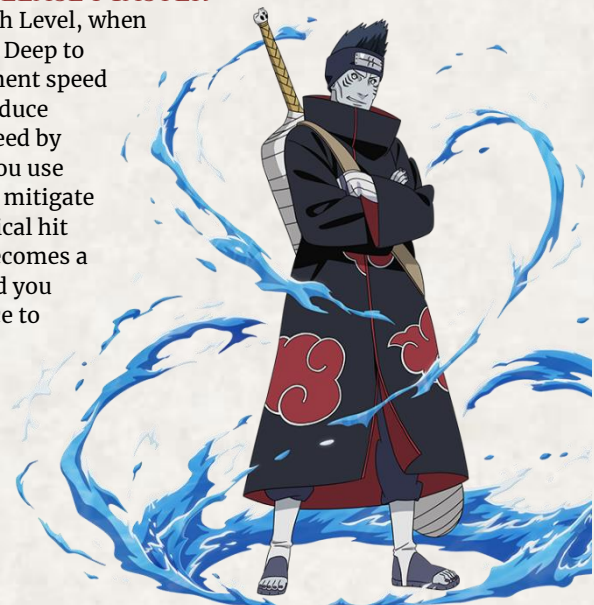
AQUA SOUL

Starting at 10th Level, select one **Water Release** Jutsu that you know. You may, as a bonus to you using the selected Ninjutsu spend an additional 5 Chakra to chill the affected target(s). Target creature(s) must succeed a Constitution save vs your Ninjutsu save DC, being unable to use a Bonus action on a failed save.

If the jutsu you selected has the **Clash** Keyword and a clash is initiated 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 by 30ft. Also, if you use Frigid Deep to mitigate damage A critical hit against you becomes a normal hit and you have resistance to bludgeoning, piercing and slashing damage.



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 gain the ability to Learn Ninjutsu with the **Fire Release** Keyword. When you cast a **Fire Release** ninjutsu, you have a +2 Bonus to Damage rolls or Increase the Save DC's of it by 1.

FIRE ADEPT

Also, at 2nd Level, you gain advantage on Ninjutsu (Int) Checks in regards to **Fire Release** jutsu.

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 ignores resistance to fire damage.

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. By Spending an additional 5 Chakra creatures within 10 feet of target creature takes fire damage equal to your Ninjutsu ability modifier.

INFERNO FURY

Starting at 10th Level, select one **Fire Release** Jutsu that you know. You may, as a bonus to you using the selected Ninjutsu spend an additional 5 Chakra to give one target creature the burned condition until the end of your next turn.

If the jutsu you selected has the **Clash** Keyword and a clash is initiated 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, you can increase the power of your **Fire Release** Jutsu. When you cast a Ninjutsu with the **Fire Release** Keyword that deals damage, you can double the cost of the jutsu cast. When you do you can deal maximum damage with that jutsu on a hit. Creatures of succeed on the saving throw still take full damage.



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 to fight in tandem with your Summoned creature. While within 30 feet of your summoned creature, both you and your summoned creature gains a +1 bonus to Attack 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 much easier. When using a Ninjutsu with the **Fuinjutsu** Keyword, you reduce the cost of the jutsu by 1 Chakra point Per Rank of the Jutsu. Regardless of the Amount Reduced, the cost of the Jutsu cannot be reduced below half. **D-Rank:** -1 Chakra, **C-Rank:** -2 Chakra, **B-Rank:** -3 Chakra, **A-Rank:** -4 Chakra, **S-Rank:** -5 Chakra

SUMMONING ADEPT

Starting at 6th Level, 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.

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.

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 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.



SCOUT-NIN

Level	Proficiency		Maneuvers Known	Superiority Dice	Superior Technique Die	Jutsu Known	Highest Rank Jutsu Known
	Bonus	Features					
1st	+3	Fighting Style, Bonus Feat	-	-	-	6	D-Rank
2nd	+3	Superior Technique	2	2	d4	7	D-Rank
3rd	+3	Scouting Technique	2	2	d4	8	D-Rank
4th	+4	Ability Score Improvement/Feat	2	3	d4	8	D-Rank
5th	+4	Extra Attack, Bonus Feat (2)	2	3	d4	9	C-Rank
6th	+4	Scouting Techniques (2)	3	3	d6	10	C-Rank
7th	+5	Expertise	3	4	d6	11	C-Rank
8th	+5	Ability Score Improvement/Feat	3	4	d6	11	C-Rank
9th	+5	Bonus Feat (3)	3	4	d6	12	B-Rank
10th	+6	Scouting Techniques (3)	3	5	d6	13	B-Rank
11th	+6	Expertise (2)	4	5	d8	14	B-Rank
12th	+6	Ability Score Improvement/Feat	4	5	d8	14	B-Rank
13th	+7	Bonus Feat (4)	4	6	d8	15	A-Rank
14th	+7	Scouting Techniques (4)	4	6	d8	16	A-Rank
15th	+7	Multitasker	4	6	d8	17	A-Rank
16th	+8	Ability Score Improvement/Feat	5	7	d10	17	A-Rank
17th	+8	Scouting Techniques (5)	5	7	d10	18	S-Rank
18th	+8	-	5	7	d10	19	S-Rank
19th	+9	Ability Score Improvement/Feat	5	8	d10	20	S-Rank
20th	+9	Elusive	5	8	d10	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 Ninjutsu, Genjutsu, Taijutsu, 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:

- Padded Armor or Combat Jacket
- (a) 1 Simple Weapon or (b) 1 Martial Weapon
- (a) 10 Kunai or (b) 20 Shuriken
- (a) 2 Paper Bombs or (b) 2 Flash tags

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.

BONUS FEAT

Also, at 1st Level you gain a General feat. You gain an additional General feat at 5th, 9th, and 13th levels.

SUPERIOR TECHNIQUE

At 2nd 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 Maneuvers Section at the end of this class. Your Superior Technique Archetype will provide you a list of additional Maneuvers for you to choose from as well. You earn more at higher levels as shown in the "Maneuvers Known" Column of the Scout-Nin Class table. Many Maneuvers enhance an attack in some way. You can only use one Maneuver per attack.

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 Scout-Nin class table. These Dice also grow larger at higher levels, as shown in the Superior Dice Column of the Scout-Nin Class 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.

Saving Throws: Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw for each maneuver is listed within the maneuver itself.

SCOUTING TECHNIQUE

Starting at 3rd level, choose a technique that you strive to emulate in combat, style and techniques. The Technique you choose grants you features at 3rd, 6th, 10th, 14th, 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.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

EXPERTISE

At 7th level, choose two of your skill proficiencies, or one skill proficiency and one of your tool proficiencies, or two of your tool proficiencies. Your proficiency bonus is doubled for any ability check you make that use either of the chosen proficiencies. At 11th level, you can choose another two proficiencies to gain this benefit.

MULTITASKER

Starting at 15th level, you can take a second reaction each round. You can only take one reaction per creatures turn.

ELUSIVE

At 20th 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.

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.

ASSAULT BONUS DAMAGE

Level	Bonus Damage
3rd	1d4
6th	1d6
10th	1d8
14th	1d10
17th	1d12

BRUTE FORCE

Starting at 3rd Level when you choose this Scout Technique, once per turn whenever you hit with a weapon that you're proficient with and deal damage, the weapon damage increases by an amount based on your level in this class, as shown on the Assault Bonus Damage table.

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.

ADDITIONAL FIGHTING STYLE

At 10th level, you can choose a second Fighting Style option.

DEVASTATING CRITICAL

Starting at 14th level, when you score a critical hit with an 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.



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.

BONUS PROFICIENCIES

Starting when you Choose this Scout Technique at 3rd level, you gain proficiency in heavy armor.

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 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.

For as long as your barrier has hit points, you are considered proficient in Constitution saving throws for the purpose of maintaining concentration on Ninjutsu & Genjutsu and hostile creatures that hit you with melee attacks 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 10th level, as a Standard action you can convert your chakra into your barriers HP. Spend Chakra die up to half your Intelligence Modifier. Regaining Barrier hit points. This can only be done a number of times equal to your constitution modifier (min.1) and so long as you have chakra die to spend.

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.



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.

IMPROVED COMBAT SUPERIORITY

When you choose this technique at 3rd level, your tactical skill in combat improves using the Tactical Scouts Chart below when counting Superiority Dice and Maneuvers, granting bonuses to your Combat Superiority.

ADDITIONAL MANEUVERS

You learn two additional maneuvers of your choice from this Techniques Maneuver list, and you earn more at higher levels, as shown in the Maneuvers Known column of the Tactical Specialist Combat Superiority table.

ADDITIONAL SUPERIORITY DICE

You have two additional superiority dice, and you earn more at higher levels, as shown in the Superiority Dice column of the Tactical Specialist Combat Superiority table. Additionally, your superiority dice become d6s. This die changes as you gain Scout-Nin levels, as shown in the Combat Superiority column of the Tactical Specialist Combat Superiority table.

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 10th level, you choose a maneuver as your signature maneuver. Whenever you use that maneuver, you can roll a d6 and use it instead of expending a Superiority Dice. You may only use this feature once per turn.

RELENTLESS

At 15th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

MASTER SIGNATURE MANEUVER

At 17th level, you can choose a second signature maneuver. Additionally, when you use your signature maneuver, you can roll a d8 instead of a d6.



TACTICAL SCOUT COMBAT SUPERIORITY TABLE

Scout-Nin Level	Superiority Technique Die	Maneuvers Known	Superiority Dice
3rd	d6	4	4
4th	d6	4	4
5th	d6	4	4
6th	d8	4	5
7th	d8	4	5
8th	d8	5	5
9th	d8	5	6
10th	d8	5	6
11th	d10	5	6
12th	d10	6	7
13th	d10	6	7
14th	d10	6	7
15th	d10	6	8
16th	d12	6	8
17th	d12	7	8
18th	d12	7	9
19th	d12	7	9
20th	d12	7	9

MANEUVERS

The maneuvers are presented in alphabetical order.

DISTRACTING STRIKE

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.

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.

GOADING ATTACK

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.

LUNGING ATTACK

When you make a weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack's damage roll.

MENACING ATTACK

When you hit a creature with an attack or Genjutsu, 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 Your Genjutsu Save DC. On a failed save, it is frightened of you until the end of your next turn.

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 a weapon attack roll 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.

PUSHING ATTACK

When you hit a creature with a weapon 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.

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.

SWEEPING ATTACK

When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die. The damage is of the same type dealt by the original attack.

ASSAULT MANEUVERS

The maneuvers are presented in alphabetical order.

CRIPPLING STRIKE

When you hit a creature with a ranged weapon attack, you can expend a superiority die to cripple its movement. Add the number rolled to the damage of the ranged weapon attack. The creature must succeed on a Constitution saving throw vs your 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.

DISARMING ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw vs your Taijutsu Save DC. On a failed save, it drops the object you choose. The object lands at its feet.

EXPLOIT WEAKNESS

When you hit a creature with any single attack, you can expend a superiority die and deal additional damage equal to the number rolled. This damage cannot be reduced in any way.

PENETRATING STRIKE

When you hit a creature with a ranged weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose up to two creatures within 15 feet of and directly behind your initial target. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die. The damage is of the same type dealt by the original attack.

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 weapon attack and the creature must succeed on a Constitution saving throw vs the Attack types save DC or be stunned until the end of its next turn.

DEFENSIVE MANEUVERS

The maneuvers are presented in alphabetical order.

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.

RALLY

On your turn, you can use a bonus action and 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 Charisma modifier.

REASSURE

As an action, you can expend a superiority die and call out to a creature within 60 feet that can see or hear you that is charmed, frightened, or stunned. When you do so, that creature immediately makes another saving throw, adding the amount rolled to the save.

RESTORATIVE TOUCH

As a bonus action, you can expend a superiority die to heal a creature you can touch by a number of hit points equal to the number rolled.

REMOVE TOXINS

As an action, you can expend a superiority die to purge the toxins from a creature you can touch. The target regains hit points equal to the number rolled and, if it is poisoned or diseased, you neutralize the poison or disease. If more than one poison or disease afflicts the target, you neutralize one poison or disease that you know is present, or you neutralize one at random.

TACTICAL MANEUVERS

The maneuvers are presented in alphabetical order.

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 attack, adding the superiority die to the attack's damage 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) checks.

SUPPRESSING ATTACK

When you hit a creature with a ranged weapon, Ranged Ninjutsu, or ranged bukijutsu 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 half its speed without provoking opportunity attacks from the target of your attack.

TRIP ATTACK

When you hit a creature with a weapon 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 or Ninjutsu, 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 half its speed without provoking opportunity attacks from the target of your attack.



TAIJUTSU SPECIALIST

Level	Proficiency Bonus	Unarmed Combat	Combo Points	Enhanced Movement	Features	Jutsu Known	Highest Rank Jutsu Known
1st	+3	1d4	-	-	Unarmed Defense, Unarmed Combat	6	D-Rank
2nd	+3	1d4	2	+10ft	Combo String, Enhanced Movement	6	D-Rank
3rd	+3	1d4	3	+10ft	Taijutsu Stance	7	D-Rank
4th	+4	1d4	4	+10ft	Ability Score Improvement/Feat	7	D-Rank
5th	+4	1d4	5	+15ft	Extra Attack	8	C-Rank
6th	+4	1d6	6	+15ft	Taijutsu Stance (2)	8	C-Rank
7th	+5	1d6	7	+15ft	Unshakable Will	9	C-Rank
8th	+5	1d6	8	+15ft	Ability Score Improvement/Feat	9	C-Rank
9th	+5	1d6	9	+20ft	-	10	B-Rank
10th	+6	1d6	10	+20ft	Taijutsu Stance (3)	10	B-Rank
11th	+6	1d8	11	+20ft	Supreme Extra Attack	11	B-Rank
12th	+6	1d8	12	+20ft	Ability Score Improvement/Feat	11	B-Rank
13th	+7	1d8	13	+25ft	Master of Evasion	12	A-Rank
14th	+7	1d8	14	+25ft	Taijutsu Stance (4)	12	A-Rank
15th	+7	1d8	15	+25ft	Perfect Body, Perfect Mind	13	A-Rank
16th	+8	1d10	16	+25ft	Ability Score Improvement/Feat	13	A-Rank
17th	+8	1d10	17	+30ft	Taijutsu Stance (5)	14	S-Rank
18th	+8	1d10	18	+30ft	-	14	S-Rank
19th	+9	1d10	19	+30ft	Ability Score Improvement/Feat	15	S-Rank
20th	+9	1d10	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: None

Weapons: All Simple and Martial Weapons

Ninja Tools: Tracking Kit, Trapper Kit

Saving Throws: Strength, Dexterity

Skills: Taijutsu, Choose two from Ninjutsu, Genjutsu, 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) 1 Tonfa or (b) 1 Nunchaku or (c) Combat Bracers
- (a) 10 Kunai or (b) 20 Shuriken
- (a) 2 Paper Bombs or (b) 2 Flash tags

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 or Dexterity modifier (Your choice)

Taijutsu attack modifier = your proficiency bonus + your Strength or Dexterity modifier (Your choice)

UNARMED DEFENSE

Beginning at 1st level, while you are wearing no armor, your AC equals 10 + Half your Proficiency bonus (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 strikes and Taijutsu Specialist weapons, which are Tonfas,

Nunchaku, and Combat bracers.

You gain the following benefits while you are unarmed or wielding only Taijutsu Specialist weapons and wearing light or no armor:

- You can use Dexterity or Strength for the attack and damage rolls of your unarmed strikes and Taijutsu Specialist weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike 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 without your dedication could only hope to achieve. You learn to combine techniques to fluidly create a flurry of attacks at your leisure. Your skill in this feature 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 also spend these points to fuel various Combo features. You start knowing four such features: *Flurry of Blows*, *Patient Defense*, *Extended Taijutsu* and *Step of the Wind*. You learn more Combo features as you gain levels in this class.

When you spend a Combo point, it is unavailable until you finish a short rest, at the end of which you recover from the fatigue this technique puts on your body. You must spend at least 2 hours of rest meditating to regain your Combo points.

Some of your Combo features require your target to make a saving throw to resist the feature's effects. The saving throw DC is represented as your **Taijutsu Save DC**.

FLURRY OF BLOWS

Immediately after you take the Attack action on your turn, you can spend 1 Combo point to make two unarmed strikes 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 as a Bonus Action that is no more than your highest level jutsu know and with 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 you are wearing Light or No armor, and not wielding a shield. 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.

UNSHAKABLE WILL

At 7th Level, you can use your Action to end one effect on yourself causing you to be charmed or frightened.

SUPREME EXTRA ATTACK

Beginning at 11th level, when you use the flurry of blows feature, you instead make 3 unarmed strikes 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 2 Combo Points to Reroll any Dexterity save once per turn.

PERFECT BODY, PERFECT MIND

At 17th level, your intense training grants you proficiency in all saving throws. Additionally, whenever you make a saving throw and fail, you can spend one combo point to reroll it and take the second result.

PERFECT SELF

You've gained perfect control over your body. Your Dexterity 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. Your Unarmed Strike damage is increased to a d6. This Damage increases as you gain levels in this class based on the Fists of Iron Strike damage chart.

FIST OF IRON 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, you can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or be knocked prone.
- It must make a Strength saving throw or be pushed it up to 15 feet away from you.
- 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 one strike that hits with your flurry of blows. You can spend 1 additional Combo point to enhance Both Strikes whether you hit or not.

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/detriment 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.



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 +2, Speed +10, AC +1	Exhaustion +1
10th	4th Gate of Pain	Standard Action	CON +2, Speed +10	Exhaustion +1
10th	5th Gate of Limit	Bonus Action	STR +2, Speed +10, AC+1, Extra Action	Exhaustion +1, 1d12+1 True Damage each round while active
14th	6th Gate of View	Standard Action	STR +2, Con +2	Exhaustion +1, 1d12+3 True Damage end of turn while active
14th	7th Gate of Wonder	Bonus Action	STR +2, AC +1	Exhaustion +1, 1d12+5 True Damage end of turn while active.
17th	8th Gate of Death	Standard Action	STR +2, Con +2, Double Speed, AC +2, Extra Action.	Exhaustion +1, 1d12+7 True Damage end of turn while active. Remains in form a Number of rounds Equal to Con Modifier

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.

UNTAMED TALENT

Also, at 3rd Level you have conditioned your body to act with much less stress and strain compared to others. You reduce the chakra cost of Taijutsu that you cast or maintain through concentration by **D-Rank: -1, C-Rank: -2, B-Rank: -3, A-Rank: -4.**

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

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 14th Level, you May Add 1 More.

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 as a Reaction make a single unarmed attack. 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 Attack.

UNLIMITED POTENTIAL

Also, at 10th Level you may gain 1 Taijutsu Feat that your quality for. You may do so again at 17th Level.

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 1 Combo Point, 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 and Patient Defense.

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. Make an Unarmed Attack, 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 both of the 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, Weapon Flurry	-	d4	6	D-Rank
2nd	+3	Chakra Sealed Weapon, Fighting Style	1	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	2	d6	9	C-Rank
8th	+5	Ability Score Improvement/Feat	2	d6	9	C-Rank
9th	+5	Weapon Focus (2), Fighting Style (2)	2	d8	10	B-Rank
10th	+6	Weapon Form (3)	2	d8	10	B-Rank
11th	+6	Battle Readiness	3	d8	11	B-Rank
12th	+6	Ability Score Improvement/Feat	3	d8	11	B-Rank
13th	+7	Weapon Form (4)	3	d10	12	A-Rank
14th	+7	Improved Critical (2)	3	d10	12	A-Rank
15th	+7	Weapon Focus (3), Superior Critical	3	d10	13	A-Rank
16th	+8	Ability Score Improvement/Feat	4	d10	13	A-Rank
17th	+8	Weapon Form (5)	4	d12	14	S-Rank
18th	+8	Fighting Style (3)	4	d12	14	S-Rank
19th	+9	Ability Score Improvement/Feat	4	d12	15	S-Rank
20th	+9	Weapon Form (6)	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 of 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, Crafter Kit

Saving Throws: Strength, Constitution

Skills: Taijutsu, 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) 10 Kunai or (b) 20 Shuriken
- 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 that they will specialize into. That selected weapon gains a +1 Bonus to both Attack and Damage rolls and gains the finesse trait.

At 9th level, the Weapon Specialist can choose another weapon to specialize into or select an already selected

weapon and gain an additional +1 Bonus to both attack and Damage rolls and gains the Critical trait.

At 15th level, the Weapon Specialist can choose another weapon to specialize into or select an already selected weapon and gain an additional +1 Bonus to both Attack & Damage Rolls and the Deadly trait.

When using a weapon, you specialize in using this feature, as a component in a Bukijutsu, you may instead use your Dexterity Modifier instead of your Strength for your Attack & damage roll and Save DC.

WEAPON FLURRY

Also, at 1st Level, you are an unrelenting flurry of weapon attacks. When you take the Attack action on your turn, you can make one Melee or Ranged Weapon attack as a bonus action. This Bonus attack, deals damage equal to your **Flurry Die**. This die changes as you gain Weapon Specialist Levels, as shown in the **Flurry Die** Column of the Weapon Specialist Class table. Additionally, when you make this bonus action attack, your movement speed increases by 10 Feet until the end of your turn.

CHAKRA SEALED WEAPON

Starting at 2nd level The Weapon Specialist Seals a portion of his chakra into his Favorite weapon, this sealing process takes 1 hour which can be done during a short or long rest. The weapon must be within your reach throughout the Sealing process. Once you have your Chakra sealed into a weapon you cannot be disarmed of that weapon unless you are incapacitated. You also Gain the following features while using the chakra sealed weapon.

Your Bond with this weapon allows you to harness techniques with the chosen weapon that are almost impossible for others to replicate. Once Per Turn, you can use one of the following **Chakra Sealed Weapon** effects. Some Chakra Sealed Weapon Effects require your Opponent to make a Saving throw. The Save DC for these Effects are calculated as either your Ninjutsu or Taijutsu (Your choice) Save DC's. You gain additional Effects from your **Weapon Form** as you gain levels in this class.

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 melee 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 5 Flurry Die.

Chakra Shot. When you hit a creature with a Ranged weapon attack, you spend 3 Chakra to deal additional damage to the target. The Extra Damage is 1 Flurry Die. For every additional 3 Chakra you spend, increase the flurry Die by 1, up to a maximum of 4 Flurry Die.

Perceptive Augmentation. Your Speed increases by an amount equal to 5 x your Flurry Die until the end of your turn.

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. At 9th, and 18th levels you gain an additional fighting style of your choice.

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, 10th, 13th, 17th & 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

Starting at 7th Level, weapon attacks score a critical hit on a 19 or 20. At 14th Level weapon attacks score a critical hit on a roll of 18-20.

BATTLE READINESS

Starting at 10th level, you have fully learned how to meld your physical self with the Spiritual. When you take the Dodge or Disengage actions, or use your action to cast a Jutsu, you can use your Weapon Flurry feature.

SUPERIOR CRITICAL

Starting at 17th Level, when you score a critical hit on a creature. Add 1 additional Damage die to the damage roll.

PERFECTED CRITICAL

Starting at 20th Level, when you score a critical hit on a creature with a Melee or Ranged Weapon attack and that creature has less than 25% of its Maximum Hit points. That creature must succeed a Constitution Saving throw Against your Taijutsu Save DC. On a Failed save target creature Dies Immediately.

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 **Chakra Sealed Weapon** effects that supplement your Ranger Form.

Blinding Shot. When you hit a creature with a ranged Weapon attack, you attempt to blind them. The Target must make a Constitution saving throw vs Your Save DC or be blinded until the end of your next turn.

Brutal Shot. When you hit a creature with a ranged weapon attack, you attempt to knock them prone. The target must make a Strength saving throw vs your Save DC or be knocked Prone.

Crippling Shot. When you hit a Creature with a Ranged Weapon attack, you attempt to hamper their movement abilities. The Target must make a Dexterity Saving throw vs your Save DC. If it fails its movement speed is reduced by half and it makes dexterity saving throws with disadvantage until the end of its next turn.

RANGER 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 your level in this class based on the **Styles Known** Table of the Weapon Specialist.

Shuriken Slinger. You gain a +1 Bonus to Attack rolls made with thrown property and double the distance of those thrown weapons. This Bonus increases to +2 at 6th Level, +3 at 14th, +4 at 17th and +5 at 20th.

Dead-eye Stance. You gain a +2 to Damage rolls made with Ranged weapons, while attacking a creature within 30 feet of you. Attacking a creature within 5 feet does not impose disadvantage on your attack rolls. This Bonus increases to +3 at 10th Level and +4 at 17th level.

Double Jeopardy. You can attack twice during your attack action with a Thrown Weapon if you have the ammunition. The Second attack does not add your Ability modifier to the damage. If you can attack as a Bonus action with that same weapon, you can make another 2 attacks with that bonus action attack.

Creating Distance. Once per Turn, when you deal damage with a Ranged weapon attack, your movement speed increases by 10 feet until the end of your next turn, and the damaged creature cannot make opportunity attacks until the start of its next turn.

Keen Eyed Stance. Once per round, when you score a critical hit with a ranged weapon attack, you may add 1 additional damage die to the damage roll.

Rangers Aim. Once per round, you can as a Bonus action take aim at a creature they can see within range. The next Ranged attack you make on the selected creature is made at a +5 Bonus to the attack roll.

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 take the attack action with a ranged weapon attack, you can repeat the attack against a different target within 15 feet of the original target as a part of the same attack action.

INTIMIDATING FLOURISH

Beginning at 10th Level, you learn to both dazzle and intimidate your foes with the deadly efficiency of your attacks. As a Bonus action when you hit a hostile creature, a creature of your choice, that is allied to the damaged creature within 60 feet, must make a Charisma Saving throw vs Your Taijutsu Save DC. On a Failed save the target is frightened by you until the end of your next turn.

QUICK DRAW

Beginning at 14th Level, you learn to perform miracles with your ranged weapon alone. 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 make a ranged weapon attack against each. On a hit, you deal normal weapon damage and can apply a **Chakra Sealed Weapon** effect on 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.

ELUSIVE

Beginning at 17th 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.

UNMATCHED EFFICIENCY

At 20th Level, you have an unmatched efficiency for your agility. Your Dexterity and Intelligence scores increase by 2. Your maximum for those scores increases by 2. Additionally, if your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20. You can use each effect of this feature once before requiring a long rest.

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 **Chakra Sealed Weapon** effects that supplement your Battle Dancer Form.

Disastrous Strike. When you hit a creature with a Melee Weapon attack and you use the **Weapon Flurry** Feature, you can spend 4 Chakra to Double the Weapon Flurry Die.

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.

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 your level in this class based on the **Styles Known** Table of the Weapon Specialist.

Exploitive Takedown. When you hit a creature with two attacks in the same round with a melee weapon, you may add a flurry die to the total damage dealt.

Savage Stance. Select One creature as a Bonus Action that you can see within 30 Feet of you. You have advantage on all attack rolls against the selected creature, and gain disadvantage on attack rolls against all other creatures. For 1 Minute or Until it drops to 0 hit points or falls unconscious.

Weapon of Shadows. You can take the Hide action as a reaction on your turn after hitting a creature with a melee attack. Additionally, you can try to hide when you are lightly obscured from the creature from which you are trying to hide.

Destructive Stance. Once per round as a Bonus action you add your Strength, Dexterity & Wisdom Modifier to your next melee Weapon damage roll. When you hit a creature when you are using this feature you can move up to 5 feet without provoking opportunity attacks.

Removing Distance. Once per Turn, when a creature deals damage to you with a Ranged attack, as a reaction, increase your movement speed by 20 feet and move up to half your movement speed towards the triggering creature.

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.

STORMING STRIKE

Starting at 10th Level, when you take the attack action and score a critical hit with a melee weapon attack you can make another attack against the same creature.

WHIRLWIND SWEEP

At 14th Level, you can use your action to make melee attacks against any number of creatures within 5 feet of you, with a separate attack roll for each target. You can use any of your **Chakra Sealed Weapon** features once for each target. Once you have used this feature, you must complete a short or long rest before you can use it again.

RISING WHIRLWIND

Starting at 17th Level, as an Action, you can rush forward up to 30 feet to an unoccupied space you can see without provoking opportunity attacks. Make a Melee attack for each creature within 5 feet of your path. You can use any of your **Chakra Sealed Weapon** 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.

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 or Dexterity (your choice) and Wisdom or Charisma scores (your choice) increase by 2. Your maximum for those scores increases by 2.

Additionally, you can use your action to gain the following benefits for 1 minute. These effects end early if you are incapacitated or hit 0 Hit points. Once you've used this feature, you can't use it again until you finish a long rest:

- You have resistance to Slashing, Bludgeoning and 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.
- When you hit a creature with a weapon attack, you can move up to 10 feet. This movement does not provoke opportunity attacks.

SAMURAI FORM

Weapon Specialists who focuses 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 **Chakra Sealed Weapon** effects 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) + Your Weapon Specialist Level. 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 your level in this class based on the **Styles Known** Table of the Weapon Specialist.

Iatsu Stance. As a Bonus action you can enter a quick draw stance. On your next melee attack, you may add your Wisdom or Charisma Modifier (Your choice) to the first melee weapon attack and damage roll you make this turn.

Aggressive Stance. As a Reaction on your turn, you can take an acrobatic stance. Until the end of your turn, Double your movement speed, and your jump distance. You can take a Dash or Leap action as a bonus action. Additionally, when you Dash or Leap, you have advantage on the first attack roll you make against each creature within 5 feet of where you land or end your movement.

Defensive Stance. As a Bonus action, you enter a defensive stance. Until the start of your next turn, Melee and Ranged attacks against you that hit, deal reduced damage equal to twice your Flurry die + your Dexterity Bonus.

Frenetic Stance. Once per Turn, as a bonus action, the first time you hit a creature with a melee or ranged weapon 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 weapon 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.

UNPREDICTABLE MOTION

Also, at 6th Level, while you are wielding a melee weapon, opportunity attacks against you are made at disadvantage.

CRASHING WAVE

Starting at 10th Level, on your turn, you can spend an additional 5 chakra when you perform a **Chakra Strike** or **Chakra Shot**, Reduce your speed to 0 until the end of your next turn, you gain advantage on your attack roll and you can reroll all dice once that land on the 1's and 2's taking the higher rolls.

JUTSU ENHANCED STRIKES

Starting at 14th Level, as a Bonus action you may enhance your next attack with a Ninjutsu or Genjutsu that normally takes a Standard or Bonus action to cast.

As part of the activation of this Feature, make a melee or Ranged Weapon attack. On a Hit, apply your normal weapon damage & effects as well as the effects of the Jutsu you used to enhance this attack. You can use this feature a number of times equal to your Dexterity or Intelligence Modifier (Your choice)



BLADE PASS

Starting at 17th level, when a creature misses you with an attack, you gain temporary hit points equal to your Wisdom or Charisma modifier (your choice, a minimum of one), and you add your Wisdom or Charisma modifier (your choice, a minimum of one) to the first melee weapon attack and damage rolls you make against that creature before the end of your next turn.

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, you can use your action to gain the following benefits for 1 minute:

- 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	4d4 x 100 Ryo
Hunter-Nin	3d4 x 100 Ryo
Intelligence Operative	5d4 x 100 Ryo
Medical-Nin	4d4 x 100 Ryo
Ninjutsu Specialist	5d4 x 100 Ryo
Scout-Nin	4d4 x 100 Ryo
Taijutsu Specialist	3d4 x 100 Ryo
Weapon Specialist	3d4 x 100 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

Buying chakra enhanced items can be problematic. Finding someone to sell a Jutsu Enhanced Weapon to isn't hard, but the most unique of items are beyond all but the wealthiest denizens. Likewise, aside from a few common chakra enhanced items, you won't normally come across enhanced items to purchase. The value of special equipment is far beyond Ryo and should always be treated as such.

SCIENTIFIC NINJA TOOLS

Buying Scientific Ninja tools on the other hand is usually a lot simpler. But Finding someone to Sell a Scientific Ninja tool too is the hard part. Most merchants are already stocked with weapons of this type and are not interested in taking on more regardless of circumstance. You won't come across many Scientific Ninja tools in the wild as they are priced out of most bandits or common shinobi's price ranges and should be treated as such.

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.

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. Some warriors supplement their armor with a shield generator.

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 or wield a shield. 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 your Proficiency Bonus 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 you can't Ninjutsu, Taijutsu, or Genjutsu Cast.

If you have proficiency in armor, you have proficiency in the appropriate shield as well.

ARMOR BONUS

Armor protects its wearer from attacks. The armor (and shield) you wear determines your Armor Bonus.

AC is determined by 10 + Armor Bonus + Dexterity + Half Proficiency (Rounded Down).

ARMOR EFFECT

Different Mundane armors provide additional benefits or penalties to wearing them, such as Bonuses or Penalties to skill checks. Each of these armors hold their own benefits or penalties.

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.

STUDDED 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 Combat Jackets are just combat Jackets with reinforced Metal plates fitted in-between layers of cloth fibers with multiple pockets and holsters that hold additional weapons and provide increased protection but at a mobility cost.

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.

ARMORED FLAK JACKET

Armored 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.

STANDARD 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.

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 Do, 5 Minutes to Doff

ARMOR

Armor	Cost	Armor Type	Armor Bonus	Dex Bonus	Armor Effect
Light Armor					
Padded Armor	10 ryo	Light Armor	+1	Full Modifier	-
Leather Armor	25 ryo	Light Armor	+2	Full Modifier	-
Studded Leather	45 ryo	Light Armor	+3	Full Modifier	-
Medium Armor					
Combat Jackets	50 ryo	Medium Armor	+3	Dex Modifier (Max 2)	-
Armored Combat Jacket	150 ryo	Medium Armor	+4	Dex Modifier (Max 2)	1d4 Penalty to Stealth
Chunin Jacket	500 ryo	Medium Armor	+5	Dex Modifier (Max 2)	
Reinforced Chunin Jacket	750 ryo	Medium Armor	+5	Dex Modifier (Max 2)	1d4 Bonus to Charisma Checks
Heavy Armor					
Armored Flak Jacket	1000 Ryo	Heavy Armor	+6	-	Disadvantage on Stealth Non-Chakra damage is reduced by 1
Standard Battle Armor	1500 Ryo	Heavy Armor	+7	-	Non-Chakra damage is reduced by 2
Shinobi Battle Armor	2000 Ryo	Heavy Armor	+9	-	Disadvantage on Stealth Non-Chakra damage is reduced by 3
Samurai Armor	2500 Ryo	Heavy Armor	+10	-	Disadvantage on Stealth Non-Chakra damage is reduced by 5 Req Str 15

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

Many weapons have special properties related to their use, as shown in the Weapons table.

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 expend one piece of ammunition. If you use a 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.

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, you can as an attack action attempt to Disarm 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, 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.

MULTIATTACK

A weapon with the Multiattack property can also be used to attack as a bonus action.

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 a 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.



Armor	Cost	Damage	Damage Type	Weapon Qualities
Simple Melee Weapons				
Hand Axe	5 Ryo	1d6	Slashing	Light
Chained Hand Scythe	10 Ryo	2d4	Slashing	Reach 1, Grapple, Two-Handed
Hand Scythe	5 Ryo	1d4	Slashing	Light, Finesse, Critical
Kunai	1 Ryo	1d4	Piercing	Light, Finesse, Thrown (30/60)
Quarterstaff	5 Ryo	1d6	Bludgeoning	versatile (1d8)
Short Sword	15 Ryo	1d6	Piercing	Finesse, Light
Weighted Chain	5 Ryo	1d4	Bludgeoning	Reach 2, Grapple, Trip, Two-handed
Simple Ranged Weapons				
Senbon (5)	5 Ryo	1d4	Piercing	Thrown (30/50), Multiattack
Short Bow	25 Ryo	1d6	Piercing	Two-Handed, Range (80/320)
Shuriken (5)	5 Ryo	1d4	Slashing	Thrown (30/120), Multiattack
Sling	1 Ryo	1d4	Bludgeoning	Range (30/120)
Martial Melee Weapons				
Broadsword	15 Ryo	1d6	Slashing	Light, Finesse
Chained Spear	20 Ryo	1d6	Piercing	Reach 1, Trip, Grapple
Combat Bracers	15 Ryo	1d4	Bludgeoning	Blocking, Disarm, Light, Unarmed
Great Axe	40 Ryo	1d12	Slashing	Critical, Heavy, Two-Handed
Hooked Lance	30 Ryo	1d8	Piercing	Reach 1, Heavy, Two-Handed
Iron Claw	25 Ryo	1d6	Slashing	Critical, Light, Finesse, Unarmed
Jitte	15 Ryo	1d4	Piercing	Blocking, Light
Katana (Long Sword)	20 Ryo	1d8	Slashing	Versatile (1d10), Deadly, Finesse
Naginata	45 Ryo	1d10	Slashing	Reach 1, Heavy, Trip, Two-Handed
Nunchaku	15 Ryo	1d6	Bludgeoning	Disarm, Light
Odachi (Great Sword)	50 Ryo	2d6	Slashing	Critical, Heavy, Two-Handed
Sasumata (Forked Spear)	30 Ryo	1d10	Slashing	Trip, Grapple, Reach
Scythe	45 Ryo	1d10	Slashing	Reach 1, Deadly, Two-Handed
Tetsubo	40 Ryo	1d10	Bludgeoning	Heavy
Tonfa	20 Ryo	1d6	Bludgeoning	Blocking, Light
War Club	35 Ryo	1d8	Bludgeoning	Reach 1
Whip	10 Ryo	1d4	Slashing	Reach 1, Trip, Finesse
Battle Wire	5 Ryo	1d4	Slashing	Reach 2, Grapple, Trip, Finesse, Two-Handed
Knuckle Blades	35 Ryo	1d6	Slashing	Light, Finesse
Martial Ranged Weapons				
Chakram	50 Ryo	1d6	Slashing	Range (30/60), Light, Thrown, Returning
Monster Chakram	100 Ryo	1d10	Slashing	Range (60/180), Two-Handed, Thrown, Returning
Longbow	40 Ryo	1d10	Piercing	Range (150/600), Heavy, Two-Handed
Crossbow, Hand	50 Ryo	1d6	Piercing	Range (30/120), Light, Loading
Crossbow, Heavy	100 Ryo	1d10	Piercing	Range (30/120), Heavy, Loading
Blowgun	15 Ryo	1d4	Piercing	Range (25/100)
Net	5 Ryo	-	-	Grappling, Range (10/15)
Fuma-Shuriken	30 Ryo	1d8	Slashing	Range (50/100), Hidden, Thrown.
Monster Shuriken	50 Ryo	1d12	Slashing	Range (40/80), Heavy, Thrown

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 300 Ryo. Includes a Waist Bag, a set of fine clothes, an empty Book, 5 Blank Scrolls, Writing Utensils, 5 days of field rations, and a Thermos.

DUNGEONEER'S PACK

Costs 300 Ryo. Includes a backpack, 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 300 Ryo. Includes a backpack, bedroll, two costumes, two glow rods, 5 days of field rations, a thermos, and a disguise kit.

EXPLORER'S PACK

Costs 300 Ryo. Includes a backpack, 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 300 Ryo. Includes a backpack, 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 300 Ryo. Includes a Waist Bag, Bed Roll, Tent, Radio Link, Military Ration pill, 5 Days of Field Rations, and a thermos.

SCHOLAR'S PACK

Costs 300 Ryo. Includes a backpack, a Notebook, 5 Empty Scrolls, Writing utensils, a Recording Scroll, 5 days of field rations, and a thermos.

SCIENTIST'S PACK

Costs 300 Ryo. Includes a backpack, Forensics Kit, Poison Kit, Security Kit, Hackers Kit, a bedroll, thermos, 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	Cost
Radio Link	50 Ryo
Radio Jammer	500 Ryo
Radio Link (Worn)	150 Ryo
Video Chat Device	350 Ryo
Radio Tracing Device	1500 Ryo
Key Cards	100 Ryo
Recording Scrolls	250 Ryo
Data Scrolls	500 Ryo
Data Server Scrolls	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 13 Dexterity saving throw. A creature takes 1d6 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.

EXPLOSIVES

Item	Cost
Breaching Tag	750 Ryo
Chili Pepper Bomb	150 Ryo
Paper Bombs	100 Ryo
Explosive Tag Ball	100 Ryo
Fire Bomb	250 Ryo
Flash Tag	100 Ryo
Ice Bomb	250 Ryo
Poison Gas Tag	250 Ryo
Shock Bomb	250 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	Cost
Aquatic Rebreathers	250 Ryo
Respirator	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.

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 1d8 Temporary Hit 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.

MEDICAL TOOLS

Item	Cost
Antidote Kit	500 Ryo
Basic Poison	500 Ryo
Blood Pill	50 Ryo
Chakra Pill	50 Ryo
Genjutsu Pill	250 Ryo
Medkit	75 Ryo
Military Ration Pill	100 Ryo

VARIANT: BLOOD PILL TYPES

Item	HP Regained	Cost
Blood Pill	2d4+2	50 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 Gained	Cost
Military Ration Pill	1d8	50 Ryo
Greater Military Ration Pill	2d8	200 Ryo
Superior Military Ration Pill	4d8	500 Ryo
Supreme Military Ration Pill	10d8	750 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	Capacity	Cost
Backpack	30 Pounds	25 Ryo
Waist Bag	5 Pounds	15 Ryo
Belt Pouch	1 Pound	5 Ryo
Leg Pouch	< 1 Pound	5 Ryo
Storage Scroll	50 Pounds	100 Ryo
Thermos	4 Pints of Liquid	15 Ryo

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.

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.

CRAFTERS KIT

These special tools include the items needed to pursue a craft or trade. Examples of the most common types of tools such as Builders, Electricians etc., each providing items related to a single craft. Proficiency with a set of Crafters tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft. Each type of Crafters kit requires a separate proficiency.

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.

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 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 or armor. Also, proficiency with this kit is required to create weapons of any type.

TOOL KITS

Item	Use/Charges	Cost
Cooking Kit	5	200 Ryo
Crafters Kit	5	200 Ryo
Demolitions Kit	5	200 Ryo
Disguise Kit	5	200 Ryo
Forensics Kit	5	200 Ryo
Forgery Kit	5	200 Ryo
Hackers Kit	5	200 Ryo
Medicine Kit	5	200 Ryo
Poison Kit	5	200 Ryo
Security Kit	5	200 Ryo
Tracking Kit	5	200 Ryo
Trappers Kit	5	200 Ryo
Weaponsmith Kit	5	200 Ryo

UTILITY TOOLS

Item	Cost
Bedroll	10 Ryo
Blanket	25 Ryo
Pocket Watch	50 Ryo
Rope (50 ft)	20 Ryo
Field Rations (1 Day)	5 Ryo
Chakra Cutter	25 Ryo
Glow Rod	5 Ryo
Grappling Hook	50 Ryo
Heating Generator	100 Ryo
Radio Beacon	150 Ryo
Binoculars	25 Ryo
Mess Kits	20 Ryo
Mirror	5 Ryo
shovel	10 Ryo
Two-person Tent	50 Ryo



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 4 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, Taijutsu

Dexterity: Acrobatics, Sleight of Hand, Stealth

Constitution: Chakra Control

Intelligence: Crafting, History, Investigation, Nature, Ninjutsu

Wisdom: Animal handling, Genjutsu, 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 Taijutsu maneuvers, and Recognize

another creature's physical aptitude in Taijutsu and general knowledge in Taijutsu.

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.

Taijutsu. Your Strength (Taijutsu) 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
- Your 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'

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. 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, .

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 hit 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 Ninjutsu 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.

Ninjutsu. Your Intelligence (Ninjutsu) check measures your ability to control, enhance, recognize, and create Ninjutsu 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
- Recall lore about a craft or trade

- 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, Genjutsu, 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.

Genjutsu. Your Wisdom (Genjutsu) 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 humanoid. 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

	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 Bonus 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 Strength score if you move at least 10 feet on foot 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.

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 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.

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.

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.

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 non-player 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.

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 character's maximum number of Hit and/or Chakra Dice, which is equal to the character's level. 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.

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. DM's 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	Cost/Week
Wretched	-
Squalid	5
Poor	10
Modest	20
Comfortable	40
Wealthy	80
Unprecedented	100

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

Downtime Activities

Carousing

Crafting Non-Enhanced Items

Crafting Chakra-Enhanced Items

Creating a Jutsu

Practicing a Profession

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, like a Bard or an Inquisitive Rogue, then I would carouse with 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 day 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 days, 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 Weapons. You must be proficient with the required tools related to the object you are trying to create (typically artisan or crafting tools) and be able to cast the Jutsu you are trying to infuse into the item. You might also need access to special materials or locations necessary to create it as you would in Non-Enhanced Items. Chakra Enhanced Items can only reach a maximum Bonus of +3.

In order to Create a Chakra Enhanced Item, you require the following:

- A Jutsu formula that describes the construction of the item
- The character must know the Jutsu to apply the Jutsu's Effect to the Item itself.
- The character must meet a level minimum determined by the item's rank.
- A required Ryo and downtime cost to craft the item (consumable cost half as much as other Chakra Enhanced items).

When crafting a Chakra enhanced item, you must determine what form it will take. Either a Scroll, or weapon. Once you have determined what form the item will take you must decide what exactly you wish to achieve with this item.

If the item is a weapon increasing its potency by +1/2/3 or by infusing a jutsu into the weapon are both separate choices to be made. When increasing a weapons potency, you must pay for the materials needed to achieve such a goal. Increasing a weapons potency by +1 requires a 250 Ryo investment along with 5 Weeks of downtime and a crafting DC of 15.

Increasing a weapons potency by +2 requires a 1000 Ryo investment along with 10 weeks of downtime and a crafting DC of 20.

Increasing a weapons potency by +3 requires a 2500 Ryo investment along with 20 weeks of downtime and a crafting DC of 25

If you are refining an already enhanced item you subtract the cost of the previous potency from your current costs. For example, if you are increasing a +1 Katana into a +2 Katana you need 750 Ryo instead of 1000. And if you are enhancing the same Katana later to a +3 from +2 you are instead investing 1500 Ryo instead of 4000.

If you are further enhancing an item with a Jutsu effect. Refer to the chart below. For additional costs and checks required.

CHAKRA ENHANCED ITEM CRAFTING REQUIREMENTS

Item Rank	Cost	Downtime Cost	Craft DC	Minimum Level
D-Rank	100 Ryo	1 Week	15	4
C-Rank	250 Ryo	5 Weeks	19	8
B-Rank	1000 Ryo	20 Weeks	23	12
A-Rank	2500 Ryo	50 Weeks	27	15
S-Rank	10,000 Ryo	100 Weeks	31	17
S+ Rank	250,000 Ryo	250 Weeks	35	20+

LEARNING OR 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 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	Downtime Cost
E-Rank	3-Weeks
D-Rank	5-Weeks
C-Rank	10-Weeks
B-Rank	25-Weeks
A-Rank	50-Weeks
S-Rank	100-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.

Step Two: Requirement, Component & Range.

The second step of developing your jutsu 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.

- Genjutsu:** Chakra Molding (Mandatory)
- Taijutsu:** Mobility (Mandatory)

REQUIREMENT KEYWORDS

Requirements Keywords	Chakra Cost
Any Clan	-
Any Nature Release	+2
Prerequisite Jutsu	-1
Prerequisite Feature	-2

RANGE KEYWORDS

Range Keywords	Chakra Cost
Self	-
Touch (5 feet)	-
Ranged (30 ft Intervals)	+1

COMPONENT KEYWORDS

Component Keyword	Chakra Cost
Hand Seals (HS)	-1
Chakra Molding (CM)	+1
Chakra Seals (CS)	-1
Mobility (M)	-
Weapon (W)	-1
Ninja Tools (NT)	-1

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.

- a) **Damage Type:** If your Jutsu 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	Restrictions
Fire	+1	
Cold	+1	
Lightning	+1	
Wind	+1	
Earth	+1	
Bludgeoning	-	
Slashing	-	
Piercing	-	
Poison	+1	
Force	+2	
Psychic	+2	Can Only Be applied to Genjutsu
Necrotic	+1	

- b) **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
60ft	+1
90ft	+2
120ft	+3
250ft	+4

- c) **Effect Keywords:** All Jutsu 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.
Jutsu 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 KEYWORDS

AREA

Chakra Cost: +2

Your Jutsu gains an area of effect in the shape of one of the following:

30ft Sphere, 15ft Cone, 30ft Cube, 20ft Cylinder or 30ft Line

Creatures Now must succeed a Dexterity save vs your Justus 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. Creatures suffer half damage and no Conditional effects on a successful save.

BLEEDING

Chakra Cost: +2

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

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

Your Jutsu has the chance to inflict the burned Condition. You can only select this Keyword if the Jutsu has Fire or Lightning Release. Creatures affected by your jutsu must make a Constitution save vs your Jutsu save DC or suffer the Burned Condition

CHAKRA ABSORPTION

Chakra Cost: +3

Your jutsu, instead of dealing damage to a creature hit points, absorbs chakra points from a creature and transfer them to you. This effect can only be selected if you previously selected your Jutsu be a Taijutsu. Reduce your Damage die by 1).

CHAKRA DAMAGE

Chakra Cost: +2

Your Jutsu, instead of dealing damage to a creature Hit points, deal damage to a creatures Chakra Points. Reduce your Damage die by 1. This effect can only be selected if you previously selected your Jutsu be a Taijutsu.

CHARMING

Chakra Cost: +2

Your Justus has the chance to inflict the Charmed condition. You can only select this effect if you previously selected the Jutsu Type as Genjutsu. Creatures affected by your jutsu must make a Wisdom (or Charisma) save vs your Jutsu Save DC. (Choose the saving throw at Jutsu creation, this cannot be changed later).

CLASH

Chakra Cost: +1

Your Jutsu gains the Ability to clash with other Jutsu with the Clash Keyword.

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: +0/+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. For each additional application of this effect, the cost of this effect increases by 1.

DEAFENING

Chakra Cost: +2

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

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 its rank and damage die further to a maximum of a d12.

EMPOWERED HEALING

Chakra Cost: +2

This keyword increases this Jutsu's overall healing potential. Increase your healing die by 1 Step.

(d4>d6>d8>d10>d12.)

You can only take this keyword if you already have the Healing Keyword. This effect can be taken multiple times. Each time you take this effect it increases the healing die further to a maximum of a d12.

EMPOWERED SHIELDING

Chakra Cost: +2

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. This effect can be taken multiple

times. Each time you take this effect it increases the Temporary Hit point die further to a maximum of a d12.

EXHAUSTING

Chakra Cost: +3

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.

FRIGHTENING

Chakra Cost: +2

Your Jutsu has the chance to inflict the Frightened Condition.

You can only select this effect if you previously selected the Jutsu Type as Genjutsu.

Creatures affected by your jutsu must make a Charisma save vs your Jutsu save DC.

HEALING

Chakra Cost: +2

Your Jutsu instead of dealing damage to a creature hit points, Heals their hit points. 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, exhaustion, 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. 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: +4

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: +1

Your Jutsu grants you more than a single Attack Roll. You Cannot select this Keyword if your Jutsu is a Genjutsu. 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: +4

Your Jutsu has the chance to inflict the petrify condition. You can only select this keyword if the jutsu has the Earth Affinity.

Creatures affected by your jutsu must make constitution save vs your Jutsu save DC at the beginning of each of their turns and pass a least three of them, or suffer the Petrified condition.

POISONING

Chakra Cost: +3

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. This Keyword can be taken multiple times. Each time you take this effect select another damage type or effect.

RESTRAINING

Chakra Cost: +2

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 you Temporary Hit Points. Your Jutsu grants you up to 4d4 worth of Temporary hit points until the end of your next turn. 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

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

Your jutsu has the chance to inflict the slowed condition. Creatures affected by your jutsu must make a Strength (or Constitution if a Ninjutsu or Taijutsu. Wisdom or Intelligence if a Genjutsu) save vs your Jutsu save DC or suffer the Slowed condition.

SPEEDY

Chakra Cost: +5

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.

You can take this Keyword a second time further reducing it to a Reaction.

STUNNING

Chakra Cost: +4

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: +4

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 cost of Your Jutsu, while also coming up with a memorable name. When you are finalizing the Cost of your Jutsu this also clarifies the Rank of the Jutsu and the Downtime cost associated with it.

FINAL JUTSU COST & RANK

Final Chakra Cost	Associated Rank	Downtime Cost
1-6	D-Rank	5-Weeks
7-12	C-Rank	9-Weeks
13-18	B-Rank	15-Weeks
19-24	A-Rank	21 Weeks
25+	S-Rank	52 Weeks

JUTSU CREATION EXAMPLES

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. +2

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) +6 Chakra Cost.

Empowered Damage: We will Increase the Damage die Twice. Raising it up to a d8. (10d8) +6 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 Keywords effects and Chakra Cost of our New Jutsu Here is how it will look.

GIANT RASENGAN

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Touch

Duration: Instant

Components: CM

Cost: 18 Chakra

Keywords: Damage (Empowered), Knock Back, Clash

Description: You generate a Powerful sphere of spiraling chakra to strike an enemy with. Make a Melee Ninjutsu Attack Check. On a Hit, the target creature takes 8d8 Force Damage and must make a Strength Saving throw vs your Ninjutsu Save DC, on a failure they are knocked back 20ft.

PRACTICING A PROFESSION

You can work between adventures, allowing you to maintain a modest lifestyle without having to pay 100 Ryo per Week (see chapter 5 for more information on

lifestyle expenses). This benefit lasts as long you continue to practice your profession.

If you have proficiency in the Performance skill and put your performance skills to use during your downtime, you earn enough to support a wealthy lifestyle instead.

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.

For each week of research, you must spend 15 Ryo to cover your expenses. This cost is in addition to your normal lifestyle expenses.

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. The training lasts for 10 Weeks and costs 50 Ryo per week. After you spend the requisite amount of time and money, you learn the new language, weapon, feat or gain proficiency with the new tools.

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

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.

do on your turn, consider taking the Dodge or Ready action, as described in "Actions in Combat."

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: Ninjutsu or Chakra Control Skill Check (the user's choice) vs an opposing Ninjutsu or Chakra control skill check.

Taijutsu Clash: Taijutsu, Athletics, or Acrobatics skill check vs an opposing Taijutsu, Athletics or Acrobatics skill check.

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 Lighting 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 strike. You are proficient in your unarmed strikes and unless otherwise indicated, they do 1 + your Strength modifier bludgeoning damage.

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-quarter 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. First you automatically deal your max possible damage with your normal attacks damage die, you then roll your Damage dice and add the results to your max possible results.

For example, if you score a critical hit with a Kunai, you automatically deal 4 damage since the kunai deals 1d4. You then roll 1d4 and add the result and then add your relevant ability modifier. If the attack involves other damage dice, such as from the Scout-Nin's, Superiority Die feature, you max those dice damage out and roll an additional instance of their dice as well, adding the result.

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.

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 acids 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 vulnerability to a damage type, damage of that type is doubled against it.

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", "Slowed", "Burned" or "Dazed" These conditions can get worse if applied multiple times detailed by the Condition gaining a number next to it (I.e. Burned 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 falls 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 frightened 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.

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
- 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.

BURNED

- A creature or object that comes under the effect of the Burned condition may feel an agonizing pain in the affected area as well as flames catching onto them. Burned creature takes 1d10 fire damage at the start of each of their turns as fire damage for 1 minute. This effect can be hindered by environmental conditions such as rain and creatures affected can end the condition on them by taking an action to pat out the flames.
- 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.

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 beginning of the affected creature's next turn.

DEAFENED

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

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

FRIGHTENED

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.

- The creature can't willingly move closer to the source of its fear.
- A creature immune to the charmed condition is also immune to this condition as well.

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.

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.
- The creature can't take reactions.
- 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.
- 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 its 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'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.

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 ninja

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 power, 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.

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 their chakra cost. Cost to maintain concentration can never be less than 1 chakra. 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 Chakra control skill 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.

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 don't directly affect 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
- **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.
- **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 apart 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 select 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.

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

E-Rank (o Level)

<i>Chakra Hands</i>	<i>Goodberry</i>
<i>Chakra Movement</i>	<i>Healing Elixir</i>
<i>Chakra Pulse</i>	<i>Healing Hands</i>
<i>Chakra Strike</i>	<i>Lock Release</i>
<i>Enhanced Defense</i>	<i>Oppressive Aura</i>
<i>Enhanced Resistance</i>	<i>Sensing Technique</i>
<i>Enhanced Skill</i>	<i>Shadow Snake Bite</i>
<i>Escape Technique</i>	<i>Substitution Technique</i>
<i>Firecracker Flash</i>	<i>Summoning Technique</i>
<i>Focused Strike</i>	<i>Thunderous Screech</i>
<i>Invisibility Cloak</i>	C-Rank
<i>Light</i>	<i>Acid Spray</i>
<i>Mending</i>	<i>Aid</i>
<i>String Light Formation</i>	<i>Beast Senses</i>
<i>Virtue</i>	<i>Chakra Needles</i>
D-Rank	<i>Chakra Scalpel</i>
<i>Alarming Technique</i>	<i>Chakra Transfer</i>
<i>Arms of Buddha Technique</i>	<i>Darkness</i>
<i>Body Camouflage</i>	<i>Living Weapon</i>
<i>Body Flicker</i>	<i>Restorative</i>
<i>Catapult Technique</i>	<i>Needle Jizo</i>
<i>Chakra Leaping</i>	<i>Poison Mist</i>
<i>Chakra Mark</i>	<i>Poison Weapons</i>
<i>Chakra Skin</i>	<i>Rasengan</i>
<i>Detect Poison and Disease</i>	<i>Ray of Sickness</i>
<i>Enhanced Reactions</i>	<i>Shadow Clone Technique</i>
<i>Ensnaring Strike</i>	<i>Shadow Shuriken Technique</i>
	<i>Shatter</i>
	<i>Stinking Cloud</i>

Vampiric Touch

B-Rank

<i>Banishing Seal</i>	<i>Animate Objects</i>
<i>Body pathway Derangement</i>	<i>Aura of power</i>
<i>Death Ward</i>	<i>Forcecage</i>
<i>Displacement Sealing Trap</i>	<i>Regenerate</i>
<i>Fly</i>	<i>Seal of Discord</i>
<i>Gift of the Apex</i>	<i>Tobirama's Sword</i>
<i>Kagura's Mind Eye</i>	S-Rank
<i>Life Transference</i>	<i>Creation Rebirth: Strength of 1000</i>
<i>Multi-Shadow Clone Technique</i>	<i>Flying Thunder God: Guiding Thunder</i>
<i>Nondetection</i>	<i>Four Red Yang Formation</i>
<i>Polymorph</i>	<i>Reaper Death Seal</i>
<i>Revival</i>	<i>Chakra Distortion Field</i>
<i>Strength of 100 Technique</i>	<i>Demiplane</i>
<i>Summoning: Rashomon</i>	<i>Plane Shift</i>
<i>Thousand-Armed Murder Technique</i>	<i>Reality Break</i>
<i>Vitriolic Sphere</i>	
<i>Warding Seal</i>	
A-Rank	
<i>Crown of Stars Technique</i>	
<i>Flying Thunder God</i>	
<i>Healing Wave</i>	
<i>Lion Mane Needle Hell</i>	
<i>Negative Emotion Sensing</i>	
<i>Reverse Seal Summoning</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 Ranks: 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 Ranks: This Jutsu's effectiveness increases by 2d4 at 5th level (4d4), 11th level (6d4), 17th level (8d4)

CHAKRA STRIKE

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 Ranks: 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 Bonus Action

Range: Self

Duration: Instant

Components: HS

Cost: 1 Chakra

Keywords: Ninjutsu

Description: You focus chakra toward different parts of your body to enhance your ability to complete different tasks. You can roll an additional 1d4 and add the number to one skill check of your choice. You can roll the die before or after making the skill check. This jutsu lasts until the start of your next turn.

At Higher Ranks: 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 1d4 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 their movement speed 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.

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 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 + you ninjutsu ability modifier. The temporary hit points are lost when the jutsu ends.

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

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 check, 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: Concentration, Up to 10 minutes

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: HM, 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: 8 Hours

Components: HS, CS

Cost: 5 Chakra

Keywords: Ninjutsu

Description: You create a chakra seal and attempt to place it on a creature you can see within range. Make a ninjutsu attack check. 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 your teleportation range.

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. You increase your AC by +3. This jutsu ends if you wear armor or dismiss the jutsu 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 the AC bonus by +1

DETECT POISON AND DISEASE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: Touch

Duration: Concentration, up to 10 minutes

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: 1 round

Components: CM, M

Cost: 4 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 force damage at the start of each of its turns.

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: 3 Chakra

Keywords: Ninjutsu, Medical

Description: With fine chakra control, you can touch up to 10 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 10 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. 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

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 for the duration of this jutsu must succeed a Constitution saving throw to not be pushed to their knees and become incapacitated for the duration. Creatures incapacitated by this jutsu makes a Constitution saving throw on their turn to end the effect.

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

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.

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

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 creatures 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 are targeted.

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. 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 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 Poison Damage on a failed save and they take another 2d4 Poison 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, 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

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 2d6 and reduce target movement by 5.

CHAKRA SCALPEL

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Concentration, Up to 10 minutes.

Components: HS, CM

Cost: 7 Chakra

Keywords: Ninjutsu, Medical

Description: You cover your hands in chakra that gives your hands the slicing efficiency of a surgical knife while performing surgery on any creature. Whenever you make an unarmed attack, you may use your Medicine skill instead of your Strength (or Dexterity) for Unarmed damage. You gain Advantage on Medicine Skill Checks.

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.

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

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 HS 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

Description: You touch a weapon an 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 an 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, Dazed, Deafened, Paralyzed, Poisoned, Shocked, or Weakened conditions from the use of a jutsu 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 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: Up to 1 minutes

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 30-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. At the beginning of your next turn you can use your attack action to make a Melee

Ninjutsu Attack on a target creature within range. On a Hit, the target creature takes 5d6 Force Damage and must make a Strength Saving throw, on a failure they are knocked back 20ft.

At Higher Ranks: If this Jutsu is upcasted to at least B-Rank reduce the casting time for this jutsu to a Bonus action. For each rank above C-Rank, increase the cost by 3 and you may change the damage type of this jutsu to any Nature affinity that you currently know while also increasing the damage done by 3d6 and the knock back by 10ft.



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

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 act as part of your turn as a bonus action to 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 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.

All Clones have 1 Hit Point and Temporary Chakra points equal to your highest chakra die. (If you have a D12 chakra die, the clone has 12 temp cp) 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.) expending their own chakra. Damaging jutsu casted by a Clone deals half damage. Their Saving throws, skills that the user is proficient in and attack bonuses are all equal to half the user's Ninjutsu Attack Bonus. Jutsu's a clone uses that requires a saving throw uses the following Save DC: 8 + The Clones attack bonus.

SHADOW SHURIKEN TECHNIQUE

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Bonus Action

Range: Touch

Duration: Instant

Components: HS, CM, W

Cost: 8 Chakra

Keywords: Ninjutsu, Bukijutsu

Description: After throwing a weapon with the Thrown Quality, you multiply it four-fold creating multiple copies of the thrown weapon while in transit. Creatures now must succeed a Dexterity saving throw vs your Ninjutsu or Taijutsu Save DC (Whichever is higher) taking 4dX + your Dexterity modifier, where X equals the original Damage die of the thrown weapon (d4, d6, d8, d10, d12)

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: Concentration, up to 1 minute

Components: HS, CM, W

Cost: 8 Chakra

Keywords: Ninjutsu, Medical

Description: You create a 20-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.

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 check. 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: Instant

Components: HS, CM, CS

Cost: 14 Chakra

Keywords: Ninjutsu, Medical

Description: You draw your chakra seal onto a talisman 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, 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 60 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: Concentration, up to 10 minutes

Components: HS, CM

Cost: 13 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.

Bulls 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.

Cats 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.

Eagles Splendor: You gain a +4 Bonus to your Wisdom ability score and advantage on Wisdom saving throws. Double the range of all ranged attacks.

Foxes Cunning: You gain a +4 Bonus to your intelligence ability score and advantage on intelligence saving throws. You can concentration 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: Concentration, up to 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.

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

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 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 Temporary Chakra points equal to your Highest Chakra Die. 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.) 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 are all equal to the user's Ninjutsu Attack Bonus.

NONDETECTION

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, up to 8 hours.

Components: CM

Cost: 14 Chakra

Keywords: Ninjutsu

Description: For the duration, you hide your chakra which lowers your presence and hides you from Sensory jutsu. 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.

POLYMORPH

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

Components: HS, CM, CS

Cost: 13 Chakra

Keywords: Ninjutsu

Description: This jutsu transforms you or a part of you into a new form. The transformation lasts for the duration, or until you drop to 0 hit points, chakra points or dies. The new form can be any beast whose level is equal to or less than yours. Your statistics, including mental ability scores are replaced by the statistics of the chosen beast. It retains its personality.

You 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 minutes that didn't die of old age, isn't undead, and not missing its head. The target returns to life with half of its hit points. 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; 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

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, Skill Checks, and saves. When you make an unarmed attack, you deal an additional 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: 13 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 45 Hit points (9d10). 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 1d10.

THOUSAND-ARMED MURDER

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Touch

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 11 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 a Bonus action make a Ninjutsu Attack against a creature you made an attack against up to 10 feet away. On a hit, the target creature takes an additional 8d8 Force Damage. Also, as a Reaction, when you are hit by a Ninjutsu, Taijutsu, unarmed or weapon attack. Roll 2d12 + Ninjutsu attack Bonus, 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 2d8 and the reaction roll by 1d12

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 40-foot radius sphere. Each creature in that area must make a Dexterity saving throw taking 10d4 poison damage and 5d4 poison 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 (Ninjutsu) 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: 1 Move Action

Range: 1 mile

Duration: Instant

Components: HS, CM, CS, NT, W

Cost: 20 Chakra

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 per object, surface or weapon and you can have up to 5 markings active at once. If you make a sixth seal the oldest seal vanishes. You are able to make a Move action Teleport up to 1 mile from your current position towards a chakra seal, appearing within 5 feet of your selected seal in a space that can hold you. Each seal 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 can use your seal to teleport to other marked locations that you made that bare your seal so long as they know the location of the target seal's destination.

At Higher Ranks: For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and multiply the teleportation distance 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

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: 60 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 60-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 a melee attack.

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 30 Foot-radius sphere centered on you, must make a Dexterity saving throw, taking 5d8 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 Touch

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 teleport creatures marked with your seal to you from up to 1 mile away. You may also Inversely teleport to them 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 (Ninjutsu) 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 60-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 4d10 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 and constitution score Double. You can 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 grows in age by 1d12 Years and you lose access to this jutsu for 1d4 Years as your body adjusts and recovers.

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 Movement or Attack 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: Instant

Components: HS, CM

Cost: 22 Chakra

Keywords: Ninjutsu, Fuinjutsu

Description: You shatter the barriers between dimensions thrusting a creatures 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	Rending 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 Minor 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 2.

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)

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 2d6.

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.

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, Shurikenjutsu

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. On a hit using an Unarmed strike while this jutsu is in effect you deal an additional 2d6 Bludgeoning damage on top of your normal unarmed damage. 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: 30 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 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 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.

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, Chakra Seal, Trap

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 11 (5d4+1)

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.

Rarely, you may need to have a second paragraph for a

Elemental Weapons: The Mud Wolf's weapon attacks are chakra enhanced Stat Block Heading

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 user's 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 Reaction, which you take when you are targeted by an attack

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 make 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: Concentration, Up to 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 15 Temporary hit points. As the sand protects you from 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 5.

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. 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. If a creature succeeds the Dexterity saving throw of this jutsu by exceeding the Save DC 1 or less, then only one of their limbs are captured.

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.

As an action on each of its turns a captured creature makes an athletics check vs your save dc to escape. A creature who only has a Limb captured may make the save 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 2d12.

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: Touch

Duration: Instant

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 full 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 4d8(18) Hit points and 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.

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 1d8(4)

EARTH RELEASE: TURNING PALM

Classification: Ninjutsu

Rank: C-Rank

Casting Time: Bonus action

Range: 30 Foot 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 Sphere)

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 14 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 2d10 Bludgeoning Damage and 2d10 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 (20 Foot Sphere)

Duration: Concentration, up to 1 minute

Components: HS, CM, CS

Cost: 14 Chakra

Keywords: Ninjutsu, Earth Release,

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: Instant

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 check 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: Instant

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. Reduce all incoming damage done to you by 5 (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.

ELEMENTAL EARTH DRAGON

Large Construct, unaligned

Armor Class 13+ Your Ninjutsu Ability Modifier

Hit Points 157 (14d10 + 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, 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 Earth Dragon is immune to any Jutsu or effect that would alter its form.

Elemental Weapons. The Dragons weapon attacks are chakra enhanced.

ATTACKS

Multiaction. The Earth Dragon can attack 3 times with its Bite.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 2d10 + 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 DC 18 Dexterity saving throw, taking 55 (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: Instant

Range: 60 Foot 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 60-foot 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 strikes 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, Forbidden

Description: Upon completion you select 4 different points you can see within range. Each creature in a 40-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, Forbidden

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

Counterbreeze

Fanned Wind

Tornado Explosion

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: 10 Foot Sphere

Duration: 1 Minute

Components: HS, CM

Cost: 3

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 full cover while inside the cloud. Creatures other than you have disadvantage on wisdom 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.

Range: Self

Duration: Instant

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 4d10. The result of the roll is the amount of damage your air Bubble can prevent before it bursts. 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: 30-foot sphere

Duration: Concentration, Up to 1 Minute

Components: HS, CM

Cost: 4

Keywords: Wind Release, Ninjutsu

Description: You create a powerful current of extremely strong winds within a 30-foot radius 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-feet

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

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

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 force to make a Strength, Dexterity, or Constitution saving throw 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 1d10.

WIND RELEASE: ZEPHYR STRIKE

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Concentration, up to 1 minute

Components: CM

Cost: 4

Keywords: Wind Release, Ninjutsu

Description: You move like the wind. For the duration, your movement doesn't provoke opportunity attacks. Once before the jutsu ends, you can give yourself advantage on one weapon attack roll on your turn. That attack deals an extra 1d8 wind damage on a hit. Whether you hit or miss, your walking speed increases by 30 feet 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: Bonus Action

Range: Self

Duration: Concentration

Components: HS, CM, M

Cost: 7 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. While you have this jutsu activated, all unarmed strikes are now counted as slashing for the duration and deal 2d8 wind damage instead 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 up to 60 feet from you in a straight 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 (30-foot 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, W(Fan)

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 are hit by an attack.

Range: Self (10-foot 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. You gain 4d8 Temporary Hit points from the oscillating flow of wind until the start 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 temporary hit points by 4.

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, Clash

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 an 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: 60 Feet 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, being hit by a Ninjutsu

Range: Self

Duration: Instant

Components: HS, CM

Cost: 10 Chakra

Keywords: Wind release, Ninjutsu

Description: You create a vortex that spins counterclockwise just before an attack hit's you. Make a Ninjutsu Attack check against an opponent's ninjutsu save DC. If you roll Higher, the opponent takes the damage of their own attack plus an additional 5d6 Wind damage. 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 increase the damage by 2d6

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, NT (Fan)

Cost: 14 Chakra

Keywords: Wind Release, Ninjutsu

Description: A blast of slicing wind erupts from your fan as you swing it once. 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. At the start of each of your turns as a Standard action you can maintain this barrier regenerating 2d6 of the barriers hit points. This Barrier has a vulnerability to Fir 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.

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: 30 Feet (25-foot 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, 20 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.

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

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, W(Fan)

Cost: 19 Chakra

Keywords: Wind Release, Ninjutsu

Description: A blast of slicing wind erupts from your fan as you swing it once. Each creature in a 60-foot cone must make a Dexterity saving throw. A creature takes 6d8 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

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 30 feet. Complicated maneuvers require an Acrobatics Check. You can only carry up to 100 pounds while flying.

VACUUM SERIAL WAVES

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: HS, CM

Cost: 20 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 check, on a hit, Target creature take 8d6 Slicing 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 check against an opponent's ninjutsu save DC. If you roll Higher, the opponent takes the damage of their own attack plus an additional 10d8 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

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

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 (30-foot sphere)

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 (4d1 + 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 no benefits from cover for this saving throw.

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 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 radius. Target creatures in range must succeed on a Dexterity saving throw or take 3d6 Fire Damage. 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 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

FLAME RELEASE: FLAME WHIP

Classification: Ninjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: self (20-feet)

Duration: Instant

Components: HS, CM

Cost: 4 chakras

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.



FLAME 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 chakras

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.

FIRE RELEASE: HELLFIRE REJECTION

Classification: Ninjutsu

Rank: D-Rank

Casting Time: Reaction

Range: 15 Foot sphere

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: Reaction

Range: 15 Foot sphere

Duration: Instant

Components: HS, CM

Cost: 4 Chakra

Keywords: Fire Release, Ninjutsu

Description: You create 5 rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged ninjutsu attack for each ray. On a hit the target takes 2d4 fire damage.

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 firing 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 30-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 (60-foot 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 radius. The target(s) must succeed on a Dexterity saving throw or take 3d12 Fire Damage. 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.

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) skill 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: Concentration, up to 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

Description: You take a chakra seal and imprint your chakra onto it making a melee Ninjutsu attack check 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 Ninjutsu skill 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 souls 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, 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, 100 Foot 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 40 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 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 an unarmed melee 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: Flames 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

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 1d6.

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.

FIRE RELEASE: FIRE DEVASTATION

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 120 Feet (90 Foot 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 succeed on a Dexterity saving throw or take 10d8 Fire Damage. 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 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

Description: Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 40-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

Hydrofication

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: 60 Foot Cloud

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 Perception and Attack Checks made while inside the cloud of mist. 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 Action

Range: 30 feet

Duration: 1 round

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 +3 until then beginning of your next turn. 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: Concentration, Up to 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 unarmed melee 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 both attacks, the creature becomes sheathed in vibrating water until the start of your next turn. If the target moves before then, it immediately takes another 1d6 cold damage 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 Ninjutsu skill 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

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 +3 against Ranged Attacks, 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.

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 3d4 Slashing Damage and 3d4 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 Ninjutsu attack check 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.

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 no 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 with the *Water Release* keyword 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 fire damage is Reduced by your Ninjutsu Save DC, if the fire effect passes through the wall to reach its target. 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: Concentration, Up to 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: 7

Keywords: Water Release, Ninjutsu, Clash

Description: You Conjure water into the shape of a Sword like construct in your free hand. 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 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:

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: 120 Feet 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 sphere 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: HYDROFICATION

Classification: Ninjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration

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: 13 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 a 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 Ninjutsu attack check, on a Hit, the target creature takes 7d6 Piercing damage and

must succeed a Strength saving throw or be grabbed by the shark.

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 4d10 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: 13 Chakra

Keywords: Water Release, Ninjutsu

Description: You create a modified longbow of solidified water and arrows from the same source of water. For the duration, you are able to use your Action to make up to 2 ranged ninjutsu attacks with the Tsunami bow dealing 4d12 cold damage on a hit. A target hit by this weapon 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.

If you drop the weapon 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 cold 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 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 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, creatures other than you who use ninjutsu or genjutsu increase their chakra cost by 5.

WATER RELEASE: WATER HEAVENS CONVERGENCE

Classification: Ninjutsu

Rank: S-Rank

Casting Time: 1 Action

Range: 120 Foot 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 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 paralyzed on a failed save. As an action 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 Lightning

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 lighting that runs through it towards a target creature in range. This Jutsu Ignores Line of sight and can go around corners. Target creatures 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, that's to the streak of electricity guiding the next attack to the target until then.

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 is surging electricity. As part of this ninjutsu you make an unarmed melee 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

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. Non-Chakra based 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: Concentration, Up to 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.

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: 30 Foot 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 in the target area must make a Dexterity saving throw, taking 2d10 Lightning Damage 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 being hit by 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 immunity to Lightning Damage until the beginning of your next turn. The Damage that the lightning would have dealt instead restores your current chakra amount equal to half of the damage that was going to be dealt.

LIGHTNING RELEASE: CHIDORI

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, 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 use your attack action to 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 reduce the casting time for this jutsu to a Bonus action. 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 full 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: Instant

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.

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 select another target space.



LIGHTNING RELEASE: LIGHTNING FLASH

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Instant

Components: HS, CM, W

Cost: 8 Chakra

Keywords: Lightning Release, Ninjutsu, Shurikenjutsu

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 weapons up to your Ninjutsu Modifier simultaneously. Make a Ranged attack for each weapon. On a hit, each weapon does 1d10 lightning Damage and 1d10 Piercing 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.

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: 9 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 10feet 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. The lightning 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: Concentration, Up to 1 minute

Components: HS, CM

Cost: 8 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 Skill 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 booms 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 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: Instant

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). 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.

B-RANK:

LIGHTNING RELEASE: BANQUET OF LIGHTNING

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

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 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 on a failed save and half as much 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.

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 must succeed a Constitution saving throw, being paralyzed on a failed save. 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 (3)

Cost: 14 Chakra

Keywords: Lightning Release, Ninjutsu, Seal

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 lighting 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 make Melee Attacks, you may roll an additional 1d8, add the result to your attack check.

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 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 Lighting 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: Instant

Range: 120 Feet

Duration: Instant

Components: HS, CM

Cost: 20 Chakra

Keywords: Lighting 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 2d4 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: Instant

Range: 120 Feet

Duration: Instant

Components: HS, CM

Cost: 16 Chakra

Keywords: Lighting 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, but can be mentally commanded to complete a task by the user within 120 feet of one another. If the clone and user are ever outside of this range the explodes into 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 with the *lightning release* keyword. It has Immunity to Genjutsu, Psychic & Poison damage, Resistance to Bludgeoning and earth damage but Vulnerability to wind damage. 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 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 by an attack.

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 damage.

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 spheres in each hand before compressing it into globes the size of golf balls before you exert shape change onto them 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 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: Concentration, Up to 10 minutes

Components: HS, CM

Cost: 25 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 deal 5d10 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 lighting 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. A Summon has 2 Hit and Chakra Dice per Level.

- D-Rank: Level 2
- C-Rank: Level 4
- B-Rank: Level 6
- A-Rank: Level 8
- S-Rank: Level 10

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 size, ability scores, movement types and speeds, Save DC's, feats and special qualities, according to its Type and Rank. (Some feats may be similar to monster abilities)
- Calculate the creature's AC by using the following Formula: $10 + \text{Size Bonus} + \text{Dex} + \text{Half Summoners Prof Bonus}$.
- Determine the base damage of its natural weapons according to its Creature Type.
- Determine its Level:
 - Determine its HD and CD and calculate its Hit and Chakra Points (for faster summoning builds, take an average roll for each HD and CD, i.e. 2d6 makes 7 HP).
 - Determine its Attack Bonuses and Saves according to its Ability Scores, Proficiencies and Half your Proficiency bonus.
 - Add proficient skills based on the creature's type.
 - New feats exclusive to summons are listed further into this chapter.
- Apply all bonuses and penalties from feats, abilities, species modifiers and ability scores where applicable.

Size modifiers: The applicable bonuses are listed in the table below.

SIZE MODIFIERS

Size	AC Bonus	Attack Bonus	Damage Die
Tiny	+2	+2	1d6
Small	+1	+1	1d8
Medium	+0	+0	1d10
Large	-1	-1	1d12
Huge	-2	-2	2d6
Gargantuan	-3	-3	2d8

BUILDING A STAT BLOCK

To use a summon, you can 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 summon type's description and table and combine it with the way you use summons, you can build a complete stat block, which looks like the one presented below (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. There is no need to make a new Stat block each time you summon a creature of the same rank even if narratively they are totally different creatures' names and personalities. Doing so slows the pace of the game otherwise.

SUMMONED CREATURES NAME

Creature Level:

Beast, Neutral, Proficiency + x

Armor Class $10 + \text{Dex} + \text{Half Proficiency} + \text{Size Bonus}$

Hit Points

Chakra Points

Speed

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: (Summons Attack Modifier + Your proficiency Bonus)

Save DC: $8 + \text{Half your Proficiency} + \text{Creature Level}$

SUMMONED CREATURES FEATS/ABILITIES

Features.

ATTACKS/JUTSU

Attack. This is where you will put the creatures attack options.

SUMMON DURATION

A summons Chakra Point total is calculated like that of a heroic 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 points and chakra 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). 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.

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/Senses: Darkvision (60ft), Keen Smell, Perception, Survival, Athletics

Natural/Weapons

Claws. (Melee Weapon Attack: Reach 5ft., one target. +Str Slashing damage.)

Bite. (Melee Weapon Attack: Reach 5ft., one target. +Str Slashing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Creature Level

All Attack bonus: Strength Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

Kuma Grapple: You have advantage on Grapple checks against any target equal to your size or smaller.

Unarmored Defense: AC is calculated as 10+ Constitution + Dex + Half Proficiency

Multiattack: You can make up to two attacks using your Natural Weapons.

Bestial Toughness: Gain Advantage on Strength & Constitution Saving throws.

Primal Savagery: All-Natural Weapon Attacks ignore Resistances.

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/Senses: Darkvision(60ft), Keen Smell, Perception, Athletics, Intimidation

Natural/Weapons:

Tusk. (Melee Weapon Attack: Reach 5ft., one target. +Str Piercing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Creature Level

All Attack bonus: Strength Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

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.

Multiattack: You can make up to two attacks using your Natural Weapons.

Relentless (Recharges after a short or long rest): If you hit with two natural weapon 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.

Unstoppable: Your movement speed can never be reduced and you ignore difficult terrain.

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: *Canine*

Hit Dice: d8

Chakra Dice: d10

Saving Throws: Dexterity, Intelligence

Creature Skills/Senses: Darkvision (30ft), Keen Smell, Keen Hearing, Athletics, Perception, Insight

Natural/Weapons:

Bite. (Melee Weapon Attack: Reach 5ft., one target. +Str Piercing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Creature Level

All Attack bonus: Dexterity Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

Howl: As an Action, instead of Biting, you howl granting an ally of your choice with 1d6 bonus to their next Attack, Skill, or Ability Check.

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.

Multiattack: You can make up to two attacks using your Natural Weapons.

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.



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. Hares serve those who prefer to share their knowledge with those in need of it.

Summon Type: Bunny

Hit Dice: d6

Chakra Dice: d12

Saving Throws: Dexterity, Intelligence

Creature Skills/Senses: Keen Smell, Keen hearing, Perception, Acrobatics, Stealth

Natural/Weapons:

Claws. (Melee Weapon Attack: Reach 5ft., one target. +Dex slashing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Creature Level

All Attack bonus: Dexterity Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

Jump: You can leap up to your movement speed, high into the air suffering no falling damage upon landing. Attacking another creature using your natural weapons after falling 20 feet or more increases your damage die by 1 step for every 20 feet fallen (d4>d6>d8>d10)

Multiattack: You can make up to two attacks using your Natural Weapons.

Multiattack (3): You can make up to three attacks using your Natural Weapons.

Skyfall: The first Attack made after leaping more than 30ft into the air is made at advantage. Advantage can only be gained this way once per round.

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/Senses: Darkvision (90ft), Keen Sight, Perception, Acrobatics, Insight,

Natural/Weapons:

Talons. (Melee Weapon Attack: Reach 5ft., one target. +Dex Piercing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Creature Level

All Attack bonus: Dexterity Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

Harass: When you hit a creature with a Natural weapon attack, they reduce their next attack roll by 1d4.

Multiattack: You can make up to two attacks using your Natural Weapons.

Multiattack (3): You can make up to three attacks using your Natural Weapons.

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.



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: Dexterity, Charisma

Creature Skills/Senses: Blindsight (10ft), Perception, Acrobatics, Stealth

Natural/Weapons:

Stingers. (Melee Weapon Attack: Reach 5ft., one target. +Dex Piercing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Creature Level

All Attack bonus: Dexterity Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

Swarm: You have advantage on Grapple checks against any target equal to your size or smaller.

Poison Stinger: When the Swarm stinger attack deals damage, the target makes a Constitution save gaining the poison condition on a failed save.

Multiattack: You can make up to two attacks using your Natural Weapons.

Multiattack (3): You can make up to three attacks using your Natural Weapons.

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: Wisdom, Charisma

Creature Skills/Senses: Tremor sense (30ft), Keen Smell, Athletics, Acrobatics, Stealth

Natural/Weapons

Tail. (Melee Weapon Attack: Reach 5ft., one target. 1d6+Dex Piercing damage.)

Summoned Weapon. (Melee Weapon Attack: Reach 5ft., one target. + Str damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Creature Level

All Attack bonus: Str Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

Simple Weapon Prof: You have proficiency with Simple weapons and when summoned you have any single Simple Melee weapon on your person.

Multiattack: You can make up to two attacks using your Natural or Melee Weapons.

Martial Weapon Prof.: You have proficiency with Martial weapons and when summoned you have any single Martial Melee weapon on your person.

Multiattack (2): You can make up to Three attacks using your Natural or Melee Weapons.



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/Senses: Athletics, Acrobatics, Perception

Natural/Weapons:

Claws. (Melee Weapon Attack: Reach 5ft., one target. +Str Slashing damage.)

Weapon. (Melee Weapon Attack: X)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Creature Level

All Attack bonus: Strength Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

All Weapon Prof.: You have proficiency with All Melee weapons and when summoned you have any one Melee weapon on your person.

Transform: You transform into the weapon that you are currently carrying for your summoner to use. They have proficiency with your transformed state. Add +1 to their AC, Attack and Damage rolls while they have you equipped in both hands.

Multiattack: You can make up to two attacks using your Natural/ Melee Weapons.

Perfect Transform: You transform into any Melee weapon for your summoner to use. They have proficiency with your transformed state. Add +2 to their AC, Attack and Damage rolls while they have you equipped.

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: d10

Chakra Dice: d8

Saving Throws: Strength, Constitution

Creature Skills/Senses: Darkvision (30ft), Athletics, Survival, Intimidation

Natural/Weapons:

Horns. (Melee Weapon Attack: Reach 5ft., one target. +Str piercing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Creature Level

All Attack bonus: Strength Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

Trample: If you moved more 20ft or more before you make a Horn attack. Target creature makes a Strength saving throw, being knocked prone on a failed save.

Gore: If you moved 30ft or more before you make a horn attack, target creature makes a Constitution saving throw being impaled taking 6d6 piercing damage on a failed save.

Multiattack: You can make up to two attacks using your Natural Weapons.

Stampede: As an action by moving 45ft you can move through creatures Large or smaller spaces pushing them to the side. Creatures who's you pass through must make a Dexterity saving throw, being knocked prone and taking 10d6 bludgeoning damage.

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/Senses: Darkvision (30ft), Keen Smell, Acrobatics, Stealth, Sleight of Hand

Natural/Weapons:

Bite. (Melee Weapon Attack: Reach 5ft., one target. +Dex piercing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Creature Level

All Attack bonus: Dexterity Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

Multiattack: You can make up to two attacks using your Natural Weapons

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.

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.

Plague Spreader: Creatures poisoned by you generate a 5ft poisonous aura. Other creatures in this aura must make a Constitution save becoming poisoned as if you poisoned them.

SHARK

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: Fish

Hit Dice: d12

Chakra Dice: d6

Saving Throws: Dexterity, Intelligence

Creature Skills/Senses: Blindsight (30ft), Keen Smell, Water Breathing, Athletics, Stealth, Perception

Natural/Weapons:

Bite. (Melee Weapon Attack: Reach 5ft., one target. +Str piercing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Creature Level

All Attack bonus: Strength Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

Charge: As a standard action the shark can dash at two times its movement speed.

Multiattack: You can make up to two attacks using your Natural Weapons.

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.

Apex: The Shark scores a critical strike on its Bite attack on a roll of 17, 18, 19, or 20.

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: Gastrian

Hit Dice: d8

Chakra Dice: d10

Saving Throws: Wisdom, Intelligence

Creature Skills/Senses: Tremor Sense (20ft), Water Breathing, Stealth, Medicine, History

Natural/Weapons:

Acid Spray. (Ranged Weapon Attack: Reach 5ft., one target. +Constitution Poison piercing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Creature Level

All Attack bonus: Intelligence Modifier + Your Proficiency Bonus.

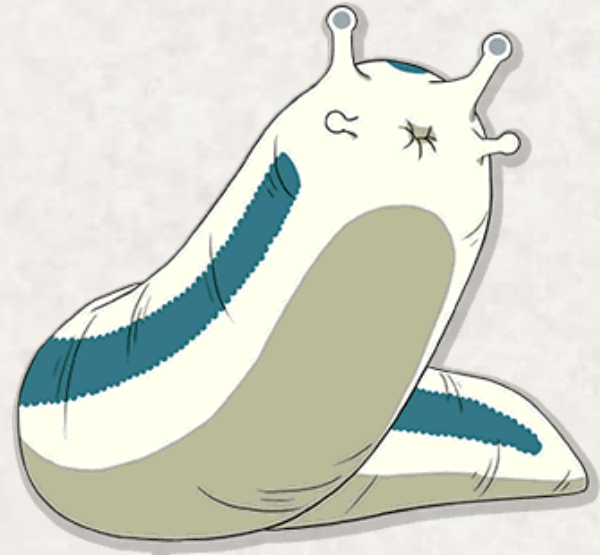
SPECIAL FEATURES:

Slimy Body: Slugs are immune to the grappled or restrained condition

Resistance: Slugs are resistant to Slashing and Piercing damage.

Immune: Slugs are Immune to Cold and Poison Damage

Hard to Kill: Slugs can as their reaction to being damaged explode into 8 C-Rank Slugs.



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/Senses: Darkvision (60ft), Keen Smell, Athletics, Stealth, Perception

Natural/Weapons:

Bite. (Melee Weapon Attack: Reach 5ft., one target. +Str piercing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Creature Level

All Attack bonus: Strength Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

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: The Snake scores a critical strike on its Bite attack on a roll of 17, 18, 19, or 20.



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: Arachnid

Hit Dice: d8

Chakra Dice: d10

Saving Throws: Dexterity, Charisma

Creature Skills/Senses: Darkvision (60ft), Keen Sight, Acrobatics, Stealth, Intimidation

Natural/Weapons:

Bite. (Melee Weapon Attack: Reach 5ft., one target. +Str Piercing damage plus 1d6 Poison damage. Target must succeed on a Con save or take the bonus Poison 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, 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 + Creature Level

All Attack bonus: Dex Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

Spider Climb: Spiders can climb on any Surface and are immune to difficult terrain.

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.

Weaver: Scoring a hit with your webbing attack, target creature is paralyzed instead of restrained. They still make their saves as normal.

Extreme Poison: The Spiders Poison damage is tripled and scores a critical hit on a failed con save.



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: Feline

Hit Dice: d10

Chakra Dice: d8

Saving Throws: Strength, Wisdom

Creature Skills/Senses: Darkvision (30ft), Keen Smell, Keen Sight, Athletics, Stealth, Perception

Natural/Weapons:

Bite. (Melee Weapon Attack: Reach 5ft., one target. +Str piercing damage.)

Claw. (Melee Weapon Attack: Reach 5ft., one target. +Str Slashing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Creature Level

All Attack bonus: Strength Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

Pack Tactic: Tigers/Lions get advantage on attack rolls when their summoner is adjacent to their target.

Multiattack: You can make up to two attacks using your Natural Weapons.

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: The Tiger/Lion scores a critical strike on its Bite attack on a roll of 17, 18, 19, or 20.

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/Senses: Amphibian, Keen Sight, Athletics, Acrobatics, History

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 + Creature Level

All Attack bonus: Strength Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

Simple Weapon Prof: You have proficiency with Simple weapons and when summoned you have any single Simple Melee weapon on your person.

Multiattack: You can make up to two attacks using your Natural Weapons.

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 Poison damage at the start of each of the toads turns.

Multiattack (2): You can make up to Three attacks using your Natural or Melee Weapons.



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/Senses: Amphibious, Keen Sight, Athletics, Survival, Perception

Natural/Weapons:

Bite. (Melee Weapon Attack: Reach 5ft., one target. +Str piercing damage.)

SAVE DC'S & ATTACK BONUSES:

All Jutsu Save DC's: 8 + Half Your Prof + Creature Level

All Attack bonus: Constitution Modifier + Your Proficiency Bonus.

SPECIAL FEATURES:

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.

Tough: When you make a constitution saving throw, you make it at advantage.

Impregnable: The Turtles gain resistance to bludgeoning, slashing and piercing damage.

Multiattack: You can make up to two attacks using your Natural Weapons.



BEAR

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Features	Jutsu	Speed
D-Rank	2nd	M	16	10	12	8	12	8	Kuma Grapple	-	30ft
C-Rank	4th	L	17	12	16	10	14	8	Multiattack	2 D-Rank Jutsu with the Earth Release Keyword.	30ft
B-Rank	6th	L	18	13	20	10	14	10	Bestial Toughness	2 D-Rank & 1 C-Rank Jutsu with the Earth Release Keyword.	40ft
A-Rank	8th	H	20	13	24	12	16	12	-	2 C-Rank (or Lower) & 1 B-Rank Jutsu with the Earth Release Keyword.	40ft
S-Rank	10th	G	22	14	28	14	18	14	Primal Savagery	2 B-Rank (or Lower) & 1 A-Rank Jutsu with the Earth Release Keyword.	50ft

BOAR

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Features	Jutsu	Speed
D-Rank	2nd	M	16	8	14	8	10	6	Trample	-	30ft
C-Rank	4th	L	18	8	16	8	12	6	-	2 D-Rank Jutsu with the Earth Release Keyword.	30ft
B-Rank	6th	L	20	9	20	10	12	8	Multiattack	2 D-Rank & 1 C-Rank Jutsu with the Earth Release Keyword.	30ft
A-Rank	8th	L	22	10	20	12	14	10	Relentless	2 C-Rank (or Lower) & 1 B-Rank Jutsu with the Earth Release Keyword.	30ft
S-Rank	10th	G	24	10	22	12	14	12	Unstoppable	2 B-Rank (or Lower) & 1 A-Rank Jutsu with the Earth Release Keyword.	30ft

DOG/WOLF

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Features	Jutsu	Speed
D-Rank	2nd	M	14	12	10	6	14	6	Howl	-	30ft
C-Rank	4th	M	16	14	12	6	14	6	Pack Tactics	2 D-Rank Non-Elemental Ninjutsu or Genjutsu.	30ft
B-Rank	6th	L	18	16	12	10	14	6	Multiattack	2 D-Rank & 1 C-Rank Non-Elemental Ninjutsu or Genjutsu.	30ft
A-Rank	8th	L	20	18	14	10	16	6	-	2 C-Rank (or Lower) & 1 B-Rank Non-Elemental Ninjutsu or Genjutsu.	30ft
S-Rank	10th	H	22	20	14	10	18	6	Pack Master	2 B-Rank (or Lower) & 1 A-Rank Non-Elemental Ninjutsu or Genjutsu.	30ft

HARE/RABBITS

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Features	Jutsu	Speed
D-Rank	2nd	T	8	16	10	8	12	6	Jumper	-	40ft
C-Rank	4th	S	8	18	10	8	12	6	Multiattack	2 D-Rank Jutsu with the Wind Release Keyword.	40ft
B-Rank	6th	M	10	20	10	10	14	6	-	2 D-Rank & 1 C-Rank Jutsu with the Wind Release Keyword.	40ft
A-Rank	8th	L	10	24	12	12	16	8	Multiattack (2)	2 C-Rank (or Lower) & 1 B-Rank Jutsu with the Wind Release Keyword.	60ft
S-Rank	10th	H	10	26	14	12	18	8	Skyfall	2 B-Rank (or Lower) & 1 A-Rank Jutsu with the Wind Release Keyword.	60ft

HAWK/ PREDATOR BIRDS

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Features	Jutsu	Speed
D-Rank	2nd	S	4	16	10	6	14	6	Harass	-	30ft fly
C-Rank	4th	S	4	18	10	8	14	6	Multiattack	2 D-Rank Jutsu with the Wind Release Keyword.	40ft fly
B-Rank	6th	M	8	20	10	10	16	6	Multiattack (2)	2 D-Rank & 1 C-Rank Jutsu with the Wind Release Keyword.	60ft fly
A-Rank	8th	L	8	24	10	10	18	8	-	2 C-Rank (or Lower) & 1 B-Rank Jutsu with the Wind Release Keyword.	60ft fly
S-Rank	10th	H	12	26	10	12	20	8	Predator	2 B-Rank (or Lower) & 1 A-Rank Jutsu with the Wind Release Keyword.	90ft fly

INSECT SWARM

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Features	Jutsu	Speed
D-Rank	2nd	T	1	14	10	6	6	1	Swarm	-	30ft fly
C-Rank	4th	T	4	16	10	6	6	1	Poison Stinger	2 D-Rank Jutsu with the Medical Keyword.	40ft fly
B-Rank	6th	S	6	18	12	8	8	1	-	2 D-Rank & 1 C-Rank Jutsu with the Medical Keyword.	60ft fly
A-Rank	8th	M	8	20	12	8	8	1	Multiattack	2 C-Rank (or Lower) & 1 B-Rank Jutsu with the Medical Keyword.	60ft fly
S-Rank	10th	L	10	24	14	10	10	1	Multiattack (2)	2 B-Rank (or Lower) & 1 A-Rank Jutsu with the Medical Keyword.	90ft fly

LIZARD

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Features	Jutsu	Speed
D-Rank	2nd	S	8	16	12	6	10	6	Simple Weapon Prof	-	30ft
C-Rank	4th	M	14	18	12	6	10	6	Multiattack	2 D-Rank Non-Elemental Ninjutsu or Bukijutsu.	40ft
B-Rank	6th	M	16	20	12	8	10	8	Martial Weapon Prof.	2 D-Rank & 1 C-Rank Non-Elemental Ninjutsu or jutsu.	40ft
A-Rank	8th	L	18	20	14	10	10	8	Multiattack (2)	2 C-Rank (or Lower) & 1 B-Rank Non-Elemental Ninjutsu or Bukijutsu.	50ft
S-Rank	10th	H	20	24	16	10	10	8	-	2 B-Rank (or Lower) & 1 A-Rank Non-Elemental Ninjutsu or Bukijutsu.	50ft

MONKEY/ PRIMATE

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Features	Jutsu	Speed
D-Rank	2nd	M	14	16	14	10	10	8	All Weapon Prof	-	30ft
C-Rank	4th	M	16	18	14	10	12	8	Transform	2 D-Rank Taijutsu or Bukijutsu.	40ft
B-Rank	6th	M	18	20	14	12	12	8	Multiattack	2 D-Rank & 1 C-Rank Taijutsu or jutsu.	40ft
A-Rank	8th	M	20	20	14	14	14	8	-	2 C-Rank (or Lower) & 1 B-Rank Taijutsu or Bukijutsu.	50ft
S-Rank	10th	M	24	24	16	14	14	8	Perfect Transform	2 B-Rank (or Lower) & 1 A-Rank Taijutsu or Bukijutsu.	50ft

Ox/RAM

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Features	Jutsu	Speed
D-Rank	2nd	M	18	8	16	6	8	10	Trample	-	40ft
C-Rank	4th	M	20	10	18	6	8	10	Gore	2 D-Rank Jutsu with the Earth Release Keyword.	50ft
B-Rank	6th	M	22	10	20	8	8	12	Multiattack	2 D-Rank & 1 C-Rank Jutsu with the Earth Release Keyword.	60ft
A-Rank	8th	L	24	12	20	10	10	12	-	2 C-Rank (or Lower) & 1 B-Rank Jutsu with the Earth Release Keyword.	60ft
S-Rank	10th	H	28	14	22	10	10	12	Stampede	2 B-Rank (or Lower) & 1 A-Rank Jutsu with the Earth Release Keyword.	75ft

RAT

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Features	Jutsu	Speed
D-Rank	2nd	S	8	12	10	6	12	6	Multiattack	-	45ft
C-Rank	4th	M	10	16	12	6	12	6	Poisonous	2 D-Rank Jutsu with the Medical Keyword.	45ft
B-Rank	6th	M	10	20	14	8	12	6	-	2 D-Rank & 1 C-Rank Jutsu with the Medical Keyword.	60ft
A-Rank	8th	L	12	20	14	10	12	6	Extreme Poison	2 C-Rank (or Lower) & 1 B-Rank Jutsu with the Medical Keyword.	60ft
S-Rank	10th	H	14	22	16	10	12	6	Plague Spreader	2 B-Rank (or Lower) & 1 A-Rank Jutsu with the Medical Keyword.	75ft

SHARK

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Features	Jutsu	Speed
D-Rank	2nd	M	18	12	14	6	10	6	Charge	-	40ft Swim
C-Rank	4th	M	20	12	16	8	10	6	Multiattack	2 D-Rank Jutsu with the Water Release Keyword.	40ft Swim
B-Rank	6th	M	22	12	18	8	12	6	Blood Frenzy	2 D-Rank & 1 C-Rank Jutsu with the Water Release Keyword.	50ft Swim
A-Rank	8th	L	24	12	18	10	12	6	-	2 C-Rank (or Lower) & 1 B-Rank Jutsu with the Water Release Keyword.	50ft Swim
S-Rank	10th	H	26	12	20	10	12	6	Apex	2 B-Rank (or Lower) & 1 A-Rank Jutsu with the Water Release Keyword.	60ft Swim

SLUG

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Features	Jutsu	Speed
D-Rank	2nd	S	8	6	8	16	10	10	Slimy Body	-	40ft
C-Rank	4th	M	10	6	12	18	12	12	Resistance	2 D-Rank Jutsu with the Medical Keyword.	40ft
B-Rank	6th	L	14	6	14	20	14	12	-	2 D-Rank & 1 C-Rank Jutsu with the Medical Keyword.	50ft
A-Rank	8th	H	18	8	16	24	14	14	Immune	2 C-Rank (or Lower) & 1 B-Rank Jutsu with the Medical Keyword.	50ft
S-Rank	10th	G	22	8	18	26	16	14	Hard to Kill	2 B-Rank (or Lower) & 1 A-Rank Jutsu with the Medical Keyword.	60ft

SNAKE

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Features	Jutsu	Speed
D-Rank	2nd	S	14	14	12	6	10	6	Constrict	-	30ft
C-Rank	4th	M	18	14	14	8	10	6	Venomous	2 D-Rank Jutsu with the Wind Release or Fire Release Keyword.	40ft
B-Rank	6th	L	20	16	16	10	12	8	Predator	2 D-Rank & 1 C-Rank Jutsu with the Wind Release or Fire Release Keyword.	50ft
A-Rank	8th	H	22	16	18	12	12	8	-	2 C-Rank (or Lower) & 1 B-Rank Jutsu with the Wind Release or Fire Release Keyword.	50ft
S-Rank	10th	G	24	16	20	12	14	10	Apex	2 B-Rank (or Lower) & 1 A-Rank Jutsu with the Wind Release or Fire Release Keyword.	60ft

SPIDER

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Features	Jutsu	Speed
D-Rank	2nd	S	8	8	10	16	12	6	Spider Climb	-	30ft
C-Rank	4th	M	10	8	10	18	14	8	Venomous	2 D-Rank Jutsu that deals Poison damage.	30ft
B-Rank	6th	M	14	10	12	20	16	8	Weaver	2 D-Rank & 1 C-Rank Jutsu that deals poison damage.	40ft
A-Rank	8th	L	18	10	14	22	16	10	-	2 C-Rank (or Lower) & 1 B-Rank Jutsu that deals poison damage.	40ft
S-Rank	10th	H	22	10	16	24	16	12	Extreme Poison	2 B-Rank (or Lower) & 1 A-Rank Jutsu that deals poison damage.	40ft

TIGER/LION

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Features	Jutsu	Speed
D-Rank	2nd	S	14	12	10	8	10	8	Pack Tactic	-	40ft
C-Rank	4th	M	16	12	14	10	12	8	Multiattack	2 D-Rank Jutsu with the Fire Release Keyword.	40ft
B-Rank	6th	M	18	14	16	10	12	8	-	2 D-Rank & 1 C-Rank Jutsu with the Fire Release Keyword.	50ft
A-Rank	8th	L	20	16	18	12	12	10	Predator	2 C-Rank (or Lower) & 1 B-Rank Jutsu with the Fire Release Keyword.	50ft
S-Rank	10th	H	22	16	20	14	14	12	Apex	2 B-Rank (or Lower) & 1 A-Rank Jutsu with the Fire Release Keyword.	60ft


TOAD

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Features	Jutsu	Speed
D-Rank	2nd	S	10	18	10	8	12	8	Simple Weapon Prof.	-	40ft
C-Rank	4th	M	14	20	14	10	14	8	Multiattack	2 D-Rank Jutsu with the Water Release Keyword.	40ft
B-Rank	6th	L	20	20	16	10	16	8	Swallow	2 D-Rank & 1 C-Rank Jutsu with the Water Release Keyword.	50ft
A-Rank	8th	H	24	22	16	12	18	10	-	2 C-Rank (or Lower) & 1 B-Rank Jutsu with the Water Release Keyword.	50ft
S-Rank	10th	G	24	24	18	12	18	10	Multiattack (2)	2 B-Rank (or Lower) & 1 A-Rank Jutsu with the Water Release Keyword.	60ft

TURTLE

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Features	Jutsu	Speed
D-Rank	2nd	S	12	6	16	8	10	10	Shell	-	40ft
C-Rank	4th	M	14	8	18	10	12	10	Tough	2 D-Rank Jutsu with the Water or Earth Release Keyword.	40ft
B-Rank	6th	L	18	10	20	10	14	10	-	2 D-Rank & 1 C-Rank Jutsu with the Water or Earth Release Keyword.	50ft
A-Rank	8th	H	20	10	22	12	14	12	Impregnable	2 C-Rank (or Lower) & 1 B-Rank Jutsu with the Water or Earth Release Keyword.	50ft
S-Rank	10th	G	20	12	24	12	16	12	Multiattack	2 B-Rank (or Lower) & 1 A-Rank Jutsu with the Water or Earth Release Keyword.	60ft

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>Slow</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>Effortless Stun</i>	<i>Dominate Man</i>
<i>Voice Change</i>	<i>Soundless, Blinding Echo</i>	<i>Eyes of Truth</i>	<i>Geas</i>
<i>Encode Thoughts</i>	<i>Unbound laughter</i>	<i>Memory Domination</i>	<i>Glibness</i>
<i>Message</i>	<i>Weapons of Darkness</i>	<i>Misleading Duplicate</i>	<i>Psychic Crush</i>
<i>Mind Sliver</i>	C-Rank	<i>Programmed Illusions</i>	<i>Seeming</i>
<i>Minor Illusion</i>	<i>Blur</i>	<i>Tree Binding Death</i>	S-Rank
<i>True Strike</i>	<i>Cajolery of Glamour</i>	<i>Unmistakable Fear</i>	<i>Neverending Dream</i>
D-Rank	<i>Catnap</i>	<i>Unrelenting Pain</i>	<i>Slug Dance</i>
<i>Animal Companion</i>	<i>Chakra Shatter</i>	<i>Compulsion</i>	<i>Snake Play</i>
<i>Bane</i>	<i>Enthrall</i>	<i>Confusion</i>	<i>Toad Song</i>
<i>Bless</i>	<i>Flower Petal Escape</i>	<i>Enemies Abound</i>	<i>Antipathy/Sympathy</i>
<i>Bravery</i>	<i>Genjutsu Break</i>	<i>Fear</i>	<i>Feeblemind</i>
<i>Cause Fear</i>	<i>Hallucinatory Terrain</i>	<i>Invisibility</i>	<i>Mental Prison</i>
<i>Charming Dissonance</i>	<i>Haze Clone</i>	<i>Major Image</i>	<i>Worst Fear</i>
<i>Compelled Duel</i>	<i>Hypnotic Patterns</i>	<i>Phantasmal Killer</i>	
<i>Comprehend Languages</i>	<i>Mental Barrier</i>	<i>Psyonic Blast</i>	

E-RANK:

AFFECTION

Classification: Genjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: Touch

Duration: Concentration, up to 1 Minute

Components: HS, CM

Cost: 2 Chakra

Keywords: Genjutsu

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

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 Sensory Jutsu or that can see through Genjutsu are not affected by this jutsu.

At Higher Ranks: 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

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: HS

Cost: 2 Chakra

Keywords: Genjutsu

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

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, being hit.

Range: Self

Duration: Instant

Components: HS, CM

Cost: 2 Chakra

Keywords: Genjutsu

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 a melee attack, roll 1d8 reducing your opponent's attack roll by the result.

At Higher Ranks: This Jutsu's proficiency increases as you increase in level rolling 1d18 when you reach 5th level (2d8), 11th level (3d8), 17th level (4d8)

FLASH

Classification: Genjutsu

Rank: E-Rank

Casting Time: 1 Action

Range: 30 Feet

Duration: Instant

Components: HS, NT (Firecrackers)

Cost: 2 Chakra

Keywords: Genjutsu

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

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

Description: You 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 Ranks: This Jutsu's effectiveness 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

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 (Genjutsu) 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

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 Ranks: 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: Concentration, up to 10 Minute

Components: HS

Cost: 1 Chakra

Keywords: Genjutsu

Description: This technique is taught to most 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 performance check while in this form, you add an additional 1d10 to the check.

At Higher Ranks: 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: Concentration, up to 1 round.

Components: HS, CM

Cost: 2 Chakra

Keywords: Genjutsu

Description: You focus your genjutsu towards a single creature in range. Your genjutsu grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this genjutsu hasn't ended.

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

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 Ranks: 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

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

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 or saving throw before this jutsu ends, must roll an additional 1d4 and subtract the number rolled from 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 radius by 10-feet.

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

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 or a saving throw before the end of your next turn, the target can roll an additional 1d4 and add the number rolled 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 die rolled by one step. (D4>D6>D8>D10>D12)

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

Description: You select up to 3 creatures 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 a target makes an attack roll or a saving throw before this jutsu ends, the target can roll 1d4 and add the number rolled 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

Description: You awaken a send of mortality in one creature you can see within range. A construct or undead is immune to this effect. The target must succeed one a Wisdom saving throw or become frightened of you until the jutsu ends. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself 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

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

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

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

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 Skill check, they roll an additional 1d8 adding the result to their total skill 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: Concentration, Up to 10 minute

Components: HS, CM

Cost: 3 Chakra

Keywords: Genjutsu, 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

Description: Select a creature you can see within range. If the target is not aware of your presence roll your Genjutsu 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

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

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

Description: A willing creature you touch is imbued with heroic bravery. Until the genjutsu ends, the creature is immune to the frightened 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: 30 feet (60 Foot Sphere)

Duration: Concentration, Up to 1 minute

Components: HS, CM

Cost: 4 Chakra

Keywords: Genjutsu

Description: Select a space you can see in a 30-foot radius. All creatures in and attempting to enter a 60-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

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 skill 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: Concentration, up to 1 minute

Components: HS, CM

Cost: 4 Chakra

Keywords: Genjutsu

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 be incapacitated. At the end of each of its turns it takes 1d12 psychic damage, and it can then make another Intelligence saving throw. On a success the Genjutsu ends.

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.

LOST LIES

Classification: Genjutsu

Rank: D-Rank

Casting Time: 1 Action

Range: 60 Foot Cube

Duration: 10 Minutes

Components: HS, CM, CS

Cost: 5 Chakra

Keywords: Genjutsu

Description: You bind your chakra to a Chakra seal and mark an area. Your chakra radiates in a 60-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: 30 Foot Cone

Duration: Instant

Components: HS, CM

Cost: 4 Chakra

Keywords: Genjutsu

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: Up to 1 minute

Components: HS, CM, NT (Laughing Powder)

Cost: 4 Chakra

Keywords: Genjutsu

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 Wisdom 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

Description: You conjure daggers made of darkness and fear. That when they strike a target creature it instills them 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. You can throw them with the throwing range of a Kunai. Make a Genjutsu attack against a target creature in range. On a hit, the target creature takes 5d4 Psychic 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 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

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: 120 Feet

Duration: Concentration, up to 10 minutes

Components: HS, CM

Cost: 8 Chakra

Keywords: Genjutsu

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 skill 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

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 away. 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 a Ninjutsu or Genjutsu

Range: 60 feet

Duration: Instant

Components: HS, CM

Cost: 7 Chakra

Keywords: Genjutsu

Description: You attempt to interrupt a creature in the process of casting a Ninjutsu or Genjutsu that you can see 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 12 + the Jutsu's Level (B-4, A-5, S-6). 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

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

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 12 + The Jutsu's Rank. (E-1, D-2, C-3, B-4, A-5, S-6). 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 (15 Chakra Seals)

Cost: 9 Chakra

Keywords: Genjutsu

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 (Genjutsu) check against your Genjutsu save DC to disbelieve it.

HAZE CLONE

Classification: Genjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: 120 feet

Duration: Concentration, Up to 10 minutes

Components: HS, CM

Cost: 8 Chakra

Keywords: Genjutsu

Description: This technique creates a thin haze centered on the user that spans a 120-foot radius. 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. 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

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, and you have resistance to psychic damage.

MIND SPIKE

Classification: Genjutsu

Rank: C-Rank

Casting Time: 1 action

Range: 60 Feet

Duration: Concentration, up to 1 hour.

Components: HS, CM

Cost: 9 Chakra

Keywords: Genjutsu

Description: You reach into the mind of one creature you can see within range. Make a ranged Genjutsu attack check 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 target's location until the genjutsu ends. While you have this knowledge, the target can't become hidden from you and if it's 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

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: Up to 10 minutes

Components: HS, CM

Cost: 8 Chakra

Keywords: Genjutsu, Medical

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: 60 Foot Sphere

Duration: Instant

Components: HS, CM

Cost: 9 Chakra

Keywords: Genjutsu

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 (3 Thrown weapon)

Cost: 7 Chakra

Keywords: Genjutsu

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: 1 Action

Range: 30 Feet

Duration: Concentration, up to 8 hours

Components: HS, CM

Cost: 9 Chakra

Keywords: Genjutsu

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 spell. The target must make a Wisdom saving throw. On a failed save, it purses 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

Cost: 8 Chakra

Keywords: Genjutsu

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: 60 Foot Sphere

Duration: Instant

Components: HS, CM

Cost: 9 Chakra

Keywords: Genjutsu

Description: You create a chakra filled zone that guards against deception in a 15-foot-radius 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

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

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

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, 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

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 being frightened. 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

Description: You coat your glass or crystal in chakra that creates a Genjutsu that recreates what friendly creatures in a 60-foot radius centering on your see's.

FEAR

Classification: Genjutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self (30-foot Sphere)

Duration: Concentration, up to 1 minute

Components: HS, CM

Cost: 13 Chakra

Keywords: Genjutsu

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 frightened 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

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

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 (Genjutsu) 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

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

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

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 becomes frightened 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: 120 Foot Sphere

Duration: Until Dispelled

Components: HS, CM, CS

Cost: 14 Chakra

Keywords: Genjutsu

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

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

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

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

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 become frightened for the duration. When frightened 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

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. Or take half as much damage on a successful save and suffer 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: 60 Foot Sphere

Duration: Concentration, Up to 10 minutes

Components: HS, CM

Cost: 18 Chakra

Keywords: Genjutsu

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

Description: Threads of dark chakra lea 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

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 jutsu, 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

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

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

Cost: 20 Chakra

Keywords: Genjutsu, Fuinjutsu

Description: Until the genjutsu ends, when you make a Charisma check, 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

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

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 GENJUTSU

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

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

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

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 (Genjutsu) 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: 60 Feet

Duration: 10 Days

Components: HS, CM, CS

Cost: 28 Chakra

Keywords: Genjutsu

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 red dragons, undead, or vampires. You invest 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 60 feet of it, the creature must succeed on a Wisdom saving throw or become frightened. The creature remains frightened while it can see the target or is within 60 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 60 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 60 feet of it.

Sympathy. The enchantment causes the specified creatures to feel an intense urge to approach the target while within 60 feet of it or able to see it. When such a creature can see the target or comes within 60 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 60 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

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

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

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

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

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: 120 Feet Sphere

Duration: Permanent

Components: HS, CM, Toad Oil

Cost: 30 Chakra

Keywords: Genjutsu, Fuinjutsu

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

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 becomes frightened 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: 30 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 damage by 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. On a failed save, you may use your reaction to make an unarmed attack at advantage against the target dealing twice as much damage on a hit.

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: 4 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 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

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, the target must succeed a Constitution saving throw being incapacitated. On a successful save they are not incapacitated.

For the next minute, at the start of a creatures turn who was incapacitated by this jutsu, they make a Constitution saving throw to end this condition on themselves.

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 you 1d12 bludgeoning damage and makes a Constitution saving throw. On a failed save they are Stunned 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 1d12

RISEING 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 +1d6. The target is launched 30 Feet into the air and becomes incapacitated 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: BREATHE

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 your unarmed damage + 1d6.

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. (1d6>1d8>1d10>12)

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 only take half damage and 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.

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 4d10 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 2d4. You can use your Attack action to make a number of unarmed attacks equal to the amount rolled. You cannot score a critical hit with unarmed attacks made with this taijutsu.

FIST SLAM

Classification: Taijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self

Duration: Instant

Components: CM

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 + 6d6. 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 1d6

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. 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: 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 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 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.

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.

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, attacks you make do not immediately remove you from stealth unless a creature can still see you at the beginning of their turn.

Attacks you make with unarmed attacks for the duration also 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 3rd 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.

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 an area equal to a playground, small home, or 60-foot Arena. 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 turns.

If you punch the ground, all creatures on the ground in a 60 Foot Radius 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 surrounding area is now considered very 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: C-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 short leap over your target and come down with an insane amount of force. 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 from the fracturing environment. 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 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. As an action, you can remove one of the following conditions currently affecting you (*Blinded, Charmed, Dazed, Deafened, Frightened, Shocked, Slowed or Weakened*) and granting you resistance 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 you 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 and 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: 11 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: As part of the activation of this jutsu, roll 1d6 + Your Taijutsu Ability Modifier. The result of the roll is how many times you punch in the blink of an eye. Make the resulting amount of unarmed attacks, dealing your unarmed damage on each strike.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the die roll by one step. (1d6>1d8>1d10)

MAXIMUM ENTRY

Classification: Taijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 90 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 Strength 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 breathes, 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, NT (Ninja Wire or Binding Tape)

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.

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.

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 all unarmed attack damage is increased by 1d8. When you make an unarmed attack, target creatures must succeed a Constitution saving throw or suffer 1 rank of exhaustion for 1 minute.

SIXTH HEAVENLY BREATH: GASP

Classification: Taijutsu

Rank: C-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 3 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 Visual Genjutsu.

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 as the surface is destroyed and pieces of the ground darts out in random direction. 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

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

Cost: 20 Chakra.

Keywords: Taijutsu, Finisher, Clash

Description: This is the ultimate culmination of offensive taijutsu. 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 feet 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.

LEAF DRAGON GOD

Classification: Taijutsu

Rank: S-Rank

Casting Time: 1 Action

Range: 120 feet

Duration: Instant

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 on a failed save or only taking half damage on a successful save.

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

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: C-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 5 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 Blossom

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 (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 (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 (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 (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 (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: 1 Round

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. Or half as much 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 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 (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 weapons inward. Make a single taijutsu attack check 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 (30-Foot Sphere)

Duration: Instant

Components: W (Kunai, Shuriken), M

Cost: 4 Chakra, 10 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 hand signs.

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-feet)

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 (bludgeoning), M

Cost: 3 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, 10 Senbon

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 (Paper Bomb)

Cost: 5 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You prepare a cluster of 5 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 failed 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 1d4.

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 beginning of their next 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: 30ft 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 a single chakra laced arrow and fire. The next ranged weapon attack 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.

This is in addition to any bonuses it may have as a Chakra weapon.

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 use 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 (1 Minute with Trappers Kit)

Range: 10ft Cube

Duration: Instant

Components: NT (Battle wire, Rope)

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 (Slashing, 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 check for each creature you pass by or through while moving, dealing your weapons damage + 4d6 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 Damage by 1d6



BLUNT FORCE CONNECTION

Classification: Bukijutsu

Rank: C-Rank

Casting Time: 1 action

Range: 5 feet (10ft Sphere)

Duration: Instant

Components: W (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 check 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 BLOSSOM

Classification: Bukijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 minute

Components: W (Combat Bracers, Iron Claw)

Cost: 6 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 (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 (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 check 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 (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 check 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 (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 check on 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 (30-foot sphere)

Duration: Instant

Components: W (Any Bow), CS

Cost: 7 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You take your bow as you rapidly fire 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)

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.

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 (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 (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.

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 (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 check 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 (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 check. 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 (Slashing, 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 (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)

Cost: 9 Chakra

Keywords: Taijutsu, Bukijutsu

Description: You strike with your weapon from as many angle as you can see an opening. Roll 1d4 + your Taijutsu Ability Modifier. Make a number of weapon attacks equal to the result. For each successful attack the next attack is made at a +1 bonus to attack and damage rolls.

At Higher Ranks: For each rank you cast this jutsu above D-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)

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 Check, 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 (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 4d10 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(Slashing), CM

Cost: 7 Chakra

Keywords: Taijutsu, Bukijutsu

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: 7 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, All Strength saving throws to escape are made at disadvantage. Any damage done to the restrained creatures cause the restraints to snap and release them.

B-RANK:

1 STRIKE PIERCING BLOW

Classification: Bukijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 5 Feet

Duration: Instant

Components: M, W (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 check, dealing 9d8 Piercing Damage and forcing the target creature to make a Constitution saving throw, being Paralyzed 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 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)

Cost: 12 Chakra

Keywords: Taijutsu, Bukijutsu, Combo

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

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 full 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 increases the targets exhaustion rank by 1 degree for 1 minute.

HAZY NIGHT

Classification: Bukijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, up to 1 minute.

Components: M, W (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 (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 Attack checks 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 (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 bukijutsu and weapon attacks made with a weapon that deals piercing damage always deals maximum damage.

QUICK DRAW

Classification: Bukijutsu

Rank: B-Rank

Casting Time: 1 Full Round

Range: 5 Feet

Duration: Instant

Components: M, W (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 touch 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 (Slashing, Piercing)

Cost: 10 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 Check 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: 30 feet 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 full damage. On a failed save the targets takes 15d6 fire damage.

TWIN RISING DRAGONS

Classification: Bukijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: 60 feet 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 thrown 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 stay airborne between them. For the duration of this jutsu, you make Ranged Taijutsu Attack checks up to 3 times each round targeting 1 creature each attack, dealing 5d6 piercing damage.



WHIRLWIND STRIKE

Classification: Bukijutsu
Rank: B-Rank
Casting Time: 1 Action
Range: Touch
Duration: Instant
Components: M, W (Any)
Cost: 10 Chakra

Keywords: Taijutsu, Bukijutsu
Description: You spin in a violent fashion striking all creatures surrounding you. All creatures within 5 feet of you must succeed a Dexterity saving throw, taking your weapons damage + 5d10.

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, Paralyzed and Bleeding on a failed save. On the targets turn, they make a Strength saving throw to break the wires.

At Higher Ranks: For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and saving throw DC's 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 (Slashing, 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 weapons 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.

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)
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)
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 (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 2 d20 and take the highest of the three rolls., 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, W(Any), CM

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: W, M

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 Taijutsu Attack, dealing your weapon.

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

SHADOW RUSH

Classification: Bukijutsu

Rank: A-Rank

Casting Time: 1 Bonus Action

Range: 90 Feet

Duration: Instant

Components: W (Piercing, 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)

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, W, CM

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. 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 (Slashing, 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 weapons 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 Fatigue. 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), 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 (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	Wisdom 14
Ninjutsu Specialist	Intelligence 14
Scout-Nin	Strength 14 & Intelligence 14
Taijutsu Specialist	Strength 14 & Dexterity 14
Weapon Specialist	Strength 14 or Dexterity 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 +5.

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

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.

UNARMORED DEFENSE

If you already have the Unarmored 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:

The Class you have more levels in determine the Highest Rank Known.

The Class that have more Jutsu Known at your current Class Level determine how many Jutsu you currently know.

For example, if you are 5th Level Taijutsu Specialist, and a 4th Level Medical-Nin, to determine how many Jutsu you know and of what Rank, you follow the above table. First, you are a 5th Level Taijutsu Specialist meaning you can learn up to C-Rank Jutsu. Next you look at the difference in Jutsu Known at the Levels of each class you have, at 5th Level Taijutsu Specialist you have 8 Jutsu known, but at 4th Level Medical-Nin you have 9 Jutsu Known, meaning you know 9 Jutsu in total from your Medical Nin Class, but can use up to C-Rank Jutsu overall.

Conversely if you are an 8th Level Ninjutsu Specialist and 12th Level Weapon Specialist. Following the above steps, first you are a 12th Level Weapon specialist, meaning you can learn up to B-Rank Jutsu. Next You compare the Jutsu Known of both your classes respective Levels. Even though your Ninjutsu-Specialist class is a full 4 levels behind your weapon Specialist you gain 13 Jutsu Known from it, while your weapon specialist class only has 11, meaning you learn up to 13 Jutsu ranging between E-Rank through B-Rank. You wouldn't be able to learn any more Jutsu unless you took 5 More levels in Weapon Specialist or 1 more level in Ninjutsu Specialist. Taking more levels in Ninjutsu specialist grants you more jutsu but does not help in raising your Jutsu Rank Known. Taking more levels in Weapon Specialist grants you higher ranked jutsu but you wouldn't learn any new Jutsu until you've gained 5 more 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 +1 bonus to AC unless you are disarmed.
- When you make an opportunity attack with a weapon, you have advantage on the attack roll.

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 advantage on an attack roll and hit, and the lower of the two d20 rolls would also hit, you can attempt to knock the target prone. If the target is no more than one size larger than you (your size or smaller if your weapon has the light property), make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability). If you win the contest, the target is knocked prone.
- 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

DRAGON FIST

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 1d8 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.

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 armor and not wielding a medium or heavy shield, you gain the following benefits:

- You gain a +1 bonus to AC.
- You gain a +1 bonus to attack rolls you make with unarmed strikes and weapon attacks.

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 (DC = 8 + your proficiency bonus + your Dexterity modifier) or it drops an object of your choice at its feet.

IRON FIST

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 1d4 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.
- As you increase in Level you become far more proficient in this fighting style. Increase your damage to 1d6 at 5th level, 1d8 at 11th and at 17th level increase your AC by +1

LION FIST

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 1d8 bludgeoning damage while not wielding a weapon in either hand.
- As a bonus 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 gained the frightened condition.

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

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.

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:

- 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 character level your character will increase one (or two) 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.

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. You may select 1 Jutsu that is either within your current ranking limitations or 1 Rank Higher than you are currently able to access. Add that jutsu to your known Jutsu List.

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) skill 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 Modifier 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.

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.
- Weapons that lack the two-handed, heavy, or special properties are considered to have the finesse property for you.
- 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 Non-Clan.
- You gain access to the clans Jutsu list up to C-Rank Jutsu.
- You gain features available to the clan at 1st, 3rd, & 7th levels.
- You do not gain features that increases in potency such as the Hatake Clans: White Chakra, and Uzumaki Clans: Wellspring of Chakra and other features like it.
- This feature does not allow you to take Features with a Prerequisite of your selected Clan.
- This feature can only be taken once.

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 features available to the clan at 11th, 15th & 18th levels.
- You gain the clans features that increases in potency as you gain levels. You gain the benefits of these feats as if you are just beginning to gain levels in this clan. This affects features such as Hatake Clans: White Chakra, and Uzumaki Clans: Wellspring of Chakra and other features like it
- This feature allows you to take Features with a Prerequisite of your selected Clan.
- This feature can only be taken once.

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 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.

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.

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 thieves' tools. 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 feature a number of times equal to the chosen ability scores modifier (a minimum of once).
- You regain all expended uses of this feature 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 an intimidation (Cha) check, you may instead roll your Chakra control (Con) 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, 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 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 deal full damage with jutsu they cast.
- Clones gain Hit points equal to a Full hit die similar to how they gain Chakra points equal to a full chakra die.

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 two hit die worth of chakra instead of one, 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 feature multiple times.

CRAFTER

Category: General

Prerequisite: None

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 Crafters 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 50 Ryo per day. If you have expertise with them, the market value instead increases by 100 Ryo per day.

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 can learn new languages and tools over the course of 4 weeks of training, instead of the 52-week standard.
- 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 treat any 1 on a damage die as a 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 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.



ELUSIVE TARGET

Category: General

You're far too agile to ever be caught off guard or be pushed into a corner. You gain the following Benefits:

- You gain a +2 Bonus to your AC, while you are Hidden.
- If you are subjected to an attack that requires a Dexterity save. On a successful save you take no Damage or suffer no effect.
- 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 Constitution saves 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 intelligence Modifier. You may use this feature a number of times equal to your intelligence 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 increase the cost the cost of the ninjutsu by 5 before the results of the roll is revealed. On a successful hit, you may add 1 additional damage die to the jutsu's damage.
- You have advantage on Constitution saves 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 5 before the results of the attack roll is revealed. On a successful hit, you may add your proficiency to the damage roll.
- You have advantage on constitution saves that you make to maintain concentration on Taijutsu when you take damage.

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 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 feature, 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

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 feature 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 Style option 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 unaltered 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 feature a number of times equal to your Charisma modifier. You regain all expended uses of this feature when you complete a long rest.

GENIUS CRAFTER

Category: General

You have spent prolonged use with a Crafters kit, gaining the following benefits:

- Increase your Intelligence by 1, to a maximum of 20.
- You gain proficiency with the crafters kit. If you are already proficient with it, you instead gain expertise with it.
- Whenever you make an Intelligence (Crafters Kit) 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.

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. You may Switch the target of this feature whenever you add a Jutsu to your jutsu Known List.
- When you use a jutsu that requires concentration. You may reduce the chakra cost per round by 1. (Min 1)
- Your chakra points maximum increases by an amount equal to your level when you gain this feat. Whenever you gain a level thereafter, your Chakra point maximum increases by an additional 1 chakra points.

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 critically fails 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.
- You can take this feature 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 Charisma score by 1, to a maximum of 20.
- You can use your Charisma Modifier for Aburame Jutsu, Attack modifiers and save DC's regardless of your class.

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 frightened 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 strikes 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 feature 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 5 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 saving throws 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 hits 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 proficiency 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 is frightened 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 4+

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.
- When you gain a level, and you benefit from the Wellspring of Chakra Clan feature, you instead increase your chakra point total by 3.

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.

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.
- Your Nin-Dog's Hit Point and Chakra Point maximum increases by Twice your Proficiency Bonus.
- It increases by your whole proficiency bonus every time it gains a level here after

NINJA SLAYER

Category: 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 EXPERTISE

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 jutsu that you qualify for. This does not count against your Jutsu Known.
- The next time you would hit 4th, 8th, or 12th level, you learn one additional Ninjutsu of 1 rank lower than your highest known jutsu rank.

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

Prerequisite:

You study the Ninshou arts, gaining the following benefits:

- You gain proficiency in the Ninjutsu 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 feature 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 1 Plan from the Intelligence Operatives Plan List. This does not include Subclass Plans. You also gain 1 Planning Die.

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.
- 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 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.



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.

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.
- Chose of your skill or tool proficiencies. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency.

PROMISING LEADER

Category: General

You've trained relentless 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 d4 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 feature, 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 feature a number of times equal to your Intelligence modifier. You regain all expended uses of this feature 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.

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 (Ninjutsu or Genjutsu), with a casting time of no more than 1 action.
- When you cast a Ninjutsu or Genjutsu with a casting time of a bonus action, you can cast it while expending

only half the original Chakra points as long as it is no higher level than your proficiency bonus.

- Once you've used either effects of this feature twice, you must complete a long rest before you can use it again.



SHINOBI SENTINEL

Category: General

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.

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 score 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.

SUPERIOR TECHNIQUE

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.
- You gain one superiority die, which is a d4 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

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 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.

TANDEM TACTICIAN

Category: Taijutsu

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.

THREATENING

Category: General

You become fearsome to others, gaining the following benefits:

- You gain proficiency in the Intimidation 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 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 is frightened 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.

TITANS POWER

Category: Bukijutsu

Prerequisite: Strength 20, Level 20

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 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 granting you increasing your potential with your Lightning Release, gaining the following benefits:

- You gain additional White chakra equal to your character level.

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 conversions "Monsters". Building Friendly/Non-Hostile NPCs as adversaries will follow the same rules listed in the "Adversary" Section.

- For every level here after, you gain an additional +1 white chakra

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.
- **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:

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 Traits:** Give your adversary some quick traits from the list of **traits** below. Select traits that fit the flavor and theme of the adversary.
4. **Assign Role specific Abilities:** Add some special abilities based on the role of your adversary, which assists in making your adversary stand out.
5. **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.
6. **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.

Himari, Soren, Ren have been unexpectedly beset upon by some bandits and a combat begins. The PCs are level 3, so the DM decides to create three 3rd-level Standard bandits for a medium-challenge encounter. From the table, the DM can see that each bandit has (as a base) 13 AC, 38 HP & CP, and deals 11 damage on a +5-attack roll (melee or ranged).

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

With 3 bandits, the DM decides to have one striker dealing heavy damage, one defender to shield the striker, and one caster to support them both.

- Defender: 16 AC, 57 HP/38 CP, +6 attack, 6 damage
- Striker: 14 AC, 48 HP/29 CP, +6 attack, 17 damage
- Caster: 12 AC, 19 HP/76 CP, +6 attack, 17 damage

picked a role, check the Monster Roles table (p7) to see how it affects your adversary's attributes.

STEP 3. 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.

Because the bandits often work together to overpower their victims, the DM decides to give all three a common trait.

- **Teamwork:** You have advantage on attack rolls when your target is within 5ft of an unrestrained ally.

STEP 4. 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 5. 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.

- **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)

STEP 6. 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 7. 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	1-5	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	+2
Hit Points	x1.5	Damage	x1.1
Chakra Points	x1.5	Jutsu DC	+2
Saving Throws	+1	XP	x2
Initiative	+2		

Legendary Actions: This Adversary can take 1-2 Legendary Actions per round to either move, or take an additional action or reaction

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 elite and solo monsters who often find themselves outnumbered. Elite adversaries have one Legendary Action per round while solo adversaries have one per player (minus one) per round. This helps to balance the action economy and give your boss adversaries a major boost of fighting

At 60% hit points, the Bandit Queen's rage cracks the Dread vault, causing a huge chunk of the ceiling to collapse and change the battlefield layout.

At 30% hit points, the Bandit Queen roars in a cold rage and unleashes a burst of Ice Chakra. The battlefield is covered in ice and a dangerous, frozen vortex surrounds the enraged Queen.

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

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:

SOLO ADVERSARY

Armor Class	+4	Attack Bonus	+2
Hit Points	x (# of Players +1)	Damage	x1.2
Chakra Points	x (# of Players)	Jutsu DC	+3
Saving Throws	+2	XP	x4
Initiative	+4		

Legendary Actions: This Adversary can take 3-4 Legendary Actions per round to either move, or take an additional action or reaction

Phase Transition: At 60% and 30% hit points, you may remove all on-going effects on yourself and trigger a new phase transition.

Like elite adversaries, solo adversaries have the ability to act outside of their normal turn with Paragon Actions. Solo adversaries gain 1 Paragon Action per player minus 1 allowing the adversary to act after each player's turn.

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 0-1:** Adversaries within these tiers can access E-Rank & D-Rank Jutsu. Tier 0 Adversaries can have a

The DM wants the Bandit Queen to have three forms during the final boss encounter. First, the Queen starts as a defender with thick ice armor. Next, the Bandit Queen creates bone avatars from her own down allies and becomes a controller. Then finally, once the Queen is nearing defeat, her rage freezes the battlefield and she becomes a wild striker. The DM creates 3 different stat blocks per the normal process, and then because there are 3 forms divides the HP on each stat block by 3.

maximum of 3 Jutsu, while Tier 1 Adversaries can have up to 5 Jutsu.

- **Tier 2:** Adversaries within this tier can access up to C-Rank Jutsu. This Tier of Adversary can have up to 7 Jutsu.
- **Tier 3:** Adversaries within this tier can access up to B-Rank Jutsu. This Tier of Adversary can have up to 9 Jutsu.
- **Tier 4:** Adversaries within this tier can access up to A-Rank Jutsu. This Tier of Adversary can have up to 11 Jutsu.
- **Tier 5:** Adversaries within this tier and moving forward can access up to S-Rank Jutsu. This Tier of

Multiattack (X): The adversary makes X attacks against its enemies using one of its base attacks.

Adversary can have up to 13 Jutsu.

- **Tier 6:** Adversaries of this tier can have up to 15 Jutsu.
- **Tier 7:** Adversaries of this tier can have up to 17 Jutsu.
- **Tier 8:** Adversaries of this tier can have up to 20 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 flavorful 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?

Petrifying Gaze: The target's body quickly turns to stone. First it is blinded, then restrained, then petrified

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 38. The jutsu you create would instead on average deal 57 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.

ADVERSARY MULTIATTACK TABLE

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%

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.

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 rarely have access to healing Jutsu unless they are exceptional creatures with rare powers, items, or equipment. If your adversary has access to any healing or restorative powers, restrict their ability to just 3 uses per encounter. A basic healing Jutsu restores 20% of the target's maximum hit points per casting. This can be divided evenly across multiple targets to create an area healing jutsu healing two people for 10%, three for 7%, etc.

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

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.

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	24	24	5	7	+2	+1	+0	+0	-1	-1
	2	11	3	30	30	5	9	+2	+1	+0	+0	-1	-1
	3	11	3	38	38	5	11	+2	+1	+1	+0	+0	-1
	4	12	4	46	46	6	13	+2	+2	+1	+0	+0	-1
Tier 2	5	12	4	54	54	7	15	+3	+2	+1	+0	+0	-1
	6	12	4	60	60	7	18	+3	+2	+1	+1	+0	-1
	7	12	5	66	66	8	21	+3	+2	+1	+1	+0	+0
	8	12	5	72	72	8	25	+3	+3	+1	+1	+0	+0
Tier 3	9	12	5	78	78	9	28	+4	+3	+2	+1	+1	+0
	10	13	6	84	84	10	30	+4	+3	+2	+1	+1	+0
	11	13	6	90	90	10	34	+4	+3	+2	+1	+1	+0
	12	13	6	96	96	10	38	+4	+4	+2	+1	+1	+0
Tier 4	13	13	7	102	102	12	40	+5	+4	+2	+1	+1	+0
	14	13	7	108	108	12	42	+5	+4	+2	+2	+1	+0
	15	13	7	114	114	12	45	+5	+4	+3	+2	+1	+0
	16	14	8	120	120	13	47	+5	+5	+3	+2	+1	+0
Tier 5	17	14	8	126	126	14	49	+6	+5	+3	+2	+1	+1
	18	14	8	132	132	14	50	+6	+5	+3	+2	+1	+1
	19	14	9	138	138	15	54	+6	+5	+3	+2	+2	+1
	20	14	9	144	144	15	58	+6	+6	+3	+2	+2	+1
Tier 6	21	14	9	150	150	16	60	+7	+6	+4	+2	+2	+1
	22	15	10	156	156	17	64	+7	+6	+4	+3	+2	+1
	23	15	10	162	162	17	67	+7	+6	+4	+3	+2	+2
	24	15	10	168	168	17	70	+7	+7	+4	+3	+2	+1
Tier 7	25	15	11	174	174	19	73	+8	+7	+4	+3	+2	+1
	26	15	11	180	180	19	75	+8	+7	+4	+3	+2	+1
	27	15	11	186	186	19	78	+8	+7	+5	+3	+2	+2
	28	16	12	192	192	20	80	+8	+8	+5	+4	+2	+2
Tier 8	29	16	12	198	198	21	85	+9	+8	+5	+4	+3	+2
	30	16	12	204	204	21	90	+9	+8	+5	+4	+3	+2

MINION ADVERSARY

Armor Class	-2	Attack Bonus	-2
Hit Points	1-5	Damage	x0.2
Chakra Points	-	Jutsu DC	-3
Saving Throws	-2	XP	x0.25
Initiative	-2		

ELITE ADVERSARY

Armor Class	+2	Attack Bonus	+2
Hit Points	x1.5	Damage	x1.1
Chakra Points	x1.5	Jutsu DC	+2
Saving Throws	+1	XP	x2
Initiative	+2		

Legendary Actions: This Adversary can take 1-2 Legendary Actions per round to either move, or take an additional action or reaction

SOLO ADVERSARY

Armor Class	+4	Attack Bonus	+2
Hit Points	x (# of Players +1)	Damage	x1.2
Chakra Points	x (# of Players)	Jutsu DC	+3
Saving Throws	+2	XP	x4
Initiative	+4		

Legendary Actions: This Adversary can take 3-4 Legendary Actions per round to either move, or take an additional action or reaction

Phase Transition: At 60% and 30% hit points, you may remove all on-going effects on yourself and trigger a new phase transition.

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 11.** The Anbu gains Sneak attack as an additional feature.
- **Level 12.** The Anbu's critical fury now triggers on a roll of 18,19 or 20



ANBU

Medium Humanoid, Anbu, Standard, Lurker, Prof + 5

Level: 8 (800 XP)

Armor Class 18 (Studded Leather)

Hit Points 62 (15d8 + 8)

Chakra Points 69 (15d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	13 (+1)	16 (+3)	11 (+0)

Saving Throws Dex +8, Str +6, (Wis +9)

Skills Acrobatics +8, Deception +5, Genjutsu +8, Ninjutsu +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 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 the Anbu.

JUTSU

Ninjutsu. +6 to hit, (**Ninjutsu save DC 14**)

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 16**)

D-Ranks (Cost 5): *Bane*

C-Ranks (Cost 8): *Blur*

B-Ranks (Cost 11, 9th Level +): *Invisibility*

Taijutsu. +8 to hit, (**Taijutsu save DC 16**)

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.

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 1d6+2 (6).
- **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 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 51 (11d6 + 12)

Chakra Points 57 (11d6 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	15 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +7, Cha +5

Skills Acrobatics +7, Deception +5, Genjutsu +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.

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. +6 to hit, (**Ninjutsu save DC 14**)

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 17 (Combat Jacket)

Hit Points 13 ($2d8 + 1$)

Chakra Points 13 ($2d8 + 1$)

Speed 30 ft.

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. +3 to hit, (**Ninjutsu save DC 11**)

E-Ranks (Cost 3): *Chakra Strike* (1d6)

D-Ranks (Cost 5): *Chakra Leaping*

Taijutsu. +5 to hit, (**Taijutsu save DC 13**)

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.

Sling. *Ranged Weapon Attack:* +4 to hit, reach 30/120 ft., one target.
Hit: 4 ($1d4 + 1$) bludgeoning damage.



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 1d10+1 (7).
- **Level 6.** The Chunin gains resistance to 1 of the following Nature release Keywords (Earth, Wind, Fire, Water, Lighting).
- **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 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.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	12 (+1)	15 (+2)	14 (+2)	11 (+0)

Saving Throws Dex +7, Int +6, (Wis +6)

Skills Genjutsu +8, Insight +6, Ninjutsu +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 sands 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, Elite, Defender, Prof + 5

Level: 8 (800 XP)

Armor Class 17 (Studded Leather)

Hit Points 194(28d10 + 32)

Chakra Points 140 (22d10 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	18 (+4)	18 (+4)	16 (+3)	16 (+3)

Saving Throws Dex +8, Cha +5

Skills Chakra Control +14, History +9, Intimidation +8, Investigation +9, Perception +6

Senses passive Perception 16

Living Sand. Gaara gains a +5 AC to all attacks so long as he can see the attacker. If the Attackers 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.

JUTSU

Ninjutsu. +11 to hit, (Ninjutsu save DC 18)

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:* +6 to hit, reach 5 ft., one target. *Hit:* 1 Bludgeoning damage.

LEGENDARY ACTIONS

Gaara can make 2 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. 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 creatures turn.

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 very 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 +1
- **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.

GENIN

Medium Humanoid, Shinobi, Standard, Scout, Prof +3

Level: 1 (50 XP)

Armor Class 15 (Combat Jacket)

Hit Points 19 (3d10 + 1)

Chakra Points 19 (3d10 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	14 (+2)	13 (+1)	10 (+0)

Saving Throws Str +5, Con +4

Skills Ninjutsu +4, Genjutsu +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.

Hard to Hit. When you are standing and unrestrained, attacks against you have disadvantage unless you are adjacent to two or more enemies.

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, Elite, Lurker, Prof +5

Level: 8 (800 XP)

Armor Class 17 (Studded Leather)

Hit Points 194(28d10 + 32)

Chakra Points 140 (22d10 + 32)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	18 (+4)	16 (+3)	14 (+2)

Saving Throws Dex +9, Int +9

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 the Anbu

Guerilla. When you make an attack while hidden, you don't reveal yourself and can remain in hiding.

JUTSU

Ninjutsu. +11 to hit, (**Ninjutsu save DC 18**)

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. +11 to hit, (**Taijutsu save DC 18**)

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 make 2 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 Demonic Ice Mirrors.

Defend. Haku can use a legendary action to take additional reactions up to 1 reaction per triggering creatures turn.

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.

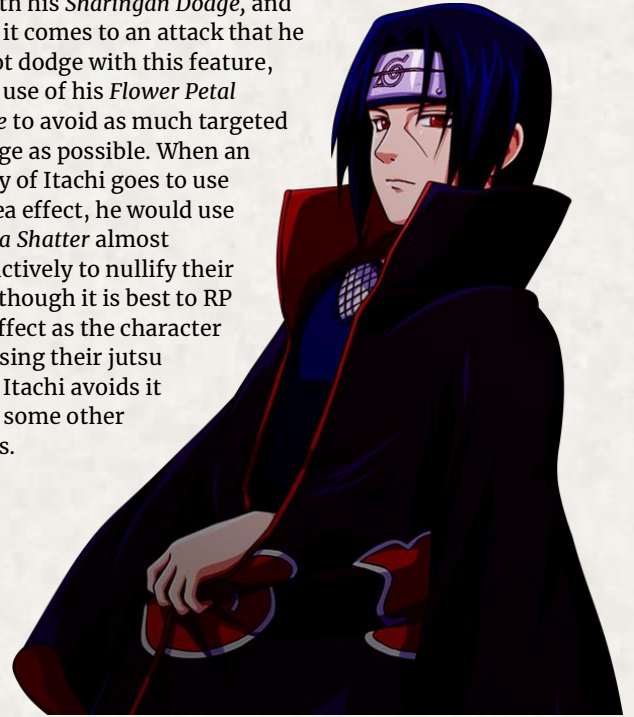
OFFENSIVELY

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, Elite, Controller, Prof + 7

Level: 15 (3500 XP)

Armor Class 23 (Armor of Psychosis Genjutsu Script + Studded Leather)

Hit Points 216 (19d12 + 45)

Chakra Points 387 (19d12 + 45)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	17 (+3)	16 (+3)	22 (+6)	15 (+2)

Saving Throws Dex +11, Int +10, Wis +13, Cha +9

Skills Acrobatics +11, Deception +9, Genjutsu +13, Ninjutsu +10, Perception +13, Stealth +11, Taijutsu +8

Damage Resistances Genjutsu, Fire Release

Condition Immunity Berserk, Charmed, Dazed, Blinded, Frightened, Slowed, Stunned

Senses Chakra Sight 30 ft., passive Perception 23

Distraction. Halve your attack damage to grant advantage to the next attack roll made against the target.

Cunning Action. You can dash, disengage, or hide as a bonus action.

Uncanny Senses. Unless you are incapacitated, you cannot be surprised.

Sharingan Dodge. Itachi can spend a reaction to gain a +5 AC against one attack that targets him.

Genjutsu Counter. As a reaction to succeeding a Genjutsu saving throw, you may force the creature who targeted you with the genjutsu to make the same saving throw but using your own Genjutsu save DC. On a failure they are under the effects of their own Genjutsu as if you cast it yourself.

Hypnotic Eye. You gain advantage on insight, deception and persuasion skill checks.

JUTSU

Ninjutsu. +12 to hit, (Ninjutsu save DC 19)

D-Ranks (Cost 5): Substitution Technique, Chakra Skin, Chakra Mark

C-Ranks (Cost 8): Fire Dragon Bullet, Uchiha Flame Ball, Great Flame Bomb

Genjutsu. +15 to hit, (Genjutsu save DC 22)

D-Ranks (Cost 5): Insinuation, Doubled Pain

C-Ranks (Cost 8): Chakra Shatter, Blur, Flower Petal Escape, Hypnotic Patterns

B-Ranks (Cost 11): Mind Spike, Mind Thrust, Confusion, Effortless Stun

A-Ranks (Cost 14): Bringer of Darkness, Dominate Man, Seeming

ATTACKS

Multiaction. 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.

LEGENDARY ACTIONS

Itachi 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. 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.*

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 18 (Unarmored)

Hit Points 203 (22d10 + 36)

Chakra Points 144 (18d12 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	18 (+4)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +11, Con +10

Skills Athletics + 9, Chakra control +9, Insight +6, Taijutsu +9

Damage Resistances Non-Chakra Enhanced Bludgeoning Damage, Earth Release

Condition Immunity Exhaustion, Petrified, Weakened

Senses Tremorsense 60ft., passive perception 11

Get Behind Me. Allies within 5 feet of you count as being in three-quarters cover.

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.

Charger. If you moved more than 20ft in a straight line towards your target, make your melee attack rolls with advantage. On a hit, you knock your target prone in addition to any other effect.

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*

B-Ranks (Cost 11): *Earth Prison Dome*

Taijutsu. +11 to hit, (Taijutsu save DC 18)

D-Ranks (Cost 5): *Iron Strike, Praying Strike*

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.

LEGENDARY ACTIONS

Jirobo can make 2 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. Jirobo regains spent legendary actions at the start of his turn.

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 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 is increased to 26 (+8)

Attack. *Jirobo makes one attack using a Taijutsu or Ninjutsu of C-Rank or Lower.*

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 1d10+1 (7).
- **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 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 (15d10 + 18)

Chakra Points 96 (15d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	19 (+4)	13 (+1)	14 (+2)

Saving Throws Dex +8, Con +7, Cha+7, (Wis +6)

Skills Genjutsu +8, Insight +6, Ninjutsu +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.

JUTSU

Ninjutsu. +9 to hit, (**Ninjutsu save DC 17**)

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. +6 to hit, (**Genjutsu save DC 14**)

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 ninja; 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 scenario's 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, Elite, Striker, 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.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	12 (+1)	20 (+5)	19 (+4)	12 (+1)

Saving Throws Dex +11, Wis + 11

Skills Acrobatics +11, Genjutsu +11, History + 12, Insight +11, Investigation +12, Ninjutsu +12, Perception + 11, Stealth +11, Taijutsu +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 the Anbu.

Cunning Action. You can dash, disengage, or hide as a bonus action.

Primary Target. As a bonus action Kakashi can mark a target he can see within 90 feet as his primary target. He has advantage on Investigation and Survival checks to track his target. While hidden from his marked target, the first attack he makes each round does not reveal his location if he cannot be seen at the end of his turn.

Hunters Strike. When attacking a creature whom Kakashi has marked as a primary target and they are surprised, he treats the attack as a critical hit

Sharingan Dodge. You can spend 8 chakra and your reaction to gain a +3 AC against one attack that targets you.

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 A-Rank. This jutsu is temporarily added to Kakashi's jutsu list until either a short or long rest.

JUTSU

Ninjutsu. +14 to hit, (Ninjutsu save DC 21)

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 (Upcasted), Lightning Clone

Genjutsu. +13 to hit, (Genjutsu save DC 20)

D-Ranks (Cost 5): Cause Fear, Compelled Duel

C-Ranks (Cost 8): Blur, Mental Barrier

Taijutsu. +11 to hit, (Taijutsu save DC 18)

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 shuriken.

Unarmed. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 4) bludgeoning damage.

Serrated Shuriken. Ranged Weapon Attack: +14 to hit, reach 60 ft. one target. Hit: 11 (2d4 + 5) Slashing damage.

LEGENDARY ACTIONS

Kakashi 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. 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 creatures turn.

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: 10 (1250 XP)

Armor Class 19 (Unarmored)

Hit Points 115 (19d12 + 45)

Chakra Points 127 (19d12 + 45)

Speed 30 ft.

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

Backstab. If you have advantage on your attack, you deal **10** extra damage.

Guerilla. When you make an attack while hidden, you don't reveal yourself and can remain in hiding.

Cunning Action. You can Dash, disengage, or hide as a bonus action.

Critical Shot. When you make a ranged attack at more than 100 feet away from your target and you hit, count the attack as a critical hit.

Third Eye. You can make ranged weapon attacks at twice the normal range.

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

Multiaction. 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.

LEGENDARY ACTIONS

Kidomaru can make 2 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. Kidomaru regains spent legendary actions at the start of his turn.

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 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.

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: 12 (2000 XP)

Armor Class 22 (Unarmed Defense)

Hit Points 180 (20d10)

Chakra Points 108 (19d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	11 (+0)	13 (+1)	11 (+0)	11 (+0)

Saving Throws Dex +10, Int +10

Skills Acrobatics +10, Insight +9, Perception +9, Taijutsu +10

Senses passive perception 10

Unarmed Defense. Your AC is Calculated as follows 10 + Half Prof + Dex + Wis.

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.

Bone Weapons. 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.

JUTSU

Taijutsu. +12 to hit, (**Taijutsu save DC 19**)

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

Multiaction. Kimimaro can make 2 ranged attacks with his gold bow

Bone Weapon. *Melee Weapon Attack:* +10 to hit, reach x ft., one target. *Hit:* (1dx + 6) damage.

LEGENDARY ACTIONS

Kimimaro 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. Kimomaru regains spent legendary actions at the start of his turn.

Curse Seal, Level 1. Kimimaro enters the first state of the cursed seal. For 1-minute Kimimaro's strength & dexterity is increased to 22 (+6).

Curse Seal, Level 2. Kimimaro enters the next level of his curse seal. For a 5 rounds, Kimimaro strength & dexterity is increased to 26 (+8)

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

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, Elite, Defender, Prof + 7

Level: 15 (3500 XP)

Armor Class 23 (Studded Leather)

Hit Points 332 (25d12 + 75)

Chakra Points 246 (24d12 + 75)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	11(+0)	21(+5)	18(+4)	13(+1)	10(+0)

Saving Throws Str +12, Con +12

Skills Athletics +12, Chakra Control +12, Insight +8, Intimidation +7

Damage Resistances Water Release

Condition Immunity Exhaustion, Frightened, Poisoned

Senses passive perception 11

Fortuitous Defense. You use constitution instead of dexterity for AC

Heavy Defense. As a bonus action, you can brace for attacks. 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.

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:* +14 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 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. 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

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 1d6+1 (5).
- **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 51 (10d6+3)

Chakra Points 32 (10d6+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. +5 to hit, (**Taijutsu save DC 13**)

D-Ranks (Cost 5): *Avalanche Dance*, *Bestial Fury Kick*, *Clawing Swift Fang*

C-Ranks (Cost 8, 6th level): *Adamantine Acala*.

ATTACKS

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 17 (Studded Leather)

Hit Points 148 (21d10 + 40)

Chakra Points 164 (21d10 + 56)

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

Fundamental Difference. Naruto can use Constitution instead of Intelligence to calculate Ninjutsu attack bonuses and Save DC.

Wellspring of Chakra. Naruto has an additional 16 Chakra points

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 10 hit points & 20 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.

GAMAKICHI

Creature Level: 2

Toad, Neutral, Proficiency +5

Armor Class 17 (Natural Armor)

Hit Points 10 (2d8)

Chakra Points 12(2d10)

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 will 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 259 (40d10 + 45)

Chakra Points 173 (40d8 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	21 (+5)	16 (+3)	18 (+4)

Saving Throws Str +10, Dex +11, Con +10, Int +11

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.

JUTSU

Ninjutsu. +14 to hit, (**Ninjutsu save DC 21**)

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. +12 to hit, (**Genjutsu save DC 19**)

D-Ranks (Cost 5): Bane, Cause Fear, Ineptitude

C-Ranks (Cost 8): Pythons Glare, Chakra Shatter, Entrall

B-Ranks (Cost 11): Effortless Stun, Fear

A-Ranks (Cost 14): Bringer of Darkness

Taijutsu. +12 to hit, (**Taijutsu save DC 19**)

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:* +12 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



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 (1000 XP)

Armor Class 16 (Unarmored)

Hit Points 182 (24d12 + 36)

Chakra Points 124 (18d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	15 (+2)	10 (+0)	14 (+2)

Saving Throws Dex +10, Int +10

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.

LEGENDARY ACTIONS

Sakon & Ukon can make 2 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. Sakon & Ukon regains spent legendary actions at the start of his turn.

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 makes one attack using *Machine gun Punch* or two attacks with an unarmed strike.

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 18 (Studded Leather)

Hit Points 108 (21d10 + 40)

Chakra Points 162 (21d10 + 56)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	10 (+0)	16 (+3)	17 (+3)	12 (+1)

Saving Throws Wis+8, Cha +6

Skills Acrobatics +7, Chakra Control +10, Genjutsu +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. +10 to hit, (**Ninjutsu save DC 17**)

E-Ranks (Cost 2): Chakra Movement, Chakra Strike, Light

D-Ranks (Cost 5): Chakra Mark, Chakra Skin, Substitution Technique

Genjutsu. +10 to hit, (**Genjutsu save DC 17**)

E-Ranks (Cost 2): Clone, Release, Transform

D-Ranks (Cost 5): Bless, Bravery, Confidence

Taijutsu. +7 to hit, (**Taijutsu save DC 14**)

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.

SAMURAI

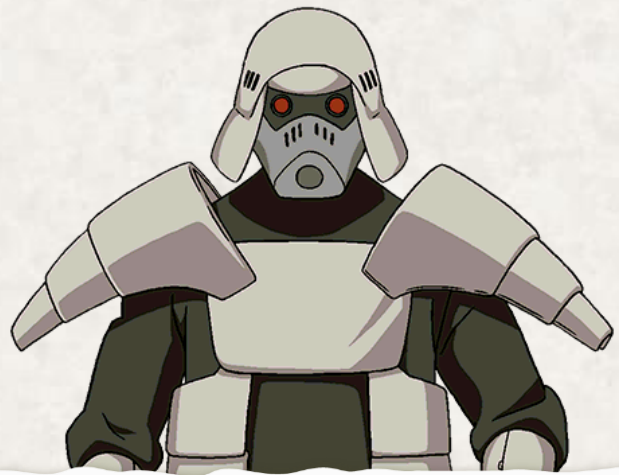
Samurai are a military power similar to shinobi, though not nearly as widespread. Samurai and shinobi are noted to have first diverged in how they received the teachings of Ninshou: samurai were more spiritual and idealistic, while shinobi focused on using their chakra to keep people's bonds alive. Only 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 1d6+2 (6).
- **Level 5**. The Samurai can begin to cast C-Rank Jutsu.
- **Level 6**. The Samurai gains the Cleave Feature
- **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 +1 and gains the Brave Feature.



SAMURAI

Medium Humanoid, Samurai, Standard, Striker, Prof + 4

Level: 4 (250 XP)

Armor Class 22 (Samurai Armor)

Hit Points 66 (13d8 + 8)

Chakra Points 43 (13d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10(+0)	11 (+0)	8 (-1)

Saving Throws Str +6, 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 +1 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. +6 to hit, (**Taijutsu save DC 14**)

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:* +6 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 **DC14** 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 106(21d10 + 16)

Chakra Points 70 (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 +8, Cha +5

Skills Acrobatics +8, Chakra Control +7, Deception +5, History +8, Perception +6

Senses passive Perception 16

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 skill checks. He also has access to all Features that have Sharingan in its name.

Sharingan Dodge. As a reaction Sasuke gain +2 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.

JUTSU

Ninjutsu. +10 to hit, (**Ninjutsu save DC 17**)

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 15**)

D-Ranks (Cost 5): *Genjutsu: Sharingan! (Bane)*

C-Ranks (Cost 8): *Genjutsu: Deflect!*

Taijutsu. +10 to hit, (**Taijutsu save DC 17**)

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.

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 KIDOMARU 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 get overestimate your physical combat potential compared to your allies.



TAYUYA

Medium Humanoid, Sound Four, Elite, Controller, Prof + 6

Level: 11 (1600 XP)

Armor Class 19 (Unarmored)

Hit Points 112 (18d10 + 22)

Chakra Points 202 (32d12 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	14 (+2)	17 (+3)	12 (+1)	18 (+4)

Saving Throws Wis +7, Cha +10

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

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 DC18 Wisdom saving throw, taking 3d6 psychic damage on a failed save.

LEGENDARY ACTIONS

Tayuya can make 2 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. Tayuya regains spent legendary actions at the start of his turn.

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 his 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.

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 1d10+3 (9).
- **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 Warlord gains the Command Ally Feature.
- **Level 9.** The Warlord gains the Frighten Foe Feature.



WARLORD

Medium Humanoid, Rogue, Standard, Defender, Prof + 4

Level: 5 (300 XP)

Armor Class 18 (Armored Flak Jacket)

Hit Points 91 (16d10 + 12)

Chakra Points 64 (10d10 + 12)

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, becoming frightened on a failed save.

JUTSU

Ninjutsu. +6 to hit, (**Ninjutsu save DC 14**)

D-Ranks (Cost 5): Blazing Hands, Demon Lantern, Erupting Flame

C-Ranks (Cost 8): Fire Dragon Bullet

Taijutsu. +7 to hit, (**Taijutsu save DC 15**)

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:* +7 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, Elite, Striker, Prof + 6

Level: 10 (1250 XP)

Armor Class 21 (Studded Leather)

Hit Points 188 (28d10 + 40)

Chakra Points 125 (17d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	14 (+2)	11 (+0)	15 (+2)

Saving Throws Str +10, Dex +9, Con +10

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.

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

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 Seversword attacks

Seversword. *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 Seversword attack.

Defend. Zabuza can use a legendary action to take additional reactions up to 1 reaction per triggering creatures turn.

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.

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